

Rage, Precognition, Grace (RPG)

A Role Playing Game of fantasy adventure by Jeff Moore*

Three Base Traits

Traits are values that measure a character's physical, mental and social aspects. Three base traits are used to define every character.

Rage (R)

[1] force, physical energy, power, strength, velocity, vigor

[2] frenzy, passion, fury, blood lust

Rage is the representation of a character's physical power, strength, and lust in battle. It is a key aspect of physical combat. Rage measures the total amount of damage that a character can take before becoming disabled. Rage modifiers are added to damage dealt in combat.

Precognition (P)

[1] forethought, anticipation, canniness, caution, insight, perception

[2] psychic power, clairvoyance, intuition, second sight, sixth sense

Precognition is the representation of a character's mental power, intelligence, and magical potential. It is a key aspect of spell casting. Precognition measures the total amount of spell casting energy available to the character. Precognition modifiers are added to skill rolls to cast spells.

Grace (G)

[1] agility, nimbleness, dexterity, finesse, form, suppleness, balance

[2] allure, attractiveness, beauty, comeliness, elegance, dignity, refinement

Grace is the representation of a character's physical presence and control. It measures coordination and manual dexterity as well as general physical appearance and charisma. Grace is used to find a character's Combat Value which determines what a character must roll to hit a target in combat, as well as how difficult it is for the character to be hit.

Defining Trait Values

Trait values vary for the different races. Humans begin with a value of 8 and have 8 additional points to spend to improve those values. A value of 10 is considered average.

Trait Values determine die roll modifiers applied when attempting to *Perform Action*.

Trait	Mod.	Trait	Mod.
0	- 2	12	+1
3	- 5	15	+2
6	- 8	18	+3
9	- 11	21	+4

Combat Value (CV)

$$\text{Combat Value} = 7 + \text{Grace Mod.} + \text{Ranks in Weapon Skill}$$

Attacking character compares their Combat Value to the Combat Value of the target.

Use the Combat Table by finding the Attacker's Combat Value down the left side of the table and the Defender's Combat Value across the top of the table.

Combat Table

Defender's CV (Weapon Skill + Grace Mod.)

	1	2	3	4	5	6	7	8	9	0	1	1	1	1	1	1	1	1	1	2	
1	8	8	9	9	9	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2
2	7	8	8	9	9	9	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2
3	6	7	8	8	9	9	9	0	0	1	1	1	1	1	1	1	1	1	1	1	2
4	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1	1	1	1	1	1	2
5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1	1	1	1	1	2
6	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1	1	1	1	2
7	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1	1	1	1
8	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1	1	1
9	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1	1
0	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1	1
1	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1
1	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1	1
1	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1	1
1	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1	1
1	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1	1
1	3	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0	1
1	3	3	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9	0
1	3	3	3	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9	9
1	3	3	3	3	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9	9
1	3	3	3	3	3	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8	9
2	3	3	3	3	3	3	3	3	3	4	4	4	4	5	5	5	6	6	7	8	8

The Combat Table shows what number (or greater) on 2d6 the attacker must roll to score a hit against the defender.



*This document is shared under the (BY) Creative Commons: Attribution, (NC) Non-Commercial, Share-Alike License. (SA)

Weapons

Strength (S)

Roll **d6**[^] (see below) and add the Strength of the weapon to find total damage.

Rage Required (R)

This is the minimum Rage required to use the weapon.

Hands (H)

(1) One Handed Weapon; (2) Two Handed Weapon; (v) 1 or 2 handed. If wielding in two hands, add 1 to Strength (S).

