

# Incarnate RPG

a d100 role-playing game system

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The Fourth Incarnation (v4.02)  
2<sup>nd</sup> Edition

This page is intended for new comers to the RPG hobby. If you're a seasoned player, skip past this page.

## **The Basics**

*What is a roleplaying game and how does it work?*

A roleplaying game, or RPG, is played between two or more people and takes place almost completely within the group's collective imagination. Maps and miniatures can be used, but are not required.

One person amongst the group must assume the role of gamemaster, or GM. The GM acts as referee and storyteller. Every other player must choose a premade character or create their own.

Players control the actions of their characters within the scenario set up by the GM. Players describe the actions their character attempts and dice are rolled to determine success or failure.

*What kinds of dice are used and how?*

This game uses a set of seven different dice:

A four-sided die (d4), a six-sided die (d6), an eight-sided die (d8), a ten-sided die (d10), a twelve-sided die (d12), a twenty-sided die (d20), and a set of percentile dice (d100).

When rolling a d100 a player uses 2 d10s, and designates before rolling which die will stand for the 10's place and which die will stand for the 1's place.

Example: Using two different colored d10s, one red and one blue, John rolls a d100 to do something his character has a 40% chance to do. Before rolling he states that blue will stand for 10s (the most common term is to say which die is "high").

The blue die rolls a 3, and the red die rolls a 6, giving a result of 36% which is a success.

*How do you win or lose?*

A roleplaying game can never be truly "won" or "lost". A player's character may be killed. But another can be created. A quest may be completed or a goal reached, but there is always another, all it takes is someone to imagine one up.

*So what's the point?*

The point of a roleplaying game is to provide a group of players with a challenging and enjoyable experience that can be totally tailored to a group's tastes.

Would you like to slay dragons? Explore mysterious places? Wield mystical powers of magic? Would you like to be a kung-fu master or a super spy? How about a valiant knight or ruthless pirate?

You can do all that, and more. The only limits are your imagination.

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# Chapter One

Welcome and thank you for picking up the Incarnate Roleplaying Game corebook. This guide contains all the basic information needed to run roleplaying games set in worlds limited only by your imagination. The following chapter will provide everything needed to start play: a fast and easy introduction to the concepts and rules of the game and the creation and leveling of characters.

## Starting Play

This book is a tabletop roleplaying game designed for two or more players. Play requires some sheets of paper (and/or printed character sheets, located at the end of this book in the Removable Pages section, pg. 348), some pens or pencils to write with, a set of gaming dice (at least two d10s, used together as a d100, and a d20, d12, d8, d6 and d4) and some kind of marker for each character (for range and positioning purposes). Hex maps and miniatures can be used, but are not required.

To begin playing one member of the gaming group must assume the role of gamemaster, referred to as the GM throughout this book, while the rest of the gaming group will each make characters to use, or select from the example characters found in Chapter 7 on page 311.

The GM acts as a “referee” and storyteller, controlling the world around the player characters and the actions of the other characters that populate the world, known as non-player characters, or NPCs.

Before beginning the GM should become familiar with the basic game concepts and rules of play found in this chapter, and have a story, campaign, quest, etc. prepared. Chapter Seven of this book, The Arena contains a very simple storyline that can be used, as well as numerous examples of enemies that can be used in any quest/campaign.

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## Game Terms & Concepts

This book contains many terms and concepts that are defined below. They may seem familiar to a seasoned roleplayer, but all players are encouraged to familiarize themselves with these terms and concepts by reading the following section.

*Measures & Stats*- Each player character has three Measures: Mind, Body and Soul. Each Measure has four corresponding Stats, giving characters a total of 12 Stats. Stat scores cannot be raised above the score of their corresponding Measure. So, for example, if a character has a score of 10 for a Measure, no Stat associated with that Measure may be raised above a score of 10.

(See page 4 for detailed descriptions of each Measure and Stat)

*Energy*- Each character has three kinds of energy, determined by the value of specific stats. Stamina is determined by a character's Constitution score, and is used for physical actions. Magic Power (MP) is determined by a character's Mana score, and is used for casting spells and using magical abilities.

Power is determined by a character's Chi score, and is used for supernatural abilities.

(See page 13 for detailed descriptions of each type of energy)

*Life Points (LP) & Hit Points (HP)*- LP is the amount of damage a living thing may sustain before being injured or killed, HP is the amount of damage an object may sustain before being broken.

(See page 12 for more information about Damage, Injuries and Death)

*Attributes*- This term can refer to any other value found on the character sheet that is not a Measure, Stat or Energy. There are 10 main attributes that are determined by the scores of various stats.

(See page 4 for detailed descriptions of the main attributes and the stats that determine them)

*Attack & Accuracy*- Attack and Accuracy are percentages determined by the scores of the stats Dexterity and Perception, respectively. These percentages act as the base chance for a character to hit with either a melee or ranged attack. They can be raised and lowered in a variety of ways, such as situations and positions, weapons and abilities.

(See page 11 for a detailed description of the combat rules)

*Defense*- There are two main types of defense a character can attempt when attacked:

Dodging or Blocking/Parrying. Only one type of defense may be attempted per attack.

(See page 11 for a detailed description of the combat rules)

*Abilities (Skills, Specials & Classes)*- The Abilities are divided into 25 sets, each with 10 skills, five Specials and three Classes. At character creation a player chooses which sets will be their character's Primary and Secondary Ability sets. A character can learn any Ability as long as they meet the requirements, though the amount of Skill Points (Sp) or the level of the Special Ability needed to gain the Skill, Special, or Class, as well as the maximum level attainable in a Skill or Class will vary depending on the character's Primary and Secondary Ability sets.

(See page 6 for a list and description of the Ability Sets and a chart of Ability prices)

*Experience & Level*- A character accumulates experience points in any number of ways, such as completing quests, defeating enemies, slaying monsters, exceptional roleplaying, etc. When a character's experience reaches their Next Level they level up and obtain certain bonuses.

(See page 18 for Level-Up bonuses and the Next Level chart)

## Measures, Stats, Attributes, Etc.

*Mind*- The Mind Measure is a character's overall mental fitness.

*Intelligence*- The character's ability to learn and remember things.

*Mental*- The speed and strength of a character's thoughts as well as a measure of sanity.

*Mana*- The amount of magical energy a character can wield at one time.\*

*Perception*- The precision of a character's senses.

*Body*- The Body Measure is a character's overall physical fitness.

*Strength*- The power of a character's muscles.

*Constitution*- The health and vitality of a character's body.

*Agility*- The speed of a character's movements and actions.

*Dexterity*- The precision of a character's actions, especially when using hands.

*Soul*- The Soul Measure is a character's overall spiritual capacity.

*Spirit*- The strength of a character's resolve and willpower.

*Wisdom*- A character's enlightenment and judgment.

*Chi*- The amount of spiritual energy a character can wield at once.\*

*Insight*- The ability for a character to see to the truth of matters.

*Life Points*- The amount of damage a character's body can sustain before being injured or killed.

*Magic Points*- The amount of magical energy within a character.

*Stamina*- The amount of physical exertion a character is capable of undertaking.

*Power*- The amount of spiritual energy within a character.

*Attack*- The base chance to hit with a melee attack.

*Accuracy*- The base chance to hit with a ranged attack.

*Dodge*- The base chance to avoid being hit by an attack by moving out of the way.

*Block*- The base chance to avoid being hit by using an object to absorb the force of an attack.

*Parry*- The base chance to avoid being hit by redirecting the force of an attack.

*Reflex*- A character's chance to react quickly. (Agility + Mental)

*Balance*- A character's chance to avoid falling. (Agility x2)

*Fortitude*- A character's physical prowess. (Constitution + Strength)

*Concentration*- A character's ability to perform difficult tasks like spellcasting under stress. (Mental x2)

*Will*- A character's chance to resist temptation and other forms of manipulation. (Spirit + Mental)

*Courage*- A character's ability to face intimidating situations. (Spirit x2)

*Intuition*- A character's chance to have an accurate "gut feeling." (Wisdom + Insight)

*Logic*- A character's intellect. (Intelligence x2)

*Stealth*- A character's chance to avoid notice. (Agility + Dexterity)

*Awareness*- A character's chance notice things. (Perception x2)

\*Mana and Chi are optional stats that can have a score of 0 if a character (or game world) has no magical or supernatural abilities.

## **Score Range**

Measures and Stats are measured on a 1-25 scale:

(scores of higher than 25 in a measure or stat are possible, but only after several levels)

- 1: Child, childish
- 2-4: Below Average
- 5-10: Average
- 11-15: Above Average
- 16-20: Exceptional
- 21-24: Amazing
- 25+: Superhuman

Stat tests, referred to simply as “rolls” (as in, a Strength roll or an Intelligence roll) are rolled using a d20, attempting to roll a number lower than the character’s appropriate stat score.

A roll on 1 is always a success, and a roll of 20 is always a failure.

Attributes such as the chance to hit with a weapon, known as Attack, are expressed in percentages. Players attempt to roll under their percent chance on a d100.

A roll of 01% is always a success, and a roll of 100% (00 on d100) is always a failure.

## **Measurements**

Time and space measurements are expressed uniformly throughout the book as “ticks” and/or “rounds” for time and “spaces” for space. What exactly these terms stand for is flexible.

A round can stand for anywhere between 10-30 seconds to about 10-30 minutes, depending on the situation, and sometimes even longer for mass combat battles.

Rounds can be broken down into segments known as ticks. There are 10 ticks per round.

Or instead of splitting rounds into ticks an Action Point (AP) system can be used.

Each character has 10 AP to use per round. Players take turns taking single actions until all Ap have been used each round.

A space stands for about 3' (1 meter) in regular combat and 30' (10 meters) in mass combat.

A hex-map and/or miniatures can be used, but are not necessary.



## The Ability Sets & Costs

General and Weapon abilities cannot be selected as Primary or Secondary Ability sets. General Abilities cost the same to anyone. The cost of Weapon Abilities depends on a character's Primary and Secondary Weapons.

-*General Abilities* are found on page 75.

-*Weapon Abilities* are found on page 81.

-*Barbarian Abilities* are tribal and savage. Found on page 82.

-*Bard Abilities* are for performing and entertaining. Found on page 85.

-*Beast Rider Abilities* are for the taming, training and riding of beasts. Found on page 88.

-*Brawler Abilities* are for fighting without weaponry. Found on page 91.

-*Casting Abilities* are the basic art of spellcasting. Found on page 96.

-*Combat Abilities* are the basics of melee fighting. Found on page 99.

-*Commander Abilities* are for organizing and leading armies. Found on page 102.

-*Crafting Abilities* are for manufacturing items. Found on page 105.

-*Dark Servant Abilities* are for serving the forces of evil. Found on page 108.

-*Deception Abilities* are for misleading others. Found on page 111.

-*Druid Abilities* harness the energies of Nature. Found on page 114.

-*Guard Abilities* are for defending people and places. Found on page 117.

-*Healer Abilities* are for the treatment of ailments and injuries. Found on page 120.

-*Hunter Abilities* are for tracking and stalking targets in the wilderness. Found on page 123.

-*Light Servant Abilities* are for serving the forces of good. Found on page 126.

-*Mage Abilities* harness the power of Magic. Found on page 129.

-*Marksman Abilities* are for combat with weapons that launch projectiles. Found on page 132.

-*Merchant Abilities* are for trading and other mercantile business. Found on page 135.

-*Oracle Abilities* are extra-sensory and other psychic feats. Found on page 138.

-*Orator Abilities* harness the power of the spoken word over hearts and minds. Found on page 141.

-*Ranged Abilities* are for combat with thrown and launched weapons. Found on page 144.

-*Sailor Abilities* are for navigating the seas. Found on page 147.

-*Scholar Abilities* are for the search and spread of knowledge. Found on page 150.

-*Thief Abilities* are for stealing and other feats involving stealth. Found on page 153.

-*Warrior Abilities* are for combat and battle. Found on page 156.

### Ability Costs

	Primary Abilities & Weapons Skills / Classes		Secondary Skills / Classes		Other Skills / Classes
Level 1	1 Sp / 5 Sp		2 Sp / 10 Sp		3 Sp / 15 Sp
Level 2	2 (3) / 10 (15)		4 (6) / 20 (30)		6 (9) / 30 (45)
Level 3	3 (6) / 15 (30)		6 (12) / 30 (60)		9 (18) / 45 (90)
Level 4	4 (10) / 20 (50)		8 (20) / 40 (100)		12 (30) / 60 (150)
Level 5	5 (15) / 25 (75)		10 (30) / 50 (150)		Unavailable
Master	10 (25) / 25 (100)		Unavailable		Unavailable
Specials	Regular Sp cost / level		x2 Sp cost / level		x3 Sp cost / level

## Weapon Types

- Short Blades such as a dagger or knife.
- Medium Blades such as a gladius or scimitar.
- Long Blades such as a greatsword or bastard sword.
- Fencing Blades such as a rapier or sabre.
- Staves such as a bo staff or a quarterstaff.
- Clubs & Maces
- Flails
- Small Axes & Hammers
- Large Axes & Hammers
- Polearms such as a pike or halberd.
- Small Thrown weapons such as a dart or throwing star.
- Medium Thrown weapons such as a boomerang or discus.
- Spears & Javelins (Large Thrown)
- Lances
- Bows
- Crossbows
- Handguns
- Long Guns
- Needles
- Grenades
- Claws
- Knuckles
- Whips
- Chains
- Martial Arts
  - Melee
  - Hand to Hand
  - Thrown
- Arcane Weaponry

## Armor Types

- |               |                      |   |
|---------------|----------------------|---|
| -Clothing     | base movement: 4/5/6 | no dodge, stealth or casting penalties        |
| -Light Armor  | base movement: 3/4/5 | -10% dodge, stealth, 5% spell failure chance  |
| -Medium Armor | base movement: 2/3/4 | -25% dodge, stealth, 10% spell failure chance |
| -Heavy Armor  | base movement: 1/2/3 | -50% dodge, stealth, 25% spell failure chance |

## Spell Schools

The basic schools of magic can be used by anyone:

*Offensive Magic* is the harnessing of magical energy to create destructive forces.

*Defensive Magic* is the harnessing of magical energy to create shields and protective forces.

*Enchantment Magic* is the harnessing of magical energy to manipulate the physical world.

*Healing Magic* is the harnessing of magical energy to create restorative forces.

*Nature Magic* is the harnessing of magical energy found in the natural world.

*Spirit Magic* is the harnessing of magical energy to communicate with and manipulate the spirit world.

The advanced schools of magic require a special ability to use:

*Illusion Magic* is the harnessing of magical energy to trick the senses.

*Time Magic* is the harnessing of magical energy to manipulate space and time.

*Mental Magic* is the harnessing of magical energy found in the mind.

*Holy Magic* is the harnessing of Divine energy.

*Dark Magic* is the harnessing of Infernal energy.

*Blood Magic* is the harnessing of magical energy found in blood.

## Types of Magic

*Evocation* is the creation of combustible energy.

*Geomancy* is the manipulation of natural elements.

*Conjuration* is the creation of matter.

*Inner Flame Magic* is the manipulation of the body.

*Alteration* is the changing of existing matter and energies.

*Abjuration* is the creation of disruptive energies.

*Illusion Magic* is the manipulation of the mind and senses.

*Divination* is the magical observation of distant places and time.

*Astral Magic* is the manipulation of the soul and spirit world.

*Summoning* is the calling of beings from other planes of existence.

*Curse Magic* is the application of magical curses.

*Cosmic Magic* is the manipulation of space and time.

*Necromancy* is the manipulation of the dead.

*Blood Magic* is the extracting of magical energy from blood.

*Invocation* is the invoking of the power of deities.

## **The Alignments**

### ***Good Alignments***

-*Faithful* characters believe that living a peaceful and good life is the path to salvation.

Example: a compassionate priest

-*Lawful Good* characters believe society and law protect the common people.

Example: an honorable knight

-*Neutral Good* characters believe that society and law may be necessary, but do not govern the workings of goodness.

Example: a traveling healer

-*Chaotic Good* characters believe that society and law often put unnecessary restraints on the pursuit of goodness.

Example: a philanthropic thief

### ***Neutral Alignments***

-*Insane* characters are governed by no moral code.

Example: a mad sorcerer

-*Lawful Neutral* characters believe that good and evil are points of view and are dictated by the laws and customs of civilization.

Example: a dedicated soldier

-*True Neutral* characters believe that law and order and good and evil do not matter, only personal success and gratification.

Example: a ruthless mercenary

-*Chaotic Neutral* characters believe that society's laws and customs are oppressive imposed burdens and that good and evil do not truly exist, or will always exist because of each other.

Example: a zealous anarchist

### ***Evil Alignments***

-*Initiate* characters are under the direct influence of a great evil force.

Example: a demon-worshipping cultist

-*Lawful Evil* characters believe society and law are useful for furthering their own selfish desires or evil master's commands.

Example: a dark knight

-*Neutral Evil* characters will do whatever is necessary to advance themselves or the aims of evil.

Example: an evil sorcerer

-*Chaotic Evil* characters believe that only the weak hide behind the protection of society.

Example: a bloodthirsty pirate

## Basic Play

### *Turns*

There are various ways of timekeeping and turn taking that can be used to play. Players can take turns by highest Agility score or by rolling a d20 for initiative and adding Agility scores to the rolls, or simply by going around the gaming table in a specific order. The GM and group should determine which method they like best to use and be consistent.

The group can choose to take their turns by rounds, in which on each player's turn their character has 10 Action Points (AP) to use to act, the cost of an action in AP being its delay or cast time, or the group may choose to use the tick system for timekeeping.

When using ticks, each round is split into ten portions, called ticks. Action starts on tick one, when every character acts, taking turns by whatever method the group has chosen. The next tick a character acts on is determined by the delay of the action taken or cast time of the spell used. Once all characters have taken their turn on tick one, the action moves on to tick two. Once each character who acts on tick two has taken their turns the action moves on to tick three, and so on. A new round begins after tick 10.

**Example:** A knight and an orc engage in battle. The orc has higher Agility and acts first on tick one. The orc's axe attack has a delay of four, and so once the orc attacks, it does not act again until tick five. After the orc attacks on tick one, it is the knight's turn. The knight attacks with a sword that has a delay of two, and so the knight will act again on tick three, before the orc. No one acts on tick two, so the action moves on to tick three. On tick three the knight attacks again, with a delay of two. No one acts on tick four, so the action move on to tick five. On tick five both the orc and the knight act, since the orc has higher Agility, it again acts first. Combat continues like this until one or the other flees or is slain.

### *Movement*

A character's base movement is determined by the type and amount of armor being worn. There are four "levels" of armor.

Clothed characters wear mostly clothing, with only one piece of minor armor.

Lightly Armored characters wear mostly light armor, with only one piece of minor heavy armor or two pieces of minor medium armor.

Armored characters wear a combination of light and medium armor with one piece of heavy armor.

Heavily armored characters wear mostly heavy armor.

Characters may wear two layers of armor or clothing.

Base movement while clothed is four spaces walking, five spaces running and six spaces sprinting.

-while lightly armored is three spaces walking, four spaces running and five spaces sprinting.

-while armored is two spaces walking, three spaces running and four spaces sprinting.

-while heavily armored is one space walking, two spaces running and three spaces sprinting.

Walking costs no stamina, running costs one stamina per tick, sprinting costs two stamina per tick.

Taking an action while moving incurs a -10% (walking), -25% (running), -50% (sprinting) penalty.

Characters add Agility score /5 to running and sprinting speeds.

## *Attacking*

When attacking a target a d100 is rolled, attempting to roll lower than the character's Attack chance. Attack chance is determined by Dexterity, and receives bonuses from weapons and abilities. If the roll is lower than the Attack chance, the attack is a success. If the roll is higher than the attack chance, the attack fails and misses.

There are four levels of successful attacks:

A hit deals weapon damage + damage bonus to a random part of the target's body (determined by rolling a d8, see page 16 for the Hit Area & Injury Chart)

A hard hit deals maximum weapon damage + damage bonus to a chosen part of the target's body.  
A critical hit deals weapon damage + damage bonus, x2 to a chosen part of the target's body.  
A lethal hit automatically kills a target or breaks a vital piece of armor.

The base chance of a lethal hit is 1%. Critical hit is 2-5% Hard Hit is 6-10%

There are two levels of failed attacks, misses and fumbles.

A missed attack is a wasted turn. A fumble has a random penalty, determined by rolling a d100. Fumbles occur on attack rolls of 95% or above. (See page 16 for the fumble chart)

Attacking while running deals +50% damage, while sprinting and/or jumping deals x2 damage.

## *Defending*

When being attacked there are three available defensive options: blocking takes no stamina, but only absorbs damage; parrying requires training, and each success costs 1 stamina; dodging avoids all damage, but each successful dodge in one tick lowers the chance of the next dodge in the same tick by 10%, and each successful dodge costs 1 stamina.

Only one defensive option can be used each time you are attacked. Roll a d100, attempting to roll lower than your parry/dodge chance AND lower than your opponent's attack roll, when blocking you must roll under only your block chance. A character can block up to Strength score x5 damage.

When a defensive roll (parry/dodge) is under a character's chance, but not under their opponent's attack roll it is a deflected (parry) or glancing (dodge) hit, and deals ½ damage of a regular hit even if the attack was a lethal or critical blow.

Spells and special attacks will often have specific ways to defend or resist them, or they may also be dodged or blocked unless otherwise stated. Dodged spells/specials deal ½ damage, spells/specials that are blocked do not have their damage lowered by the block skill as regular attacks do.

Objects, including shields, weapons and armor used to block are not affected by critical and lethal hits. A lethal or critical hit against an object counts as a hard hit, and deals max damage. The exception to this is vital armor pieces broken by 01% attacks rolls that are not defended against.

## *Damage, Injuries & Death*

When being hit, the first step is to determine where the blow landed, then to determine any damage reduction.

Lethal, critical and hard hits land on the chosen part of the body, regular hits land on a random part, determined by rolling a d8, see page 16 for the Hit Area Chart.

Damage is first reduced by any magical or special shielding.

Then damaged is reduced by any armor covering the hit area of the body.

A piece of armor can only absorb its Hardness rating in damage at one time, with the exception of shields or armor used for a successful block (ex. gauntlets), which absorb full damage of an attack, up to a character's Strength x5. Any damage inflicted is subtracted from the armor's current Hp.

Armor is broken and provides no protection when its Hp reaches 0.

Any damage left over after reduction is first applied to any natural/magical Hp and then LP.

When a severe amount of damage is inflicted in a single hit an injury is sustained.

50% of max LP in one hit causes a level 1 injury. -5 max Lp per level 1 injury until tended.

75% causes a level 2 injury. -10 max Lp per level 2 injury until tended.

100% causes a level 3 injury. -25 max Lp per level 3 injury until tended.

Level 3 injuries to anywhere except the neck are not immediately fatal, and leave a character with 10% of max LP.

See page 16 for the injury chart for the effects of injuries to different parts of the body.

Death can come in a variety of ways: going too far into negative Lp (level + Con + Spirit), or by being instantly killed ("autodeath") by attacks like the chomp of a dragon, being assassinated, and countless other ways limited only by your group's imagination.

When in negative Lp, but not past the point of death, a character is considered in critical condition.

While in critical condition a character makes a Fortitude roll each round. Success restores Lp bonus to Lp, failure deals 1 point of damage. This continues until the character returns to 0 Lp or falls past the point of death.

When a character is dead, but not annihilated, they may be healed back within the first round after death, after the first round, they must be resurrected.

When killed there are two options for continuing play: a character can be resurrected ten times without penalty, each additional time costs 25% of the character's total experience.

If a player chooses not to resurrect a character (at least not immediately) they may create a new one which will start with ½ the experience earned by the fallen character.

### *Stamina, Magic Points & Power*

Every character has three exhaustible reserves of energy, each used for different things:

Stamina is used for physical actions, unless otherwise stated each attack with one-hand melee weapon costs 1 stamina, each attack with two-hand melee weapon costs 2 stamina, every two attacks with a ranged weapon or hand-to-hand costs 1 stamina and weapons that fire projectiles by pulling a trigger cost no stamina.

Mp is used for casting spells. Power is used for performing special abilities and supernatural powers.

Upon reaching zero Mp or Power a character receives no penalties, but may not cast any more spells or use any more supernatural abilities, etc.

Upon reaching zero Stamina a character may continue to take actions, but all chances are at  $\frac{1}{2}$ , all attacks deal  $\frac{1}{2}$  damage and movement is one space per tick.

Hand-to-hand damage can be absorbed to stamina, up to (Str + Con) from each hit.

### *Resting*

To begin regaining Stamina, Mp or Power a character must take no action for one full round, then each round they remain at rest they will regen  $\frac{1}{2}$  Constitution score to Stamina,  $\frac{1}{2}$  Mana score to Mp and  $\frac{1}{2}$  Chi score to Power.

Lp regens every day/session, restoring a character's Lp bonus. Add Constitution score /5 if the character is resting.

Characters may also use a Second Wind during action to instantly regain some stamina, Mp or Power.

Characters may use one Second Wind per battle or 10 rounds of action, up to five times per session.

A Second Wind instantly restores Spirit score x2 to stamina, Mp or Power.

### *Experience & Leveling*

Gaining experience is achieved a variety of ways: victorious combat/confrontation, completion of quests, particularly well role-played situations, performing class specific tasks such as healing or stealing once a class has been obtained, particularly entertaining/effective/creative use of skills and any other accomplishment the GM deems worthy, even "metagame" or out-of-character things such as drawings or written works by a player about their character. When the experience a character gains accumulates beyond their Next Level, they level up. See page 18 for the Next Level Chart and Level-Up Bonus.

When awarding experience it is divided evenly amongst all characters in the group, except for special experience awards such as single character awards, or large awards for quest/campaign goals.



### *Gaining Abilities*

A character gains Skills Points (Sp) and a chance to gain a Special ability each level. The way in which abilities are taught and learned can be different, depending on the group's preference.

See page 287 for an example list of training grounds that can be used to determine what abilities can be learned by characters at a given place.

At character creation players choose Primary and Secondary Ability sets for their characters. These determine the cost of Abilities as well as the maximum level attainable. Primary Abilities cost base Sp cost and unlimited ability levels can be attained. Secondary Abilities cost double Sp and can attain only up to level 5 in abilities. All other Abilities cost triple Sp and can attain only up to level 4 in abilities. Players also choose Primary and Secondary weapon types. These determine the cost and maximum level obtainable of the Weapon Skill (pg. 81)

Weapon Skill for Primary Weapons costs base Sp cost and unlimited skill levels can be attained.

Weapon Skill for Secondary Weapons costs double Sp cost and can attain only up to level 5.

Weapon Skill for all other weapons costs triple Sp cost and can attain only up to level 4.

### *Learning and Casting Spells*

Spells, like Abilities, are learned by using Sp and/or Specials. Spells can be learned from Training Grounds, or from magic scrolls and spellbooks. Spells in this book have two kinds of listed prerequisites: Magical Talents and Stat Requirements. Characters must meet both requirements to be able to learn a spell.

Characters learn talents and spells from their Favored Magic types for ½ listed level special or Sp cost.

Characters can cast spells with an Mp cost of their Mana score or lower.

When casting a spell a character must take no action beyond walking during the spell's cast time. If the character is forced to run, or to make a defensive roll, or is struck and receives damage, etc. during a spell's cast time they must make a Concentration roll. If the roll is failed the spell is interrupted, the Mp used to cast it is wasted.

### *Damage, Spell & Special Bonus*

When performing a melee or thrown attack a character adds Strength score /2 to damage, known as Damage Bonus, abbreviated as DB in later sections of the book.

The effects of certain spells are increased by a character's Mana score /2, known as Spell Bonus. Only spells that specifically list adding Spell Bonus in their effects receive this bonus.

The effects of certain special abilities and attacks are increased by a character's Chi score /2, known as Special Bonus. Only specials that specifically list adding Special Bonus in their effects receive this bonus.

A character may choose to add Heavy Attack, Overchannel or Limit Break Bonus instead of Damage, Spell or Special Bonus. Heavy Attack Bonus is Strength score x2, Overchannel Bonus is Mana score x2 and Limit Break Bonus is Chi score x2. Choosing to perform a Heavy Attack, Overchannel or Limit Break costs +3 additional stamina, Mp or Power and adds +2 additional delay or cast time.

*Heavy attacks, overchannels and limits breaks may only be performed on a character's turn. Not as counterattacks, etc.*

## Stat & Attribute Rolls

A character can perform any action they can imagine up. The GM must decide what stats or attributes should be used to roll to determine if the character is successful as well as any modifiers from factors such as environment and difficulty.

Example Modifiers:

Easy (x2 chance), Difficult ( $\frac{1}{2}$  chance), Very Difficult ( $\frac{1}{5}$  chance), Nearly Impossible ( $\frac{1}{10}$  chance)

Example stat & attribute rolls

Stats rolls can be rolled on a d20, attempting to roll lower than stat score, or on a d100, attempting to roll lower than (stat score x4) %

An Intelligence roll would be used in situations such as attempting to decipher cryptic text.

A Mental roll would be used in situations such as trying to avoid being driven insane.

A Mana roll would be used in situations such as trying to control a force of magical energy.

A Perception roll would be used in situations such as trying to spot something out of place.

A Strength roll would be used in situations such as trying to lift or hold something very heavy.

A Constitution roll would be used in situations such as to avoid being pushed by something.

An Agility roll would be used in situations such as trying to jump over something.

A Dexterity roll would be used in situations such as trying to catch something.

A Spirit roll would be used in situations such as bravely facing dire circumstances.

A Wisdom roll would be used in situations such as trying to determine if someone is being truthful.

A Chi roll would be used in situations such as trying to control a supernatural force of energy.

An Insight roll would be used in situations where a character may have a gut feeling about something.

A Charm roll is used in situations that rely on good looks.

A Charisma roll is used in situations that rely on speaking well.

A Luck roll is used at GM discretion for anything that relies solely on chance or fate, it is mostly as a "second chance" on rolls missed by 1%

A Reflex roll is used to determine if a character can react to something in time.

A Balance roll is used to determine if a character can avoid falling.

A Fortitude roll is used for resisting physical force and also poison, disease.

A Concentration roll is used to avoid distraction.

A Will roll is used to resist mind control, temptation, etc.

A Courage roll is used to resist being fearful at times such as facing certain death.

An Intuition roll can give a character a gut feeling about something like whether or not someone is lying.

A Logic roll is used in situations such as attempting to figure out how to work an unknown device.

A Stealth roll is used to determine if a character can hide, or move silently.

An Awareness roll is used to determine if a character can notice something.

Many stats and attributes can be used interchangeably in similar situations at GM discretion.

**Remember:** The most important part of gaming is fun. Everything in this book should be considered an example, not a concrete rule.

**Fumbles** (95% or higher on attack roll, if chance to hit is over 100% fumble on roll of 100)

1% *Fluke Blow*: x2 dam to target  
2-25% *Poor Attack*: deal ½ dam to target  
26-39% *Weapon Slips Out of Hand*: deal dam to random target within range of 5  
40-49% *Stumble*: +3 delay  
50-59% *Dropped Weapon*: deal dam to own foot  
60-69% *Slip & Fall*: +5 delay  
70-79% *Chipped/Dulled Weapon*: ½ dam until repaired  
80-89% *Break Weapon*: weapon loses all current Hp  
90-99% *Hit Yourself*: deal dam to self  
100% *Slip & Fall on Weapon*: deal x2 dam to self

**Hit Area & Injuries** (50%/75%/100% of max Lp in one hit)

#### **1 Head**

*Knocked Out*: Fort/2 for stunned 1d10 or lose consciousness  
*Lost Eye*: ½ Perc (½ Perc, 0 on visual rolls if both lost), if not healed in 1 day/session cannot be healed  
*Fractured Skull*: 1d10+2 nopro dam per round/physical action, -5 Mind if not healed in 1 day/session

#### **2 Neck**

*Knocked Out*: Fort/2 for stunned 1d10 or lose consciousness  
*Broken Neck*: Can take no action until healed  
*Severed Head*: Instant death

#### **3 Shoulder**

*Dislocated Shoulder*: ½ Str with dislocated arm  
*Broken Shoulder*: 0 Str with broken arm  
*Severed Arm*: Arm is lost, if not healed in 1 day/session cannot be healed.

#### **4 Chest**

*Broken Ribs*: ½ Str, all actions require one additional stamina, -25% to all rolls  
*Internal Injuries*: 1d4+1 nopro dam per round/physical action  
*Organ Damage*: 1d20+5 nopro dam per round/physical action

#### **5 Arm**

*Broken Arm*: 0 Str with broken arm  
*Shattered Arm*: 0 Str with shattered arm, -5 Str if not healed in 1 day/session  
*Severed Arm*: Arm is lost, if not healed in 1 day/session cannot be healed.