Axes	S	R	H	
Hand Axe	1	9	(1)	can be thrown
Battle Axe	2	13	(v)	
Great Axe	4	15	(2)	
Maces and Flails				
Maces and Flails	S	R	H	
Mace	1	10	(1)	
Flail	1	12	(v)	
War Flail	3	14	(2)	
Hammers				
Hammers	S	R	H	
Hammer	1	10	(1)	
War Hammer	2	14	(v)	
Maul	4	16	(2)	
Pole Arms				
Pole Arms	S	R	H	
Spear	1	9	(v)	can be thrown
Pole Axe	3	13	(2)	
Halberd	4	15	(2)	
Staffs				
Staffs	S	R	H	
Walking Staff	0	8	(2)	
Club	1	10	(v)	
Quarter Staff	2	12	(2)	
Short Swords				
Short Swords	S	R	H	
Dagger	-1	-	(1)	can be thrown
Rapier	0	7	(1)	
Short Sword	1	9	(1)	
Long Swords				
Long Swords	S	R	H	
Long Sword	2	11	(1)	
Bastard Sword	2	13	(v)	
Claymore	4	15	(2)	
Bows				
Bows	S	R	H	
Short Bow	1	9	(2)	
Longbow	2	11	(2)	
Crossbow	3	11	(2)	must use a turn to reload
Other Misc.				
Other Misc.	S	R	H	
Unarmed	-3	-	(-)	
Improvised Weapons	-2	-	(v)	
Sling	-1	8	(1)	

Weapon Damage is always “d6 Exploding.” This is abbreviated as: **d6**[^] -- Roll 1d6. If the value of the damage die is 6, make a second roll to attack with the same weapon. If this attack roll is a successful hit, roll the damage die again and add its result to the value of the first roll. If the second roll of the damage die is also a 6, roll the damage die again (no need to make a third attack roll.) Continue to roll the damage die until the roll of the die produces a number other than 6.

Add Weapon Strength (S) only once to the sum of the rolls of all damage dice.

Armor

Toughness (T)

Reduce injury suffered from the damage of every attack by the Toughness value of your armor.

Encumbrance (E)

Reduce your Grace Trait by the Encumbrance value of your armor. This also reduces your Combat Value. (Encumbrance also affects a Wizard's ability to cast spells.)

Cloth	T	E	
Cloth	0	0	no unskilled penalty
Heavy Cloth (Padded)	1	2	see Armor Skills

Leather	T	E	
Leather	1	1	
Studded Leather	2	2	

Chain	T	E	
Ringmail	3	3	
Chainmail	4	4	

Plate	T	E	
Scalemail	5	5	
Platemail	6	6	

Shields	T	E	
Buckler	+1	+0	no bonus vs ranged attacks
Shield	+1	+1	
Tower Shield	+2	+3	

Performing Action

To perform an action, roll 2d6 and add any Trait Modifiers and Skill Ranks appropriate for the action to your roll.

Any roll result of 8 or higher is a success.

If you do not possess the correct skill for an action that you are attempting you must suffer a -3 Unskilled Penalty.

Opposed Action

Some actions will be actively opposed by the target. To resolve these actions, both sides roll skill checks. If both sides succeed, the highest roll wins. Ties favor the player over the referee.

Skills

The first time you take a skill it is at Rank 0. You don't add any bonus to your skill roll for Rank 0 skills but you no longer suffer the -3 Unskilled Penalty. Each additional Rank in a skill adds bonuses you can apply to your die rolls when attempting to perform action related to the skill.

Trait Modifiers

All skills (except Weapon and Armor Skills) are associated with one of your three base character traits. When taking action related to the specified skill you apply your trait modifier for that skill as well as any skill ranks to the die roll.

Weapon Skills

Skill ranks for weapon skills add to your Combat Value. If you are using a weapon unskilled you must reduce your Combat Value by -3. (Trait modifiers are not applied to Weapon Skills.)

Archer - This Weapon Skill applies to the use of the Short Bow, Longbow, and Crossbow.

Barbarian - This Weapon Skill applies to the use of the Hand Axe, Battle Axe, Great Axe, Hammer, Warhammer, Maul, and Club.

Dragoon - This Weapon Skill applies to the use of the Spear, Pole Axe, and Halberd.

Peasant - This Weapon Skill applies to the use of the Sling, the Walking Staff, Improvised Weapons, and to fighting Unarmed.