#### **6 Hand**

*Broken Hand*: 0 Dex with broken hand  
*Shattered Hand*: 0 Dex with shattered hand, -5 Dex if not healed in 1 day/session  
*Severed Hand*: Hand is lost, if not healed in 1 day/session cannot be healed

#### **7 Leg**

*Broken Leg*: ½ Agi (0 Agi if both legs are broken)  
*Shattered Leg*: ½ Agi (0 Agi if both legs are shattered), -5 Agi if not healed in 1 day/session  
*Severed Leg*: Leg is lost, ½ Agi (0 Agi if both legs are lost), if not healed in 1 day/session cannot be healed

#### **8 Feet**

*Broken Foot*: ½ Agi (0 Agi if both feet are broken)  
*Shattered Foot*: ½ Agi (0 Agi if both feet are shattered), -5 Agi if not healed in 1 day/session  
*Severed Foot*: Foot is lost, ½ Agi (0 Agi if both are lost), if not healed in 1 day/session cannot be healed

## Character Creation

Before starting you should have a general idea of what kind of character you are creating and take a look at and record the stat benefits from your character's race to keep in mind when setting up starting stats. Remember that a stat cannot be higher than its corresponding Measure. (There are five example characters and the steps taken to create them on pg. 312)

1. Distribute 25 points between Measures: Mind, Body, and Soul.
  - Must allocate at least 3 points to each Measure, and no more than 19 points to any one Measure.
2. Distribute Measure scores to base stats:
  - Mind: Intelligence, Mental, Mana
  - Body: Strength, Constitution, Agility
  - Soul: Spirit, Wisdom, Chi

-May allocate no more than 10 points to any one stat. Must allocate at least 1 point to each stat, except Mana and/or Chi. Characters that begin play with 0 Mana and/or Chi may not use level up bonuses to raise Mana/Chi and have no Mp/Power to use magical/supernatural abilities.
3. Calculate secondary stats:
  - Perception = (Int + Ment)/2
  - Dexterity = (Str + Agi)/2
  - Insight = (Spir + Wis)/2
4. Select Race
  - Apply Stat bonus and record Lp bonus.
  - Record Favored Magic (learn talents & spells of this type for ½ Sp or level requirement)
  - Apply Benefits & Disadvantages.
5. Choose Ability Sets & Favored Weapon.
  - Select 1 Primary Ability set and 1 Secondary Ability set from Race's Favored Abilities.
  - Select any other Ability set as a Primary Ability set
    - May not choose any Ability set more than once.
  - Select 1 Primary weapon type and 1 Secondary weapon type.
6. Distribute 10 points amongst stats (base & secondary)
  - Keep in mind that a stat may not be higher than its corresponding Measure.
7. Calculate starting Lp: (Con + Spir) x2.5
8. Determine Charm, Charisma & Luck.
  - Roll 1d100 three times, then choose which roll is Charisma, which roll is Charm and which roll is Luck.
  - Add Mind score to Charisma, add Body score to Charm and add Soul score to Luck.
9. Select 5 starting Specials and start with (Int x2) +10 Sp to learn abilities.
10. Choose alignment and complete any optional steps required by GM, then play and have fun!
  - Optional Steps:
    - Write a background and/or description; determine starting money and/or equipment, etc.

## Leveling Up

1. +1 point to any Measure, +2 points to distribute to stats.
2. Apply any bonuses from Specials.
3. Roll Lp bonus + (Con/5)
4. Gain (Int x2) in Sp
5. Roll (Wis x4)% to gain a Special.

Gain a Special at every 5<sup>th</sup> level: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, etc.

Gain an additional Primary Ability set, Favored Magic type, Favored Weapon type or special every 10<sup>th</sup> level: 11, 21, 31, 41, 51, etc.

-cannot select an Ability set, Favored magic or Favored Weapon more than once

## Next Level

Basic Levels			Epic Levels		
Level	Next Level	Next Level Up	Level	Next Level	Next Level Up
1	1,000	1,100	26	374,045	92,123
2	2,100	1,210	27	466,168	115,154
3	3,310	1,331	28	581,322	143,943
4	4,641	1,464	29	725,265	179,929
5	6,105	1,610	30	905,194	224,911
6	7,715	1,771	31	1,130,105	281,139
7	9,486	1,948	32	1,411,244	351,424
8	11,434	2,143	33	1,762,668	439,280
9	13,577	2,357	34	2,201,948	549,100
10	15,934	2,593	35	2,751,048	686,375
11	18,527	3,241	36	3,437,423	857,969
12	21,768	4,051	37	4,295,392	1,072,461
13	25,819	5,064	38	5,367,853	1,340,576
14	30,883	6,330	39	6,708,429	1,675,720
15	37,213	7,913	40	8,384,149	2,094,650
16	45,126	9,891	41	10,478,799	2,618,313
17	55,017	12,364	42	13,097,112	3,272,891
18	67,381	15,455	43	16,370,003	4,091,114
19	82,836	19,319	44	20,461,117	5,113,893
20	102,155	24,149	45	25,575,010	6,392,366
21	126,304	30,186	46	31,967,376	7,990,458
22	156,490	37,733	47	39,957,834	9,988,073
23	194,223	47,166	48	49,945,907	12,485,091
24	241,389	58,958	49	62,430,998	15,606,364
25	300,347	73,698	50	78,037,362	19,507,955

# Chapter Two

## The Player Races

There are 25 playable races in this book, each with its own unique strengths and weaknesses. Each race has a set of five Benefits and two Disadvantages, which every character of that race starts play with. Each race also has a set of special abilities that may be selected only by characters of that race, but are not required to be chosen.

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**Dual Race Characters-** Certain races may be combined with others as noted. Dual race characters choose one stat and Lp bonus, and one set of favored abilities/magic. Select five benefits, others can be selected as specials, and have both sets of disadvantages. May select specials from either race. May not select specials/benefits with duplicate bonuses (such as human/kherell extra starting specials)



## H<sub>u</sub>man

**Stat Bonus:** 15 points to distribute

**Lp Bonus:** 1d6+2

### Benefits

- Humans may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% bonus to two of the following: Logic, Will, Courage, Concentration, Intuition
- +5% bonus to one of the following: Awareness, Stealth, Reflex, Balance, Fortitude
- Humans start with two additional Specials
- May choose any Human special multiple times to select a different bonus

### Disadvantages

- Cannot select Oracle as a Primary or Secondary Ability Set.
- Max Body score = 25

**Favored Abilities:** Any

**Favored Magic:** None

**Can be combined with:** Half-Demon, Kherell

The most common and versatile race, there are countless different civilizations and cultures of humanity.



## Human Specials

### Level 1

Human Ambition- +1 lvl to any Class

Human Potential- choose any 3 Ability sets, +10 Sp per lvl that can be used only for Abilities from chosen

Faith- +25% Courage or Will

Home Terrain- +25% survival in one environment, +10% in all others

Elven Blood- choose one Elf Benefit or Special (except Longevity)

### Level 5

Voyager- +10% fortitude, +10% survival in two environments, +5% in all others

### Level 10

Favored by the Divine- +25% Luck

### Level 20

Human Potential- +25 Sp per lvl for any three Ability sets

### Level 25

Human Ambition- +3 lvls to any Class

### Level 50

Savant- pay ½ for any one Ability set (including Master levels)

## Elf

**Stat Bonus:** +3 Int, +3 Perc, +3 Wis, +3 Agi, +3 Dex

**Lp bonus:** 1d6+1

### Benefits

- Elf Eyes: +50% to all visual Awareness rolls, +25% Accuracy
- Longevity: No set lifespan in years, immune to all disease unless otherwise stated, +25% Intuition
- Elven Grace: +10% Reflex, Balance, +5% Attack, Block/Parry and Dodge
- Elven Beauty: +50% Charm and Charisma
- Nature Bond: Natural animals are not hostile, (Charisma/2)% to sooth a hostile natural animal

### Disadvantages

- Cannot select Dark Servant as a Primary or Secondary Ability set.
- Max Strength score = 20

**Favored Abilities:** Warrior/Hunter/Druid/Marksman/Mage

**Favored Magic:** Nature

**Can be combined with:** Half-Demon, Dark Elf

The eldest of the mortal races, elves are mysterious dwellers of the forests of the world.

## Elf Specials

### Level 1

Elf Wings- 1 stamina/Mp/power per tick to fly, +1 movement, +10% dodge, 5% autododge

Elf Culture- choose any 3 Ability sets, +10 Sp per lvl that can be used only for Abilities from chosen

Elf Society- +1 lvl to any Hunter, Druid or Mage Class

Forest Home- +25% survival in forests, +10% in all other terrains

Animal Friendship- gain a nature familiar

### Level 5

Arcane Potential- +10 Sp per lvl for magical Talents and spells

### Level 10

Secrets of Nature- -3 Mana cost of Nature spells

### Level 20

Elf Wings- 1 stamina/Mp/power per tick to fly, +3 movement, +25% dodge, 10% auto

### Level 25

Elf Song- 5 Mp/power to heal all within radius 3 for 1d100 + Soul, grants +25% Courage for 1 rnd, CT 3

### Level 50

Elf Wings- 1 stamina/Mp/power per tick to fly, +5 movement, +50% dodge, 25% auto

## Dwarf

**Stat Bonus:** +5 Str, +5 Con, +5 Dex

**Lp Bonus:** 1d8+2

### Benefits

- Dwarven Sight: +25% visual Awareness rolls in dungeon/mine/cave, +10% in other forms of darkness
- Small Size: -5% to be hit, +10% dodge and stealth against larger races, +25% vs. giants/huge creatures
- Hardiness: +20% fortitude
- Strong Willed: +10% Will and Courage
- Steady Minded: +5% Logic and Concentration

### Disadvantages

- Cannot use Longblades.
- Max Agility score = 12

**Favored Abilities:** Warrior/Craftsman/Scholar/Merchant/Barbarian

**Favored Magic:** None

**Can be combined with:** Half-Demon

Tough as the stone they make their mines and homes in, dwarves are an ingenious race of builders.

## **Dwarf Specials**

### Level 1

Dwarven Culture- +10 Sp per lvl that can be used only for Warrior/Craftsman Abilities

Dwarven Smithing- +2 Hardness, +5 Hp/dam to all crafted weapons and armor

Dwarven Tribes- +10 Sp per lvl that can be used only for Barbarian/Combat Abilities

Dwarven Toughness- +10 Lp, +5% fortitude

Mercantile Society- +10 Sp per lvl for Merchant Abilities

### Level 5

Axe/Hammer Affinity- +10% attack, +5 dam with axes and hammers

### Level 10

Dwarven Machinery- invent 1 item/machine, can craft 1 per session

### Level 20

Axe/Hammer Mastery- +25% attack, +10 dam, +5% crit with axes and hammers

### Level 25

Dwarven Toughness- +50 Lp, +25% fortitude

### Level 50

Dwarven Ingenuity- +1 invention, can craft 1 additional per session

## Halfling

**Stat Bonus:** +5 Agi, +5 Dex, +5 Spirit

**Lp Bonus:** 1d4+2

### Benefits

- Small Size: -10% to be hit, +25% dodge and stealth against larger races, +50% vs. giants/huge creatures
- Small Stature: Max Str = Body -5, Max Agi = Body +10
- Halfling Feet: +25% Balance
- Fleet Footed: +5% Reflex
- Strong Willed: +10% Will and Courage

### Disadvantages

- Cannot use Longblades or Large Axes & Hammers
- Max Strength score = 10

**Favored Abilities:** Any

**Favored Magic:** None

**Can be combined with:** None

Smallfolk with big feet and bigger hearts that often are very cautious when it comes to intermingling with other societies.

## Halfling Specials

### Level 1

Halfling Culture- +10 Sp per lvl that can only be used for Ranged/Bard/Thief Abilities

Halfling Spirit- +10% Will and Courage

Village Society- +10 Sp per lvl that can only be used for Merchant/Craftsman Abilities

Halfling Stealth- +10% Stealth

Halfling Heart- +10% to resist all intimidation, sway, charm, alignment change, etc.

### Level 5

Halfling Sneakiness- +15% Stealth

### Level 10

Halfling Spirit- +15% Will and Courage

### Level 20

Halfling Heart- +25% to resist all intimidation, sway, charm, alignment change, etc.

### Level 25

Halfling Heart- +50% to resist all intimidation, sway, alignment change, etc.

### Level 50

Halfling Heart- Unaffected by all intimidation, sway, alignment change, etc.

## Gnome

**Stat Bonus:** +5 Int, +5 Agi, +5 Dex

**Lp Bonus:** 1d4+1

### Benefits

- Small Size: -10% to be hit, +25% Dodge and Stealth against larger races, +50% vs. giants/huge creatures
- Small Stature: Max Str and Con = Body -5, Max Agi and Dex = Body +10
- Curious Nature: +25% Awareness and Logic
- Gnome Vision: can see in the dark with no penalties, and see magical energy
- Earthbound: must be on natural terrain, can sink into the ground, Reflex/2 to use to dodge an attack, can move through the ground at ½ movement, Awareness/5 to be noticed

### Disadvantages

- Can only use Shortblades, Small Thrown Weaponry and Arcane Weaponry
- Max Strength score = 7

**Favored Abilities:** Craftsman/Thief/Mage/Casting/Scholar

**Favored Magic:** Nature or Illusion

**Can be combined with:** None

A race of very small, very intelligent and magical creatures that are loosely related to dwarves, gnomes are so good at remaining hidden that most believe they are just a myth.



## Gnome Specials

### Level 1

Gnomish Nature- +10 Sp per lvl that can only be used for Thief/Craftsman/Scholar Abilities

Arcane Curiosity- +10 Sp per lvl for Mage/Casting Abilities/Magic Talents or spells

Tinker- +25% effect of repairing and improving metal items, weapons and armor

Lifter- +25% Stealth and thievery rolls

Nimbleness- +25% Balance and Reflex

### Level 5

Arcane Affinity- choose an additional Favored Magic type

### Level 10

Earthbound- can spring out of ground for an automatic surprise attack/backstab one time per battle

### Level 20

Gnomish Machinery- invent one item/machine, can craft one per session

### Level 25

Magic Mastery- x2 effect of Favored Magic types

### Level 50

Gnomish Genius- Max Int = ??

## Fairy

**Stat Bonus:** +7 Mana, +5 Agi, +3 Spirit

**Lp Bonus:** 1d4+1

### Benefits

- Magical Being: immune to all poison and disease unless otherwise stated, can shrink to fairy size, +50% Dodge and Stealth, 1/10 to be hit
- Tiny Size: Max Str = Body -5, Max Agi = Body +10, -25% to be hit, +25% Dodge and Stealth against larger races, +50% vs. giants/huge creatures
- Fairy Wings: 1 stamina/Mp/power per tick to fly, +1 movement, +10% dodge, 5% autododge
- Magic Sense: +25% Awareness and Intuition, can feel and identify nearby magical energy
- Alluring Aura: +25% Charm and Charisma

### Disadvantages

- Can only use Arcane Weaponry and Fairy-sized bows & arrows with -2 range and -1 damage when fighting opponents larger than fairy-size.
- Max Strength score = 7

**Favored Abilities:** Casting/Mage/Druid/Healer/Craftsman

**Favored Magic:** choose 1 from Healing, Nature or Enchantment

**Can be combined with:** Half-Demon

Tiny beings from the Fae world of wild magic, fairies are rarely seen in the world of men.

## Fairy Specials

### Level 1

Arcane Affinity- +10 Sp per lvl for Magical Talents and spells of any type

Fairy Wand- 5 Mp/power to summon wand for 1 rnd, -5 CT of all spells with wand

Fairy Dust- 5 charges per session, cast a spell through dust, CT 1, ½ Mp cost, range 2x3 or radius 3

Fairy Magic- choose an additional Favored Magic type

Healing Touch- use 1 Mp/power, up to 5 at one time, to heal 1d10 Lp each, CT 1

### Level 5

Fairy Magic- choose another additional Favored Magic type

### Level 10

Star Dust- 5 charges per session, creates light for 3 rnds, radius 5 or 100% sleep (only affects mortals)  
range 3 or radius 1, cannot be defended against

### Level 20

Magic Mastery- +25% effect of all spells

### Level 25

Healing Touch- use 1 Mp/power, up to 10 at one time, to heal 1d20 Lp each, CT 1

### Level 50

Fairy Magic- x2 effect of Favored Magic types

## Dark Elf

**Stat Bonus:** +5 Int, +5 Agi, +3 Dex, +2 Spirit

**Lp Bonus:** 1d6+1

### Benefits

- Dark Elf Eyes: +50% visual Awareness and +25% Accuracy in darkness, -10% in light
- Longevity: No set lifespan in years, immune to all disease unless otherwise stated, +25% Intuition
- Sunless Home: must wear a cloak while in sunlight or take 1 nopro dam per rnd, ½ to be noticed while stealthed in darkness
- Dark Elven Beauty- +50% Charm and Charisma
- Dark Elven Grace- +10% Reflex and Balance, +5% attack and block/parry

### Disadvantages

- Cannot select Light Servant as a Primary or Secondary Ability set.
- Max Strength score = 20

**Favored Abilities:** Warrior/Thief/Mage/Dark Servant/Scholar

**Favored Magic:** Spirit or Dark

**Can be combined with:** Half-Demon, Elf, Humans (at GM discretion)

Elves that dwell in darkness underground and often, but not always, live in brutal cultures of death, violence, wicked magic and dark cults.

## **Dark Elf Specials**

### Level 1

Dark Elf Culture- +10 Sp per lvl that can only be used for Warrior/Thief/Deception Abilities

Dark Elf Society- +1 lvl to any Mage or Dark Servant Class

Culture of Death- +10 Sp per lvl for Dark Servant Abilities/Dark Magic Talents and spells

Dark Knowledge- can use Dark or Blood Magic

Ancient Hatred- +25% dam vs. elves and dwarves

### Level 5

Dark Secrets- -3 Mana cost of Dark or Blood spells

### Level 10

Ancient Hatred- +50% dam vs. elves and dwarves

### Level 20

Dark Secrets- -5 Mana cost of Dark or Blood spells

### Level 25

Ancient Hatred- x2 dam vs. dwarves and elves

### Level 50

Dark Power- +50% effect of Dark Magic

## Goblin

**Stat Bonus:** +5 Int, +5 Agi, +5 Dex

**Lp Bonus:** 1d4+3

### Benefits

- Goblin Vision: +50% visual Awareness rolls in darkness, -10% in light
- Culture of Filth: immune to poison/disease unless otherwise noted
- Horrid Appearance: humans, smaller races must make Courage x2 roll when faced with a hostile goblin
- Small Size: -10% to be hit, +10% dodge and stealth against larger races, +25% vs. giants/huge creatures
- Small Stature: Max Str and Con = Body -5, Mac Agi and Dex = Body +10

### Disadvantages

- Cannot use Longblades or Large Axes & Hammers.
- Max Strength score = 10

**Favored Abilities:** Combat/Ranged/Thief/Barbarian/Craftsman

**Favored Magic:** Spirit or Dark

**Can be combined with:** None

A bane to civilized races both above and below ground, goblins are vicious and ingenious little creatures that can be found in tribes of their own or living amongst other monster races such as orcs and trolls.

## **Goblin Specials**

### Level 1

Surface Tribes- +10 Sp per lvl that can only be used for Combat/Barbarian Abilities

Underworld Tribes- +10 Sp per lvl that can only be used for Thief/Ranged Abilities

Slave Society- +10 Sp per lvl for Craftsman Abilities

Scurry- cannot attack while scurrying, +2 move, -25% to be hit by melee, -50% to be hit by ranged

Ancient Hatred- +25% dam vs. dwarves and halflings

### Level 5

Goblin Ferociousness- +10 dam of all kinds

### Level 10

Ancient Hatred- +50% dam vs. dwarves and halflings

### Level 20

Goblin Machinery- invent one item/machine, can craft one per session

### Level 25

Goblin Ingenuity- invent an additional item/machine, can craft an additional per session

### Level 50

Ancient Hatred- x2 dam vs. dwarves and halflings

## Orc

**Stat Bonus:** +7 Str, +5 Con, +3 Spirit

**Lp Bonus:** 1d12+1

### Benefits

- Horrid Appearance: Other races must make a Courage roll when faced with an enraged Orc
- Bred in Filth: Immune to all poison and disease unless otherwise stated
- Hardiness: +25% Fortitude
- Ancient Hatred: +25% dam vs. humans and elves
- Battle Lust: +10% attack, +5 dam with all weapons

### Disadvantages

- Cannot select Scholar as a Primary or Secondary Ability set.
- Max Intelligence score = 12

**Favored Abilities:** Warrior/Combat/Barbarian/Hunter/Dark Servant

**Favored Magic:** Dark or Blood

**Can be combined with:** Half-Demon

A race of rampaging monsters, orcs are often in direct conflict with human societies, but some are more civilized and have found acceptance.



## **Orc Specials**

### Level 1

Brutal Culture- +10 Sp per lvl that can only be used for Warrior/Combat/Barbarian Abilities

Destructive Culture- +15% attack, +10 dam with all weapons

Orc Toughness- +10% Fortitude

Orc Blood- +10 Lp

Dark Lore- use Dark or Blood magic

### Level 5

Orc Toughness- +25% Fortitude

### Level 10

Ancient Hatred- +50% dam vs. humans and elves

### Level 20

Ferociousness- +25 dam with all weapons

### Level 25

Orc Blood- +50 Lp

### Level 50

Ancient Hatred- x2 dam vs humans and elves

## Ogre

**Stat Bonus:** +8 Str, +7 Con

**Lp Bonus:** 1d12+3

### Benefits

- Giant Size: +1 movement, -25% to dodge/stealth, +25% equipment cost, +25 Hp to Ogre equipment.
- Giant Stature: Max Agi and Dex = Body -5, Max Str and Con = Body +10
- Intimidating Size: Smaller races must make a Courage rolls at ½ when faced with an enraged Ogre
- Giant Hardiness: +10% Fortitude, 1/10 dam from normal doses of poison
- Giant Toughness: +10 Lp, +10 damage, +1 delay of all physical attacks

### Disadvantages

- Cannot select Thief as a Primary or Secondary Ability set.
- Max Agility score = 12

**Favored Abilities:** Combat/Brawler/Barbarian/Mage/Craftsman

**Favored Magic:** None

**Can be combined with:** Half-Demon

Loosely related to humans, ogres are a race of giants that is nearly as varied as humanity, some terrifyingly barbaric, others terrifically intelligent.

## Ogre Specials

Level 1

Ogre Strength- +3 Str, +2 Con

Ogre Toughness- +15% Fortitude, +15 Lp

Ogre Might- +15 physical dam

Simple Minded- Max Int = Mind -5, Max Spirit = Soul +10

Cyclops- ½ visual Awareness rolls, intimidation is ¼ Courage to be resisted (cannot be selected after character creation)

Level 5

Giant Strength- +5 Str

Level 10

Giant Might- +25 physical dam

Level 20

Giant Strength- +7 Str

Level 25

Giant Might- +50 physical dam

Level 50

Ogre Might- Max Str = ??

## Tigrasa

**Stat Bonus:** +7 Agi, +5 Dex, +3 Perc

**Lp Bonus:** 1d8+2

### Benefits

- Feline Senses: +15% Awareness and Intuition, can see in darkness with no penalty
- Feline Reflexes: +10% Reflex and Dodge
- Feline Footsteps: +10% Stealth
- Safe Landing: +25% Balance, 1/10 falling dam
- Natural Claws: +1 stamina to add claws to hand-to-hand attack, +2d10+5 dam

### Disadvantages

- Cannot attempt to dodge while heavily armored.
- -25% balance, stealth and reflex if wearing boots.

**Favored Abilities:** Combat/Brawler/Hunter/Ranged/Barbarian

**Favored Magic:** Nature or Spirit

**Can be combined with:** Half-Demon

Intelligent feline creatures, tigrasa are found in many different terrains each with its own unique race within the species.

## Tigrasa Specials

### Level 1

Varied Species- choose one of the following bonuses:

*Lion/Tiger*- 2 stamina, 3 delay to bite for dam bonus x5, Attack +25% to hit, or

*Jaguar*- x2 claw damage, or *Panther*- +25% Stealth, or *Cheetah*- +3 movement

Feline Agility- +15% Reflex and Dodge, Max Agi = Body +5

Cat Senses- +10% Awareness and Intuition

Feline Stealth- +15% Stealth

Jungle Homeland- +25% survival in jungle, +10% in all other terrains

### Level 5

Sharpened Claws- claws add 4d10+10 dam

### Level 10

Feline Agility- Max Agi = Body +10

### Level 20

Sharpened Claws- claws add 4d20+20 dam

### Level 25

Feline Agility- Max Agi = Body +25

### Level 50

Feline Agility- Max Agi = ??

## Nakhas

**Stat Bonus:** +5 Str, +5 Con, +3 Dex, +2 Agi

**Lp Bonus:** 1d10+2

### Benefits

- Snake Eyes: +25% Awareness, can see in the dark with no penalty
- Snaketail: +10% Balance and Stealth, can constrict, Str x2 to hold target
- Snake Scales: +10 Lp, -5 physical dam taken
- Snake Fangs: 2 stamina, 3 delay to bite, 5d10 + dam bonus, Attack +25% to hit
- Poisonous: Immune to poison and disease unless otherwise stated, when bite target must make Fort roll at ½ or poisoned, 2 nopro dam per tick/action until death or cured

### Disadvantages

- Receive x2 damage from ice/frost attacks.
- Cannot wear boots (Nakhas may wear leg armor over lower tail, but tip of tail must remain exposed)

**Favored Abilities:** Warrior/Hunter/Combat/Casting/Barbarian

**Favored Magic:** Spirit

**Can be combined with:** Half-Demon

Large, intelligent serpents, nakhas are greatly feared, though many believe they do not exist, because so few people ever see one and live to tell the tale.

## **Nakhas Specials**

### Level 1

Sharpened Fangs- +10 bite dam

Sword Affinity- +10% attack, +5 dam with swords

Natural Camouflage- +25% Stealth and Camo in one environment, +10% in all others

Desert Homeland- +25% survival in desert, +10% in all other terrains

Jungle Homeland- +25% survival in jungle, +10% in all other terrains

### Level 5

Serpent Combat- whenever attempt a physical attack, 25% chance to also attempt a bite attack

### Level 10

Sword Mastery- +25% attack, +10 dam with swords

### Level 20

Viper Strike- 10% autodeath on all bite attacks, can backstab with bite

### Level 25

Sharpened Fangs- bite deals 5d20+25, poison for 5 dam per tick/action

### Level 50

Viper Strike- 25% autodeath on all bite attacks

## Changeling

**Stat Bonus:** +7 Int, +5 Perc, +3 Dex

**Lp Bonus:** 1d8+1

### Benefits

- Strange Biology: immune to all poison and disease unless otherwise stated
- Shapeshift: can alter basic features of appearance or shape (objects, other races, etc.) for one round per level, Awareness or Intuition at  $\frac{1}{2}$  to be noticed
- Change Form: 2 power per round to turn to liquid form, auto stealth, 1/10 physical dam,  $\frac{1}{2}$  Lp while liquid and for one round after returning to solid form.
- Shift Colors: 1 power per round for +25% Stealth and Camouflage
- Telepathic: can read the thoughts of anyone in range 10, Intuition/5 to be noticed, Will/5 to be resisted

### Disadvantages

- Cannot select Light Servant or Dark Servant as a Primary or Secondary Ability set.
- Changelings take on the physical Disadvantages of any race morphed into, but not any of the Benefits.

**Favored Abilities:** Deception/Orator/Thief/Scholar/Oracle

**Favored Magic:** Mental

**Can be combined with:** None

Strange and mysterious creatures with the ability to alter their form, changelings are said to be from another planet, but others claim they come from deep beneath the earth, and still others say they are the next step in evolution.

(Roleplaying note: Changelings ability to Shapeshift into objects is limited by the fact that they can change form, but not mass, so they can only turn into objects that are roughly as large as they are.)



## Changeling Specials

### Level 1

Form Stability- can dedicate 5 power to remain in altered form for entire day/session

Touch Mind- range 5, read target's memories, etc., Intuition/5 to be noticed, Will/5 to be resisted

Observation- (Int + Perc)% to learn ability/spell when seen, x2 chance if used against, must have Sp or  
Special available to learn or can use ability/spell for 1 rnd only

Steal Form- can morph into any race/creature killed, use all abilities, benefits, retain own stats, Lp

Replication- can exactly mimic any voice heard, form observed for one round, 1/10 to be noticed

### Level 5

Telepathic Attack- 10 power, CT 5, range 12, Will/2 or deal 1d4+1 dam to Mind score

### Level 10

Block Mind- unaffected by Mind Control, Mental attacks, etc.

### Level 20

Assimilate- target must be below 10% Lp but not dead, 10 power to absorb, takes 1 rnd, Fort/2 to resist  
can exactly replicate any absorbed, have all abilities, knowledge, memories, etc.

### Level 25

Perfect Transformation- no chance to be noticed when transformed

### Level 50

Evolution- choose one stat, Max = ??

## Chayol

**Stat Bonus:** 15 points to distribute

**Lp Bonus:** 1d12+1

### Benefits

- Divine Being: immune to all poison/disease unless demonic in origin, +25% Will, Courage, Intuition
- Immortality: if physical body is slain may remain as a spirit (no ability to affect physical world) and will be able to reform physical body in 1 session or 1 rest in a Holy area
- Heavenly Wings: 1 stamina/Mp/power per tick to fly, +1 movement, +10% dodge, 5% autododge
- Visage of Heaven: +25% Charm and Charisma to mortals, evil/demonic must make Courage roll at ½ when faced with a Chayol
- Heavenly Light: 1 Mp/power per tick to give off light, radius 3, no darkness mods, 1 nopro dam per tick vs. evil/undead/demonic

### Disadvantages

- Cannot use Dark Servant Abilities.
- Cannot use Dark Magic.

**Favored Abilities:** Light Servant/Healer/Warrior/Marksman/Ranged

**Favored Magic:** Holy

**Can be combined with:** None

Angelic beings from beyond the mortal realm, chayols are the guardians of all that is good and pure.

## Chayol Specials

### Level 1

Divine Servant- +10 Sp per lvl for Light Servant Abilities/Holy Magic

Divine Power- can use Holy Magic

Healing Light- +2 Mp/power per tick to add healing to Heavenly Light, heals good 1d10+2 per tick

Holy Power- 2 Mp/power to add 1d10 Holy dam to attacks for 1 rnd, x2 vs. evil/undead/demonic

Divine Faith- +25% Will and Courage

### Level 5

Holy Power- add 1d20 Holy dam to all attacks

### Level 10

Heavenly Wings- 1 stamina/Mp/power per tick to fly, +3 movement, +25% dodge, 10% autododge

### Level 20

Holy Light- +4 Mp/power per tick to enhance Heavenly Light, heal good/damage evil for 1d20+5 per tick

### Level 25

Heavenly Wings- 1 stamina/Mp/power per tick to fly, +5 movement, +50% dodge, 25% autododge

### Level 50

Divine Power- 7 Mp/power to deal x3 dam vs. evil/undead/demonic for 1 rnd

## Half Demon

**Stat Bonus:** 15 points to distribute

**Lp Bonus:** 1d10+2

### Benefits

- Infernal Being: immune to all poison/disease unless divine in origin, +25% Will, Courage, Intuition
- Infernal Existence: healed by fire dam, +25% Fortitude, +10 Lp
- Immortality: if physical body is slain may remain as a spirit (no ability to affect physical world) and will be able to reform physical body in 1 session or 1 rest in fire or infernal area
- Hellish Appearance: all mortal races must make Courage roll at ½ when faced with a demon
- Eternal Hatred: +25% dam vs. Chayols

### Disadvantages

- Cannot use Light Servant Abilities.
- Cannot use Holy Magic.

**Favored Abilities:** Any

**Favored Magic:** Dark or Blood

**Can be combined with:** Any except Halfling, Gnome, Goblin, Changeling, Chayol, Draven, Kherell

Infernal creatures from beyond the mortal realm, half-demons are the offspring of a demon and a mortal that the demon will use to manifest a physical form.