Rogue - This Weapon Skill applies to the use of the Dagger, Rapier, Short Sword, and Quarter Staff.

Templar - This Weapon Skill applies to the use of the Mace, Flail, and War Flail.

Warrior - This Weapon Skill applies to the use of the Long Sword, Bastard Sword, and Claymore.

Dual Wield (Florentine) - Fight with a weapon in each hand gaining a second attack. Both attacks are made at -6 CV. Additional ranks in Dual Wield beyond rank 0 reduce this penalty by 2. (Florentine is a special style of Dual Wield using a rapier (or short sword) and a dagger. If fighting Florentine, reduce the penalty to your CV by 3 per rank in Dual Wield.)

Armor Skills

Armor Skills reflect warriors who have trained in wearing and moving in specific classes of armor. Skill ranks for Armor Skills reduce the Encumbrance penalty for wearing a specific type of armor by the rank amount. (Trait modifiers are not applied to Armor Skills.)

At 0 rank, Encumbrance penalties are treated as listed in the Armor descriptions. With no Armor Skill, a person wearing any armor except cloth armors suffers an additional +3 Encumbrance penalty for being unskilled.

Encumbrance Penalties can never be reduced below 0. Ranks in an Armor Skill that would reduce an armor's Encumbrance below 0 are not applied.

Use of Cloth Armor is always considered unskilled and there is no unskilled penalty for its use. (Always use the Encumbrance penalties as listed in the armor descriptions when wearing Cloth Armor.)

Leather Armor - This Armor Skill applies to the use of Leather, and Studded Leather armors.

Chain Armor - This Armor Skill applies to the use of Ringmail and Chainmail armors. Leather Armor is a prerequisite of the Chain Armor skill, and Skill Ranks in Chain Armor can never exceed Skill Ranks in Leather Armor.

Plate Armor - This Armor Skill applies to the use of Scalemail and Platemail armors. Chain Armor is a prerequisite of the Plate Armor skill, and Skill Ranks in Plate Armor can never exceed Skill Ranks in Chain Armor.

Shields - This Armor Skill applies to the use of the Shield and the Tower Shield. Use of the Buckler (as with Cloth Armor) is always considered unskilled and there is no unskilled penalty for its use.

Rage Skills

Rage skills are based on strength or ferocity. You add your Rage Trait Modifier to your die roll when using these skills.

Climb - Scale surfaces with a successful skill check.

Drive - Control the path of beast drawn overland vehicles such as wagons and carts.

Intimidate - Influence others with a successful skill check.

Lion Heart - Opposed skill check to resist the effects of Terror. (Terror is a Wizard spell and monster ability.)

Strong - When attempting any Rage based action that is not related to another skill, the character can add skill ranks in Strong to their die roll. This does not circumvent the -3 unskilled penalty for skills you have not yet learned.

Swim - Keep your head above water.

Precognition Skills

Precognition skills are based on intelligence or intuition. You add your Precognition Trait Modifier to your die roll when using these skills.

Acute Hearing - Add to perception checks based on sound.

Appraise - Accurately determine an item's value.

Beast Master - Befriend an animal.

Cognitive - When attempting any Precognition based action that is not related to another skill, the character can add skill ranks in Cognitive to their die roll. This does not circumvent the -3 unskilled penalty for skills you have not yet learned.

Cook - Prepare a nutritious meal with a successful skill check. Requires ingredients, either purchased or provided by Hunter Skill.

Craftsman - Repair broken things.

Deception - Opposed skill check (vs. Detect Lie) to convince someone of an untruth.

Detect Lie - Opposed skill check (vs. Deception) to tell when someone is trying to mislead you.

Diplomacy - Influence others with a successful skill check.

Disguise - Alter the appearance of another person or yourself.

Eagle Eye - Add to perception checks based on sight.

Enrage - Get an NPC to attack you.

Herbalist - A character heals $d6^{\wedge}$ over night on a successful Herbalist skill check. One check per character per night.