## Half Demon Specials

### Level 1

Human Form- hide demonic traits, +50% Charm and Charisma, Awareness or Intuition at ½ to be noticed

Demon Claws- +1 stamina to add claws to hand-to-hand attack, +5d10 dam

Demon Wings- 1 stamina/Mp/power per tick to fly, +1 movement, +10% dodge, 5% autododge

Dark Gifts- can use Dark Magic

Blood of Flame- whenever dam is taken to Lp, deal dam taken x2 as fire dam to attacker, x2 vs. good

### Level 5

Serpent Form- 5 Mp/power per rnd to turn to giant serpent (see next page)

### Level 10

Spirit Form- 3 Mp/power per rnd to enter spirit form (see next page)

### Level 20

Infernal Power- x2 dam vs. Good

### Level 25

Full Demon Form- 7 Mp/power per rnd to enter full demon form (see next page)

### Level 50

Demon Dragon Form- 10 Mp/Power per rnd to enter dragon form (see next page)

## Demon Forms

*Serpent Form:* x2 Lp, 3 stamina, 3 delay to bite, Attack +25% to hit, DB x5, Fort/2 or poison, poison deals 1 dam per tick/action until cured, 2 stamina, 2 delay to tail whip for Str as dam, Balance/2 or stunned 1d4+1 ticks, Str x2 to constrict, bite constricted for x2 dam

*Spirit Form:* can pass through solid objects, Soul = Lp while spirit, unaffected by physical attacks except for Holy/Blessed attacks, 2 Mp/power to attempt possession, Will/2 to resist or possessed until exorcised, can dedicate 2 Mp/power to continue possession and reform outside possessed body can possess up to 10 targets at any one time

*Full Demon Form:* x5 Lp, x2 Blood of Flame dam, x2 demon claw dam, x3 dam vs. good  
1 stamina/Mp/power per tick to fly, +3 movement, +25% dodge, 10% autododge  
3 stamina, 3 delay to bite, Attack +25% to hit, DB x5

*Dragon Form:* x10 Lp, x5 Blood of Flame dam, x5 demon claw dam, x5 dam vs. good  
1 stamina/Mp/power per tick to fly, +5 movement, +50% dodge, 25% autododge  
5 stamina, 3 delay to bite, Attack +50% to hit, DB x10  
7 Mp/power, 5 delay to breathe hellfire, 5d100, x2 vs. good, 3x5 range

## **The Alternate Humans**

The following races are all considered humans, and have at times found places in human society. They are crossbreeds between humans and other basic races.

Catman combines human and tigrasa.

Snakeman combines human and nakhas.

Orgian combines human and ogre.

Urruk combines human and orc.

Draven combines human and demon.

## Catman

**Stat Bonus:** +5 Agi, +5 Dex, +3 Perc, +2 Int

**Lp Bonus:** 1d8+1

### Benefits

- Catmen may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% reflex and balance
- +5% Awareness
- Catmen start with two additional Specials
- Tigrasa Blood: may select Tigrasa Benefits as specials

### Disadvantages

- Cannot select Oracle as a Primary or Secondary Ability Set.
- Max Body score = 25

**Favored Abilities:** Any

**Favored Magic:** None

**Can be combined with:** Half-Demon

A union of human and tigrasa, Catmen are extremely agile and can be found amongst many human cultures.



## Catman Specials

### Level 1

Tigrasa Hunters- +1 lvl to Hunter (Hunter Class)

Tigrasa Culture- +10 Sp per lvl that can be used only for Brawler/Hunter/Combat Abilities

Faith- +25% Courage or Will

Nature Connection- have Nature or Spirit as Favored Magic

Tigrasa Blood- used to select any Tigrasa special

### Level 5

Voyager- +10% fortitude, +10% survival in two environments, +5% in all others

### Level 10

Favored by the Divine- +25% Luck

### Level 20

Tigrasa Culture- +25 Sp per lvl for Brawler/Hunter/Combat Abilities

### Level 25

Tigrasa Hunters- +3 lvls to Hunter

### Level 50

Savant- pay ½ for any one Ability set (including Master levels)

## Snakeman

**Stat Bonus:** +5 Str, +3 Con, +3 Dex, +2 Agi, +2 Int

**Lp Bonus:** 1d8+2

### Benefits

- Snakemen may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% Reflex and Fortitude
- +5% stealth
- Snakemen start with two additional Specials
- Snake Blood: may select Nakhas Benefits (except Snaketail) as specials

### Disadvantages

- Receive x2 damage from ice/frost attacks.
- Max Body score = 25

**Favored Abilities:** Any

**Favored Magic:** None

**Can be combined with:** Half-Demon

A union of human and nakhas, Snakemen can often be found amongst desert and jungle dwelling human societies.

## Snakeman Specials

### Level 1

Blade Bond- +1 lvl to Blademaster (Warrior Class)

Serpent Culture- +10 Sp per lvl that can be used only for Warrior/Hunter/Brawler Abilities

Faith- +25% Courage or Will

Serpent Shaman- have Spirit has Favored Magic

Snakeblood- used to select any Nakhas special

### Level 5

Voyager- +10% fortitude, +10% survival in two environments, +5% in all others

### Level 10

Favored by the Divine- +25% Luck

### Level 20

Serpent Culture- +25 Sp per lvl that can be used only for Warrior/Hunter/Brawler Abilities

### Level 25

Blade Bond- +3 lvls to Blademaster

### Level 50

Savant- pay ½ for any one Ability set (including Master levels)

## Ogrian

**Stat Bonus:** +7 Str, +5 Con, +3 Int

**Lp Bonus:** 1d10+3

### Benefits

- Ogrians may select one additional Primary Ability set and one additional Secondary Ability set.
- +20% Fortitude
- +5% Will
- Ogrians start with two additional Specials
- Giant Blood: may select Ogre Benefits as specials

### Disadvantages

- Cannot select Oracle or Thief as a Primary or Secondary Ability Set.
- Max Agi score = 17

**Favored Abilities:** Any

**Favored Magic:** Nature

**Can be combined with:** Half-Demon

A union of human and ogre, Ogrians are renowned masons, smiths and woodsmen who are intimately tied to the world around them.

## Ogrian Specials

### Level 1

Legendary Builder- x2 Hp of any building constructed using Masonry skill (Craftsman)

Ogrian Culture- +10 Sp per lvl that can be used only for Brawler/Craftsman/Scholar Abilities

Faith- +25% Courage or Will

Massive Frame- +25% Fortitude

Giant Blood- used to select any Ogre special (except Cyclops)

### Level 5

Voyager- +10% fortitude, +10% survival in two environments, +5% in all others

### Level 10

Favored by the Divine- +25% Luck

### Level 20

Ogrian Culture- +25 Sp per lvl that can be used only for Brawler/Craftsman/Scholar Abilities

### Level 25

Legendary Builder- x5 Hp of any building constructed using Masonry skill (Craftsman)

### Level 50

Savant- pay ½ for any one Ability set (including Master levels)

## Urruk

**Stat Bonus:** +6 Str, +4 Con, +3 Spirit, +2 Int

**Lp Bonus:** 1d10+1

### Benefits

- Urruks may select one additional Primary Ability set and one additional Secondary Ability set.
- +15% Fortitude
- +10% Will
- Urruks start with two additional Specials
- Orc Blood: may select Orc Benefit as specials

### Disadvantages

- Cannot select Oracle or Scholar as a Primary or Secondary Ability Set.
- Max Int score = 17

**Favored Abilities:** Any

**Favored Magic:** None

**Can be combined with:** Half-Demon

A union of human and orc, Urruks are a terrible force of destruction, combining the brutality of orcs with the intelligence of humans.

## **Urruk Specials**

### Level 1

Urruk Rage- +1 lvl to Berserker (Barbarian Class)

Destructive Culture- +10 Sp per lvl that can be used only for Warrior/Combat/Barbarian Abilities

Toughness- +25% Fortitude

Evil Society- have Dark or Blood as Favored Magic

Orc Blood- used to select any Orc special

### Level 5

Voyager- +10% fortitude, +10% survival in two environments, +5% in all others

### Level 10

Favored by the Divine- +25% Luck

### Level 20

Destructive Culture- +25 Sp per lvl that can be used only for Warrior/Combat/Barbarian Abilities

### Level 25

Urruk Rage- +3 lvls to Berserker

### Level 50

Savant- pay ½ for any one Ability set (including Master levels)

## Draven

**Stat Bonus:** +5 Str, +5 Spirit, +5 Int

**Lp Bonus:** 1d10

### Benefits

- Dravens may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% Fortitude and Will
- +5% Courage
- Dravens start with two additional Specials
- Demon Blood: may select Half-Demon Benefits (except Immortality) as specials

### Disadvantages

- Cannot use Light Servant Abilities
- Cannot use Holy Magic

**Favored Abilities:** Any

**Favored Magic:** None

**Can be combined with:** None

Dravens, also known as Demonmen are viewed as a terrible curse by outsiders, but they see themselves as the natural emperors of the world and its brittle mortal life.

(Roleplay note: There are only male Dravens. They are a blight on all life, as the mother of a Draven always dies during childbirth, giving rise to the idea that Dravens are in fact a plague with the purpose of destroying all mortal existence.)



## **Draven Specials**

### Level 1

Dark Ambition- +1 lvl to Dark Knight or Necromancer (Dark Servant Classes)

Infernal Potential- +10 Sp per lvl that can be used only for Dark Servant/Warrior/Mage Abilities

Blood of Hell- can use Blood Magic

Immortality- must be annihilated to be killed, but cannot naturally reconstitute body or body parts

Demon Blood- used to select any Half-Demon special

### Level 5

Vampiric- Attack +25% to bite, deal DB, ½ dam heals Lp, delay 2

### Level 10

Favored by the Darkness- +25% Luck

### Level 20

Infernal Potential- +25 Sp per lvl that can be used only for Dark Servant/Warrior/Mage Abilities

### Level 25

Dark Ambition- +3 lvls to Dark Knight or Necromancer

### Level 50

Savant- pay ½ for any one Ability set (including Master levels)

## Khallean Races

As a preview to the upcoming worldbook *Legends of Khallea*, four human races from the world of Khallea and one magical race from the divine realm of Dymalexia have been included.

Arturians; valiant knights from the Unconquered Kingdom.

Escherons; mystic druids from the ancient lands of Bybalon.

Jookrans; fierce fighters from the deserts of Sol.

Norsians; Viking warriors from the frozen North.

Kherell; magical guardians of the Divine Realms.





## Arturian

**Stat Bonus:** +5 Con, +5 Dex, +3 Str, +2 Spir

**Lp Bonus:** 1d8+2

### Benefits

- Arturians may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% Will and Courage
- +5% Fortitude
- Arturians start with two additional Specials
- Arturians may select one additional Primary Weapon type

### Disadvantages

- Cannot select Oracle as a Primary or Secondary Ability Set.
- Max Body score = 25

**Favored Abilities:** Warrior/Combat/Commander/Guard/Light Servant

**Favored Magic:** Holy

**Can be combined with:** Half-Demon, Kherell, other Khallean Human races

The people of Arturia value honor, courage and valor in battle. An ancient kingdom, surrounded on all sides by empires and enemies, the Arturians have nonetheless stood unconquered for a millennium.

## **Arturian Specials**

### Level 1

Agona Training- +1 lvl to Soldier (Guard Class)

Military Culture- +10 Sp per lvl that can be used only for Warrior/Combat/Guard Abilities

Faith- +25% Courage or Will

Spartan Lifestyle- +20% Fortitude, +10 Lp, +10 damage of all kinds

Elven Blood- choose one Elf Benefit or Special (except Longevity)

### Level 5

Battle Promotion- +1 lvl to Field Commander (Commander Class)

### Level 10

Arturian Knight- +2 lvls to Paladin (Light Servant Class)

### Level 20

Military Culture- +25 Sp per lvl that can be used only for Warrior/Combat/Guard Abilities

### Level 25

Agona Training- +3 lvls to Soldier

### Level 50

Battlemaster- pay ½ for Warrior Abilities (including Master levels)

## Escheron

**Stat Bonus:** +3 Int, +3 Ment, +3 Con, +3 Spir, +3 Wis

**Lp Bonus:** 1d6+2

### Benefits

- Escherons may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% Will and Intuition
- +5% Fortitude
- Escherons start with two additional Specials
- +25% survival in mountainous terrains, +10% in all others

### Disadvantages

- Cannot select Oracle as a Primary or Secondary Ability Set.
- Max Body score = 25

**Favored Abilities:** Druid/Beast Rider/Casting/Healer/Scholar

**Favored Magic:** Nature

**Can be combined with:** Half-Demon, Kherell, other Khallean Human races

Escherons, which means “People of the Stone and of the Sky,” are a mysterious and mystical race of humans found in the Graystone Mountains that surround the desert lands of Sol. They are a mostly peaceful people of druids and scholars, except for an ancient dispute with the Jookran tribes of Sol.

## Escheron Specials

### Level 1

Druidic Society- +1 lvl to Druid (Druid Class)

Druidic Culture- +10 Sp per lvl that can be used only for Druid/Casting/Healer Abilities

Faith- +25% Courage or Will

Ancient Enemy- +50% damage vs. Jookrans

Elven Blood- choose one Elf Benefit or Special (except Longevity)

### Level 5

Ancient Lore- +10 Sp per lvl for Nature or Spirit magical talents and spells

### Level 10

Nature's Favor- Nature spells cost ½ Mp to cast

### Level 20

Druidic Culture- +25 Sp per lvl that can be used only for Druid/Casting/Healer Abilities

### Level 25

Druidic Society- +3 lvls to Druid

### Level 50

Nature's Power- pay ½ for Druid Abilities (including Master levels)

## Jookran

**Stat Bonus:** +3 Con, +3 Dex, +3 Ment, +3 Perc, +3 Spir

**Lp Bonus:** 1d8+1

### Benefits

- Jookrans may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% Will and Fortitude
- +5% Stealth
- Jookrans start with two additional Specials
- +25% survival in desert terrain, +10% in all others

### Disadvantages

- Cannot select Oracle as a Primary or Secondary Ability Set.
- Max Body score = 25

**Favored Abilities:** Warrior/Hunter/Combat/Ranged/Thief

**Favored Magic:** Spirit

**Can be combined with:** Half-Demon, Kherell, other Khallean Human races

The Jookran people are a vast collection of varying clans and tribes from across the lands of Sol. They are engaged in an ancient struggle against the Escheron people with origins so old they have become the basis of myth, over an ancient land known as Bybalon.



## **Jookran Specials**

### Level 1

Way of the Spear- +1 lvl to Spearman (Ranged Class)

Desert Warriors- +10 Sp per lvl that can be used only for Hunter/Combat/Ranged Abilities

Faith- +25% Courage or Will

Ancient Enemy- +50% damage vs. Escherons

Wild Blood- choose one Tigrasa or Nakhas benefit or special (except Snaketail)

### Level 5

Way of the Spear- +25% Attack and Defense, +25 damage with spears

### Level 10

Silent Sands- +50% stealth/camo, ½ to be noticed in desert terrain

### Level 20

Desert Warriors- +25 Sp per lvl that can be used only for Hunter/Combat/Ranged Abilities

### Level 25

Way of the Spear- +3 lvls to Spearman

### Level 50

Desert Culture- pay ½ for Hunter Abilities (including Master levels)

## Norsian

**Stat Bonus:** 15 points to distribute

**Lp Bonus:** 1d6+2

### Benefits

- Norsians may select one additional Primary Ability set and one additional Secondary Ability set.
- +10% Fortitude and Courage
- +5% Will
- Norsians start with two additional Specials
- +25% survival while at sea, +10% in all other terrains

### Disadvantages

- Cannot select Oracle as a Primary or Secondary Ability Set.
- Max Body score = 25

**Favored Abilities:** Warrior/Combat/Sailor/Barbarian/Brawler

**Favored Magic:** None

**Can be combined with:** Half-Demon, Kherell, other Khallean Human races

Fearsome Vikings and rampaging berserkers make up the reputation of the Norsian people of the North. They are mostly viewed as barbarians by the peoples to the south, but the Norsians are in fact a race of valiant warriors and brave explorers with an ancient and complex culture.

## Norsian Specials

### Level 1

Viking Warriors- +1 lvl to Viking

Viking Culture- +10 Sp per lvl that can be used only for Warrior/Sailor/Barbarian Abilities

Faith- +25% Courage or Will

Strength of the North- +20 Lp, +15% Fortitude, +10 melee damage, take -5 dam of all kinds

Blood of Old- choose one Ogre Benefit or Special (except Giant-Size or Cyclops)

### Level 5

Axe Mastery- +25% Attack and Defense, +25 damage with axes

### Level 10

Waves of War- +2 lvls to Warlord or Berserker (Commander/Barbarian classes)

### Level 20

Viking Culture- +25 Sp per lvl that can be used only for Warrior/Sailor/Barbarian Abilities

### Level 25

Viking Warriors- +3 lvls to Viking

### Level 50

Norsian Ship- gain/granted/construct a Norsian ship (pg. 299, double Hp galley)

## Kherell

**Stat Bonus:** +5 Str, +3 Con, +3 Dex, +2 Int, +2 Spir

**Lp Bonus:** 1d10+2

### Benefits

- Kherell may select one additional Primary Ability set and one additional Secondary Ability set.
- Divine Strength: +25% Fortitude, unaffected by poison/disease unless Infernal in nature
- Divine Spirit: +25% Will and Courage, alignment cannot be changed
- Kherell start with two additional Specials
- Sword Magic: may cast spells on swords, ½ CT, x2 Mana cost, lasts one rnd, then must pay base Mp cost each additional round, may attack with spell effect at spell's range at sword's delay, or may melee attack for sword damage + spell damage, may use damage-dealing Offensive spells only

### Disadvantages

- Cannot select Dark Servant as a Primary or Secondary Ability Set.
- x2 damage taken from Dark Magic and infernal/demonic weapons and attacks

**Favored Abilities:** Warrior/Combat/Casting/Guard/Light Servant

**Favored Magic:** Holy

**Can be combined with:** Human & Khallean Races

The Kherell are the remnants of an ancient people from another world, known as the Fenronians, who found their way to the Divine Realm of Dymalexia after their homeworld was annihilated in a great disaster known as the Meldor Wars, and then dedicated themselves to the protection of the Land of the Light.

## **Kherell Specials**

### Level 1

Parry Spell- may use swords to parry an incoming spell, ½ parry chance, can pay ½ Mp cost of spell to absorb parried spell into sword for 3 rnds

Sword Magic- may cast/absorb 2 spells onto sword, may use damage-dealing Nature spells on swords

Armoring- may cast a Defensive spell onto armor, must be metallic, ½ CT, x2 Mana cost, lasts one rnd, then must pay base Mp cost each additional rnd

Way of the Blade- +25% Attack and Defense, +10 physical dam, +10 spell dam with swords/blades

Way of The Light- can use Holy spells

### Level 5

Sword Magic- may cast/absorb up to 3 spells onto swords, may use damage-dealing Holy spells

### Level 10

Armoring- may cast/absorb 2 spells onto armor, may use Enchantment spells on armor

### Level 20

Sword Magic- up to 5 spells on swords, may use damage-dealing Time spells

### Level 25

Righteousness- unaffected by all forms of fear, intimidation, sway, charm, mind control, etc.

### Level 50

Divine Power- max Mana = ??

# Chapter Three

## Abilities

There is a very wide variety of abilities for characters to choose from in this book, and it can be quite easy for a new player to feel overwhelmed by the selection. Simply keep in mind that every skill, special and class has its own unique value and even characters with low Intelligence scores will accumulate plenty of skill points. Players will want to concentrate on abilities from their Primary and Secondary ability sets because of the low cost, but can select any ability that they meet the requirement for.

### Gaining Specials

Every level characters have a chance to gain a special ability. Specials can be selected from the character's race, from the General specials list, Weapon specials, from Ability sets, Magical Talents, or can be player created at GM discretion.

### Creating Your Own Specials

When creating a special it should be based on something already found in the book to ensure fair effects and costs. Effects, delay/cast time, resistance and costs are all at GM discretion.

### Spending Sp

Every level characters gain Skill points (Sp) that can be used to gain skills and classes from Ability sets, General skills, Weapon Abilities or to learn Magic Spells.

### Primary & Secondary Ability Sets

A character's Primary and Secondary Ability sets determine the cost of skills, classes and specials, as well as the maximum level of skills that may be attained. Abilities from Primary sets may be learned at listed cost. Abilities from Secondary sets are double cost. Abilities from all other sets are triple cost. Characters may attain Master level in skills from Primary Ability sets, level 5 in skills from Secondary Ability sets, and level 4 in skills from all other Ability sets. (See the chart on the next page.)

### Skill Bonuses

The bonuses received from gaining new skill levels are not cumulative. They replace each other, not add to each other. For example Level 1 of the skill Block gives a character +5% chance to block an attack, and Level 3 of the skill Block gives a character +10% chance to block an attack. This does not add up to +15% to block. The exception of this rule is Master skill levels.

### Master Level

The Master level of a skill may be attained unlimited times, accumulating the bonuses.

### Ability Costs

Primary Abilities & Weapons Skills / Classes		Secondary Skills / Classes	Other Skills / Classes
Level 1	1 / 5	2 / 10	3 / 15
Level 2	2 (3) / 10 (15)	4 (6) / 20 (30)	6 (9) / 30 (45)
Level 3	3 (6) / 15 (30)	6 (12) / 30 (60)	9 (18) / 45 (90)
Level 4	4 (10) / 20 (50)	8 (20) / 40 (100)	12 (30) / 60 (150)
Level 5	5 (15) / 25 (75)	10 (30) / 50 (150)	Unavailable
Master	10 (25) / 25 (100)	Unavailable	Unavailable
Specials	Regular Sp cost / level	x2 Sp cost / level	x3 Sp cost / level

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## General Skills

A general skill can be anything that is A) not already covered by another Ability, B) not related to combat in any direct way and C) approved by the GM. When creating a General Skill choose two appropriate Stats to add together for the base percent chance of success, then each Sp spent on the skill will increase the success chance by +1%. The effects of all General Skills are at GM discretion.

### Examples

*Art* (Dex + Spir)

*Writing* (Int + Ins)

*Cooking* (Dex + Wis)

*Climbing* (Dex + Agi)

*Jumping* (Agi + Str)

*Reading Lips* (Perc + Int)

*Gambling/Games* (Luck/2)

*Fishing* (Dex + Wis)

*Gardening* (Dex + Wis)

*Conversation* (Charisma/2)



## General Specials

### Starting

Innate Arcane Ability- choose an additional Favored Magic Type

-may be chosen at lvl 1, 10, 25

Weapon Master- choose an additional Favored Weapon type and an additional Secondary Weapon type

-may be chosen at lvl 1, 10, 25

Combat Training- +10% Attack, +5% Block

lvl 10- +25% Attack, +10% Block

Quick Witted- +5% Logic, +5% Reflex

lvl 10- +10% Logic, +10% Reflex

lvl 20- +25% Logic, +25% Reflex

Insightful- +10% Intuition

lvl 10- +25% Intuition

Silver Tongued- +25% Charisma

lvl 20- +50% Charisma

Hard Headed- +10% Will

lvl 10- +25% Will

Strong Minded- +10% Concentration

lvl 10- +25% Concentration

Sure Footed- +10% Balance

lvl 10- +25% Balance

Lucky- +25% Luck

lvl 20- +50% Luck

Charming Smile- +25% Charm

lvl 20- +50% Charm

Keen Eyed- +5% Awareness, +5% Accuracy

lvl 10- +10% Awareness, +10% Accuracy

lvl 20- +25% Awareness, +25% Accuracy

Blooded- +5% Awareness, +5% Reflex

lvl 10- +10% Awareness, +10% Reflex

lvl 20- +25% Awareness, +25% Reflex

Vitality- +10% Fortitude

lvl 10- +25% Fortitude

Bravery- +10% Courage

lvl 10- +25% Courage

Fleet Footed- +5% Dodge, +1 movement

lvl 10- +10% Dodge, +2 movement

lvl 25- +25% Dodge, +3 movement

Sneaky- +10% Stealth

lvl 10- +25% Stealth

Noble Birth- start with nobility bonuses (additional money, house, title, etc. at GM discretion)

-may be selected at character creation only

## Stat & Measure Bonuses

### Stat Bonus

- lvl 1- +3 to any Stat or +2 to one stat and +1 to any other
- lvl 5- +5 to any Stat or +3 to one stat and +2 to any other
- lvl 10- +7 to any Stat or +4 to one stat and +3 to any other
- lvl 25- +10 to any Stat or +5 to two different stats
- lvl 50- +12 to any Stat or +7 to one stat and +5 to any other

### Measure Bonus

- lvl 1- +1 to any Measure
- lvl 5- +3 to any Measure
- lvl 10- +5 to any Measure
- lvl 25- +7 to any Measure
- lvl 50- +10 to any Measure

Extraordinary Powers- choose 2 spell schools, magic types, or elements to have as supernatural abilities, Chi replaces Mana for requirements, Mp cost in Power to use, can use Sp and specials to learn spells and talents requiring school, type or element to use as special abilities, same CT, or x2 cost for CT as delay  
-must be selected at character creation with GM permission

Uncontrollable Power-all spells/specials cost  $\frac{1}{2}$  Mp or power to use and are double effect, but the use of spells or supernatural specials requires a Will roll at  $\frac{1}{2}$ , failure results in either the spell/special affecting someone besides target within range or the spell/special failing and costing x2 Mp/power, spells/specials also cast by themselves at GM discretion, Will/5 to prevent

Innate Magic Powers- gain a new Magical Talent or Spell without having to learn it from anywhere  
-requires GM permission, can be used to select Extraordinary Powers after character creation

## General Specials (level 5+)

### Combat Expertise

- lvl 5- +25% Attack, Accuracy or Concentration (when attacking with Arcane Weaponry)
- lvl 7- +25% block/parry, dodge, or counterblast
- lvl 10- +25 physical dam, spell dam or special dam
- lvl 15- +10% crit
- lvl 20- +10% lethal blow
- lvl 25- +1 crit multiplier with one weapon type
- lvl 50- x2 physical dam, spell dam or special dam

Latent Magical Ability- may use level bonus to raise Mana or Chi (must have 0 Mana/Chi)  
-may be selected after level 10

Infernal Rebirth- when die: retain all stats, abilities, etc. lose all exp. replace race with lvl 1 Half Demon  
-may be selected by Evil characters only, after level 10

Divine Rebirth- when die: retain all stats, abilities, etc. lose all exp. and replace race with lvl 1 Chayol  
-may be selected by Good characters only, after level 20

### **Alternate Resistances (lvl 10 specials)**

Quick Thinking- can use Logic instead of Reflex or Balance one time per battle

Mind over Matter- can use Will instead of Fortitude one time per battle

Acrobatic Avoidance- can use Reflex instead of Fortitude one time per battle

### **Epic Level Specials (level 25+)**

Lightning Reaction- when counterattacking with a melee attack may use 5 extra stamina to make attack too fast to be defended against unless target also uses Lightning Reaction

-level 25 special or 250 Sp

Endurance- one time per battle, when reach 0 Lp automatically be restored to ½ Lp

-level 25 special or 250 Sp, may be selected multiple times, +10 levels or +100 Sp cost each time

Mental Endurance- one time per battle, if fail on Logic or Concentration roll may attempt a second time

-level 25 special or 250 Sp

Physical Endurance- one time per battle, if fail on Fortitude or Balance roll may attempt a second time

-level 25 special or 250 Sp

Spiritual Endurance- one time per battle, if fail Will or Courage roll may attempt a second time

-level 25 special or 250 Sp

Iron Will- cannot be mind controlled, swayed, distracted, etc.

-level 25 special or 250 Sp

Last Stand- may continue to fight while in negative Lp, up to death, for up to 5 rnds, Will roll per rnd

-level 25 special or 250 Sp

Effortless Casting- pay Mana cost of spell x2 in Sp to make spell effortless, must be able to cast spell at 1 CT, effortless spells can be cast by thought alone, not needing any words or actions and cannot be interrupted

-level 25 special or 250 Sp

Energy Generation- may convert one Stamina into three Mp or Power

-level 25 special or 250 Sp

Metamorphosis- when summoning a creature may pay double Mp/pow cost to transform into creature for 3 rnds instead of summoning it

-level 25 special or 250 Sp

## Paths of Destiny

Paths may be selected at level 5, Destinies at level 25, Fulfilled Destinies at level 50.

A special quest should be required by the GM for each level of each Path of Destiny a character attains.

Warrior's Path-+10% attack, +5 melee dam

Destiny- +25 melee dam, +5 Str, +5 Con

Destiny Fulfilled- x2 physical dam

Mage's Path-+10% Concentration, +5 spell dam

Destiny- +25 spell dam, +5 Mana, +5 Mental

Destiny Fulfilled- x2 spell dam

Thief's Path- +10% Stealth, +5% Dodge

Destiny- +25 backstab dam, +5 Agi, +5 Dex

Destiny Fulfilled- x2 backstab dam

Healer's Path- +10% Intuition, +5 with all heal types

Destiny- +25 with all heal types, +5 Spirit, +5 Wisdom

Destiny Fulfilled-x2 with all heal types

Ranger's Path- +10% Accuracy, +10% survival and tracking rolls

Destiny-+25 ranged dam, +5 Perc, +5 Ins

Destiny Fulfilled-x2 ranged dam

Druid's Path-natural animals are not hostile or +10% to sooth hostile animals, +5 dam with Nature spells

Destiny- +25 dam with Nature spells, +5 Mana, +5 Wis

Destiny Fulfilled- x2 dam with Nature spells

Bard's Path- +25% Charisma, +25% all money gained from Bard Abilities

Destiny- +50% Charisma, +50% all money gained from Bard Abilities

Destiny Fulfilled-x2 all money gained from Bard Abilities

Scholar's Path-+10% Logic, +5 dam with spells cast off scrolls/books

Destiny- +25% Logic, +5 Int, +5 Wis

Destiny Fulfilled- x2 dam with spells cast off scrolls/books

Monk's Path- +10% Dodge, +5 hand-to-hand dam

Destiny- +25 hand-to-hand dam, +5 Dex, +5 Wis

Destiny Fulfilled- x2 hand-to-hand dam

Priest's Path- +10% Courage, +5 dam vs. good/evil

Destiny- +25 dam vs. good/evil, +5 Wis, +5 Spirit

Destiny Fulfilled- x2 dam vs. good/evil

## Vampirism & Lycanthropy

### *Vampire*

Attack +25% to bite for Dam bonus, ½ dam heals Lp, may go over max Lp, up to lvl x10, take 10 nopro dam per tick from sunlight, unaffected by poison/disease unless otherwise stated, regenerate 1 Lp every tick and fully heal each day at rest unless wounded by a silver or Holy weapon, or the bite of a werewolf, revive from physical death unless pierced through the heart or head is severed, when bite infect target, Fort/2 or lvl 1 disease on first bite, lvl 3 on second, lvl 5 on third, infected lose one point of Constitution each day/session until death at 0 Con, if die while infected become vampire, +5 Str, Agi, Spirit, +25% Charm and Charisma, x2 dam from Holy weapons/attacks. +25% Awareness against living targets, opponents must make a Courage roll at ½ to face a vampire.

Bat Form (level 1) 1 Mp/power per rnd, +3 movement, +25% dodge, 10% autododge, 1/5 to be hit

Mist Form (level 5) 3 Mp/power per rnd, take/deal no physical dam, 1/5 Awareness to be noticed

Wolf Form (level 10) 5 Mp/power per rnd, +2 move, +25% dodge, +25% counter attack, x2 bite dam

Memory Drain (level 20) can manipulate and view memories of those bitten

Vampire Werewolf Form (level 25) 7 Mp/power per rnd, x2 Lp, +10 Str, +10 Agi, x2 DB claw dam, bite for DB x5

Servants (level 50) anyone turned into a vampire becomes a servant

### *Werewolf*

whenever take dam to Lp roll Will/2 or transform to werewolf, Will/2 when transform or go berserk, x2 Lp, +10 Str, +10 Agi when transformed, Attack +50%, 3 stamina, 2 delay to bite for DB x5, when bite infect target, Fort/2 or lvl 3 disease on first bite, lvl 5 on second, if not cured in one day/session will become werewolf, +1 stamina to hand-to-hand attack to add 5d10 claw dam, if slain while transformed will revive in human form unless heart is pierced or head is severed, regenerate 1 Lp per tick and fully heal each rest/session unless wounded by a silver or Holy weapon, or the bite of a vampire, +10 Str, +5 Agi, +25% Awareness, tracking and survival rolls, x2 dam from silver weapons, cannot transform for 1 rnd after taking dam from silver, opponents must make a Courage roll at ½ to face a transformed werewolf.

Howl (level 1) 3 power, intimidate all within radius 10, Courage at ½ to resist

Wolfbond (level 5) natural wolves/canine animals and creatures will not be hostile

Blood Feast (level 10) ½ dam of all bite attacks heals Lp, may go over max Lp, up to lvl x10

Giant Wolf Form (level 20) 5 power per rnd, x2 bite dam, +3 move, +25% dodge, +25% counterattack

Control (level 25) Will roll to transform

Alpha Wolf (level 50) natural wolves/canine animals and creatures will follow, anyone turned into a werewolf will join pack

The cost of Weapon Skills and Specials is determined by a character's Primary and Secondary weapon types. Characters may attain Master level, at regular cost, in Primary weapon types, level 5, at double cost, in Secondary weapon types, and level 4, at triple cost in all other weapon types.

<i>Weapon Skill</i>	Prerequisite: None
lvl 1	+5% Attack, +1 dam with weapon type
lvl 2	+10% Attack, +3 dam
lvl 3	+25% Attack, +5 dam
lvl 4	+10% crit, +7 dam
lvl 5	-1 delay, +10 dam
Master	+1% crit

**Weapon Specials** (all require lvl 3 in corresponding Weapon Skill and cost 25 Sp or lvl 5 special)

Riposte (Long/Medium/Fencing Blades)

+25% counter attack when wielding long/medium/fencing blades, can counter attack a counter attack, -10% counter attack chance for each successful counter attack in one exchange of attacks

Eagle Eye (Bows/Crossbows)

x2 dam, +25% Accuracy, +10% crit, +5% lethal blow with bows and crossbows

Quick Reload (Firearms)

(Dex x2)% to ½ reload time, success costs 1 stamina, if reload time is 1, use 2 stamina to reload and attack on the same tick

Lethal Precision (Short Blades/Needles)

x2 backstab/surprise attack dam, +10% lethal blow with short blades and needles

Jabbing Attack (Spears/Javelins/Staves/Polearms)

when wielding a poled weapon and an enemy attempts to move into an adjacent space may attack automatically, if attack hits and is not fully dodged or parried the target's move action is stopped

Zen Combat (Martial Arts/Hand-to-hand)

when using martial arts weapons use 5 power/stamina to add Intuition to attack and defense rolls, and add Insight to dam for 1 rnd

Close Quarters Combat (Claws/Knuckles/Hand-to-hand)

when using claws/knuckles (Reflex + Dex)% to counter attack all melee attacks, Counter Attack (Warrior) will allow a second counter attack

Power Throw (Thrown/Grenades)

+2 stamina, +1 delay to add +5 to range or double dam if target is within 3 spaces

Whirling Attack (Flails)

when using a flail +2 stamina, +1 delay to hit all within radius 1

Bind Legs (Whips/Chains)

when using whips/chains instead of dealing dam with an attack may choose to bind target's legs, successful attack will stun target 1d4 ticks, no Balance roll, Str x5 to hold, may not attack while holding

Lethal Charge (Lances)

when wielding a lance x2 dam, +10% lethal blow, +10% crit, 25% autodeath on all charging attacks (running, sprinting, riding galloping mount, Charge skill, etc)

Skull Splitter (Axes/Hammers)

when wielding axes and hammers +10% lethal blow, +10% crit, x5 dam with crits

Point Blank Blast (Arcane Weaponry)

when wielding an arcane weapon and successfully dodge/parry a melee attack may make a Concentration roll to counterattack with an offensive magical attack that deals x2 dam, and cannot be defended against, Counter Attack (Warrior skill) will allow for a second normal counterattack

## Barbarian Skills (pg. 1/2)

### *Barbaric Strength*      Prerequisite: 12 Strength

- lvl 1    +3 physical dam, +5% Fortitude
- lvl 2    +5 physical dam, +10% Fortitude
- lvl 3    can use 2 handed melee weapons in one hand, +15% Fortitude
- lvl 4    +7 physical dam, +20% Fortitude
- lvl 5    +10 physical dam, +25% Fortitude
- Master +1 physical dam

### *Savage Might*      Prerequisite: level 3 Barbaric Strength

- lvl 1    +1 to all Str rolls, +5% Fortitude
- lvl 2    +3 to all Str rolls, +10% Fortitude
- lvl 3    +5 to all Str rolls, +15% Fortitude
- lvl 4    +7 to all Str rolls, +20% Fortitude
- lvl 5    +10 to all Str rolls, +25% Fortitude
- Master +1 to all Str rolls

### *Barbaric Rage*      Prerequisite: 7 Spirit

- lvl 1    +2 melee dam when Lp is below  $\frac{1}{2}$
- lvl 2    +5 melee dam when Lp is below  $\frac{1}{2}$
- lvl 3    +7 melee dam when Lp is below  $\frac{1}{2}$
- lvl 4    +10 melee dam when Lp is below  $\frac{1}{2}$
- lvl 5    +12 melee dam when Lp is below  $\frac{1}{2}$
- Master +1 melee dam when Lp is below  $\frac{1}{2}$

### *Intimidate*      Prerequisite: 12 Constitution

- lvl 1    25% intimidate an opponent within range 5, target must make Courage roll or flee from battle, 1 time per battle
- lvl 2    add Str to chance
- lvl 3    3 times per battle
- lvl 4    add Con to chance
- lvl 5    5 time per battle
- Master +1% intimidate

### *Hunt*      Prerequisite: 5 Perception

- lvl 1    use Awareness to track animals/monsters
- lvl 2    add Int to chance
- lvl 3    +5 dam with ranged weapons and spears
- lvl 4    add Concentration to chance
- lvl 5    add Intuition to chance
- Master +1% to hunt

## Barbarian Skills (pg. 2/2)

### *Brew Poison*      Prerequisite: 5 Intelligence

- lvl 1    can use herbs to brew poisons
- lvl 2    choose 1 beneficial herb, can reverse effects to create level 1 poison with opposite effects, can create 1 per session
- lvl 3    reverse effects to create level 2 poison
- lvl 4    reverse effects to create level 3 poison
- lvl 5    reverse effects to create level 4 poison, 10% level 5
- Master choose one additional herb or +1 time per session

### *Boneworking*      Prerequisite: 5 Dexterity

- lvl 1    can use normal bone to craft items
- lvl 2    +2 dam or Hp, +1 hardness of all items crafted from bone
- lvl 3    can use behemoth bone
- lvl 4    +5 dam or Hp, +3 hardness of all items crafted from bone
- lvl 5    can use dragon/magical bone
- Master +1 dam or Hp or +½ hardness of all items crafted from bone

### *Weapon Proficiency (Heavy)*      Prerequisite: 7 Strength

- lvl 1    choose any 2 handed weapon type, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2    +5 dam
- lvl 3    +15% attack, +10% defense, +7 dam
- lvl 4    +10 dam
- lvl 5    +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Axe)*      Prerequisite: 7 Strength

- lvl 1    +5% crit, +5% parry/counter attack, +1% lethal blow with axes
- lvl 2    +2 dam
- lvl 3    +10% crit, +2% lethal blow
- lvl 4    +10% parry/counter attack, +5 dam
- lvl 5    -1 delay
- Master +1% crit or +½% lethal blow

### *Spell Proficiency (Spirit)*      Prerequisite: 7 Mana

- lvl 1    +10% effect of Spirit magic
- lvl 2    -1 Mp cost of Spirit magic
- lvl 3    +25% effect of Spirit magic
- lvl 4    -3 Mp cost of Spirit magic
- lvl 5    -1 cast time of Spirit magic
- Master +5% effect of Spirit magic



## Barbarian Specials

Berserk- 50% chance when take dam to Lp enter berserk state, 50% attack allies/bystanders in melee range, +50% attack, +25 Lp, +10 dam, +1 crit multiplier, cannot make defense rolls when berserk, Will /5 to regain control per rnd  
Costs level 1 special or 10 Sp

Barbaric Bravery- +25% Courage  
Costs level 5 special or 25 Sp

Spirit Guide- granted/gain a spirit guide, 3 times per session can call for +25% Intuition or to learn 1 skill/spell/special  
Costs level 10 special or 50 Sp

Barbaric Toughness- +50 Lp  
Costs level 20 special or 75 Sp

Barbaric Shout- radius 10 on intimidation or used to grant an additional Second Wind once per session  
Costs level 25 special or 100 Sp

## Barbarian Classes

*Brute* Prerequisite: level 3 Barbaric Strength  
lvl 1 +10% attack, +5% crit, +2 dam with melee weapons  
lvl 2 +5 dam  
lvl 3 +25% attack, +10% dam, +7 dam  
lvl 4 +10 dam  
lvl 5 Barbarous Rage- +50% dam when Lp is below ½  
Master +1% Courage

*Berserker* Prerequisite: Berserk special ability  
lvl 1 +5 dam while berserk  
lvl 2 +10 dam while berserk  
lvl 3 +25 dam while berserk  
lvl 4 +50 Lp while berserk  
lvl 5 Berserker Rage- x2 dam while berserk  
Master +1 dam or +1 Lp while berserk

*Shaman* Prerequisite: level 3 Spell Proficiency (Spirit)  
lvl 1 +10% effect of Spirit spells  
lvl 2 -3 Mp cost of Spirit spells  
lvl 3 +25% effect of Spirit spells  
lvl 4 -5 Mp cost of Spirit spells  
lvl 5 Spirit Communion- must be out of battle, perform ritual to commune with spirit world, may ask the GM one question, Intuition roll to interpret message  
Master -1 Mp cost of Spirit spells

## Bard Skills (pg. 1/2)

- Perform** Prerequisite: 75% Charisma
- lvl 1 choose one type of performance to attempt, (Charisma /5)% + up to 10% in rp mod to gain 2d20+10 gold from audience one time per session
  - lvl 2 three times per session
  - lvl 3 can use two performance types at once
  - lvl 4 five times per session
  - lvl 5 up to +25% in rp mod, can use up to three performance types at once
  - Master + 1 gold from success or +½ times per session
- Sing** Prerequisite: lvl 1 Perform
- lvl 1 use singing to perform, +5% chance to gain money
  - lvl 2 +10% chance to gain money
  - lvl 3 +15% chance to gain money, can sing to inspire in battle, (Charisma /5)% all allies within radius 20 gain +25% courage while singing, no action except movement while singing
  - lvl 4 +20% chance to gain money
  - lvl 5 +25% chance to gain money, inspired allies gain +50% courage
  - Master +1% chance to gain money or to inspire
- Dance** Prerequisite: lvl 1 Perform, 75% Charm
- lvl 1 use dancing to perform, add (Charm /10)% to chance to gain money from performing
  - lvl 2 +10% money gained from performing
  - lvl 3 +25% money gained from performing, attempt to distract with dancing, (Charm /5)% to distract all within radius 5, distracted = -10% to awareness rolls while dancing, can take no other action while dancing
  - lvl 4 +50% money gained from performing
  - lvl 5 x2 money gained from performing, distracted = -25% awareness
  - Master +5% money gained from performing or +1% distract
- Play** Prerequisite: lvl 1 Perform
- lvl 1 play a musical instrument to perform and allows use of Sp for musical instruments, +2% chance to gain money for each Sp
  - lvl 2 choose one instrument for +10% chance to gain money from perform rolls when used
  - lvl 3 10% or less on perform rolls while playing music = x5 money gained, can play to inspire in battle, instrument Sp x2% to inspire all allies within radius 20, inspired gain +25% courage while playing, no action except movement while playing
  - lvl 4 +25% chance to gain money from perform rolls while playing chosen instrument
  - lvl 5 10% or less on play perform rolls = x10 money gained, inspired allies gain +50% courage
  - Master +1% chance to gain x10 money or to inspire
- Sleight of Hand** Prerequisite: lvl 1 Perform, 7 Dex
- lvl 1 can use sleight of hand/magic tricks to perform, add (Dex x2)% to chance to gain money
  - lvl 2 +10% to pickpocket, steal and disarm trap rolls
  - lvl 3 +10% money gain from sleight of hand performances
  - lvl 4 +25% to pickpocket, steal and disarm trap rolls
  - lvl 5 +25% money gained from sleight of hand performance rolls
  - Master +5% money gained from sleight of hand performance rolls

## Bard Skills (pg 2/2)

<i>Compose</i>	Prerequisite: lvl 3 Perform, 7 Mental
lvl 1	can write songs, stories or plays to use with sing, storytelling, acting or play performances, +10% chance to gain money from sing/play performances using written songs/stories/plays
lvl 2	+10% money gained from performances using written songs/stories/plays
lvl 3	+25% chance to gain money from performances using written songs/stories/plays
lvl 4	+25% money gained from performances using written songs/stories/plays
lvl 5	+50% money gained from performances using written songs/stories/plays
Master	+5% money gained from performances using written songs/stories/plays
<i>Acting</i>	Prerequisite: lvl 3 Perform, 100% Charisma
lvl 1	act out plays to perform, +10% chance to gain money from acting performances
lvl 2	+10% money gained from acting performances
lvl 3	+25% chance to gain money from acting performances
lvl 4	+25% money gained from acting performances
lvl 5	+50% money gained from acting performances
Master	+5% money gained from acting performances
<i>Storytelling</i>	Prerequisite: lvl 3 Perform, 100% Charisma
lvl 1	tell a story to perform, +10% chance to gain money from storytelling performances
lvl 2	+10% money gained from storytelling performances
lvl 3	+25% chance gain money from storytelling performances
lvl 4	+25% money gained from storytelling performances
lvl 5	+50% money gained from storytelling performances
Master	+5% money gained from storytelling performances
<i>High Chant</i>	Prerequisite: lvl 3 Storytelling
lvl 1	+10% chance to gain money from storytelling performances
lvl 2	+10% money gained from storytelling performances
lvl 3	+25% chance to gain money from storytelling performances
lvl 4	+25% money gained from storytelling performances
lvl 5	+50% money gained from storytelling performances
Master	+5% money gained from storytelling performances
<i>Voice of Power</i>	Prerequisite: lvl 3 Perform, 100% Charisma
lvl 1	+10% chance to gain money from storytelling, singing and acting performances
lvl 2	+10% money gained from storytelling, singing and acting performances
lvl 3	+25% chance to gain money from storytelling, singing and acting performances
lvl 4	+25% money gained from storytelling, singing and acting performances
lvl 5	+50% money gained from storytelling, singing and acting performances
Master	+5% money gained from storytelling, singing and acting performances

## Bard Specials

Serenade- instead of gaining money can attempt a singing performance to slightly charm someone  
Cost: level 1 special or 10 Sp

Create Instrument- have a personal instrument, x2 money gained from all performances when used  
Cost: level 5 special or 25 Sp

Woven Words- may use up to 10 Mp or Pow for +5% chance to gain money each on a singing or storytelling performance  
Cost: level 10 special or 50 Sp

Signature Song- have a signature song, x2 money gained from all performances when used  
Cost: level 20 special or 75 Sp

Write Epic- compose an epic tale, x2 money gained from all performances when used  
Cost: level 25 special or 100 Sp

## Bard Classes

*Bard* Prerequisite: lvl 3 Perform  
lvl 1 +10% to gain money from all performance types  
lvl 2 +10% money gained from all performance types  
lvl 3 may perform one additional time per session  
lvl 4 +25% money gained from all performance types  
lvl 5 Gleeman- +50% money gained from all performance types  
Master +1% chance to gain money from all performance types

*Minstrel* Prerequisite: lvl 3 Sing, lvl 3 Play  
lvl 1 +10% chance to gain money from sing and play performances  
lvl 2 +10% money gained from sing and play performances  
lvl 3 +25% money gained from sing and play performances  
lvl 4 +50% money gained from sing and play performances  
lvl 5 Musical Masterpiece- 10% or less on play performance roll = x10 money gained  
Master +1% musical masterpiece chance

*Poet* Prerequisite: lvl 3 Compose  
lvl 1 +10% chance to gain money from performances using composed songs/plays/stories  
lvl 2 +10% money gained from performances using composed songs/plays/stories  
lvl 3 +25% money gained from performances using composed songs/plays/stories  
lvl 4 +50% money gained from performances using composed songs/plays/stories  
lvl 5 Poet's Insight- add Insight x2% to chance to gain money from performances using composed songs/plays/stories  
Master +1% to gain money from performances using composed songs/stories/plays

## Beast Rider Skills (pg. 1/2)

*Tame Beast* Prerequisite: 7 Spirit, 5 Mental

- lvl 1 25% calm natural animal/beast, 10% magical creature/monster
- lvl 2 30% natural, 15% magical
- lvl 3 35% natural, 20% magical
- lvl 4 50% natural, 25% magical
- lvl 5 up to 3 targets at a time, range 3
- Master +1% calm chance

*Train Beast* Prerequisite: level 1 Tame Beast

- lvl 1 may train a tamed beast to fight for you, takes 1 day/session per creature, max total exp/gold value of trained creatures = 250
- lvl 2 max total exp/gold value = 500
- lvl 3 1 day/session for 3 creatures
- lvl 4 max total exp/gold value = 750
- lvl 5 max total exp/gold value = 1000
- Master +100 total exp/gold value

*Train Mount* Prerequisite: level 3 Tame Beast

- lvl 1 may use any trained creature (and of adequate size by GM discretion) as a mount, may act on mount's Agi, may choose to attack or have mount attack, mount no longer counts toward Train Beast exp/gold value total, max exp/gold value of mount(s) = 500
- lvl 2 max exp/gold value = 750
- lvl 3 may create a special ability for mount or usable only while riding mount
- lvl 4 max exp/gold value = 1000
- lvl 5 may attack at the same time as mount, use highest delay
- Master +100 max exp/gold value

*Horseback Riding* Prerequisite: 5 Dexterity, 5 Agility

- lvl 1 may ride a horse with no penalty to actions
- lvl 2 may choose to act on horse's Agi
- lvl 3 +10% attack and defense while riding horse
- lvl 4 +5% crit while riding horse
- lvl 5 +25% attack and defense, +10% crit while riding horse
- Master +1% attack or defense while riding horse

*Beast Riding* Prerequisite: 7 Strength, 5 Dexterity

- lvl 1 may ride a beast with no penalty to actions
- lvl 2 may choose to act on beast's Agi
- lvl 3 +10% attack and defense while riding beast
- lvl 4 +5% crit while riding beast
- lvl 5 +25% attack and defense, +10% crit while riding beast
- Master +1% attack or defense while riding beast

## Beast Rider Skills (pg. 2/2)

### *Falconry* Prerequisite: level 1 Train Beast

- lvl 1 allows training of birds, one time per sessions 20% (+ Survival/Hunting) to find a bird, can control one at a time, bird has 1 Lp, cannot enter battle, +25% notice/avoid encounters, +10% survival
- lvl 2 25% find bird, control up to three at a time
- lvl 3 birds can attack/distract in battle, 75% dodge, 25% auto, movement 5, 35% to hit, 8% crit, 1 dam, crit = 1d2 dam to Perception and -5% to hit, delay 2 or distract, delay 3, ½ dodge while distracting, distracted targets cannot make awareness or reflex rolls and have ½ chance on all defense rolls
- lvl 4 control up to five at a time
- lvl 5 +50% notice/avoid encounters, +25% survival
- Master control an additional bird

### *Mounted Combat* Prerequisite: level 3 Horseback or Beast Riding

- lvl 1 +1 dam, +1% lethal blow while mounted in battle
- lvl 2 +3 dam, +3% lethal blow
- lvl 3 +5 dam, +5% lethal blow
- lvl 4 +7 dam, +7% lethal blow
- lvl 5 +10 dam, +10% lethal blow
- Master +1 dam while mounted in battle

### *Charging Attack* Prerequisite: level 3 Mounted Combat

- lvl 1 must be mounted and at least 4 clear spaces away from target, Attack at ½ to charge attack, x2 dam, x3 if using lance, +2 delay of attack
- lvl 2 +10% crit and lethal blow on charge attacks
- lvl 3 x3 dam, x5 if using lance
- lvl 4 +25% crit and lethal blow on charge attacks
- lvl 5 full Attack chance to hit, +1 delay of attack
- Master +1% chance to hit

### *Weapon Proficiency (Mounted)* Prerequisite: 7 Strength

- lvl 1 choose any large slashing or thrusting weapon type, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or defense

### *Weapon Finesse (Lance)* Prerequisite: 7 Strength

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with lances
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

## Beast Rider Specials

Beast Bond- may communicate with animals, add Charisma/5 to Tame Beast chance

Costs level 1 special or 10 Sp

Dragon Riding- may use a dragon as a mount

Costs level 5 special or 25 Sp

Dragon Taming- may use Tame Beast at ½ chance to tame a dragon

Costs level 10 special or 50 Sp

Dragon Training- may use Train Beast/Mount on dragons

Costs level 20 special or 75 Sp

Beast Mastery- x2 Tame Beast chances, max exp/gold value of trained creatures and mounts

Costs level 25 special or 100 Sp

## Beast Rider Classes

*Beast Tamer* Prerequisite: level 3 Tame Beast

lvl 1 +10% Tame Beast

lvl 2 +15% Tame Beast

lvl 3 +20% Tame Beast

lvl 4 +25% Tame Beast

lvl 5 Special Training- may create 1 special ability/attack to teach to trained creature, may add to 1 creature per day/session

Master create an additional special ability to teach to trained creatures

*Cavalier* Prerequisite: level 3 Mounted Combat

lvl 1 +10% attack and defense, +5% crit while mounted in battle

lvl 2 +5 dam while mounted in battle

lvl 3 +7 dam while mounted in battle

lvl 4 +25% attack and defense, +10% crit, +10 dam while mounted in battle

lvl 5 Charge- double damage of all Charging Attacks

Master +1% crit while mounted in battle

*Dragon Knight* Prerequisite: Dragon Riding special ability

lvl 1 +10% attack and defense, +5% crit while riding a dragon in battle

lvl 2 +5 dam while riding a dragon in battle

lvl 3 +7 dam while riding a dragon in battle

lvl 4 +25% attack and defense, +10% crit, +10 dam while riding a dragon in battle

lvl 5 Dragon Charge- double damage of all charging attacks while riding a dragon

Master +1% crit while riding dragon in battle

## Brawler Skills (pg. 1/2)

### *Unarmed Combat*      Prerequisite: 7 Dexterity

- lvl 1    use 3 stamina to perform an unarmed combat attack, Attack +25% to deal damage bonus x3, delay 3
- lvl 2    +5% to hit
- lvl 3    25% stun and knockback 1d2+1
- lvl 4    +10% to hit
- lvl 5    25% stun and knockback 1d4+1
- Master +1% to hit or +½% stun and knockback

### *Dodge*              Prerequisite: 7 Agility

- lvl 1    +5% dodge
- lvl 2    +10% dodge
- lvl 3    25% stun opponent 1d2 when dodge a melee attack
- lvl 4    10% or less on dodge roll = no stamina cost
- lvl 5    25% stun opponent 1d4 when dodge a melee attack
- Master +1% dodge or +1% no stamina cost

### *Disarm*             Prerequisite: 12 Dexterity

- lvl 1    (Dex x2)% to disarm an opponent, delay 1, costs 3 stamina, +10% chance after an unarmed parry, costs 1 stamina
- lvl 2    +5% disarm
- lvl 3    may disarm target and equip the taken weapon on the same tick
- lvl 4    +10% disarm
- lvl 5    may disarm target, equip taken weapon and attack with it on the same tick
- Master +1% chance to disarm

### *Acrobatics*        Prerequisite: 12 Agility

- lvl 1    +5% balance/reflex
- lvl 2    +10% balance/reflex, +5% dodge
- lvl 3    1 stamina to move 1 space after successful dodge/reflex roll
- lvl 4    +25% balance/reflex, +10% dodge
- lvl 5    1 stamina to move up to 3 spaces after successful dodge/reflex roll
- Master +1% balance or reflex

### *Martial Arts*      Prerequisite: level 1 Unarmed Combat

- lvl 1    +5% dodge/unarmed parry/disarm/balance/reflex
- lvl 2    +5% attack, +2 dam with hand to hand and unarmed combat attacks
- lvl 3    +10% dodge/unarmed parry/disarm/balance/reflex
- lvl 4    +10% attack, +5 dam with hand to hand and unarmed combat attacks
- lvl 5    -1 delay of hand to hand and unarmed combat attacks
- Master +1 dam with hand to hand and unarmed combat attacks



## Brawler Skills (pg. 2/2)

### *Bob & Weave* Prerequisite: level 1 Unarmed Combat

- lvl 1 allows an extra dodge roll at ½ chance against critical hits and lethal blow attacks
- lvl 2 +5% dodge against hand to hand attacks
- lvl 3 +10% dodge against hand to hand attacks
- lvl 4 allows an extra dodge roll against critical hits and lethal blows
- lvl 5 10% or less on dodge roll = counter attack with 1 hand to hand attack that opponent can only defend against with bob & weave
- Master 1% chance to counterattack

### *Armor of Heroes* Prerequisite: 12 Spirit

- lvl 1 +5% Balance, Reflex, Dodge
- lvl 2 -5 dam taken from physical attacks
- lvl 3 +10% Balance, Reflex, Dodge
- lvl 4 -7 dam taken from physical attacks
- lvl 5 +25% Balance, Reflex, Dodge
- Master -1 dam taken from physical attacks

### *Focused Strike* Prerequisite: level 3 Unarmed Combat

- lvl 1 may add up to 2 delay to hand to hand or unarmed combat attack for +25% dam each
- lvl 2 may use up to 3 extra stamina on a hand to hand on unarmed combat attack for +20% stun and knockback 1d2 for each
- lvl 3 5% knockout on focused strikes
- lvl 4 up to 3 delay and 4 stamina
- lvl 5 up to 4 delay and 3 stamina, 10% knockout
- Master +1% knockout chance

### *Weapon Proficiency (Hand to Hand)* Prerequisite: 7 Dexterity

- lvl 1 +10% attack, +5% defense, +1 dam while unarmed
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Claws)* Prerequisite: 7 Dexterity

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with claws
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

## Brawler Specials

Wrestling Style- choose 3 wrestling moves, +1 every 5 levels, (Dex x2)% reverse physical attack into wrestling move

Costs level 1 special or 10 Sp

Knockout Blow- use up to 5 extra stamina on a hand to hand or unarmed combat attack to add +5% knockout chance each

Costs level 5 special or 25 Sp

Flying Kick/Punch- move up to 5 spaces on hand to hand or unarmed combat attack, 1 stamina each

Costs level 10 special or 50 Sp

Absorb Pain- 25% chance to take no physical dam, costs dam of attack absorbed/10 in stamina/power

Costs level 20 special or 75 Sp

Swift Fist- -1 delay of all hand to hand and unarmed combat attacks

Costs level 25 special or 100 Sp

## Brawler Classes

**Brawler** Prerequisite: level 3 Unarmed Combat

lvl 1 +5 dam with hand to hand and unarmed combat attacks, +5% dodge

lvl 2 +10% crit on all hand to hand and unarmed combat attacks

lvl 3 +10 dam with hand to hand and unarmed combat attacks, +10% dodge

lvl 4 -1 delay of hand to hand and unarmed combat attacks

lvl 5 Haymaker- 5 stamina/power, +3 delay for x5 dam of one hand to hand or unarmed combat attack

Master +1% crit with hand to hand and unarmed combat attacks

**Wrestler** Prerequisite: Wrestling Style special ability

lvl 1 +5% reversal chance

lvl 2 +10% reversal chance

lvl 3 create 3 additional wrestling moves

lvl 4 create 5 additional wrestling moves, +15% reversal

lvl 5 Finisher- may select a finisher

Master +1% reversal

**Martial Artist** Prerequisite: level 3 Martial Arts

lvl 1 +10% attack/unarmed parry/disarm/dodge/balance/reflex

lvl 2 3 power/stamina to add Concentration/2 to one hand to hand/unarmed combat attack chance to hit/crit, unarmed parry, disarm or dodge

lvl 3 -1 delay of hand to hand and unarmed combat attacks

lvl 4 3 power/stamina to add Concentration to one hand to hand/unarmed combat attack chance to hit/crit, unarmed parry, disarm or dodge

lvl 5 Battle Reflexes- if fail defensive roll may use 1 stamina/power to attempt a different defense roll

Master +1% unarmed parry

## Wrestling Maneuvers

Gut Kick- 2 stamina, deals DB, cannot be parried, ½ to be dodged, blocked or reversed, Fort/2 or stun 1d2, delay 1

Overhand Chop- 2 stamina, deals DB, 25% stun 1d2+1, delay 2

Knife Edge Chop- 2 stamina, deals DB x2, delay 1

Headbutt- 2 stamina, deals DB x2, 25% stun 1d2, 10% knockout, delay 2

Basic Grapple- 1 stamina, can only be dodge or reversed, next maneuver after a successful grapple is ½ to be resisted/reversed, delay 1

Grapple Takedown- 2 stamina, can only be dodged or reversed, Str vs. Str/2 to resist, if successful put target into a hold/lock maneuver with no chance to resist and ½ chance to reverse, delay 1

Quick Takedown- 3 stamina, can only be reversed or dodged, Str vs. Str to resist, stun 1d2, delay 1

Whip- 3 stamina, can only be dodged or reversed, force target to run 1d4 + Str/5 spaces, delay 1

Clothesline- 2 stamina, deals DB x2, must run or target must be running, cannot be blocked or parried, Fort/4 or stun 1d4, delay 2

Big Boot- 2 stamina, deals DB x2, ½ to be defended against/reversed, deals x2 dam to running targets, 25% stun 1d4, delay 1

Leg Drop- 3 stamina, target must be stunned, deals DB x2, Reflex/2 to avoid, 25% stun 1d4, delay 3

Elbow Drop- 3 stamina, target must be stunned, deals DB x3, Reflex/2 to avoid, delay 3

Dropkick- 3 stamina, deals DB x2, x2 dam vs. running targets, ½ to be defended against/reversed, 25% stun 1d4+1, delay 3

Running Kneelift- 5 stamina, deals DB x3, must be running, x2 dam vs. running targets, 25% stun 1d4 delay 3

Wristlock- 1 stamina per tick, can only be used on stunned targets or as a reversal, Str/5 or ½ reversal to escape, deal Str/5 to hand per tick, 10% deal lvl 1 injury to hand

Leglock- 1 stamina per tick, can only be used on stunned targets, Str/5 or ½ reversal to escape, deals Str/5 to leg per tick, 10% deal lvl 1 injury to leg

Chokehold- 1 stamina per tick, can only be used after a grapple or as a reversal, Str/5 or ½ reversal to escape, deals Str/5 stamina dam per tick

Body Slam- 5 stamina, deals DB x4, can only be dodged or reversed, Str vs. Str to resist, stuns 1d4+1, delay 3

Back Body Drop- 5 stamina, deals DB x3, target must be running, can only be dodged or reversed, throw target 1d4 spaces, stun 1d2+1, delay 2

Suplex- 5 stamina, deals DB x4, can only be dodged or reversed at ½ chance, Str vs. Str/2 to resist, 50% stun 1d4+1, delay 3

DDT- 3 stamina, deals DB x4, can only be dodged or reversed at ½ chance, Str vs. Str to resist, stun 1d6, 10% knockout, delay 3

Chokeslam- 7 stamina, deals DB x5, can only be dodged or reversed at ½ chance, Str vs. Str to resist, 25% stun 1d6, delay 4

Piledriver- 7 stamina, deals DB x5, target must be stunned, ½ to be reversed, stun 1d4+1, 10% knockout delay 5

Brainbuster- 10 stamina, deals DB x5, Str vs. Str to resist, stun 1d6, 10% knockout, delay 5

Powerbomb- 10 stamina, deals DB x7, target must be stunned, ½ to be reversed, stun 1d6, delay 5

## Finishers

Superbomb- 12 stamina, deals DB x10, target must be stunned, ½ to be reversed, stun 1d10, delay 7

Superslam- 12 stamina, deals DB x10, can only be used as reversal, after grapple, or on stunned targets, ½ to be reversed, 50% stun 1d10, delay 7

Powerdriver- 12 stamina, deals DB x10, target must be stunned, ½ to be reversed, stun 1d10+2, 25% knockout, delay 7

Stunner- 8 stamina, deals DB x7, target must be stunned, ½ to be reversed, stun 1d10+2, delay 5

Super Kick- 7 stamina, deals DB x5, ½ to be defended against, stun 1d0, 35% knockout, delay 5

Double Drop- 12 stamina (each) requires two people, can only be dodged or reversed at ½ chance, deals DB x5 from each participant, stun 1d10, 25% knockout, delay 7

Reverse Leglock- 3 stamina per tick, target must be stunned, Str/5 or ½ reversal to escape, deals Str/2 to leg per tick, 25% deal lvl 1 injury to leg

Flying Frog Splash- 8 stamina, target must be stunned, ½ to be reversed, deals DB x10, +1 multiplier for every 2 spaces high jumped from, deal DB to self for every 2 spaces high jumped from, range = Agi/5, stun 1d8+2, delay 5

Reverse Suplex- 12 stamina, deals DB x10, can only be dodged or reversed at ½ chance, Str vs. Str/2 to resist, stun 1d10, delay 7

Brainbuster DDT- 12 stamina, deals DB x10, Str vs. Str/2 to resist, stun 1d12, 25% knockout, delay 7