Hunter - Locate food in the wild. Includes ability to properly kill and dress wild game as well as forage for natural foods.

Resist Magic - Opposed check to resist the effects of some magic spells.

Sailor - Used to pilot a waterborne vehicle and also to navigate by the stars.

Scholar - Read the written word. Perform research.

Sense Danger - Opposed skill check to avoid surprise.

Tactics - At the beginning of combat all parties roll an opposed tactics check and act in order from highest to lowest.

Tracking - Follow a trail.

Wizard - Cast spells with a successful skill check.

Grace Skills

Grace skills are based on agility or charm. You add your Grace Trait Modifier to your die roll when using these skills.

Acrobat - Jump over obstacles.

Bard - use musical performance to influence others (may work on animals or monsters.)

Charisma - Influence others with a successful skill check.

Contortionist - Escape from bonds or squeeze through tight spaces.

Dexterous - When attempting any Grace based action that is not related to another skill, the character can add skill ranks in Dexterous to their die roll. This does not circumvent the -3 unskilled penalty for skills you have not yet learned.

Dodge - Opposed check to avoid being hit as a reaction in combat and used to avoid the damage of some spells.

Pick Pocket - Opposed skill check to take items from a target undetected.

Ride - Travel on horseback.

Run - Opposed test to best someone in a foot race.

Sex Appeal - Use to "sweet talk" and otherwise influence members of the opposite sex. Can be used without penalty on characters from other races, and on intelligent monsters if they are friendly.

Sneak - Slink silently from shadow to shadow unseen and unheard. (Opposed by Acute Hearing)

Stalk - Surprise an enemy gaining a free attack at the start of combat. (Opposed by Sense Danger.)

Burglar - Pick a lock or disable a trap.

Casting Spells

The action check to successfully cast a spell is equal to:

Base: the caster's Wizard Skill Ranks

Plus: their Current Precognition Trait Modifier

Minus: the Encumbrance of any Armor worn

Plus: 2d6.

A result of 8+ indicates success.

If the caster successfully passes the check, they must then suffer mana burn.

Mana Burn

As spells are cast, Precognition is temporarily damaged. This damage is referred to as Mana Burn (or just Burn.) Burn can reduce the Trait modifier related to Precognition and this will make spells more difficult to cast.

Example: Willow has the skill Wizard-1 and a Precognition score of 12 (Which gives a +1 trait bonus.)

Willow wants to cast a "Wall of Fire" spell which causes 3 burn to the caster. Willow rolls her skill check adding 1 for Wizard Skill, plus 1 for her Precognition Trait bonus. With a +2 total bonus Willow needs a 6 to successfully cast the spell. She rolls a 4 and a 2 ... $6+2 = 8$... she just made it.

"Wall of Fire" Does 3 points of "Burn" to the caster. This means that it does 3 points of temporary damage to Willow's Precognition trait. Now Willow's Precognition is 9 ($12-3=9$.)

The next time Willow tries to cast a spell, her Precognition Trait bonus will be +0 (based on the trait value of 9) and she will need to roll a 7 or greater to successfully cast her spell.

If a caster does not have enough points in their Precognition Trait remaining to pay the burn cost of a spell, they will take real damage, suffering loss from their Rage Trait instead.

Spell Failure

If a caster misses their Wizard Skill roll, they did not cast the spell. They do not suffer burn or take Precognition damage.

Opposed Spells

An opposed spell is cast directly upon an enemy target. First the caster must attempt a standard spell casting action as described above. If this fails, treat this as a spell failure as indicated above. If the check succeeds however, the caster takes the necessary Precognition damage, and then must give their target a chance to resist the spell.

Resisting Opposed Spells

The target of an opposed spell must roll a Skill Check to defend against the spell. (This is usually a Resist Magic check - see spell description.) If the check fails, the spell produces the results described in the spell description. If the check is successful, then the target's roll to resist the spell is compared to the caster's roll to cast the spell. If the target's roll to resist the spell is higher than the roll made by the caster when casting the spell, the spell is resisted.

Spell Descriptions

Precognition Required (P)

The minimum Precognition a character needs to learn to cast the spell.

Burn (B)

The amount of Precognition Damage caused to the caster by the successful casting of the spell.

Commune (P10, B3)

Character can communicate with a single target regardless of the target's intelligence or language. Animals and more primitive creatures are instilled with magical sentience enabling them to answer questions and understand motivations and desires. Commune does not predispose the target to be friendly or agreeable towards the caster. The spell lasts for as long as both target and caster wish to communicate, or one hour.

Control Plants (P10, B2)

Character can cause plants to animate either parting to create a safe path through an area or rising up to trap or entangle a foe. If used to clear a path the spell lasts for an hour clearing the way as the character walks along. If used to entangle enemies the spell effects 6 contiguous targeted squares chosen by the caster. Any character in these squares must roll a successful Rage test before taking any action. This effect lasts for an hour.

Devastating Charge (P13, B3)

To cast this spell, the caster must be wielding a bladed weapon. Caster moves up to 12 squares in a straight line doing damage to any target on one side of their path as they pass adjacent to them (the caster chooses which side they are attacking.) Each target must roll a successful Dodge skill test or take damage based on the spell caster's equipped weapon. (If caster is Dual Wielding damage is based on the caster's primary weapon only.)

Fiery Steed (P10, B1)

The caster summons a horse of flames from the elemental plane of fire. The creature gives off heat and light but will not ignite combustibles or cause damage. The creature is in fact insubstantial to all but the caster who can ride the mount as a normal horse. The Fiery Steed will last for 12 hours or until dismissed.

Fireball (P13, B3)

All figures in a 3x3 inch square area must roll a successful Dodge skill test or suffer $d6^{\wedge}$ magical damage. (Magical damage is not reduced by toughness.)

Firefly (P10, B1)

A tiny brightly glowing wisp is called into being. The firefly flits around a single target causing such an annoyance that the target's Combat Value is reduced by -2. Because of its tiny size, the firefly has a Combat Value of 16 for defense, and it cannot be the target of spells. But, one hit will destroy it. The Firefly lasts for 1 hour or until destroyed. The caster can only have one Firefly spell active at a time.

Lightning Bolt (P13, B3)

One target in the caster's line of sight is hit by a bolt of magical Lightning. The caster rolls 2 dice but counts only one (discarding the other one) for $d6^{\wedge}$ magical damage. (Magical damage is not reduced by toughness.)

Fists of Fury (P10, B2)

The caster's fists become deadly magical weapons. The caster can attack with their fists, treating them as Strength 2 bashing weapons (treat penalties as Florentine if Dual Wielding.) While fighting with Fists of Fury, the caster's Wizard Skill is applied to their Combat Value as if it was a Weapons Skill. Fists

of Fury lasts for 1 hour.

Flare (P10, B0)

The caster fires a bright flare straight up into the air. Can be seen for miles outdoors. Will not ignite combustibles.

Gentle Fall (P10, B1)

Target falling character suffers no damage from the fall.

Holy Aura (P13, B3)

Caster sends out a pulse of Holy energy that heals figures in all squares adjacent to (but not including) the caster. Holy Aura heals $d6^{\wedge}$ Strength 3 damage to each target. This damage is holy energy. It harms unholy creatures but heals everyone else.

Unholy Aura (P13, B3)

Caster sends out a pulse of unholy energy that harms figures in all squares adjacent to (but not including) the caster. Unholy Aura inflicts $d6^{\wedge}$ Strength 3 damage to each target. This damage is unholy energy. It heals unholy creatures but harms everyone else.

Holy Resurrection (P19, B5)

Return dead character to life. Character cannot have been dead longer than 48 hours. Holy Resurrection will purify the body, purging it of poison, venom, disease, curses or other ailments natural or magical. The resurrected character will be very weak suffering Damage and Mana Burn sufficient to leave Rage and Precognition Traits with a current value of 0 each, and the resurrected will not benefit from further healing of any kind (magical, skill based, or otherwise) for 24 hours.