## Casting Skills (pg. 1/2)

### *Concentration* prerequisite: 7 Mental

- lvl 1 +5% Concentration
- lvl 2 May make defensive rolls while casting without making a Concentration roll
- lvl 3 +10% Concentration
- lvl 4 May cast spells while running/sprinting, riding a galloping mount, etc. without making a Concentration roll
- lvl 5 +25% Concentration
- Master +1% Concentration

### *Enhance Spell* prerequisite: 12 Mental, 5 Mana

- lvl 1 use 5 power/stamina and double Mana cost of a spell to add +1 rnd to duration or double effect of an instant spell
- lvl 2 5 power/stamina, +50% Mana cost for +1 rnd or x2 effect
- lvl 3 7 power/stamina, x2 Mana cost for +2 rnds or x3 effect
- lvl 4 10 power/stamina, x3 Mana cost for +3 rnds or x5 effect
- lvl 5 3 power/stamina for +1 rnd or x2 effect, 5 power/stamina for +2 rnds or x3 effect, 7 power/stamina for +3 rnds or x5 effect, 10 power/stamina, x5 Mana cost for +5 rnds or x10 effect
- Master -1 power/stamina cost (minimum 1)

### *Extend Spell* prerequisite: lvl 3 Enhance Spell

- lvl 1 +5 Mana cost of a spell for each additional range
- lvl 2 +4 Mana cost of a spell for each additional range
- lvl 3 +3 Mana cost of a spell for each additional range
- lvl 4 +2 Mana cost of a spell for each additional range
- lvl 5 +1 Mana cost of a spell for each additional range
- Master +1 additional range for each extra Mana used

### *Expand Spell* prerequisite: lvl 3 Enhance Spell

- lvl 1 use 5 power/stamina and double Mana cost of a spell to expand: double radius or add +1 radius to a single-target spell
- lvl 2 +5 Mana cost, +1 power/stamina per additional radius added to an expanded spell
- lvl 3 +50% Mana cost to expand a spell
- lvl 4 +3 Mana cost per additional radius added to an expanded spell
- lvl 5 +1 Mana cost per additional radius added to an expanded spell
- Master +1 radius per extra Mana used to add to an expanded spell

### *Counter Spell* prerequisite: lvl 3 Concentration

- lvl 1 may attempt to counter a spell being cast, range 5, Mental% to counter, pay ½ Mana cost of countered spell, Mana used to cast a spell that is countered is wasted, and spell has no effect, CT: 1
- lvl 2 Logic or Intuition roll to determine spell being cast, x2 counter chance if know spell
- lvl 3 +5% counter spell
- lvl 4 +10% counter spell
- lvl 5 +25% counter spell
- Master +1% chance that a countered spell affects it's caster

## Casting Skills (pg.2/2)

**Quickcast** prerequisite: 12 Mental, 7 Dexterity  
lvl 1 use 5 power/stamina and double Mana cost for ½ cast time  
lvl 2 7 power/stamina, Concentration at ½ to instantly cast a spell with a cast time of 1, may begin casting another spell on same tick  
lvl 3 -1 CT of all spells  
lvl 4 +50% Mana cost for ½ cast time  
lvl 5 Concentration roll to cast instantly  
Master +1% cast instantly

**Spell Trigger** prerequisite: requires spell trigger item  
lvl 1 may cast a spell on a trigger item and store it, later may use trigger to cast a spell at no Mana cost or cast time, may carry one spell trigger at a time  
lvl 2 may carry three spell triggers at a time  
lvl 3 may carry five spell triggers at a time  
lvl 4 may carry seven spell triggers at a time  
lvl 5 may carry ten spell triggers at a time  
Master may carry an additional spell trigger at a time

**Focus** prerequisite: 12 Mental, requires magical focus item  
lvl 1 allows use of tiny worn/held magical foci, may use up to one focus at a time  
lvl 2 may use small worn/held foci, up to two at a time  
lvl 3 may use medium worn/held foci, up to three at a time  
lvl 4 may use large held/touched foci, up to four at a time  
lvl 5 may use linked foci, up to five foci at a time  
Master use an additional focus at a time

**Spell Proficiency (School)** Prerequisite: 7 Mana  
lvl 1 choose one school of magic, +10% effect of chosen  
lvl 2 -1 Mp cost of chosen  
lvl 3 +25% effect of chosen  
lvl 4 -3 Mp cost of chosen  
lvl 5 -1 cast time of chosen  
Master +5% effect of chosen

**Spell Proficiency (Type)** Prerequisite: 7 Mana  
lvl 1 choose one type of magic, +10% effect of chosen  
lvl 2 -1 Mp cost of chosen  
lvl 3 +25% effect of chosen  
lvl 4 -3 Mp cost of chosen  
lvl 5 -1 cast time of chosen  
Master +5% effect of chosen

## Casting Specials

Circle- may add Mana to other casters in Circle (must all have Circle special) to create a pool of Mana for casting spells with higher Mana costs  
costs level 1 special or 10 Sp

Time Magic- allows use of Time Magic  
costs level 5 special or 25 Sp

Critical Cast- Concentration = spell crit chance, x2 effect  
costs level 10 special or 50 Sp

Spell Targeting- may choose who is affected within a spell's radius  
costs level 20 special or 75 Sp

Spell Focus- +10% effect of a spell for each stamina/power used  
costs level 25 special or 100 Sp

## Casting Classes

*Mystic* prerequisite: lvl 3 Spell Proficiency (any)  
lvl 1 -1 Mana cost of all spells, +5% Intuition, Concentration  
lvl 2 -1 CT of all spells, +10% Intuition, Concentration  
lvl 3 +25% effect of all spells  
lvl 4 -3 Mana cost, -2 CT of all spells  
lvl 5 Mystic Eye- one time per session may look at one target's stats or character sheet  
Master may use Mystic Eye an additional time per session

*Warlock (male) / Witch (female)* prerequisite: lvl 3 Spell Proficiency (type: Curse)  
lvl 1 -3 Mana cost of all Curse spells, +5% Intuition, Concentration  
lvl 2 -3 CT of all Curse spells, +10% Intuition, Concentration  
lvl 3 +50% effect of all Curse spells  
lvl 4 -5 Mana cost, -4 CT of all Curse spells  
lvl 5 Great Curse- x3 Mana cost of a Curse spell to make it resistant to remove curse spells, set a specific term to break curse (with GM approval), may use one time per session  
Master may use Great Curse an additional time per session

*Sorcerer (Dark) / Wizard (Holy)* prerequisite: lvl 3 Spell Proficiency (school: Dark or Holy)  
lvl 1 -3 Mana cost of all Holy/Dark spells, +5% Intuition, Concentration  
lvl 2 -3 CT of all Holy/Dark spells, +10% Intuition, Concentration  
lvl 3 +50% effect of Holy/Dark spells  
lvl 4 -5 Mana cost, -4 CT of Holy/Dark spells  
lvl 5 Otherworldly Spirits- one time per session may call upon holy or demonic spirit for aid, guidance, etc. grants auto success on one Intuition roll or train abilities, or double effect of Holy or Dark magic for 1 rnd  
Master call upon Otherworldly Spirits an additional time per session

## Combat Skills (pg. 1/2)

### *Block* Prerequisite: none

- lvl 1 +5% block
- lvl 2 can block up to Str x10 dam
- lvl 3 +10% block
- lvl 4 ½ dam from blocked attacks
- lvl 5 5% or less on block roll = stun 1d2 (melee attacks only)
- Master +1% block or + ½% stun chance

### *Parry* Prerequisite: lvl 3 Block

- lvl 1 use weapon/shield to parry, success costs 1 stamina. ¼ dam from parried attacks.
- lvl 2 +5% parry
- lvl 3 No dam from parried attacks, (Dex x3)% to parry while unarmed
- lvl 4 +10% parry
- lvl 5 2 extra stamina to deal weap dam to opp's weapon when parry
- Master +1% parry or +½% unarmed parry

### *Ambidexterity* Prerequisite: 12 Dexterity

- lvl 1 -20% attack/defense with off-hand
- lvl 2 -15% attack/defense with off-hand
- lvl 3 -10% attack/defense, no delay penalty with off-hand
- lvl 4 -5% attack/defense with off-hand
- lvl 5 no penalty while using 2 weapons
- Master +1% attack or +½% defense rolls while using 2 weapons

### *Single Weapon Style* Prerequisite: 7 Dexterity

- lvl 1 +5% attack rolls while using one single handed weapon
- lvl 2 +5% defense rolls while using one single handed weapon
- lvl 3 +10% attack/defense rolls while using one single handed weapon
- lvl 4 +15% attack/defense rolls while using one single handed weapon
- lvl 5 +25% attack/defense rolls while using one single handed weapon
- Master +1% attack/defense rolls while using one single handed weapon

### *Combat Reflexes* Prerequisite: 7 Mental

- lvl 1 10% Auto-attack when opp. comes within range, up to one free attack per tick. Each auto-attack costs one extra stamina.
- lvl 2 +5% dodge, two free attacks per tick
- lvl 3 25% auto attack
- lvl 4 +10% dodge, three free attacks per tick
- lvl 5 50% auto attack, five free attacks per tick
- Master +1% auto attack chance or +½ free attack per tick



## Combat Skills (pg. 2/2)

### *Quick Strike* Prerequisite: 7 Dexterity

- lvl 1 use 3 stamina for -1 delay of a regular melee/thrown attack
- lvl 2 use 2 stamina for -1 delay of a regular melee/thrown attack
- lvl 3 use 1 stamina for -1 delay of a regular melee/thrown attack
- lvl 4 regular melee/thrown attacks are -10% to be dodged/parried
- lvl 5 opponent must roll 10% less than attack roll to dodge/parry
- Master regular melee/thrown attacks are -1% to be dodged/parried

### *Power Strike* Prerequisite: 7 Strength

- lvl 1 +1 stamina, +1 delay for +10% dam
- lvl 2 +2 stamina, +2 delay for +25% dam
- lvl 3 +3 stamina, +3 delay for +50% dam
- lvl 4 10% chance stun 1d4+1, no balance on all power strikes
- lvl 5 +5 stamina, +5 delay for x2 dam
- Master +1% stun chance

### *High Attack* Prerequisite: 7 Dexterity

- lvl 1 use three extra stamina to aim an attack at target's head/neck, +10% crit, +5% lethal blow
- lvl 2 high attacks are -10% chance to be parried
- lvl 3 one extra stamina for +10% crit, +5% lethal blow
- lvl 4 high attacks are -25% to be parried
- lvl 5 three extra stamina for +25% crit, +10% lethal blow
- Master +1% crit or +½% lethal blow

### *Low Attack* Prerequisite: 7 Dexterity

- lvl 1 use three extra stamina to aim an attack at target's legs/feet, 25% stun 1d4+1, ½ balance on successful low attack
- lvl 2 low attacks are -10% to be dodged
- lvl 3 one extra stamina for 25% stun
- lvl 4 low attacks are -25% to be dodged
- lvl 5 three extra stamina for 1d6+2 stun, no balance
- Master +1% stun chance

### *Stunning Attack* Prerequisite: 12 Strength

- lvl 1 use five extra stamina for 100% stun 1d2, ½ balance on melee attack
- lvl 2 stun 1d2+1
- lvl 3 three extra stamina for 1d2+1 stun
- lvl 4 no balance
- lvl 5 five extra stamina for 1d4+1 stun
- Master +½ tick stun

## Combat Specials

Battle Focus- use 1 Power/Stamina to add Concentration to one attack or defense roll  
Costs level 1 special or 10 Sp

Coliseum Battling- +10% experience from arena battles and +1% renown for every 5 arena wins  
Costs lvl 5 special or 25 Sp

Cleave- use 3 extra stamina and add +50% delay to melee attack to hit all targets within range except space directly behind  
Costs lvl 10 special or 50 Sp

Advanced Battle Focus- use 3 Power/Stamina to add Concentration to critical hit or counter attack chance for 1 roll  
Costs lvl 20 special or 75 Sp

Tornado Attack- use 10 Power/Stamina to hit all opponent's within radius 1d2+1 times with both hands or x2 times with one weapon  
Costs lvl 25 special or 100 Sp

## Combat Classes

*Fighter* Prerequisite: lvl 3 in any one Combat skill  
lvl 1 +5 melee dam, +5% attack and defense rolls  
lvl 2 +5% crit, +2% lethal blow chance on all attacks  
lvl 3 +10 melee dam, +10% attack and defense rolls  
lvl 4 +10% crit, +5% lethal blow chance on all attacks  
lvl 5 if fail a parry/dodge roll, can attempt to block for 1 stamina  
Master +1% attack/defense rolls or +½ dam

*Mercenary* Prerequisite: lvl 3 in any one Combat skill  
lvl 1 +10% exp from combat if hired to fight  
lvl 2 +5 dam of all kinds  
lvl 3 +25% exp from combat if hired to fight  
lvl 4 +10 dam of all kinds  
lvl 5 +50% exp from combat if hired to fight  
Master +1% exp from combat if hired to fight

*Gladiator* Prerequisite: Coliseum Battling special ability  
lvl 1 +10% exp from arena battles  
lvl 2 +5% attack/defense rolls, +2 dam of all kinds  
lvl 3 +25% exp from arena battles  
lvl 4 +10% attack/defense rolls, +5 dam of all kinds  
lvl 5 +50% exp from arena battles  
Master +1% exp from arena battles

## Commander Skills (pg. 1/2)

**Battle Leadership** prerequisite: role-play requirements only, must have followers, GM discretion

- lvl 1 may command up to 25 troops in mass combat
- lvl 2 may command up to 50 troops in mass combat
- lvl 3 may command up to 100 troops in mass combat
- lvl 4 may command up to 250 troops in mass combat
- lvl 5 may command up to 500 troops in mass combat
- Master may command an additional 25 troops in mass combat

**Command** prerequisite: lvl 3 Leadership

- lvl 1 may give out one command, any party members, followers, troops carrying out order receive +5% to all rolls, +3 dam
- lvl 2 may give out two commands at one time
- lvl 3 party members, followers, troops carrying out orders receive +10% to all rolls, +5 dam
- lvl 4 may give out three commands at one time
- lvl 5 party members, followers, troops carrying out orders receive +25% to all rolls, +10 dam
- Master may give out an additional order

**Battle Formation** prerequisite: lvl 3 Command

- lvl 1 all party members, followers, troops within 1 space gain +5% attack, +3 dam
- lvl 2 gain +10% attack, +5 dam
- lvl 3 within 3 spaces
- lvl 4 +15% attack, +7 dam
- lvl 5 +25% attack, +10 dam
- Master +1% attack bonus

**Battle Tactics** prerequisite: lvl 3 Command

- lvl 1 all mass combat troops commanded gain +5 att and +5 def
- lvl 2 all mass combat troops commanded gain +5 dam and +25% terrain bonuses
- lvl 3 all mass combat troops commanded gain +10 att, +10 def and +7 dam
- lvl 4 all mass combat troops commanded gain +50% terrain bonuses
- lvl 5 +25 att, +25 def, +10 dam, x2 terrain bonuses
- Master all mass combat troops commanded gain +1 dam

**Discipline** prerequisite: 12 Spirit

- lvl 1 +5% Will, Courage, Concentration, +1 def to all mass combat troops commanded
- lvl 2 +10% Will, Courage, Concentration, +3 def to all mass combat troops commanded
- lvl 3 +15% Will, Courage, Concentration, +5 def to all mass combat troops commanded
- lvl 4 +20% Will, Courage, Concentration, +7 def to all mass combat troops commanded
- lvl 5 +25% Will, Courage, Concentration, +10 def to all mass combat troops commanded
- Master +1 def to all mass combat troops commanded

## Commander Skills (pg. 2/2)

### *Bombard* prerequisite: 7 Perception

- lvl 1 +5% Accuracy, +1 dam with siege weapons
- lvl 2 +10% accuracy, +3 dam with siege weapons
- lvl 3 +15% accuracy, +5 dam with siege weapons
- lvl 4 +20% accuracy, +7 dam with siege weapons
- lvl 5 +25% accuracy, +10 dam with siege weapons
- Master +1% accuracy with siege weapons

### *Siege* prerequisite: lvl 3 Bombard

- lvl 1 +1 dam vs. fortifications, cities with siege weapons
- lvl 2 +3 dam vs. fortifications, cities with siege weapons
- lvl 3 +5 dam vs. fortifications, cities with siege weapons
- lvl 4 +7 dam vs. fortifications, cities with siege weapons
- lvl 5 +10 dam vs. fortifications, cities with siege weapons
- Master +1 dam vs. fortifications, cities with siege weapons

### *Hard March* prerequisite: 12 Constitution

- lvl 1 +5% Fortitude, +1 spd of all mass combat troops commanded
- lvl 2 +10% Fortitude, -10% travel times over land
- lvl 3 +15% Fortitude, +3 spd of all mass combat troops commanded
- lvl 4 +20% Fortitude, +5 spd of all mass combat troops commanded
- lvl 5 +25% Fortitude, +7 spd of all mass combat troops commanded
- Master +1 spd of all mass combat troops commanded

### *Fleet Command* prerequisite: lvl 3 Command

- lvl 1 may command two additional ships at sea, all ships under command gain +1 att
- lvl 2 command three additional ships, all ships under command gain +3 att
- lvl 3 command five additional ships, all ships under command gain +5 att
- lvl 4 command seven additional ships, all ships under command gain +7 att
- lvl 5 command ten additional ships, all ships under command gain +10 att
- Master command one additional ship

### *Fleet Formation* prerequisite: lvl 3 Fleet Command

- lvl 1 may have up to three ships in formation, must be within 2 spaces of each other, all ships in formation gain +1 dam
- lvl 2 up to five ships in formation, all ships in formation gain +3 dam
- lvl 3 ships in formation must be within 3 spaces of each other, all ships in formation gain +5 dam
- lvl 4 up to seven ships in formation, all ships in formation gain +7 dam
- lvl 5 up to ten ships in formation, all ships in formation gain +10 dam]
- Master one additional ship in formation

## Commander Specials

Strategy- when mass combat battle begins roll Intuition or Logic at ½ to gain +50% dam for first 3 rnds  
costs 10 Sp or level 1 Special

Loyalty- troops will not desert  
costs 25 Sp or level 5 Special

Elite Force- change 100 basic troops to special troops  
costs 50 Sp or level 10 Special

Commanding Officer- gain a follower with level 10 stats and 100 Sp, gain exp. and levels as normal  
costs 75 Sp or level 20 Special

War Renown- (Level + any renown gained)% to gain 1d100 troops per session  
costs 100 Sp or level 25 Special

## Commander Classes

*Field Commander* prerequisite: lvl 3 Battle Formation

- lvl 1 all within Battle Formation gain an additional +3 dam and +10% Courage
- lvl 2 may command an additional 50 troops
- lvl 3 all within Battle Formation gain an additional +5 dam and +25% Courage
- lvl 4 may command an additional 100 troops, all within Battle Formation gain and additional +7 dam
- lvl 5 Battlefield Leadership- 5 stamina/power to grant all within Battle Formation +50% dam for 1 rnd
- Master Battlefield Leadership grants an additional +5% dam

*Warlord* prerequisite: lvl 3 Battle Leadership

- lvl 1 all troops commanded gain +5 dam
- lvl 2 may command an additional 50 troops
- lvl 3 all troops commanded gain +7 dam
- lvl 4 may command an additional 100 troops, all troops commanded gain +10 dam
- lvl 5 Conquest- +25% plunder from conquests
- Master +5% plunder from conquests

*General* prerequisite: lvl 3 Command, Strategy special

- lvl 1 +5% strategy rolls, all carrying out orders gain an additional +5% to all rolls and +1 dam
- lvl 2 +10% strategy rolls, may command an additional 100 troops
- lvl 3 +15% strategy, all carrying out orders gain an additional +10% to all rolls and +5 dam
- lvl 4 +25% strategy, may command an additional 250 troops
- lvl 5 War Strategy- successful Strategy rolls lasts 1 day/session
- Master +1% Strategy

## Craftsman Skills (pg. 1/2)

<i>Crafting</i>	Prerequisite: requires access to tools/work area, materials
lvl 1	allows crafting of basic non-metal items
lvl 2	allows crafting of non-metal weapons and armor
lvl 3	can craft fine quality
lvl 4	can craft superior quality
lvl 5	can craft exceptional quality
Master	+1% chance to craft masterwork quality item/weapon/armor
<i>Tailoring</i>	Prerequisite: lvl 1 Crafting
lvl 1	allows crafting of basic clothing
lvl 2	allows crafting of non-metal light armor
lvl 3	can craft fine quality
lvl 4	can craft superior quality
lvl 5	can craft exceptional quality
Master	+1% chance to craft masterwork quality clothing/armor
<i>Smithing</i>	Prerequisite: lvl 1 Crafting
lvl 1	allows forging of basic metal items
lvl 2	allows forging of metal weapons and armor
lvl 3	can forge fine quality
lvl 4	can forge superior quality
lvl 5	can forge exceptional quality
Master	+1% chance to forge masterwork quality item/weapon/armor
<i>Masonry</i>	Prerequisite: lvl 3 Crafting
lvl 1	allows construction of basic buildings
lvl 2	allows construction of towers and walls
lvl 3	allows construction of bridges and arches
lvl 4	allows construction of forts and siege weapons
lvl 5	allows construction of coliseums and castles
Master	+5% Hp of constructions
<i>Repair</i>	Prerequisite: lvl 1 Crafting
lvl 1	can repair 1d20 Hp to weapon/item/armor, five times per session
lvl 2	can repair 1d100 Hp to buildings, one time per session
lvl 3	can repair broken weapons/items/armor
lvl 4	repair 2d20+10 Hp to weapon/item/armor
lvl 5	repair 2d100+50 Hp to buildings
Master	repair +1 weapon/item/armor or +½ building per session

## Craftsman Skills (pg. 2/2)

### *Enhance Item*      Prerequisite: lvl 3 Crafting

- lvl 1    can add improved status to items
- lvl 2    can add excellent status to items
- lvl 3    can add superb status to items
- lvl 4    can add magnificent status to items
- lvl 5    can add perfected status to items
- Master -2% cost of enhancing items

### *Enhance Weapon*      Prerequisite: lvl 3 Smithing

- lvl 1    can add improved status to weapons
- lvl 2    can add sharpened status to weapons
- lvl 3    can add honed status to weapons
- lvl 4    can add hardened status to weapons
- lvl 5    can add perfected status to weapons
- Master -2% cost of enhancing weapons

### *Enhance Armor*      Prerequisite: lvl 3 Smithing or Tailoring

- lvl 1    can add improved status to armor
- lvl 2    can add hardened status to armor
- lvl 3    can add reinforced status to armor
- lvl 4    can add gilded status to armor
- lvl 5    can add perfected status to armor
- Master -2% cost of enhancing armor

### *Weapon Forging*      Prerequisite: lvl 3 Smithing

- lvl 1    +3 dam of all crafted weapons
- lvl 2    +1 Hardness of all crafted weapons
- lvl 3    +5 dam of all crafted weapons
- lvl 4    +3 Hardness of all crafted weapons
- lvl 5    +7 dam of all crafted weapons
- Master +1 dam or +½ Hardness of all crafted items

### *Armor Forging*      Prerequisite: lvl 3 Smithing

- lvl 1    +5 Hp of all crafted armors
- lvl 2    +1 Hardness of all crafted armors
- lvl 3    +7 Hp of all crafted armors
- lvl 4    +3 Hardness of all crafted armors
- lvl 5    +10 Hp, +5 Hardness of all crafted armors
- Master +2 Hp or +½ Hardness of all crafted armors

## Craftsman Specials

Crafting Specialty- choose 1 weapon, armor or item type, +5 dam of weapon, +10 Hp of armor or +10% effect of item when crafted  
Cost: level 1 special or 10 Sp

Crafting Focus- add Concentration/5 to masterwork chance when crafting  
Cost: level 5 special or 25 Sp

Crafting Mastery- choose 1 weapon, armor or item type, +5% masterwork chance when crafting  
Cost: level 10 special or 50 Sp

Inspiration- add Courage/5 to masterwork chance when crafting  
Cost: level 20 special or 75 Sp

Masterwork- +10% masterwork chance on all crafting  
Cost: level 25 special or 100 Sp

## Craftsman Classes

*Artisan* Prerequisite: lvl 3 Crafting  
lvl 1 -10% cost of crafting all non-metal items  
lvl 2 +5% effect of crafted items  
lvl 3 -20% cost of crafting all non-metal items  
lvl 4 +10% effect of crafted items  
lvl 5 Master Artisan- +25% masterwork chance when crafting non-metal items  
Master automatic masterwork one time per session

*Tailor* Prerequisite: lvl 3 Tailoring  
lvl 1 -10% cost of crafting all clothing and non-metal armor  
lvl 2 +10 Hp of crafted clothing and non-metal armor  
lvl 3 +3 Hardness of crafted clothing and non-metal armor  
lvl 4 +25 Hp of crafted clothing and non-metal armor  
lvl 5 Master Tailoring- +25% masterwork chance when crafting clothing and non-metal armor  
Master automatic masterwork one time per session

*Blacksmith* Prerequisite: lvl 3 Smithing  
lvl 1 -10% cost of forging all metal items, weapons and armor  
lvl 2 +10 Hp of forged metal armor, +5 dam of forged metal weapons  
lvl 3 +5 Hardness of all forged metal items weapons and armor  
lvl 4 +25 Hp of forged metal armor or +10 dam of forged metal weapons  
lvl 5 Master Smithing- +25% masterwork chance when crafting metal items  
Master automatic masterwork one time per session



## Dark Servant Skills (pg. 1/2)

### *Dark Knowledge* prerequisite: 12 Int

- lvl 1 -1 Mana cost of Dark spells
- lvl 2 +10% Intuition and Logic
- lvl 3 -3 Mana cost of Dark spells
- lvl 4 +25% Intuition and Logic
- lvl 5 -5 Mana cost of Dark spells
- Master +1% Intuition or Logic

### *Dark Communion* prerequisite: lvl 3 Dark Knowledge, evil alignment

- lvl 1 can communicate with nearby rats and ravens
- lvl 2 one time per session can call upon dark force for information, automatically succeed on one Intuition or Logic roll
- lvl 3 can use 1 Mp/power to bind a rat or raven for one day/session, can see through its eyes up to 10 miles away
- lvl 4 call upon dark force for information up to three times per session
- lvl 5 can see through bound rat/raven's eyes up to 100 miles away
- Master call upon dark force for information an additional time per session

### *Dark Ceremony* prerequisite: lvl 3 Dark Knowledge

- lvl 1 takes 1 rnd, double effect of next Dark or Blood spell cast
- lvl 2 7 ticks for x2 effect of next Dark/Blood spell, 1 rnd for x3 effect
- lvl 3 5 ticks for x2 effect of next Dark/Blood spell, 7 ticks for x3 effect, 1 rnd for x2 effect of all Dark/Blood spells cast for 1 rnd
- lvl 4 3 ticks for x2 effect of next Dark/Blood spell, 5 ticks for x3, 7 ticks for x2 effect of all Dark/Blood spells cast for 1 rnd, 1 rnd for x3 effect for 1 rnd
- lvl 5 1 tick for x2 effect of next Dark/Blood spell, 3 ticks for x3, 5 ticks for x2 effect of all Dark/Blood spells cast for 1 rnd, 7 ticks for x3, 1 rnd for x5 effect of one Dark/Blood spell
- Master +10% effect of all spells cast through Dark Ceremony

### *Curse* prerequisite: lvl 3 Dark Ceremony

- lvl 1 takes 1 rnd, must have item of target's or range 5, 5 Mp/power, cannot be resisted, cursed = fumble on 95% or above, takes +10% dam, -5% to all rolls until curse removed
- lvl 2 cursed = fumble on 90%, take +25% dam, -10% to all rolls
- lvl 3 takes 7 ticks, 3 Mp/power, cursed = fumble on 85%, takes +50% dam, -15% to all rolls
- lvl 4 cursed = fumble on 80%, takes x2 dam, -20% to all rolls
- lvl 5 takes 5 ticks, 1 Mp/power, cursed = fumble on 75%, takes x3 dam, -25% to all rolls
- Master -5% additional roll penalty to cursed

### *Demon Summoning* prerequisite: lvl 3 Dark Ceremony

- lvl 1 5 Mp/power to summon a demon to perform one attack, range 5, CT: 3
- lvl 2 x2 Mp/power to summon greater demon
- lvl 3 7 Mp/power to summon a lesser demon for one rnd, CT: 5
- lvl 4 x5 Mp/power to summon a Hellion
- lvl 5 10 Mp/power to summon a demon for three rnds, CT: 7
- Master summoned demons perform an additional attack or last an extra rnd

## Dark Servant Skills (pg. 2/2)

### *Dark Power* prerequisite: evil alignment

- lvl 1 +3 dam vs. good
- lvl 2 +5 dam vs. good
- lvl 3 +7 dam vs. good
- lvl 4 +10 dam vs. good
- lvl 5 +25 dam vs. good
- Master +1 dam vs. good

### *Dark Protection* prerequisite: lvl 3 Dark Power

- lvl 1 -3 dam from good
- lvl 2 -5 dam from good
- lvl 3 -7 dam from good
- lvl 4 -10 dam from good
- lvl 5 -25 dam from good
- Master -1 dam from good

### *Death Magic* prerequisite: lvl 3 Dark Knowledge

- lvl 1 can learn healing spells to use as death magic, +50% Mana cost to reverse effects
- lvl 2 +25% Mana cost, death magic can be used with Dark Ceremony
- lvl 3 can learn enchantment spells to use as death magic
- lvl 4 +10% Mana cost
- lvl 5 regular Mana cost
- Master +5% effect of death magic

### *Spell Proficiency (Dark)* Prerequisite: 7 Mana

- lvl 1 +10% effect of Dark spells
- lvl 2 -1 Mp cost of Dark spells
- lvl 3 +25% effect of Dark spells
- lvl 4 -3 Mp cost of Dark spells
- lvl 5 -1 cast time of Dark spells
- Master +5% effect of Dark spells

### *Spell Proficiency (Blood)* Prerequisite: 7 Mana

- lvl 1 +10% effect of Blood spells
- lvl 2 -1 Mp cost of Blood spells
- lvl 3 +25% effect of Blood spells
- lvl 4 -3 Mp cost of Blood spells
- lvl 5 -1 cast time of Blood spells
- Master +5% effect of Blood spells

## Dark Servant Specials

Damned Soul- +10 dam vs. good, -10 dam from good

costs level 1 special or 10 Sp

Dark Magic- allows use of Dark Magic

cost level 5 special or 25 Sp

Blood Magic- allows use of Blood Magic

costs level 10 special or 50 Sp

Death Energy- one time per session can use dark energy to deal 1d20+5 nopro per Mp/stamina/power used, x2 vs. good

costs level 20 special or 75 Sp

Soul Reap- 1 Mp/power to capture a slain enemies essence, 1 soul = 1 point, human = x2, elf = x3, good = x5, faithful alignment = x10, player character = x(character level). Can use points as Mp/power for casting Dark spells, or gain as bonus experience

costs level 25 special or 100 Sp

## Dark Servant Classes

*Acolyte* prerequisite: lvl 3 Dark Communion

lvl 1 -1 Mana cost of Dark spells, can use Dark Communion one additional time per session

lvl 2 -3 Mana cost, -1 CT of Dark spells, +50% effect of spells cast through Dark Ceremony

lvl 3 -5 Mana cost of Dark spells, can use Dark Communion three additional time per session

lvl 4 -3 CT of Dark spells, x2 effect of spells cast through Dark Ceremony

lvl 5 Dark Prayer- one time per session call upon dark force for aid, guidance, info, etc., can be used to cast a Dark spell at no Mana cost or cast time with Mana cost equal to or lower than Soul score, or ½ max Lp of all good characters, radius 12, or restore all evil/undead/demonic to max Lp, radius 10

Master can use Dark Prayer an additional time per session

*Dark Knight* prerequisite: lvl 3 Dark Power

lvl 1 +5% Will, Courage, Fort, +3 dam vs. good, -1 dam from good, +5 dam of all kinds

lvl 2 +10% Will, Courage, Fort, +5 dam vs. good, -3 dam from good, +7 dam of all kinds

lvl 3 +20% Will, Courage, Fort, +7 dam vs. good, -5 dam from good, +10 dam of all kinds

lvl 4 +25% Will, Courage, Fort, +10 dam vs. good, -7 dam from good, +25 dam of all kinds

lvl 5 Unholy Smite- one time per battle, five times per session, add 1d100 dark damage to an attack, x2 vs. good, x5 vs. faithful