Holy Tremor (P10, B2)

The caster strikes the ground in front of them causing all targets in a 3x3 square area directly in front of the caster to pass a general Grace (may add Acrobat or Dexterous, but not both) test or fall to the ground. Targets who are knocked down loose their next turn and must use that turn to regain their footing.

Ice Comet (P13, B3)

Freezes one target. Target can roll Resist Magic to avoid. If failed the target cannot move or take any action for $d6^{\wedge}$ turns.

Icy Stare (P10, B2)

The caster stares into the eyes of a target up to 10 inches away. The target must pass a Lion Heart Skill test or run away from the caster for the next $d6^{\wedge}$ turns.

Invisibility (P16, B5)

The caster can move about unseen. A Sneak Skill check may still be required to avoid making noise, but the character cannot be detected at all by visual perception tests. An invisible character cannot be the subject of ranged attacks or spells that would target the character directly. If engaged in Melee combat the character has add a bonus to their Combat Value of +5 but only add this bonus for defense not attack. Invisibility lasts 5 minutes.

Magic Lantern (P10, B1)

Creates a magical lantern that produces light to see by and lasts for 1 hour.

Magic Finger (P10, B1)

Character calls an invisible force into existence. This magic "finger" can push and prod objects with approximately the same amount of force as a real finger. It could be used to push something over or even hook and carry something if it were feasible for a finger to do this. The finger can move to a

maximum of 10 inches from the caster. The finger lasts for as long as the caster concentrates on the spell.

Whirling Death (P13, B3)

Character must be wielding a 2-handed weapon (or variable weapon in both hands) to cast this spell. The character swings their weapon around them doing melee weapon damage to every adjacent figure that does not successfully pass a Dodge skill test.

Meteor Shower (P19, B5)

Stones fall from the sky bludgeoning every local figure (except the caster) for damage. Roll 2d6 but keep only one die (discarding the other) for $d6^{\wedge}$ bashing damage (this damage is reduced by armor.)

Rain of Death (P10, B2)

The caster must be wielding a bow or crossbow in order to cast this spell. Firing a handful of arrows into the air at once, the character causes a rain of deadly projectiles to fall in a 3 x 3 inch square anywhere within 10 inches of the archer causing the archer's weapon damage to all who fail to make a successful Dodge skill test.

Stone Skin (P10, B1)

The caster calls upon the elemental power of the earth to transform them. The caster's flesh is covered in a cold thin layer of gray stone. This counts as 2 points of armor defense with 0 encumbrance. Stone Skin lasts for 1 hour.

Water Walking (P10, B1)

The character is able to walk on water. This lasts from the moment the character steps upon the surface of the water until they step again on dry land.

Whispering Wind (P10, B1)

The character can whisper a message to anyone they know up to a mile away. The message is private and no one else will know that the message was sent or delivered.

Winter Coat (P10, B1)

The target's entire body is covered in a layer of cold frost. The Winter Coat protects the target from all forms of natural weather elements. Desert heat, arctic chill, biting wind and driving rain have no effect on the character. The Winter Coat lasts for 12 hours.

Butter Fingers (P10, B1)

Target drops anything held in its hands. Unless they make a successful opposed grace check.

Create Monster (P13, B5)

A monster appears to fight under the command of the caster. Monster does not attack on the turn on which it appears. The Monster is CV 12, S 2, T 2, W 20 and has no special abilities. Caster can select the form the monster will take. The monster lasts for 12 hours or until it is killed. Caster cannot control more than one monster at a time.

Death (P16, BX)

Target suffers 1 point of damage (do not reduce for armor) per point of Burn.

Enchant Armor (P9, B1)

Target armor gets +1 toughness. Lasts for 1 hour.

Enchant Weapon (P9, B1)

Target weapon gets +1 strength. Lasts for 1 hour.

Flash (P13, B3)

Creates a blinding flash. Every local figure (except the caster) suffers CV-2. Not cumulative. Lasts for 15 minutes.

Flight (P13, B4)

Target flies 12 squares per turn. Target is +4 to Defensive Combat Value while flying. Lasts 15 minutes.

Holy Touch (P10, BX)

Heal 1 point of damage per point of Burn. Must touch target. Can heal self.

Illusion (P10, B1)

Creates an object occupying no more than one square that looks, sounds and smells just like real; the illusion vanishes the moment it is touched.

Scry (P13, B3)

Spy on target. Must possess something the target has touched and a scrying device (crystal ball, mirror, pool of water.) Target can oppose with Resist Magic skill but will not know they are being scryed. Lasts 15 minutes.

Magic Dart (P10, B0)

Inflict $d6 - 2$ damage (do not reduce for armor) to a single target. Magic Dart cannot be opposed and causes no Mana Burn, however a damage roll of 1 or 2 will cause 0 damage.

Mind Control (P13, B5)

Target will do as instructed unless suicidal. Target can attempt to avoid the effects of the spell with an opposed Resist Magic skill test, but once affected cannot attempt to resist again. The target cannot act on the same turn their mind is taken over. Lasts for 1 day.

Morph (P10, B2)

Caster takes on animal form. The caster's Traits do not change, but aspects of size and mobility unique to the animal form are gained. (A bird form can fly, a fish can breath water, a snake can slither through a small hole, etc.) The caster can remain in this form until they choose to return to normal, or they are rendered unconscious or dead.

See Magic (P10, B1)

Detect all local magic. Lasts for 15 minutes.

Reverse Missiles (P13, B3)

All missiles aimed at the target attack the shooter, not the target. Lasts for $d6^{\wedge}$ turns.

Teleport (P16, B4)

Target disappears here, and reappears there, up to a maximum range of 50 miles. Destination must be known to the caster. Cannot target unwilling subjects.

Character Types

Warriors - Begin play with one free Weapon Skill (rank 0), plus three additional skills of any type. As Warrior characters adventure and earn experience points (xp) they pay 10 xp for new skills and skill ranks, and 20 xp for new spells.

Wizards - Begin play knowing how to cast three spells and with the Wizard Skill (rank 0). As Wizard characters adventure and earn experience points (xp) they pay 10 xp for new spells and 20 xp for new skills and skill ranks.

Rangers - Begin play with the Wizard Skill (rank 0) and one free Weapon Skill (rank 0), and two spells. As Ranger

characters adventure and earn experience points (xp) they pay 25 xp and gain one new spell AND one new skill or skill rank.

Any Character Type can spend 25 xp to increase one of the 3 base traits (Rage, Precognition, or Grace) by +1.

Character Races

There are 5 dominant races in the civilized world...

The **Humans** of the Human Empire that spans the width of Nos from North West to South East following the Gateridge Mountains.

Humans begin play with a value of 8 in each of the three traits (Rage, Precognition, Grace) and have an addition 8 points to use to improve these traits. The unskilled penalty for humans is only -2 instead of the standard -3.

The **Witches**, a pale human looking people with alabaster skin, dark or red hair and a hauntingly sad beauty, are denizens of Golmash Swamp which is the primary geographical barrier between the Jungles of Chaos and the Human Empire.

Witches begin play with a value of 7 in Rage and a value of 10 in both Precognition and Grace. They have an addition 5 points to use to improve these traits. Witches always begin play with the Wizard skill. (Witches that are Wizards or Rangers will begin play with Wizard rank 1.)

The **Ratlings**, four feet tall ratlike humanoids, live in the Obsidian Crag in the tunnels that lace the volcanic rock. The Ratling society is greatly advanced and their skill in forging with fire is renowned through all of Nos.

Ratlings begin play with a value of 9 in Rage, 8 in Precognition, and 11 in Grace. They have an additional 4 points to use to improve these traits. Ratlings are ambidextrous and always begin play with the Dual Wield skill.

The **Giants** of the Blue Ice Mountains are a barbaric, but honorable, tribal people of pale blue skin that stand roughly eight feet tall.