Master use Unholy Smite one additional time per battle or session

*Necromancer* prerequisite: lvl 3 Dark Ceremony

lvl 1 -3 Mana cost, -1 CT of Dark spells

lvl 2 use 3 Mp/power, take 1 rnd to turn a dead body reanimated with Dark Magic into an undead servant, lasts until dispelled or destroyed, may have one servant at a time

lvl 3 -5 Mana cost, -3 CT of Dark spells, may have three undead servants at a time

lvl 4 may take one attack, body part, etc. from a slain monster and add to an undead servant, one extra attack/ability per servant, may have five undead servants at a time

lvl 5 Experimentation- choose one undead servant to use as experiment, cannot be dispelled, may add unlimited extra attacks/abilities taken from slain enemies

Master +1 undead servant

## Deception Skills (pg. 1/2)

*Charm* prerequisite: none

- lvl 1 +10% Charm
- lvl 2 +20% Charm
- lvl 3 +30% Charm
- lvl 4 +40% Charm
- lvl 5 +50% Charm
- Master +5% Charm

*Deceit* prerequisite: none

- lvl 1 +5% Charisma
- lvl 2 +10% Charisma
- lvl 3 +15% Charisma
- lvl 4 +20% Charisma
- lvl 5 +25% Charisma
- Master +1% Charisma

*Manipulate* prerequisite: lvl 1 Charm, lvl 1 Deceit

- lvl 1 Charisma at ½ to make one target slightly suggestible, must be out of battle, resisted by Intuition or Will
- lvl 2 +5% manipulate
- lvl 3 ½ to be resisted
- lvl 4 +10% manipulate
- lvl 5 -10% to be resisted
- Master +1% manipulate or -1% to be resisted

*Distract* prerequisite: lvl 3 Charm

- lvl 1 Charm at ½ to distract one target, range 5, distracted = -25% Awareness, Concentration, -10% to attack and defense rolls, resisted by Will or Concentration, can take no other action while distracting
- lvl 2 -10% to all rolls while distracted
- lvl 3 range 7 or radius 3
- lvl 4 -50% Awareness, Concentration, -25% to all other rolls while distracted
- lvl 5 ½ to be resisted
- Master +1% distract or -1% to be distracted

*Eavesdropping* prerequisite: 12 Perception

- lvl 1 Awareness at ½ to secretly listen while hidden, far away, in other room, etc
- lvl 2 +5% eavesdropping
- lvl 3 +10% eavesdropping
- lvl 4 +20% eavesdropping
- lvl 5 +25% eavesdropping
- Master +1% eavesdropping

## Deception Skills (pg. 2/2)

- Forgery** prerequisite: 12 Dexterity
- lvl 1 create a fake document/signature, Intuition or Awareness to be noticed as fake
  - lvl 2 -5% to be noticed as fake
  - lvl 3 ½ to be noticed as fake
  - lvl 4 -10% to be noticed as fake
  - lvl 5 -25% to be noticed as fake
  - Master -5% to be noticed as fake
- Captivate** prerequisite: lvl 3 Distract
- lvl 1 10% or less on distract roll = target will take no action except defensive while distracted
  - lvl 2 15% or less to captivate
  - lvl 3 20% or less to captivate
  - lvl 4 25% or less to captivate
  - lvl 5 captivated targets must make Will or Concentration rolls to take defensive actions
  - Master +1% captivate
- Soothing Words** prerequisite: lvl 3 Deceit
- lvl 1 Charisma at ½ +up to 10% in roleplaying bonus to pacify a hostile opponent, Will or Intuition to resist, GM discretion for whether a target can be pacified
  - lvl 2 +5% pacify
  - lvl 3 +10% pacify
  - lvl 4 +25% pacify
  - lvl 5 ½ to be resisted
  - Master +1% pacify or -1% to be resisted
- Weapon Finesse (Concealed)** prerequisite: 7 Dex
- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with needles, short blades and one-handed firearms
  - lvl 2 +2 dam
  - lvl 3 +10% crit, +2% lethal blow
  - lvl 4 +10% parry/counter attack, +5 dam
  - lvl 5 -1 delay
  - Master +1% crit or +½% lethal blow
- Surprise Attack** prerequisite: lvl 3 Weapon Finesse (Concealed)
- lvl 1 +10% lethal blow with concealed weapons if target is unaware, distracted, captivated or manipulated
  - lvl 2 +15% lethal blow
  - lvl 3 +20% lethal blow
  - lvl 4 +25% lethal blow
  - lvl 5 +1 crit multiplier
  - Master +1% lethal blow with concealed weapons if target is unaware, manipulated, etc

## Deception Specials

Intrigue- +10% Awareness, Intuition, Charm, Charisma, opponent's Intuition, Sense Motive, etc. rolls are at ½

Costs 10 Sp or level 1 Special

Disguise- can create expert disguises, Awareness or Intuition at ¼ to be recognized while disguised

Costs 25 Sp or level 5 Special

Escape Artist- (Dex x2)% to escape basic bonds

Costs 50 Sp or level 10 Special

Temptation- Charm at ½ when manipulate to make target more suggestible

Costs 75 Sp or level 20 Special

Seduction- Charm at ½ when manipulate to make target majorly suggestible

Costs 100 Sp or level 25 special

## Deception Classes

*Conniver* prerequisite: lvl 3 Deceit, Intrigue Special

lvl 1 +10% Charisma, opponent's Intuition, Sense Motive, etc. rolls to notice lies are -5%

lvl 2 opponent's Intuition, Sense Motive, etc. rolls to notice lies are -10%

lvl 3 +26% Charisma, opponent's rolls to notice lies are -20%

lvl 4 opponent's rolls to notice lies are -25%

lvl 5 Conspiracy- one time per session may call upon fellow conspirators (at GM discretion) for help such as information, items, sanctuary, etc.

Master may use Conspiracy one additional time per session

*Tempress* prerequisite: lvl 3 Charm, lvl 3 Manipulate

lvl 1 +10% Charm, +5% Manipulate, Distract, Captivate

lvl 2 +10% Manipulate, Distract, Captivate

lvl 3 +25% Charm, +20% Manipulate, Distract, Captivate

lvl 4 +25% Manipulate. Distract, Captivate

lvl 5 Dire Charm- 25% when manipulate/tempt/seduce target is completely controllable

Master +1% Dire Charm chance

*Spy* prerequisite: lvl 3 Deceit, Intrigue Special

lvl 1 +10% Charm, Charisma, +5 dam with concealed weaponry

lvl 2 +10% eavesdropping, soothing words, +7 dam with concealed weaponry

lvl 3 +25% Charm, Charisma, +10 dam with concealed weaponry

lvl 4 +25% eavesdropping, soothing words, +12 dam with concealed weaponry

lvl 5 Spycraft- forgeries and disguises are 1/10 to be noticed

Master forgeries and disguises are -1% to be noticed

## Druid Skills (pg. 1/2)

### *Nature Communion*      prerequisite: 10 Soul

- lvl 1    can communicate with nearby animals
- lvl 2    one time per session, Soul +10%, animal will assist for day/session or guide to goal, etc.
- lvl 3    can communicate with nearby plants
- lvl 4    three times or three animals per session, Soul +25%, animal will assist
- lvl 5    can communicate with nearby nature spirits
- Master one additional time per session or one additional animal will assist

### *Animal Friendship*      prerequisite: lvl 1 Nature Communion

- lvl 1    natural animals will not normally be hostile, Soul +10% to sooth a hostile animal or +25% chance to sooth if character naturally has this ability (such as elves)
- lvl 2    Soul +10%, takes 1 rnd to call 1d4+1 animals from surrounding environment
- lvl 3    Soul +10% to charm animal into becoming a familiar, may have one familiar at a time
- lvl 4    +15% sooth, call, charm animals
- lvl 5    may have up to three familiars at a time
- Master +1% sooth, call, charm animals

### *Herbalism*      prerequisite: 7 Intelligence, 7 Wisdom

- lvl 1    Awareness to locate nearby herb/remedy, Logic + Intuition to identify flora
- lvl 2    +10% locate and identify flora
- lvl 3    can create one potion per session, one herb/remedy each, or +1 herb per potion if character also has Alchemy (Scholar skill)
- lvl 4    +25% locate and identify flora
- lvl 5    can create three potions per session, two herbs/remedies each, or +2 herbs and create two additional potions per session if character also has Alchemy
- Master create an additional potion per session

### *Element Mastery*      prerequisite: lvl 3 Nature Communion

- lvl 1    choose one: fire, water, wind, earth, lightning, light, shadow or other with GM approval)  
-1 Mana/Chi cost of abilities, +5 dam of attacks using chosen elements
- lvl 2    ½ dam taken from chosen element, -2 Mana/Chi cost, +7 dam with chosen element
- lvl 3    no dam taken from chosen element, ½ dam from element restores Mp/stamina/power
- lvl 4    -3 Mana/Chi cost, +10 dam with chosen element
- lvl 5    healed by chosen element dam, -5 Mana/Chi cost, +25 dam with chosen element
- Master +1 dam with chosen element

### *Gather Energy*      prerequisite: lvl 3 Element Mastery

- lvl 1    1 rnd to begin, regen 1 Mp, power per tick, no act can be taken while gathering,  
x2 if near large amount of mastered element (GM discretion)
- lvl 2    2 Mp/ power per tick, x3 if near mastered element, may regen above max Mp/power,  
up to Soul score above max
- lvl 3    5 ticks to begin, may cast non-damage dealing spells while gathering
- lvl 4    4 Mp/power per tick, x5 if near mastered element
- lvl 5    5 Mp/power per tick, may cast any Nature spell while gathering
- Master may regen above max Mp/power by an additional point

## Druid Skills (pg. 2/2)

### *Elemental Summoning* prerequisite: lvl 3 Element Mastery

- lvl 1 5 Mp/power to summon a lesser elemental of mastered element to perform one attack, range 5, CT: 3
- lvl 2 x2 Mp/power to summon greater elemental of mastered element
- lvl 3 7 Mp/power to summon a lesser elemental for one rnd, CT: 5
- lvl 4 x5 Mp/power to summon Guardian of chosen element
- lvl 5 10 Mp/power to summon a lesser elemental for three rnds, CT: 7
- Master summoned elementals perform an additional attack or last an extra rnd

### *Spell Proficiency (Nature)* prerequisite: 5 Mana, lvl 1 Nature Communion

- lvl 1 +10% effect of Nature magic
- lvl 2 -1 Mp cost of Nature magic
- lvl 3 +25% effect of Nature magic
- lvl 4 -3 Mp cost of Nature magic
- lvl 5 -1 cast time of Nature magic
- Master +5% effect of Nature magic

### *Spell Proficiency (Offensive or Defensive)* prerequisite: 7 Mana

- lvl 1 +10% effect of Offensive or Defensive magic
- lvl 2 -1 Mp cost of Offensive or Defensive magic
- lvl 3 +25% effect of Offensive or Defensive magic
- lvl 4 -3 Mp cost of Offensive or Defensive magic
- lvl 5 -1 cast time of Offensive or Defensive magic
- Master +5% effect of Offensive or Defensive magic

### *Weapon Proficiency (Simple)* Prerequisite: 7 Strength

- lvl 1 +10% attack, +5% defense, +1 dam with staves, slings, clubs, spears and bows
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Scimitar)* Prerequisite: 7 Strength

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with scimitars
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow



## Druid Specials

Sense Weather- may use Intuition to accurately predict weather for day/session  
costs level 1 special or 10 Sp

Herb Mastery- x2 effect of all herbs/potions used (consumed personally, not used to create potions)  
costs level 5 special or 25 Sp

Animal Familiar- gain a natural animal familiar  
costs level 10 special or 50 Sp

Spirit Familiar- gain an animal spirit familiar  
costs level 20 special or 75 Sp

Druid Circle- use 1 Mp/power per target to teleport to nearest druid circle, nature temple, etc.  
costs level 25 special or 100 Sp

## Druid Classes

*Druid* prerequisite: lvl 3 Animal Friendship  
lvl 1 -3 Mana cost of Nature spells, +10% Intuition  
lvl 2 +10% sooth, call, charm animals, +10% Concentration  
lvl 3 -3 CT of Nature spells, +25% effect of spells using mastered element(s)  
lvl 4 -5 Mana cost, CT of nature spells, +50% effect of spells using mastered element(s)  
lvl 5 Nature Spirits- one time per session may call upon nature spirits for aid, guidance, etc.  
must be in natural environment, grants auto success on one Intuition roll or train  
abilities, or double effect of Nature magic for 1 rnd  
Master call upon Nature Spirits an additional time per session

*Apothecary* prerequisite: lvl 3 Herbalism  
lvl 1 +25% effect of created potions  
lvl 2 may use an additional herb/remedy per potion  
lvl 3 +50% effect of created potions  
lvl 4 may use two additional herbs/remedies per potion  
lvl 5 Secrets of Nature- x2 effect of all healing potions created  
Master may create an additional potion per session

*Geomancer* prerequisite: lvl 3 Element Mastery (any)  
lvl 1 -3 Mana cost, -1 CT, +5 dam of Nature spells, +5% Concentration  
lvl 2 +10 dam of Nature spells, +10% Concentration  
lvl 3 -3 CT of Nature spells, +25% effect of spells using mastered element(s)  
lvl 4 -5 Mana cost, CT, +25 dam of nature spells, +25% Concentration  
lvl 5 Wrath of Nature- one time per session, 10 power/stamina for x3 effect of Nature spells  
for 3 rnds  
Master may use Wrath of Nature an additional time per session

## Guard Skills (pg. 1/2)

*Defend* Prerequisite: none but -1 Spirit if chosen charge is killed/destroyed  
lvl 1 choose a charge (a person or place) to pledge to protect, +10% attack, +5 dam, while defending charge  
lvl 2 take 3 less dam of all kinds while defending charge  
lvl 3 +7 dam, take 3 less dam of all kinds while defending charge  
lvl 4 +25% attack, +10 dam while defending charge  
lvl 5 take 5 less dam of all kinds while defending charge  
Master take -1 dam of all kinds while defending charge

*Vigilance* Prerequisite: 7 Perception  
lvl 1 +5% Awareness, +10% while defending charge  
lvl 2 +10% to notice stealthed/hidden  
lvl 3 +10% Awareness, +25% while defending charge  
lvl 4 +25% to notice stealthed/hidden  
lvl 5 +25% Awareness, +50% while defending charge  
Master +1% Awareness

*Discipline* Prerequisite: 5 Mental, 5 Spirit  
lvl 1 +5% Courage, +10% while defending charge  
lvl 2 +10% Courage, +25% while defending charge  
lvl 3 +25% Courage, +50% while defending charge  
lvl 4 +35% Courage, +75% while defending charge  
lvl 5 +50% Courage, +100% while defending charge  
Master +1% Courage

*Cover* Prerequisite: 7 Agility  
lvl 1 (Agi x2)% to take a hit for someone within 1 space, costs 1 stamina, x2 chance if covering charge  
lvl 2 within 2 spaces  
lvl 3 within 3 spaces, add Spirit score to chance  
lvl 4 within 4 spaces  
lvl 5 within 5 spaces, add Mental score to chance  
Master +1% chance to cover

*Spear Mastery* Prerequisite: 7 Dexterity  
lvl 1 +10% attack, +5 dam with spears  
lvl 2 +5% crit with spears  
lvl 3 +7 dam with spears  
lvl 4 +25% attack, +10 dam with spears  
lvl 5 +10% crit with spears  
Master +1% attack or +½% crit with spears

## Guard Skills (pg. 2/2)

*Sense Motive*      Prerequisite: 7 Insight  
lvl 1      Intuition +10% to detect a lie/bluff  
lvl 2      add Intelligence score to chance  
lvl 3      add Wisdom score to chance  
lvl 4      add Mental score to chance  
lvl 5      add Awareness to chance  
Master   +1% to detect lie/bluff

*Sense Alignment*      Prerequisite: level 3 Sense Motive  
lvl 1      Intuition +10% to detect alignment of anyone spoken to  
lvl 2      add Intelligence score to chance  
lvl 3      add Wisdom score to chance  
lvl 4      add Mental score to chance  
lvl 5      add Awareness to chance  
Master   +1% to detect alignment

*Investigation*      Prerequisite: level 3 Vigilance  
lvl 1      Awareness +5% to notice any clue/secret in an area  
lvl 2      add Logic score to chance  
lvl 3      +10% chance  
lvl 4      +25% chance  
lvl 5      add Intuition to chance  
Master   +1% to notice clue/secret

*Weapon Proficiency (Martial)*      Prerequisite: 5 Strength, 5 Dexterity  
lvl 1      choose one of the following weapon types: sword, mace, spear, pike, halberd or crossbow, +10% attack, +5% defense, +1 dam with chosen type  
lvl 2      +5 dam  
lvl 3      +15% attack, +10% defense, +7 dam  
lvl 4      +10 dam  
lvl 5      +25% attack, +15% defense, +12 dam  
Master   +1% attack or +1% defense

*Weapon Finesse (Halberd)*      Prerequisite: 7 Strength  
lvl 1      +5% crit, +5% parry/counter attack, +1% lethal blow with halberds  
lvl 2      +2 dam  
lvl 3      +10% crit, +2% lethal blow  
lvl 4      +10% parry/counter attack, +5 dam  
lvl 5      -1 delay  
Master   +1% crit or +½% lethal blow

## Guard Specials

Shield Wall- Must be using a heavy shield and be on a space directly next to at least 1 other person with a heavy shield. +50% block, shields take ½ damage, 50% autoblock projectiles to all in shield wall, shield wall protects the space directly behind it from all projectiles  
Costs level 1 special or 10 Sp

Bound by Duty- immune to alignment change/charm  
Costs level 5 special or 25 Sp

Offensive/Defensive Stance- ½ all defense rolls to deal x2 dam or ½ all attack rolls to take ½ dam  
Costs level 10 special or 50 Sp

Dedication- x2 dam while defending charge  
Costs level 20 special or 75 Sp

Total Dedication- take ½ dam of all kinds while defending charge  
Costs level 25 special or 100 Sp

## Guard Classes

*Soldier* Prerequisite: must roleplay joining/belonging to an army  
lvl 1 +10% survival, choose 1 weapon type, +5 dam with chosen type  
lvl 2 +10% Courage, +5% crit with chosen weapon type  
lvl 3 +10 dam with chosen weapon type  
lvl 4 +25% survival and Courage, +10% crit with chosen weapon type  
lvl 5 Company Combat- +10% courage and dam for each other soldier in party  
Master +1% survival

*Watchman* Prerequisite: level 3 Vigilance  
lvl 1 +10% Awareness  
lvl 2 +15% Awareness  
lvl 3 +20% Awareness  
lvl 4 +25% Awareness  
lvl 5 Watchful Eye- use 5 power/stamina to become immune to backstab/surprise attack for 1 rnd, +5 power/stamina to make all within radius 1 immune to backstab/surprise attack  
Master +1 Watchful Eye radius

*Detective* Prerequisite: level 3 Investigation  
lvl 1 +10% to all sense motive/alignment and investigation rolls  
lvl 2 +15% to all sense motive/alignment and investigation rolls  
lvl 3 +20% to all sense motive/alignment and investigation rolls  
lvl 4 +25% to all sense motive/alignment and investigation rolls  
lvl 5 Detective's Eye- three times per session automatically succeed on any sense motive/alignment or investigation roll  
Master use Detective's Eye one additional time per session

## Healer Skills (pg. 1/2)

### *Bind Wound*      Prerequisite: 5 Dexterity

- lvl 1    +1d6+4 to effect of bandages
- lvl 2    +1d10+5 to effect of bandages
- lvl 3    +1d20+5 to effect of bandages, bandaging takes 5 ticks
- lvl 4    +2d20+10 to effect of bandages
- lvl 5    +4d20+20 to effect of bandages, bandaging takes 3 ticks
- Master +1 to effect of bandages

### *Set Injury*      Prerequisite: level 3 Bind Wound

- lvl 1    1 rnd to heal a lvl 1 injury, set a level 2 injury, will heal in 2 weeks/sessions
- lvl 2    10% to heal level 2 injury instantly after being set
- lvl 3    level 2 injury will heal in 1 week/session
- lvl 4    5 ticks to set level 1 injury
- lvl 5    3 ticks to set level 1 injury, 5 ticks to set level 2 injury
- Master +1% heal level 2 injury instantly after being set

### *Diagnose*      Prerequisite: 7 Intelligence, 7 Insight

- lvl 1    (Int x2)% to diagnose a disease/injury/poison/etc
- lvl 2    +10% to diagnose
- lvl 3    add Concentration
- lvl 4    +25% to diagnose
- lvl 5    add Intuition
- Master +1% to diagnose

### *Herbal Remedies*      Prerequisite: 7 Intelligence

- lvl 1    +5% to identify plants and herbs
- lvl 2    +10% to identify plants and herbs
- lvl 3    +15% to identify plants and herbs, choose 1 type of harmful plant or herb (excluding poisons), can reverse effects, 1 time per session can use chosen plant/herb to create cure or reverse effects
- lvl 4    +20% to identify beneficial plants and herbs
- lvl 5    choose 3 types of harmful plants/herbs to create cure/reverse effect, 3 times per session
- Master +1 type of herb

### *Resuscitation*      Prerequisite: 7 Dexterity

- lvl 1    target must be in negative Lp but not past death, 10% bring target to 1 Lp, takes 1 rnd
- lvl 2    takes 7 ticks
- lvl 3    25% chance, takes 5 ticks
- lvl 4    10% chance if target is 10 or less Lp past death
- lvl 5    10% chance if target is 25 or less Lp past death
- Master +1% chance

## Healer Skills (pg. 2/2)

<i>Medicine</i>	Prerequisite: level 3 Herbal Remedies
lvl 1	use herbal remedy to create cure for level 1 disease if diagnosed
lvl 2	25% cure level 2
lvl 3	50% cure level 2, 25% cure level 3
lvl 4	75% cure level 2, 50% cure level 3, 25% cure level 4
lvl 5	10% cure level 5
Master	+1% cure chance
<i>Surgery</i>	Prerequisite: level 3 Set Injury
lvl 1	must be out of battle, 25% to heal level 3 injury, can only be attempted once
lvl 2	add Dex and Int to chance
lvl 3	can attempt in battle, takes 1 rnd, ½ chance
lvl 4	add Concentration
lvl 5	add Intuition
Master	+1% chance
<i>Brew Antidote</i>	Prerequisite: level 3 Herbal Remedies
lvl 1	can use herbal remedy to create antidote for level 1 poison
lvl 2	25% level 2 poison
lvl 3	50% level 2 poison, 25% level 3 poison
lvl 4	75% level 2 poison, 50% level 3 poison, 25% level 4 poison
lvl 5	10% level 5 poison
Master	+1% chance
<i>Healing Touch</i>	Prerequisite: level 3 Bind Wound
lvl 1	+5% to all healer skills, +3 effect of healing spells if touch target
lvl 2	+10% to all healer skills, +5 effect of healing spells if touch target
lvl 3	+15% to all healer skills, +10 effect of healing spells if touch target
lvl 4	10% chance x2 effect of healing spell if touch target
lvl 5	+25% to all healer skills, +25 effect of healing spells if touch target
Master	+1% chance x2 effect of healing spell if touch target
<i>Spell Proficiency (Healing)</i>	Prerequisite: 7 Mana
lvl 1	+10% effect of Healing magic
lvl 2	-1 Mp cost of Healing magic
lvl 3	+25% effect of Healing magic
lvl 4	-3 Mp cost of Healing magic
lvl 5	-1 cast time of Healing magic
Master	+5% effect of Healing magic

## Healer Specials

Battlefield Reaction- -10% to be hit, -25% to be hit while healing

Costs level 1 special or 10 Sp

Healing Focus- use up to 5 stamina/power to add +5% effect of a healing spell or ability each

Costs level 5 special or 25 Sp

Advanced Healing Focus- use up to 5 stamina/power to add +10% effect of a healing spell or ability each

Costs level 10 special or 50 Sp

Advanced Battlefield Reaction- ½ delay/cast time of all healing abilities and spells

Costs level 20 special or 75 Sp

Healing Hands- x2 effect of all healing abilities and spells if touch target

Costs level 25 special or 100 Sp

## Healer Classes

*Medic* Prerequisite: Battlefield Reaction special ability

lvl 1 -1 delay of healer abilities

lvl 2 +5 effect of bind wound, +5% set injury rolls

lvl 3 +10 effect of bind wound, +10% set injury rolls

lvl 4 +10% resuscitation rolls

lvl 5 Medic Reflexes- -10% to be hit while healing, -5% for each power/stamina used

Master -2% to be hit while healing

*Doctor* Prerequisite: level 3 Diagnose

lvl 1 +10% diagnose rolls

lvl 2 +10% medicine rolls

lvl 3 +25% diagnose rolls

lvl 4 +25% to medicine rolls

lvl 5 Medical Knowledge- +50% to diagnose and medicine rolls, x2 effect of herbal remedies

Master may create 1 additional herbal remedy per session

*Surgeon* Prerequisite: level 3 Surgery

lvl 1 +10% to all surgery rolls

lvl 2 +15% to all surgery rolls

lvl 3 +20% to all surgery rolls

lvl 4 +25% to all surgery rolls

lvl 5 Surgical Expertise- may attempt surgery twice

Master may attempt surgery an additional time

## Hunter Skills (pg. 1/2)

### *Track* Prerequisite: 7 Perception

- lvl 1 use Awareness to track a target up to 1 day away
- lvl 2 +5% tracking
- lvl 3 add Logic to chance, up to 3 days away
- lvl 4 add Concentration to chance, up to 5 days away
- lvl 5 +10%, add Intuition to chance, up to 7 days away
- Master +1% chance or +½ day away

### *Survival* Prerequisite: 5 Intelligence, 5 Wisdom

- lvl 1 choose one terrain type, can use Awareness to find food, shelter, materials, etc
- lvl 2 add Logic to chance
- lvl 3 ½ chance on all other terrain types
- lvl 4 add Intuition to chance
- lvl 5 +10% chance
- Master +1% survival chance

### *Camouflage* Prerequisite: level 1 Survival

- lvl 1 +10% stealth in terrain chosen from survival, ½ movement while sneaking, ½ awareness to be notice
- lvl 2 must be 5 spaces away from opponent
- lvl 3 +25% stealth in terrain chosen from survival, +10% in all other wilderness terrains
- lvl 4 ¼ awareness to be noticed, 10% stay hidden after a ranged attack
- lvl 5 1/5 awareness to be noticed, 25% stay hidden after a ranged attack
- Master +1% camo or -½% to be noticed

### *Species Specialization* Prerequisite: level 1 Track

- lvl 1 choose 1 animal/monster/creature/race type, +5% to track, +1 dam against chosen
- lvl 2 +3 dam, +1% lethal blow
- lvl 3 +10% to track, +5 dam
- lvl 4 +7 dam, +5% lethal blow
- lvl 5 +25% to track, +10% avoid special against chosen
- Master +1% lethal blow or +½% avoid special against chosen

### *Set Trap* Prerequisite: 7 Dexterity

- lvl 1 1 rnd to set up a trap on 1 space, 2d10+5 base dam, can add 1 device, charge, weapon etc, ½ awareness to be noticed, Agi roll at ½ to avoid a noticed trap
- lvl 2 5d8+10 base dam
- lvl 3 6d10+15 base dam, up to 3 spaces
- lvl 4 4d20+20 base dam, ¼ to be noticed, Agi at ¼ to be avoided
- lvl 5 1d100+25 base dam, 1/5 to be noticed, Agi at 1/5 to be avoided
- Master +1 dam or -1% to be noticed or avoided



## Hunter Skills (pg. 2/2)

- Inspect* Prerequisite: 12 Perception
- lvl 1 spend one round to inspect an area for +25% awareness/tracking
  - lvl 2 +10% notice traps when inspect
  - lvl 3 spend one round to inspect an enemy, +10 dam, +5% crit for next round
  - lvl 4 +25% notice traps
  - lvl 5 can inspect up to 3 targets at once
  - Master +1% notice trap or +1% crit when inspect
- Hunter's Eye* Prerequisite: 12 Insight
- lvl 1 add Intuition to all tracking rolls
  - lvl 2 +5% to notice stealth/camo, +10% if specialized species
  - lvl 3 spend one round to inspect an enemy to add Intuition/2 to lethal blow chance for next round, add full Intuition if specialized species
  - lvl 4 +10% to noticed stealth/camo, +10% if specialized species
  - lvl 5 can inspect up to 3 targets at once
  - Master +1% notice stealth/camo or +1% lethal blow when inspect
- Set Snare* Prerequisite: level 1 Set Trap
- lvl 1 when setting a trap can choose to set snare, trap does not deal dam, holds for 1 rnd, Str 10
  - lvl 2 Str 12
  - lvl 3 holds for 3 rnds, trap deals ½ dam
  - lvl 4 Str 15
  - lvl 5 holds until released
  - Master +1 Str
- Weapon Proficiency (Thrown/Bow)* Prerequisite: 7 Dexterity, 7 Perception
- lvl 1 choose one type of bow or thrown weapon, +10% attack, +5% defense, +1 dam with chosen
  - lvl 2 +5 dam
  - lvl 3 +15% attack, +10% defense, +7 dam
  - lvl 4 +10 dam
  - lvl 5 +25% attack, +15% defense, +12 dam
  - Master +1% attack or +1% defense
- Weapon Finesse (Knife)* Prerequisite: 7 Dexterity
- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with knives
  - lvl 2 +2 dam
  - lvl 3 +10% crit, +2% lethal blow
  - lvl 4 +10% parry/counter attack, +5 dam
  - lvl 5 -1 delay
  - Master +1% crit or +½% lethal blow

## Hunter Specials

Canine Companion- choose a canine companion, pg. 264, Aware/2 to notice encounter

Costs level 1 special or 10 Sp

Throw- Can use 2 stamina to use any 1-handed weapon as thrown weaponry, deal weapon damage + DB + thrown bonuses +5. Range = Str / Str needed to wield weapon, +2 delay.