Giants begin play with a value of 13 in Rage, 7 in Precognition, and 8 in Grace. They have an additional 4 points to use to improve these traits. Giants always begin play with the Barbarian skill.

The **Faeries** of the Terra Green Forest are mischievous and playfully chaotic. Most other races welcome the presence of faeries as good luck, this is especially true of Giants.

Faeries begin play with a value of 6 in Rage and a value of 11 in both Precognition and Grace. They have an additional 4 points to use to improve these traits. A Faerie character is limited to a maximum Rage of 9 and cannot improve their Rage beyond that value. Faeries have the power of flight (12 squares per turn; +4 to Defensive Combat Value while flying.)

Character Creation

1. Choose Character Race (Human, Witch, Ratling, Giant, or Faerie.)

2. Assign values to Traits according to your race. Note the Precognition requirements for Spells if you wish to be a spell caster.

3. Record skills or abilities gained as benefit of your race.

4. Choose Character Type (Warrior, Wizard, or Ranger.)

5. Choose skills and/or spells according to your Character Type, these are in addition to those granted you by your race.

6. Buy equipment. Starting characters have 25 gold to spend on equipment, weapons and armor.

7. Record adjustments to Grace for armor worn.

8. Create a background story and a name for your character.

Combat

All players and the referee roll an opposed Tactics skill test.

Roll 2d6 add Trait modifiers for Precognition and Skill Ranks in Tactics.

Characters act in order from highest to lowest. Ties are broken by comparing attributes in the following order:

- 1) Highest Tactics Skill
- 2) Highest Precognition Trait
- 3) Highest Grace Trait
- 4) Tied parties roll d6 and add to Tactics result.
Repeat until tie is broken.

This establishes turn order. Referee records turn order and uses this for the duration of the encounter.

Maneuver Phase (Do Only 1)

[1] Move their figure up to 6 inches on the tabletop.

[2] Opt not to move increasing their Combat Value by +2 for the duration of this turn.

[3] Take an alternative move equivalent action (normally this would be switching of an equipped weapon.)

Action Phase (Do Only 1)

[1] Attack with equipped weapon.

[2] Cast magic spell.

[3] Take a second Maneuver Phase.

[4] Something else approved by the referee.

Pass Phase

End turn and allow next character in the turn order to act.

Natural Healing and Recovery

Burn - Mana Burn damage to Precognition heals completely with a night of rest (6 hours) and a decent meal.

Wounds - Combat damage to Rage heals 1 point per 3 nights of rest in camp or 1 point per night when staying in an Inn.

At Rage 0 a character is unconscious. When Negative Rage equals the character's unadjusted Grace trait the character is dead. *For example: a character with 10R and 11G will be unconscious at 10 wounds and dead at 21 wounds.*

GM:	RAGE • PRECOGNITION • GRACE	Player:
-----	------------------------------------	---------

Name:	Gender:	Race:	Type:
-------	---------	-------	-------

R (Wounds)	$\frac{\text{Attacks do Wounds to R}}{\text{R (Base)}}$	P (Mana Burn)	$\frac{\text{Casting does Burn to P}}{\text{P (Base)}}$	G (Adjusted)	$\frac{\text{Adjusted by E of Armor}}{\text{G (Base)}}$	R Mod: ____	XP (Unspent)
						P Mod: ____	
						G Mod: ____	

WEAPONS AND ARMOR

Total Toughness	Armor Type:	Toughness:	Encumbrance:	Total Grace Penalty
	Armor Type:	Toughness:	Encumbrance:	

Weapon:	Strength:	R Req:	Hands: 1, 2, V	Combat Value:
Weapon:	Strength:	R Req:	Hands: 1, 2, V	Combat Value:
Weapon:	Strength:	R Req:	Hands: 1, 2, V	Combat Value:

SKILLS AND SPELLS

Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:
Skill/Spell:	Rank/P Req:	Mod/Burn:	Desc:

POSSESSIONS AND NOTES

Money	
-------	--