Costs level 5 special or 25 Sp

Woodcrafty- ½ chance to be tracked when moving through wilderness, +10% camo/survival/track

Costs level 10 special or 50 Sp

Deathtrap- add base lethal blow chance +10% to all traps

Costs level 20 special or 75 Sp

Slayer- x2 damage against specialized species

Costs level 25 special or 100 Sp

## Hunter Classes

*Hunter* Prerequisite: level 3 Track

lvl 1 +5% to all hunter abilities

lvl 2 +2 dam with thrown weapons, +5 dam against specialized species

lvl 3 +10% to all hunter abilities

lvl 4 +5 dam with thrown weapons, +10 dam against specialized species

lvl 5 Hunter's Precision- +10% lethal blow on thrown attacks

Master +1 dam with thrown weapons

*Scout* Prerequisite: level 3 Camouflage

lvl 1 +10% camo, 5% notice/avoid encounter

lvl 2 +15% camo, 10% notice/avoid encounter

lvl 3 +20% camo, 20% notice/avoid encounter

lvl 4 +25% camo, 25% notice/avoid encounter

lvl 5 Scout Camo- full movement while in camo

Master +1% notice/avoid encounter

Prerequisite:

*Ranger* Prerequisite: level 3 Survival

lvl 1 +10% survival, +2 dam with bows

lvl 2 +15% survival, +5 dam with bows

lvl 3 +20% survival, +10% attack, +7 dam with bows

lvl 4 +25% survival, +5% crit with bows

lvl 5 Ranger Attack- 25% stay hidden after a ranged attack

Master +1% stay hidden after a ranged attack

## Light Servant Skills (pg. 1/2)

- Faith* prerequisite: 10 Soul, good alignment
- lvl 1 +5% Courage, Will, Intuition
  - lvl 2 +1 dam vs. evil, 5% chance take no dam from evil
  - lvl 3 +10% Courage, Will, Intuition
  - lvl 4 +3 dam vs. evil, 10% chance take no dam from evil
  - lvl 5 +25% Courage, Will, Intuition
- Prayer* prerequisite: lvl 3 Faith
- lvl 1 Soul +5%, one success per session, takes 1 rnd, will cast Holy spell with Mana cost of Wisdom score or lower, or automatically succeed on an Intuition roll
  - lvl 2 Soul +10%, can succeed three times per session
  - lvl 3 can be used to bring someone to 1 Lp if dead for less than one rnd
  - lvl 4 can succeed five times per session, takes 5 ticks
  - lvl 5 can be used to bring someone to 1 Lp if dead less than one day/session
  - Master +1% prayer chance
- Bless* prerequisite: lvl 3 Faith
- lvl 1 takes 1 rnd, 1 target, blessed take 5 less dam from evil and deal +3 dam to evil
  - lvl 2 -7 dam from evil, +5 dam vs. evil, can bless water one time per session, creates one charge of Holy Water (1d20, x2 vs. evil, x5 vs. undead/demon) or used on a good character to bless at no delay
  - lvl 3 -10 dam from evil, +7 dam vs. evil, can bless up to 3 targets within radius 2 at once
  - lvl 4 -12 dam from evil, +10 dam vs. evil, can bless water three times per session
  - lvl 5 -25 dam from evil, +12 dam vs. evil, can bless all within radius 3 at once
  - Master can bless water an additional time per session
- Detect Evil* prerequisite: 12 Insight, 10 Wisdom
- lvl 1 can use Intuition to determine if a person is evil by talking to them for one rnd
  - lvl 2 +5% to detect evil, will sense evil within immediate area (25' or radius 5)
  - lvl 3 will sense evil within area (50' or radius 10)
  - lvl 4 +10% to detect evil, will sense evil within general area (100' or radius 25)
  - lvl 5 +25% to detect evil, will sense evil within broad area (about 1 mile radius)
  - Master +1% detect evil
- Turn Undead/Demonic* prerequisite: lvl 3 Bless, requires Holy Symbol item
- lvl 1 takes 5 ticks, undead/demon with current Lp less than (char lvl + Soul) x2 are destroyed instantly, all other undead/demon must make Courage rolls or flee for 1 rnd, radius 3, one time per battle, up to five times per session
  - lvl 2 takes 3 ticks, undead/demon with current Lp less than (char lvl + Soul) x5 are destroyed instantly, all others must make Courage rolls at ½ or flee for 1 rnd, radius 5
  - lvl 3 undead/demon with current Lp less than (char lvl + Soul) x10 are destroyed instantly
  - lvl 4 takes 1 tick, radius 7
  - lvl 5 undead/demon with current Lp less than (char lvl + Soul) x25 are destroyed instantly
  - Master +1 time per session

## Light Servant Skills (pg. 2/2)

### *Holy Power* prerequisite: lvl 3 Faith

- lvl 1 +3 dam vs. evil
- lvl 2 +5 dam vs. evil
- lvl 3 +7 dam vs. evil
- lvl 4 +10 dam vs. evil
- lvl 5 +25 dam vs. evil
- Master +1 dam vs. evil

### *Holy Protection* prerequisite: lvl 3 Faith

- lvl 1 -3 dam from evil
- lvl 2 -5 dam from evil
- lvl 3 -7 dam from evil
- lvl 4 -10 dam from evil
- lvl 5 -25 dam from evil
- Master -1 dam from evil

### *Holy Summoning* prerequisite: lvl 3 Holy Power

- lvl 1 5 Mp/power to summon a lesser Holy being to perform one attack, range 5, CT: 3
- lvl 2 x2 Mp/power to summon greater Holy being
- lvl 3 7 Mp/power to summon a lesser Holy being for one rnd, CT: 5
- lvl 4 x5 Mp/power to summon a Holy Guardian
- lvl 5 10 Mp/power to summon a Holy being for three rnds, CT: 7
- Master summoned Holy beings perform an additional attack or last an extra rnd

### *Knowledge of the Holy* prerequisite: 10 Intelligence, 10 Wisdom

- lvl 1 add Soul score to Intuition and Logic rolls
- lvl 2 -1 Mana cost of Holy spells
- lvl 3 one time per session can call upon Holy knowledge to automatically succeed on one Intuition or Logic roll
- lvl 4 -3 Mana cost of Holy spells
- lvl 5 can call upon Holy knowledge up to three times per session
- Master can call upon Holy knowledge an additional time per session

### *Spell Proficiency (Holy)* Prerequisite: 7 Mana

- lvl 1 +10% effect of Holy spells
- lvl 2 -1 Mp cost of Holy spells
- lvl 3 +25% effect of Holy spells
- lvl 4 -3 Mp cost of Holy spells
- lvl 5 -1 cast time of Holy spells
- Master +5% effect of Holy spells

## Light Servant Specials

Favored Soul- +10 dam vs. evil, -10 dam from evil  
costs level 1 special or 10 Sp

Holy Guide- gain a Holy or spirit familiar  
costs level 5 special or 25 Sp

Holy Magic- allows use of Holy magic  
costs level 10 special or 50 Sp

Life Energy- one time per session can use Mp/stamina/power to restore 1d10+2 Lp each, can be used to heal if dead for less than one day/session  
costs level 20 special or 75 Sp

Soul Savior- can automatically free anyone from being controlled/bound by dark forces with a touch (turns undead into spirit form with free will)  
costs level 25 special or 100 Sp

## Light Servant Classes

*Cleric* prerequisite: lvl 3 Turn Undead/Demonic  
lvl 1 +3 dam vs. evil, +5 with all healing types, -1 Mana cost of Healing and Holy spells  
lvl 2 +5 dam vs. evil, +7 with all healing types, -1 CT of Healing and Holy spells  
lvl 3 +7 dam vs. evil, +10 with all healing types, +10% Concentration, Courage, Will  
lvl 4 +10 dam vs. evil, +12 with all healing types, -3 Mana cost, CT of Healing, Holy spells  
lvl 5 Invoke- one time per session may call upon divine power to double effects of Bless, Prayer or Turn Undead/Demon  
Master may use Invoke an additional time per session

*Priest* prerequisite: lvl 3 Bless  
lvl 1 +1 dam vs. evil, -1 Mana cost of Holy spells, -5 dam, +5 dam additional to Blessed  
lvl 2 +3 dam vs. evil, -1 CT of Holy spells, -10 dam, +10 dam additional to Blessed  
lvl 3 +5 dam vs. evil, -3 Mana cost of Holy spells, -12 dam, +12 dam additional to Blessed  
lvl 4 +7 dam vs. evil, -3 CT of Holy spells, -25 dam, +25 dam additional to Blessed  
lvl 5 High Priest- one time per session may call upon divine power to double effects of Bless, Prayer or Turn Undead/Demon  
Master may use High Priest an additional time per session

*Paladin* prerequisite: lvl 3 Faith  
lvl 1 +5 dam vs. evil, -1 dam from evil, +3 with all healing types, +5% Will, Courage, Fort  
lvl 2 +7 dam vs. evil, -3 dam from evil, +5 with all healing types, +10% Will, Courage, Fort  
lvl 3 +10 dam vs. evil, -5 dam from evil, +7 with all healing types, +20% Will, Courage, Fort  
lvl 4 +12 dam vs. evil, -7 dam from evil, +10 with all healing types, +25% Will, Courage, Fort  
lvl 5 Lay on Hands- one time per session, 7 Mp/stamina/power to heal one target for 1d100 +Soul score + character level Lp, restore to max stamina, remove all poison and disease, takes 3 ticks, range touch  
Master use Lay on Hands an additional time per session

## Mage Skills (pg. 1/2)

### *Resist Magic* prerequisite: 12 Mind

- lvl 1 Mind% to resist a spell with a Mana cost of character lvl or lower, costs ½ Mana cost of resisted spell in Mp/power
- lvl 2 +5% resist magic
- lvl 3 +10% resist magic
- lvl 4 +25% resist magic
- lvl 5 can resist spells with a Mana cost of character lvl x2 or lower
- Master +1% resist magic

### *Enchant Item* prerequisite: 7 Mana

- lvl 1 add any spell known to an item for 1 rnd, Mana cost +50%
- lvl 2 may add minor enchantments to items
- lvl 3 add any spell known to an item for 3 rnds, Mana cost +25%
- lvl 4 may add major enchantments to items
- lvl 5 add any spell known to an item for 5 rnds, Mana cost +10%
- Master spells added to an item last an additional rnd

### *Enchant Weapon/Armor* prerequisite: lvl 1 Enchant Item

- lvl 1 add any spell known to weapon/armor for 1 rnd, Mana cost +50%
- lvl 2 may add minor enchantments to weapons/armor
- lvl 3 add any spell known to weapon/armor for 3 rnds, Mana cost +25%
- lvl 4 may add major enchantments to weapons/armor
- lvl 5 add any spell known to weapon/armor for 5 rnds, Mana cost +10%
- Master spells added to weapon/armor add an additional rnd

### *Arcane Combat* prerequisite: 7 Mana, 7 Mental

- lvl 1 +1 range of all Offensive spells
- lvl 2 -1 Mana cost and cast time of Offensive and Defensive spells
- lvl 3 may cast a spell with 1 CT as a defense or counter attack
- lvl 4 -3 Mana cost and cast time of Offensive and Defensive spells
- lvl 5 -5 Mana cost and cast time of Offensive and Defensive spells
- Master +1 range of all Offensive spells

### *Monster Summoning* prerequisite: 5 Mana or Chi, must learn summons to use

- lvl 1 may learn lesser summons
- lvl 2 5 Mp/pow to call random lesser summon known for one attack, range 5, CT: 3
- lvl 3 may learn greater summons
- lvl 4 10 Mp/pow to call random greater summon known for one attack, range 5, CT: 5
- lvl 5 7 Mp/power to bind a monster for 3 rnds, range 5, CT: 2, if monster dies while bound it can be summoned, (monster's lvl x2) Mana cost, CT: 4
- Master random summons will perform an additional attack

## Mage Skills (pg. 2/2)

### *Combine Spells* prerequisite: 12 Mental, 7 Mana

- lvl 1 may combine two spells, highest range/radius, combine Mana cost, cast time, effects
- lvl 2 may combine up to three spells
- lvl 3 may combine up to four spells
- lvl 4 may combine up to five spells
- lvl 5 may combine up to seven spells
- Master may combine an additional spells

### *Final Strike* prerequisite: 12 Mana

- lvl 1 at death deal Mana x10 Nopro, radius 12, cannot be resisted or avoided
- lvl 2 deal (Mana + character level) x10 Nopro
- lvl 3 deal (Mana + character level) x25 Nopro
- lvl 4 can control strike, strike = go to 0 Mana, x2 dam at death
- lvl 5 strike = 0 Mp for 1 week/session, x5 dam = go to 0 Mana, x10 dam at death
- Master +50 dam with strike

### *Spell Proficiency (Chosen)* Prerequisite: 7 Mana

- lvl 1 choose one school or type of magic, +10% effect of chosen
- lvl 2 -1 Mp cost of chosen
- lvl 3 +25% effect of chosen
- lvl 4 -3 Mp cost of chosen
- lvl 5 -1 cast time of chosen
- Master +5% effect of chosen

### *Weapon Proficiency (Arcane)* Prerequisite: 7 Mental

- lvl 1 +10% attack, +5% defense, +1 dam with arcane weaponry
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Staff)* Prerequisite: 7 Dexterity

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with staves
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

## Mage Specials

Illusion Magic- may use Illusion Magic  
costs level 1 special or 10 Sp

Levitation- 1 Mp/power per tick to levitate, avoid ground based attacks, +1 movement,  
+10% dodge, 5% autododge  
costs level 5 special or 25 Sp

Bind- dedicate 1 Mp permanently to bind someone, binding heals target to max Lp unless dead, bound may share Lp, Mp, power, stamina, may attempt Will and Courage rolls for each other, can sense each other, direction, distance, emotions, pain, etc. Lose ½ Spirit if bound dies.  
costs level 10 special or 50 Sp

Longevity- age at 1/100<sup>th</sup> normal rate  
costs level 20 special or 75 Sp

Mage Sanctum- have a keep, teleport to keep for 1 Mp/power per target, per 100 miles  
costs level 25 special or 100 Sp

## Mage Classes

*Enchanter* prerequisite: lvl 1 Enchant Weapon/Armor, lvl 1 Spell Proficiency (Enchantment)  
lvl 1 -10% cost of adding enchantments, -1 Mana cost of Enchantment spells  
lvl 2 -3 CT of Enchantment spells  
lvl 3 -25% cost of adding enchantments  
lvl 4 -5 Mana cost of Enchantment spells  
lvl 5 Legendary Enchantments- can add legendary enchantments to items, weapons, armor  
Master -5% cost of adding enchantments

*Illusionist* prerequisite: Illusion Magic special, lvl 3 Spell Proficiency (Illusion)  
lvl 1 -3 Mana cost of Illusion spells  
lvl 2 -3 CT of Illusion spells  
lvl 3 all illusions spells are ½ to be seen through  
lvl 4 -5 Mana cost of Illusion spells  
lvl 5 Master of Illusion- one time per session double the Mana cost of an Illusion spell to make it impossible to be seen through except with lvl 5 Truesight  
Master use Master of Illusion an additional time per session

*Summoner* prerequisite: lvl 3 Monster Summoning  
lvl 1 -3 Mana cost of all summons  
lvl 2 -3 CT of all summons  
lvl 3 all summoned monsters deal x2 damage  
lvl 4 -5 Mana cost of all summons  
lvl 5 Legendary Summons- can learn legendary summons  
Master -1 Mana cost of summons



## Marksman Skills (pg. 1/2)

### *Archery* Prerequisite: 5 Perception, 5 Dexterity

- lvl 1 +5% attack, +2 dam with bows
- lvl 2 +10% attack, +5 dam with bows
- lvl 3 +15% attack, +7 dam, +5% crit with bows
- lvl 4 +20% attack, +10 dam, +7% crit with bows
- lvl 5 +25% attack, +12 dam, +10% crit with bows
- Master +1 dam with bows

### *Marksmanship* Prerequisite: 7 Perception

- lvl 1 +5% attack, +2 dam with crossbows or firearms
- lvl 2 +10% attack, +5 dam with crossbows or firearms
- lvl 3 +15% attack, +7 dam, +5% crit with crossbows or firearms
- lvl 4 +20% attack, +10 dam, +7% crit with crossbows or firearms
- lvl 5 +25% attack, +12 dam, +10% crit with crossbows or firearms
- Master +1 dam with crossbows or firearms

### *Aim* Prerequisite: 7 Mental

- lvl 1 may add up to 3 delay to a ranged attack for +5% attack each
- lvl 2 +2 dam each tick taken to aim
- lvl 3 +10% attack, +5% crit for each tick taken to aim
- lvl 4 add up to 5 delay
- lvl 5 +20% attack, +5% crit, +5 dam for each tick taken to aim
- Master +1% lethal blow for each tick taken to aim

### *Precision* Prerequisite: 12 Mental, 12 Perception

- lvl 1 +10% accuracy
- lvl 2 +5% ranged crit
- lvl 3 +5 dam with all ranged attacks
- lvl 4 +25% accuracy
- lvl 5 +10% ranged crit, +7 dam with all ranged attacks
- Master +1% accuracy

### *Bowyer* Prerequisite: 7 Dexterity

- lvl 1 can craft normal bows and arrows, 1 bow or 10 arrows per day/session
- lvl 2 +2 dam, +1 hardness of crafted arrows
- lvl 3 +5 dam of crafted bows
- lvl 4 2 bows or 25 arrows per day/session
- lvl 5 +10 dam of crafted bows, +5 dam, +3 hardness of crafted arrows
- Master +1 dam of crafted bows or arrows or +½ hardness of crafted arrows

## Marksman Skills (pg. 2/2)

### *Farshot* Prerequisite: level 1 Archery

- lvl 1 +1 delay for +2 range with bow
- lvl 2 +2 delay for +3 range with bow
- lvl 3 +3 delay for +5 range with bow
- lvl 4 +2 delay for +5 range with bow
- lvl 5 +1 delay for +5 range with bow
- Master +1 range with bow

### *Multishot* Prerequisite: level 3 Archery

- lvl 1 when using a bow may split attack evenly between 2 targets within 2 spaces of each other or 2 arrows at 1 target
- lvl 2 within 3 spaces of each other
- lvl 3 3 targets/arrows
- lvl 4 within 4 spaces of each other
- lvl 5 within 5 spaces of each other
- Master +1 space between targets

### *Weapon Proficiency (Ranged)* Prerequisite: 7 Perception

- lvl 1 choose any ranged weapon type, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Bow)* Prerequisite: 7 Perception

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with bows
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

### *Weapon Finesse (Crossbow/Firearm)* Prerequisite: 7 Perception

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with crossbows or firearms
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 reload time
- Master +1% crit or +½% lethal blow

## Marksman Specials

Quickdraw- can draw a weapon and attack in the same tick

Costs level 1 special or 10 Sp

Archery Focus- use 1 stamina/power to add Concentration to crit on 1 bow attack

Costs level 5 special or 25 Sp

Mounted Shooting- use a gun or crossbow on horseback with no penalty

Costs level 10 special or 50 Sp

Horse Archer- use a bow on horseback with no penalty

Costs level 20 special or 75 Sp

Snipe- +25% crit, +10% lethal blow on all ranged attacks

Costs level 25 special or 100 Sp

## Marksman Classes

*Archer* Prerequisite: level 3 Archery

lvl 1 +10% attack, +5% crit, +5 dam with bows

lvl 2 +10% crit, +5% lethal blow with bows

lvl 3 +25% attack, +7 dam with bows

lvl 4 +15% crit, +10% lethal blow, +10 dam with bows

lvl 5 Archer's Aim- may add up to 5 delay to a bow attack to add +20% attack, +10% dam, +2% crit for each tick

Master +2% dam for each tick taken to aim

*Gunslinger* Prerequisite: level 3 Marksmanship

lvl 1 +10% attack, +5% crit, +5 dam with one handed guns

lvl 2 +10% crit, +5% lethal blow with one handed guns

lvl 3 +25% attack, +7 dam with one handed guns

lvl 4 +15% crit, +10% lethal blow, +10 dam with one handed guns

lvl 5 Run & Gun- can move and shoot with no penalty

Master +1 dam with one handed guns

*Sharpshooter* Prerequisite: level 3 Aim

lvl 1 +10% attack, +5% crit, +5 dam with crossbows or rifles

lvl 2 +10% crit, +5% lethal blow with crossbows or rifles

lvl 3 +25% attack, +7 dam with crossbows or rifles

lvl 4 +15% crit, +10% lethal blow, +10 dam with crossbows or rifles

lvl 5 Headshot- 1 power/stamina to add Concentration to lethal blow and crit chance for 1 gun attack

Master +1 dam with crossbows or rifles

## Merchant Skills (pg. 1/2)

<i>Haggle</i>	Prerequisite: 50% Charisma
lvl 1	(Charisma/5)% to gain a 10% bonus to buy/sell price
lvl 2	+5% haggle chance
lvl 3	20% bonus to buy/sell price
lvl 4	+10% haggle chance
lvl 5	25% bonus to buy/sell price
Master	+1% haggle chance
<i>Appraise</i>	Prerequisite: 7 Perception, 7 Insight
lvl 1	Perception + Insight % to determine value of an item
lvl 2	add Intelligence to appraise chance
lvl 3	can determine magical properties of an item
lvl 4	+5% appraise chance
lvl 5	+10% appraise chance
Master	+1% appraise chance
<i>Pitch</i>	Prerequisite: 50% Charisma
lvl 1	(Charisma /5)% to gain a 10% price bonus when selling an item
lvl 2	+5% pitch chance
lvl 3	gain a 20% price bonus
lvl 4	+10% pitch chance
lvl 5	gain a 25% price bonus
Master	+1% pitch chance
<i>Peddle</i>	Prerequisite: lvl 3 Pitch
lvl 1	one time per session sell up to 100 gold in items to non-merchants
lvl 2	up to 250 gold
lvl 3	up to 500 gold
lvl 4	two times per session
lvl 5	three times per session
Master	+50 gold or +1 time per session
<i>Barter</i>	Prerequisite: lvl 3 Haggle
lvl 1	(Charisma /5)% to gain a 10% bonus to value when trading an item to a merchant
lvl 2	+5% barter chance
lvl 3	gain a 20% value bonus
lvl 4	+10% barter chance
lvl 5	gain a 25% value bonus
Master	+1% barter chance

## Merchant Skills (pg. 2/2)

*Watchful Eye* Prerequisite: 12 Perception

- lvl 1 +5% to notice stealth/steal rolls
- lvl 2 +10% to notice stealth/steal rolls
- lvl 3 x2 bonus if in character owned business
- lvl 4 +20% to notice stealth/steal rolls
- lvl 5 +25% to notice stealth/steal rolls
- Master +1% to notice stealth/steal rolls

*Negotiation* Prerequisite: lvl 3 Haggle

- lvl 1 +5% to haggle, barter and pitch rolls
- lvl 2 receive a 10% bonus to all buy/sell prices
- lvl 3 +10% to haggle, barter and pitch rolls
- lvl 4 add Intelligence or Spirit to haggle, barter and pitch rolls
- lvl 5 10% chance to double haggle, barter or pitch bonus one time per session
- Master +1% chance to double haggle, barter or pitch bonus

*Economics* Prerequisite: 7 Intelligence, 7 Insight

- lvl 1 one time per session recognize favorable economic conditions, gain 10% buy/sell bonus to one random item type
- lvl 2 two times per session
- lvl 3 gain 25% buy/sell bonus
- lvl 4 two item types
- lvl 5 three times per session
- Master +1 time per session or +1 item type

*Investment* Prerequisite: lvl 3 Economics

- lvl 1 +10% profit from business establishment and incorporation investments
- lvl 2 +20% profit
- lvl 3 +25% profit
- lvl 4 +50% profit
- lvl 5 10% chance double profits
- Master +1% double profit chance

*Connections* Prerequisite: Reputation special

- lvl 1 buy items for 5% less
- lvl 2 buy items for 10% less
- lvl 3 buy items for 20% less
- lvl 4 buy items for 25% less
- lvl 5 10% chance one time per session to buy an item for 50% less
- Master +1% chance to buy for 50% less

## Merchant Specials

Reputation- become well known as a trader, +10% buy/sell prices

Costs level 1 special or 10 Sp

Business Establishment- use at least 1000 gold to open a business, each session business will return 20% of investment in gold or crafting materials, must pay 10% of investment in upkeep per session

Costs level 5 special or 25 Sp

Manufactory- use at least 1000 gold to open a manufactory, each session will produce 20% of investment in crafted items, must pay 10% of investment in upkeep per session

Costs level 10 special or 50 Sp

Black Market- have contacts to acquire or sell illegal items

Costs level 20 special or 75 Sp

Incorporation- invest at least 1000 gold in existing business, each session will return 20% of investment

Costs level 25 special or 100 Sp

## Merchant Classes

### *Peddler*

Prerequisite: lvl 3 Peddle

lvl 1 peddle items one additional time per session

lvl 2 can peddle an addition 100 gold worth of items

lvl 3 peddle items two additional times per session

lvl 4 can peddle an additional 250 gold worth of items

lvl 5 Salesman- Charisma /5% to gain 25% price bonus to peddled item

Master +1% to gain 25% price bonus to peddled item

### *Merchant*

Prerequisite: lvl 3 Economics

lvl 1 +5% chance on all merchant abilities

lvl 2 +10% chance on all merchant abilities

lvl 3 +15% chance on all merchant abilities

lvl 4 +25% chance on all merchant abilities

lvl 5 Merchant's Eye- one time per session automatically succeed on an appraisal or notice stealth/steal roll

Master use Merchant's Eye one additional time per session

### *Shopkeeper*

Prerequisite: Business Establishment special

lvl 1 +10% notice stealth/steal rolls

lvl 2 +10% profit from business establishment

lvl 3 +25% notice stealth/steal rolls

lvl 4 +25% profit from business establishment

lvl 5 Business Savvy- 25% chance for +50% profit from business establishment

Master +1% chance for +50% profit from business establishment

## Oracle Skills (pg. 1/2)

*Sixth Sense* prerequisite: 12 Insight

- lvl 1 +10% Intuition
- lvl 2 1 power per rnd to use Intuition as Awareness
- lvl 3 can see/sense spirits, magic and other energies
- lvl 4 +25% Intuition
- lvl 5 5 power per rnd to add Intuition to Awareness
- Master +1% Intuition

*Medium* prerequisite: 12 Soul

- lvl 1 use Soul score as % to channel a nearby spirit, must be near place of death, corpse, etc. Will at ½ for unwilling spirits, 100% on medium roll = possessed by random demon
- lvl 2 +10% channel spirit
- lvl 3 can call a distant spirit, must have precious object, relative, etc.
- lvl 4 +25% channel spirit
- lvl 5 can call distant spirit if name is known
- Master +1% channel spirit

*Precognition* prerequisite: lvl 3 Sixth Sense

- lvl 1 one time per session, must spend one rnd in trance/meditation, look into the future, Intuition at ½ to succeed, ask GM a question about course of events, consequences of actions, etc.
- lvl 2 3 power to use Intuition as autododge or reflex chance for one roll
- lvl 3 may look into the future three times per session
- lvl 4 7 power to use Intuition as autododge or reflex chance for one rnd
- lvl 5 may look into the future five times per session
- Master may look into the future an additional time per session

*Clairvoyance* prerequisite: lvl 3 Sixth Sense

- lvl 1 one time per session, must spend one rnd in trance/meditation or use scrying items, have a vision of a distant person/place, Intuition at ½ for desired vision
- lvl 2 have a vision of a distant person/place two times per session
- lvl 3 have a vision of a distant person/place three times per session
- lvl 4 have a vision of a distant person/place four times per session
- lvl 5 have a vision of a distant person/place five times per session
- Master have a vision of a distant person/place an additional time per session

*Mind's Eye* prerequisite: 12 Mental

- lvl 1 2 power to add Mental to Awareness or Intuition for one roll
- lvl 2 3 power to look into the thoughts of one target, range 5, Intuition for target to notice, Will or Concentration to be resisted
- lvl 3 5 power to look into the memories of one target when reading thoughts
- lvl 4 7 power to read the thoughts of all within radius 7
- lvl 5 ½ to be noticed and resisted
- Master -1% to be noticed or resisted

## Oracle Skills (pg. 2/2)

- Telepathy** prerequisite: lvl 3 Mind's Eye
- lvl 1 can mentally communicate with all within radius 3, 1 power per target per rnd
  - lvl 2 can attempt to influence the thoughts of one target within range 5, 2 power, Will at ½ to make target slightly suggestible for one rnd, Will or Intuition to resist
  - lvl 3 3 power when influencing thoughts to make target more suggestible
  - lvl 4 5 power when influencing thoughts to make target majorly suggestible
  - lvl 5 7 power per rnd to mentally communicate with anyone known, anywhere
  - Master mental suggestions are -1% to be resisted
- Telekinesis** prerequisite: lvl 3 Telepathy
- lvl 1 can move small objects (weapons) with mind, 1 power per item or per two items if tiny, can move up to Mind score in items at once, range 12, 1d6+4 each, CT 2, Reflex at ½ to avoid, -10% to be avoided for each item thrown at same target
  - lvl 2 move medium objects (people), 3 power per item, range 10, 1d8+4 each, Fort at ½ to resist being moved
  - lvl 3 move large objects (large races/animals), 5 power per item, range 7, 1d10+5 each
  - lvl 4 move huge objects (giants/monsters), 7 power per item, range 5, can move up to Mind/2 in items at once, 1d20+5 each, Reflex at ½ for ½ dam
  - lvl 5 move massive objects (structures), 10 power per item, range 3, 1d100+25 each
  - Master +1 all telekinesis ranges
- Retrocognition** prerequisite: lvl 3 Sixth Sense
- lvl 1 by touching a person, object, area, can see the last year of its history
  - lvl 2 last 10 years of history
  - lvl 3 last 25 years of history
  - lvl 4 last 50 years of history
  - lvl 5 last 100 years of history
  - Master see an additional 100 years of history
- Astral Projection** prerequisite: 12 Spirit, 7 Chi or Mana
- lvl 1 1 Mp/power per rnd to project spirit from body, take no action with physical form while projecting, take/deal no physical or elemental dam, Soul = Lp, Spirit = Str, can move through solid objects
  - lvl 2 1 Mp/power per three rounds
  - lvl 3 1 Mp/power per five rnds, 3 power to spirit travel to anywhere in world instantly
  - lvl 4 1 Mp/power per ten rnds
  - lvl 5 1 Mp/power for full day/session, 5 power to spirit travel through dimensions
  - Master may project spirit and remain conscious in physical form for one rnd
- Spell Proficiency (Mental)** prerequisite: 7 Mana
- lvl 1 +10% effect of Mental magic
  - lvl 2 -1 Mp cost of Mental magic
  - lvl 3 +25% effect of Mental magic
  - lvl 4 -3 Mp cost of Mental magic
  - lvl 5 -1 cast time of Mental magic
  - Master +5% effect of Mental magic



## Oracle Specials

Aura- see auras of signs/symbols around important people/places, Intuition at ½ to interpret meaning  
costs 10 Sp or level 1 special

Dreamwalk- can enter the spirit/dream world while sleeping, Soul = Lp, Spirit = Str, Will at ½ to travel to  
desired area or other person's dreams, 100% on roll = trapped in nightmare  
costs 25 Sp or level 5 special

Mental Magic- allows use of Mental Magic Talents and spells  
costs 50 Sp or level 10 special

Mental Domination- Will/2 to gain control of anyone in telepathic range, Will to resist, 10 power per rnd  
costs 75 Sp or level 20 Special

Memory Manipulation- can alter/remove/add memories to anyone within telepathic range  
(GM discretion for resistance, effects, awareness chance, etc.)  
costs 100 Sp or level 25 special

## Oracle Classes

*Oracle* prerequisite: lvl 3 Precognition  
lvl 1 +5% Intuition, medium chance, use precognition/clairvoyance one additional time per session  
lvl 2 use precognition/clairvoyance two additional times per session  
lvl 3 +10% Intuition, use precognition/clairvoyance an additional three times per session  
lvl 4 use precognition/clairvoyance an additional five times per session  
lvl 5 Visions- one time per session automatically have an important vision  
(GM discretion for vision contents, meaning)  
Master use Visions an additional time per session

*Psionicist* prerequisite: lvl 3 Telekinesis  
lvl 1 +5 dam with telekinesis, use Mental spells for 1 less MP  
lvl 2 Fortitude, Reflex rolls against telekinesis are at ½  
lvl 3 +10 dam with telekinesis, use Mental spells for 3 less Mp  
lvl 4 +12 dam with telekinesis, use Mental spells for 5 less Mp  
lvl 5 Psionic Power- 10 Mp/power for x2 dam with telekinesis or Mental spells for 1 rnd  
Master +1 dam with telekinesis

*Mystic Knight* prerequisite: lvl 3 Mind's Eye  
lvl 1 1 power to add Intuition to one attack or defense roll  
lvl 2 3 power to add Insight score to crit for one rnd  
lvl 3 5 power to use telekinesis during someone else's turn  
lvl 4 7 power to add Will as bonus to all allies or intimidation to all enemies with radius 10,  
up to Mind score in allies or enemies at once, lasts 1 rnd  
lvl 5 Clarity- one time per session automatically succeed on an Intuition, Awareness or Logic  
roll or automatically succeed one all defense rolls for 1 rnd  
Master use Clarity an additional time per session

## Orator Skills (pg. 1/2)

*Charisma* prerequisite: none

- lvl 1 +10% Charisma
- lvl 2 +20% Charisma
- lvl 3 +30% Charisma
- lvl 4 +40% Charisma
- lvl 5 +50% Charisma
- Master +5% Charisma

*Sway* prerequisite: lvl 1 Charisma

- lvl 1 Charisma at  $\frac{1}{2}$  +up to 10% in role-play bonus to gain minor influence on listeners, must be out of battle, Will or Logic to resist
- lvl 2 takes 1 rnd to attempt in battle, one target, range 7,  $\frac{1}{2}$  chance
- lvl 3 +5% sway
- lvl 4 +10% sway
- lvl 5  $\frac{1}{2}$  to be resisted
- Master +1% sway or -1% to be resisted

*Preach* prerequisite: lvl 3 Charisma

- lvl 1 Charisma at  $\frac{1}{2}$ , 1 rnd to grant all allies within radius 10 +5% Courage, Will for 3 rnds
- lvl 2 grants +10% Courage, Will, +5 dam vs. good/evil
- lvl 3 lasts 5 rnds
- lvl 4 grants +25% Courage, Will, +10 dam vs. good/evil
- lvl 5 lasts 1 day/session
- Master +1% preach

*Convince* prerequisite: lvl 3 Sway

- lvl 1 Charisma at  $\frac{1}{4}$  +up to 10% role-play bonus to gain influence over listeners, must be out of battle, Will or Logic to resist
- lvl 2 +5% convince
- lvl 3 +10% convince
- lvl 4 +25% convince
- lvl 5  $\frac{1}{2}$  to be resisted
- Master +1% convince or -1% to be resisted

*Inspire* prerequisite: lvl 3 Charisma

- lvl 1 Charisma at  $\frac{1}{2}$ , 1 rnd to grant all allies within radius 10 +5% on all rolls for 3 rnds
- lvl 2 grants +10% to all rolls
- lvl 3 +15% to all rolls
- lvl 4 +20% to all rolls
- lvl 5 +25% to all rolls
- Master +1% inspire

## Orator Skills (pg. 2/2)

- Confuse** prerequisite: lvl 3 Charisma
- lvl 1 Charisma at  $\frac{1}{2}$ , 1 rnd to confuse one target, confused will take no action for 1 tick, Intuition or Logic to resist
  - lvl 2 confused are +10% to be stolen from, swayed, convinced for 1 rnd
  - lvl 3 -10% on Logic, Concentration and Intuition rolls while confused
  - lvl 4  $\frac{1}{2}$  to be resisted
  - lvl 5 confused will take no action for 3 ticks
  - Master +1% confuse or -1% to be resisted
- Rally** prerequisite: lvl 3 Inspire
- lvl 1 Charisma at  $\frac{1}{2}$ , 1 rnd to grant all allies within radius 10 +5% Courage, Will, Attack and +3 dam for 3 rnds, will remove fear, intimidation
  - lvl 2 grants +10% Courage, Will, Attack, +5 dam
  - lvl 3 add Spirit to rally chance, grants +7 dam
  - lvl 4 grants +25% Courage, Will, Attack, +10 dam
  - lvl 5 lasts 5 rnds, rallied cannot be feared, intimidated, swayed, charmed, soothed, etc.
  - Master +1% rally
- Incite** prerequisite: lvl 3 Convince
- lvl 1 Charisma at  $\frac{1}{4}$ , 1 rnd to incite violence in listeners, out of battle only, Will or Logic to resist
  - lvl 2 +5% incite
  - lvl 3 add Int to incite chance
  - lvl 4 +10% incite
  - lvl 5  $\frac{1}{2}$  to be resisted
  - Master +1% incite or -1% to be resisted
- Recruit** prerequisite: lvl 3 Convince
- lvl 1 Charisma at  $\frac{1}{4}$ , 1 rnd to one non-hostile target, will become troop/follower, Will or Logic to resist
  - lvl 2 +5% recruit
  - lvl 3  $\frac{1}{2}$  chance against a hostile target, GM discretion whether a target can be recruited
  - lvl 4 +10% recruit
  - lvl 5  $\frac{1}{2}$  to be resisted
  - Master +1% recruit or -1% to be resisted
- Convert** prerequisite: lvl 3 Convince
- lvl 1 Charisma at  $\frac{1}{4}$ , 1 rnd, must be out of battle, change alignment of one target, Will or Logic to resist
  - lvl 2  $\frac{1}{2}$  chance in battle
  - lvl 3 +5% convert
  - lvl 4 +10% convert
  - lvl 5  $\frac{1}{2}$  to be resisted
  - Master +1% convert or -1% to be resisted

## Orator Specials

Debate- +10% Charisma, Logic, can use Charisma at ¼ instead of Will or Logic to resist Orator abilities  
costs 10 Sp or level 1 special

Inspired Words- add Insight score to Orator skill chances  
costs 25 Sp or level 5 special

Delivery-+50% Charisma  
costs 50 Sp or level 10 special

Focused Speech- use 1 power/stamina to add Concentration to Orator skill chances  
costs 75 Sp or level 20 special

Strong Voice- all Orator skills are ½ to be resisted  
costs 100 Sp or level 25 special

## Orator Classes

*Rallyman* prerequisite: lvl 3 Rally  
lvl 1 +10% Charisma, +5% rally chance, grant an additional +2 dam to rallied  
lvl 2 grant an additional +5 dam to rallied  
lvl 3 grant an additional +25% Will, Courage, Attack, +7 dam to rallied  
lvl 4 grant an additional +10 dam to rallied  
lvl 5 Rally Army- can grant rally bonuses to all within hearing range, 100 people / 1 army unit  
Master grant an additional +1 dam to rallied

*Demagogue* prerequisite: lvl 3 Incite  
lvl 1 +10% Charisma, +5% incite chance, grant +5 dam to incited for 3 rnds  
lvl 2 grant +7 dam to incited  
lvl 3 +10% incite chance, grant +10 dam to incited  
lvl 4 +25% incite chance, grant +12 dam to incited  
lvl 5 Hate Speech- choose 1 race/class/group etc., x2 chance to incite violence against chosen  
Master grant an additional +1 dam to incited

*Preacher* prerequisite: lvl 3 Preach  
lvl 1 +10% Charisma, +5% preach chance, preaching grants additional +3 dam vs. good/evil  
lvl 2 preaching grants an additional +10% Courage, Will, +5 dam vs. good/evil  
lvl 3 +10% preach, inspire, convert chances, preaching grants additional +7 dam vs. good/evil  
lvl 4 preaching grants an additional +25% Courage, Will, +10 dam vs. good/evil  
lvl 5 Sermon- preaching grants +50% dam vs. good/evil, 10% or less on preach roll will grant x2 dam vs. good/evil  
Master +1% chance on preach roll for x2 dam vs. good/evil

## Ranged Skills (pg. 1/2)

- Volley**                      Prerequisite: 7 Perception  
lvl 1      +3 delay, ½ attack, ½ dam to double the range of any ranged attack (except firearms)  
lvl 2      +2 delay  
lvl 3      +1 additional range  
lvl 4      +1 delay  
lvl 5      full attack chance  
Master +1 additional range
- Point Blank Attack**              Prerequisite: 7 Dexterity  
lvl 1      +10% attack, +5% crit, +3 dam with any ranged attack within 2 spaces of target  
lvl 2      target has -10% chance to dodge  
lvl 3      +25% attack, +10% crit, +5 dam  
lvl 4      within 3 spaces  
lvl 5      -25% to dodge, +7 dam  
Master +1 dam
- Pin Down**                      Prerequisite: 12 Strength  
lvl 1      when using a large thrown piercing weapon (spear/javelin/etc) may use 1 extra stamina to attempt a pin down attack, 25% if successful hit target cannot move for 1d4+1 ticks, target has Str/2 to resist pin down  
lvl 2      -5 to resist  
lvl 3      50% pin down  
lvl 4      pin down for 1d8+2  
lvl 5      -10 to resist  
Master +1% pin down chance
- Multi-throw**                      Prerequisite: 12 Dexterity  
lvl 1      when using small thrown weapon (dart/knife/etc) can throw 2 at once with each hand  
lvl 2      may target different opponent s within 2 spaces of each other, must split attack evenly  
lvl 3      3 at once with each hand  
lvl 4      within 3 spaces of each other  
lvl 5      within 5 spaces of each other  
Master +1 space between targets
- Combo-throw**                      Prerequisite: 7 Dexterity, 7 Perception  
lvl 1      when using a boomerang there is a 10% chance to hit a second target within 2 spaces of original target  
lvl 2      within 3 spaces  
lvl 3      25% second target, 10% third  
lvl 4      within 5 spaces  
lvl 5      50% second target, 25% third, 10% fourth, 5% fifth  
Master +1% additional target chance

## Ranged Skills (pg. 2/2)

### *Disarming Shot/Throw*

Prerequisite: 7 Perception

- lvl 1 may target an opponent's weapon with a ranged attack, 25% disarm if hit
- lvl 2 10% or less on attack = hit weapon and target's hand
- lvl 3 5% or less on attack = automatically break weapon
- lvl 4 50% disarm
- lvl 5 25% or less on attack = hit weapon and target's hand, 10% or less on attack = automatically break weapon
- Master +1% disarm

### *Crippling Shot/Throw*

Prerequisite: 7 Perception

- lvl 1 target an opponent's legs with a ranged attack, 25% deal 1d2 dam to Agi (counts as level 1 injury) if hit
- lvl 2 -1 movement
- lvl 3 1d4+1 to Agi (counts as level 2 injury)
- lvl 4 -2 movement
- lvl 5 -3 movement
- Master +1% chance to damage Agi

### *Lethal Shot/Throw*

Prerequisite: 12 Perception

- lvl 1 +2% lethal blow on all ranged attacks
- lvl 2 +5% lethal blow
- lvl 3 +7% lethal blow
- lvl 4 +10% lethal blow
- lvl 5 +12% lethal blow
- Master +1% lethal blow

### *Weapon Proficiency (Thrown)*

Prerequisite: 7 Dexterity

- lvl 1 choose any thrown weapon type, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Thrown)*

Prerequisite: 7 Dexterity

- lvl 1 choose any thrown weapon type, +5% crit, +5% parry/counter attack, +1% lethal blow with chosen weapon type
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

## Ranged Specials

Ranged Focus- use 1 stamina/power to add Concentration to accuracy for 1 ranged attack  
Costs level 1 special or 10 Sp

Ranged Precision- use 2 stamina/power to add Concentration to ranged crit for 1 attack  
Costs level 5 special or 25 Sp

Focused Throw- may add up to 5 delay and stamina to a thrown attack to add +10% dam, +5% crit each  
Costs level 10 special or 50 Sp

Power Throw- use 1 extra stamina to add full dam bonus to a thrown attack  
Costs level 20 special or 75 Sp

Advanced Range Focus- use 3 stamina/power to add Intuition to ranged crit for 1 attack  
Costs level 25 special or 100 Sp

## Ranged Classes

*Spearman* Prerequisite: level 3 in any one Ranged skill, lvl 3 Spear Weapon Skill  
lvl 1 +5% to all combat rolls, +2 dam with spears  
lvl 2 +10% to all combat rolls, +5% crit with spears  
lvl 3 +15% to all combat rolls, +10% crit, +5 dam with spears  
lvl 4 +25% to all combat rolls, +10 dam with spears  
lvl 5 Spear Barrage- 3 stamina/power to attack with a spear on anyone's turn or to perform an extra attack at no delay  
Master +1 dam with spears

*Crossbowman* Prerequisite: level 3 in any one Ranged skill, lvl 3 Crossbow Weapon Skill  
lvl 1 +5% attack, +5% crit, +2 dam with crossbows  
lvl 2 +10% attack, +5 dam with crossbows  
lvl 3 +15% attack, +7 dam with crossbows  
lvl 4 +25% attack, +10% crit, +10 dam with crossbows  
lvl 5 Crossbowman's Aim- may add up to 5 delay to a crossbow attack to add +20% attack, +10% dam, +2% crit for each tick  
Master +1 dam with crossbows

*Bombardier* Prerequisite: level 3 in any one Ranged skill, lvl 3 Grenade Weapon Skill  
lvl 1 +10% attack, +5% crit with thrown/launched explosives  
lvl 2 +1 range to all thrown/launched explosives  
lvl 3 +15% attack, +10% crit, +5 dam with thrown/launched explosives  
lvl 4 +25% attack, +10 dam with thrown/launched explosives  
lvl 5 Demolition- each time use an explosive weapon roll Intuition, success = x3 dam, x5 dam vs structures  
Master +1 dam with thrown/launched explosives

## Sailor Skills (pg. 1/2)

*Sailing*                      Prerequisite: 7 Intelligence  
lvl 1      allows sailing of small ships  
lvl 2      +1 (5%) to all sailing rolls  
lvl 3      allows sailing of medium ships  
lvl 4      +3 (15%) to all sailing rolls  
lvl 5      allows sailing of all ships, +5 (25%) to all sailing rolls  
Master +1 (5%) to all sailing rolls

*Sea Legs*                      Prerequisite: level 1 Sailing  
lvl 1      may move and fight aboard a ship with no penalty  
lvl 2      +10% balance, +1 movement when aboard a ship  
lvl 3      +25% balance when aboard a ship  
lvl 4      +2 movement when aboard a ship  
lvl 5      +3 movement when aboard a ship  
Master +1% balance when aboard a ship

*Swashbuckling*                      Prerequisite: level 3 Sea Legs  
lvl 1      +5% attack, +2 dam with 1 handed swords  
lvl 2      +10% parry/counter attack, +5% crit with 1 handed swords  
lvl 3      +10% attack, +5 dam with 1 handed swords  
lvl 4      +7 dam with 1 handed swords  
lvl 5      +25% attack, +10 dam with 1 handed swords  
Master +1% attack with 1 handed swords

*Sea Lore*                      Prerequisite: level 3 Sailing  
lvl 1      +5% survival at sea  
lvl 2      +10% survival at sea  
lvl 3      +15% survival at sea  
lvl 4      +20% survival at sea  
lvl 5      +25% survival at sea  
Master +1% survival at sea

*World Knowledge*                      Prerequisite: 12 Intelligence  
lvl 1      +1(5%) to all knowledge/intuition/insight/etc rolls related to geography or foreign cultures  
lvl 2      +2(10%)  
lvl 3      +3(15%)  
lvl 4      +4(20%)  
lvl 5      +5(25%)  
Master +1(5%) to all knowledge/intuition/insight/etc rolls related to geography or foreign cultures



## Sailor Skills (pg. 2/2)

### *Shipwright* Prerequisite: level 3 Sea Lore

- lvl 1 can repair 1d8+2 ship Hp in one day/session
- lvl 2 can repair 1d8+2 ship Hp three times per session
- lvl 3 can construct small ships, takes 1 week/session
- lvl 4 can construct medium ships, takes 2 weeks/sessions
- lvl 5 can construct all ships, large ships take 3 weeks/sessions
- Master repair ship Hp one additional time per session

### *Naval Combat* Prerequisite: level 3 Sailing

- lvl 1 +1 (5%) to all naval combat attack rolls
- lvl 2 +2 (10%) to all naval combat attack rolls
- lvl 3 +3 (15%) to all naval combat attack rolls
- lvl 4 +4 (20%) to all naval combat attack rolls
- lvl 5 +5 (25%) to all naval combat attack rolls
- Master +1 (5%) to all naval combat attack rolls

### *Naval Bombardment* Prerequisite: level 3 Naval Combat

- lvl 1 +1 dam of all naval combat attacks
- lvl 2 +3 dam of all naval combat attacks
- lvl 3 +5 dam of all naval combat attacks
- lvl 4 +7 dam of all naval combat attacks
- lvl 5 +10 dam of all naval combat attacks
- Master +1 dam of all naval combat attacks

### *Weapon Proficiency (Firearms)* Prerequisite: 7 Perception

- lvl 1 +10% attack, +1 dam with firearms
- lvl 2 +5 dam
- lvl 3 +15% attack, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +12 dam
- Master +1% attack with firearms

### *Weapon Finesse (Rapier)* Prerequisite: 7 Dexterity

- lvl 1 +5% crit, +5% parry/counter attack, +1% lethal blow with rapiers
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

## Sailor Specials

Navigation- able to use natural surroundings to determine directions and navigate while travelling

Costs level 1 special or 10 Sp

Cartography- able to create maps

Costs level 5 special or 25 Sp

Minor Ship- gain a ship worth 5,000 gold

Costs level 10 special or 50 Sp

Naval Command- add ½ sailing bonuses to any ships being commanded even if not directly sailing them

Costs level 20 special or 75 Sp

Major Ship- gain a ship worth 10,000 gold

Costs level 25 special or 100 Sp

## Sailor Classes

*Captain* Prerequisite: level 3 Sailing

lvl 1 +2 (10%) to all sailing rolls

lvl 2 +3 (15%) to all sailing rolls

lvl 3 +4 (20%) to all sailing rolls

lvl 4 +5 (25%) to all sailing rolls

lvl 5 Sea Eyes- x2 Awareness rolls to notice encounters, danger, etc while commanding a ship

Master +2% to notice encounters, danger, etc while commanding ship

*Pirate* Prerequisite: level 3 Sailing

lvl 1 +5 dam with swords and firearms

lvl 2 +7 dam with swords and firearms

lvl 3 +10 dam with swords and firearms

lvl 4 +12 dam with swords and firearms

lvl 5 Pirate Movement- use 1 stamina to move up to ¼ Agi extra spaces while aboard a ship

Master +1 extra movement with Pirate Movement

*Viking* Prerequisite: level 3 Sailing

lvl 1 +10 dam with axes

lvl 2 +15 dam with axes

lvl 3 +20 dam with axes

lvl 4 +25 dam with axes

lvl 5 Viking Raid- +25% dam for each Viking in the party

Master +1 dam with axes

## Scholar Skills (pg. 1/2)

<i>Knowledge</i>	Prerequisite: 5 Intelligence, +1 per additional subject
lvl 1	choose a subject, +2(10%) to Intuition/Logic/etc. rolls associated with chosen subject
lvl 2	add Int to Intuition rolls
lvl 3	+3(15%) to Intuition/Intelligence/etc. rolls
lvl 4	add Concentration to Intuition rolls
lvl 5	+5(25%) to Intuition/Intelligence/etc. rolls
Master	+1(5%) to Intuition/Intelligence/etc. rolls
<i>Language</i>	Prerequisite: 5 Intelligence, +2 per additional language
lvl 1	allows slight ability to speak an additional language (-50% Charisma)
lvl 2	slight ability to read language (Int roll +5)
lvl 3	allows fluent speaking of language
lvl 4	allows reading of language without Int roll
lvl 5	master language, +25% charisma
Master	+2% charisma with mastered language
<i>Alchemy</i>	Prerequisite: 7 Intelligence
lvl 1	can use an herb to brew a potion three times per session, must be out of battle
lvl 2	can use two herbs to create a potion
lvl 3	five times per session
lvl 4	can use three herbs per potion
lvl 5	seven times per session
Master	+1 potion per session
<i>Astronomy</i>	Prerequisite: 12 Intelligence
lvl 1	can navigate in general direction by observing the stars
lvl 2	use Logic to determine general location by observing the stars
lvl 3	add Intuition to chance
lvl 4	add Concentration to chance
lvl 5	+10% chance to determine location
Master	+1% chance to determine location
<i>Astrology</i>	Prerequisite: level 3 Astronomy
lvl 1	one time per session may consult the stars for knowledge (ask GM a question), Intuition + Logic to interpret answer
lvl 2	two times per session
lvl 3	three times per session
lvl 4	four times per session
lvl 5	five times per session
Master	+1 time per session

## Scholar Skills (pg. 2/2)

<i>Read Magic</i>	Prerequisite: level 1 Language (Arcane)
lvl 1	can learn spells from scrolls/books
lvl 2	can cast spells from magical scrolls/books, ½ Mp cost, ½ CT
lvl 3	¼ Mp cost and CT
lvl 4	10% chance to cast spell from scroll/book without using up charge
lvl 5	1/5 Mp cost and CT
Master	+1% chance to cast spell from scroll/book without using up charge
<i>Write Magic</i>	Prerequisite: level 3 Language (Arcane)
lvl 1	can write spells to regular scrolls/books (for storing and learning only), one time per session
lvl 2	can write spells to magical scrolls/books (for casting)
lvl 3	three times per session
lvl 4	10% chance when write spell to scroll/book it has 2 charges, 1% infinite charges
lvl 5	five times per session
Master	+1% chance for 2 charges/infinite charges
<i>Arcane Lore</i>	Prerequisite: 12 Intelligence
lvl 1	choose one spell type to specialize in, -1 Mp cost of chosen
lvl 2	+10% effect
lvl 3	-3 Mp cost
lvl 4	-1 Cast time
lvl 5	+25% effect
Master	+5% effect of chosen spell type
<i>Runecraft</i>	Prerequisite: level 3 Arcane Lore
lvl 1	takes 1 rnd to create a one space large rune of any spell known on item/surface, anyone/anything that touches rune is effected by spell with no defense chance, rune lasts 1 rnd/time touched per Mp used to create
lvl 2	two spaces large
lvl 3	three spaces large, runes can contain 2 spells
lvl 4	four spaces large, runes can contain 3 spells
lvl 5	five spaces large, 10 Mp to create a rune that remains until destroyed
Master	runes may contain +1 spell
<i>Destroy Rune</i>	Prerequisite: level 3 Runecraft
lvl 1	take one round to observe a rune, (Int x2)% to destroy rune
lvl 2	add Intuition
lvl 3	add Concentration
lvl 4	+25% chance
lvl 5	if roll is lower than Int score can destroy rune instantly
Master	+1% chance to destroy instantly

## Scholar Specials

Identify Item- Intuition + Logic to identify properties of a magical item

Costs level 1 special or 10 Sp

Combine Potions- can combine two potions into one

Costs level 5 special or 25 Sp

Invention- invent a machine/device, can build one per session

Costs level 10 special or 50 Sp

Instruct- choose 2 ability sets, can learn abilities from chosen sets from self and train others

Costs level 20 special or 75 Sp

Scroll Mastery- x2 effect of all spells cast from scrolls/books

Costs level 25 special or 100 Sp

## Scholar Classes

*Scribe* Prerequisite: level 3 Write Magic

lvl 1 can write one additional spell to scroll/book per session

lvl 2 two additional spells

lvl 3 three additional spells

lvl 4 five additional spells

lvl 5 Scribe Focus- add Concentration to chance to scribe 2 charge/infinite charge scroll/book

Master write one additional spell to scroll/book per session

*Alchemist* Prerequisite: level 3 Alchemy

lvl 1 +25% effect of all brewed potions

lvl 2 can use four herbs per potion

lvl 3 +50% effect of all brewed potions

lvl 4 can use five herbs per potion

lvl 5 Brewmaster- x2 effect of all brewed potions

Master can use one additional herb per potion

*Inventor* Prerequisite: Invention special ability

lvl 1 +1 invention

lvl 2 can build three inventions per session

lvl 3 +2 inventions

lvl 4 can build five inventions per session

lvl 5 Blueprints- can teach others how to build invented devices

Master can build one additional invention per session

## Thief Skills (pg. 1/2)

- Stealth** Prerequisite: 7 Agility
- lvl 1 +5% stealth, ½ movement rate while sneaking, must be at least 5 spaces away from opp., ½ awareness to be noticed
  - lvl 2 +10% stealth
  - lvl 3 ¼ awareness to be noticed
  - lvl 4 +15% stealth
  - lvl 5 must be at least 3 spaces away from opp, 1/5 awareness to be noticed
  - Master +1% stealth or -½% chance to be noticed
- Bluff** Prerequisite: 50% Charisma
- lvl 1 (Charisma/5) % and up to +10% roleplay bonus to get away with obvious lie, etc against NPC
  - lvl 2 add Intelligence to chance
  - lvl 3 can attempt on player characters at ½ chance, ½ intuition to resist
  - lvl 4 up to +25% roleplay bonus
  - lvl 5 can attempt on player characters without penalty
  - Master +1% bluff chance
- Lockpicking** Prerequisite: 7 Dexterity
- lvl 1 (Dex x3)% to pick locks, takes 1 rnd, chance is divided by lock lvl (1-10)
  - lvl 2 +10% chance
  - lvl 3 add Concentration to chance
  - lvl 4 takes 5 ticks to pick lock
  - lvl 5 +25% chance
  - Master +1% chance or pick lock ½ tick faster
- Pickpocket** Prerequisite: level 1 Stealth, 12 Dexterity
- lvl 1 (Dex x3)% to steal money from NPC while in stealth, ½ awareness to be noticed
  - lvl 2 +10% chance
  - lvl 3 +15% chance, can attempt on player characters
  - lvl 4 +20% chance, 5% or less steal a random item, ¼ awareness to be noticed
  - lvl 5 +25% chance, 10% steal random item, 1/5 awareness to be noticed
  - Master +1% chance or +½% steal item
- Steal** Prerequisite: level 1 Pickpocket
- lvl 1 (Dex x3)% to steal one random item from a shop, one time per session, ½ awareness to be noticed
  - lvl 2 +10% chance
  - lvl 3 ½ chance to steal an item of choice, three times per session
  - lvl 4 +15% chance, ¼ awareness to be noticed
  - lvl 5 +25% chance, five times per session, 10% or less steal extra random item, 1/5 awareness to be noticed
  - Master +1% chance or +½% steal extra item

## Thief Skills (pg. 2/2)

### *Locate Trap*      Prerequisite: 7 Perception

- lvl 1    Awareness to notice a trap within 1 space (5')
- lvl 2    +10% to notice traps
- lvl 3    notice traps within 2 (10') spaces, move at ½ to add Concentration to chance
- lvl 4    +15% to notice traps, within 3 spaces (15')
- lvl 5    +25% to notice traps, within 5 spaces (25')
- Master +1% to notice traps

### *Disarm Trap*      Prerequisite: level 1 Locate Trap, 7 Dexterity

- lvl 1    (Dex x3)% to disarm trap, 50% set off trap if fail
- lvl 2    +10% chance
- lvl 3    add Concentration to chance
- lvl 4    +15% chance, 25% set off trap if fail
- lvl 5    +25% chance, 10% set off trap if fail
- Master +1% chance or -½% set off trap if fail

### *Backstab*      Prerequisite: level 3 Stealth

- lvl 1    must be using a stabbing weapon, deal x2 dam on a surprise attack, one time per battle
- lvl 2    +5% lethal blow chance
- lvl 3    25% deal x3, 3 times per battle
- lvl 4    +10% lethal blow chance, 5 times per battle
- lvl 5    x2 dam on all surprise attacks, 50% x3, 25% x5
- Master +1% multiple dam chance or +½ time per battle

### *Weapon Proficiency (Small)*      Prerequisite: 7 Dexterity

- lvl 1    choose one stabbing or small thrown weapon, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2    +5 dam
- lvl 3    +15% attack, +10% defense, +7 dam
- lvl 4    +10 dam
- lvl 5    +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Dagger)*      Prerequisite: 7 Dexterity

- lvl 1    +5% crit, +5% parry/counter attack, +1% lethal blow with daggers
- lvl 2    +2 dam
- lvl 3    +10% crit, +2% lethal blow
- lvl 4    +10% parry/counter attack, +5 dam
- lvl 5    -1 delay
- Master +1% crit or +½% lethal blow

## Thief Specials

Thief's Instinct- ½ to be stolen from, bluffed or backstabbed  
Costs level 1 special or 10 Sp

Strong Arm- can pickpocket an opponent when backstab/surprise attack  
Costs level 5 special or 25 Sp

Assassinate- +25% lethal blow chance on all surprise attacks  
Costs level 10 special or 50 Sp

Ranged Backstab- can backstab with ranged weaponry  
Costs level 20 special or 75 Sp

Killer Instinct- +10% lethal blow chance on all attacks, +25% lethal blow chance on surprise attacks  
Costs level 25 special or 100 Sp

## Thief Classes

*Thief*                      Prerequisite: level 3 Stealth  
lvl 1                      +10% stealth, +5% to all other thief abilities  
lvl 2                      +5% dodge  
lvl 3                      +15% stealth, +10% to all other thief abilities  
lvl 4                      +10% dodge  
lvl 5                      Thief's Luck- add Luck/5% to all thief ability chances  
Master                    +1% dodge

*Rogue*                    Prerequisite: level 3 in any one Thief skill  
lvl 1                      +10% attack, +5% crit, +2 dam with daggers  
lvl 2                      +10% stealth, +5% backstab  
lvl 3                      +5 dam, +2% lethal blow chance with daggers  
lvl 4                      +15% stealth, +10% backstab  
lvl 5                      Rogue Stealth- normal movement rate while sneaking  
Master                    +1 dam with daggers

*Assassin*                Prerequisite: Assassinate special ability  
lvl 1                      +10% crit, +5% lethal blow chance on all attacks  
lvl 2                      add Intelligence to lethal blow chance on backstabs  
lvl 3                      +10 dam of all kinds  
lvl 4                      +10% lethal blow on all attacks  
lvl 5                      Silent Kill- ½ chance to stealth again directly after backstab/surprise attack  
Master                    +1% lethal blow chance on all attacks



## Warrior Skills (pg. 1/2)

**Bash** Prerequisite: weapon/shield/item to bash with

- lvl 1 1 stamina to perform a bashing attack, delay 2, Attack + weap/shield block chance to hit, deals dam bonus + weap/shield weight as dam. Cannot be parried.
- lvl 2 ½ to be dodged
- lvl 3 can use 1 extra stamina to add 50% stun 1d2+1 and/or 1 extra stamina to add 50% knockback 1d2+1
- lvl 4 10% crit, x2 dam, automatic stun and knockback or x2 stun and knockback when using additional stamina
- lvl 5 stun 1d4+1, ½ balance
- Master +1% to hit or +½% crit chance

**Warrior's Pride** Prerequisite: 7 Spirit

- lvl 1 +5% Courage, Will, Fortitude
- lvl 2 +10% Courage, Will, Fortitude
- lvl 3 +15% Courage, Will, Fortitude
- lvl 4 +20% Courage, Will, Fortitude
- lvl 5 +25% Courage, Will, Fortitude
- Master +1% Courage, Will, Fortitude

**Battle Fury** Prerequisite: level 1 Warrior's Pride

- lvl 1 +2 dam of all attacks when Lp is below ½
- lvl 2 +5 dam of all attacks when Lp is below ½
- lvl 3 +7 dam of all attacks when Lp is below ½
- lvl 4 +10 dam of all attacks when Lp is below ½
- lvl 5 +12 dam of all attacks when Lp is below ½
- Master +1 dam of all attacks when Lp is below ½

**Weapon Mastery** Prerequisite: lvl 3 Weapon Skill in chosen weapon type

- lvl 1 can spend Sp on chosen weapon type, every 10 Sp grants +1% block/parry
- lvl 2 every 25<sup>th</sup> grants +1% lethal blow chance
- lvl 3 double attack and defense bonuses of chosen weapon type
- lvl 4 every 50<sup>th</sup> grants +1 crit multiplier
- lvl 5 every 100<sup>th</sup> grants -1 delay
- Master +1 dam with crits and hard hits with chosen weapon type

**Counter Attack** Prerequisite: 7 Dexterity

- lvl 1 Dex% chance to counter attack when attacked, costs 1 stamina, cannot counter attack a counter attack
- lvl 2 +5% chance to counter attack, +10% if parry or dodge opponent
- lvl 3 +10% chance to counter attack, +25% if parry or dodge opponent
- lvl 4 counter attack with both hands or x2 with a single weapon
- lvl 5 can counter attack with special abilities
- Master +1% counter attack chance

## Warrior Skills (pg. 2/2)

### *Weapon Proficiency (Chosen)* Prerequisite: 7 Dexterity

- lvl 1 choose any weapon type, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Proficiency (Medium)* Prerequisite: 7 Dexterity

- lvl 1 choose any 1 handed slashing or bashing weapon type, +10% attack, +5% defense, +1 dam with chosen type
- lvl 2 +5 dam
- lvl 3 +15% attack, +10% defense, +7 dam
- lvl 4 +10 dam
- lvl 5 +25% attack, +15% defense, +12 dam
- Master +1% attack or +1% defense

### *Weapon Finesse (Chosen)* Prerequisite: 7 Dexterity

- lvl 1 choose any weapon type, +5% crit, +5% parry/counter attack, +1% lethal blow with chosen weapon type
- lvl 2 +2 dam
- lvl 3 +10% crit, +2% lethal blow
- lvl 4 +10% parry/counter attack, +5 dam
- lvl 5 -1 delay
- Master +1% crit or +½% lethal blow

### *Fencing* Prerequisite: level 1 Single Weapon Style (Combat skill)

- lvl 1 +10% attack, +5% parry when using only a single 1 handed long/medium/fencing blade
- lvl 2 +5% counter attack
- lvl 3 +25% attack, +10% parry
- lvl 4 +10% counter attack
- lvl 5 -1 delay
- Master +1% attack or +1% parry

### *Sword & Shield Style* Prerequisite: level 1 Block (Combat skill)

- lvl 1 +5% attack/defense rolls when using a weapon and shield
- lvl 2 +10% attack/defense
- lvl 3 +15% attack/defense
- lvl 4 +20% attack/defense
- lvl 5 +25% attack/defense
- Master +1% attack/defense

## Warrior Specials

Way of the Warrior- +10 Lp, +5 damage of all kinds, create 1 combat technique every 7 lvls  
Costs level 1 special or 10 Sp

Knightly Stature- +15 Lp, can wear light armor with no penalties, medium armor at light armor penalties, and heavy armor at medium armor penalties  
Costs level 5 special or 25 Sp

Warrior's Rage- +50% dam when Lp is below ½  
Costs level 10 special or 50 Sp

Deathblow- +10% lethal blow and critical hit chance on all attacks  
Costs level 20 special or 75 Sp

Slice & Dice- use 5 extra stamina/power, x2 delay of attack to hit 1d6+4 times  
Costs level 25 special or 100 Sp

## Warrior Classes

*Warrior* Prerequisite: Way of the Warrior (Warrior Special)

- lvl 1 +10% attack, +5 dam of all kinds
- lvl 2 choose 1 weapon type: +10% crit, +5% lethal blow
- lvl 3 +5 dam with chosen weapon type
- lvl 4 +25% attack, +10 dam of all kinds
- lvl 5 Battle Hardened- +50 Lp, +25% Courage
- Master choose additional weapon type or +2 dam with chosen

*Knight* Prerequisite: level 3 Warrior's Pride

- lvl 1 +10% attack/defense while on horseback, +5 melee dam
- lvl 2 +5 dam w/ lances and one chosen slashing/bashing weapon
- lvl 3 +25% attack/defense on horseback, +10 melee dam
- lvl 4 +10% crit, +5% lethal blow with lances and chosen weapon
- lvl 5 Rally- delay 3, 5 stamina/power, all allies in area receive +25% courage, chance to hit and damage for 1 rnd
- Master +1 dam with lance or +1 dam with chosen weapon

*Blademaster* Prerequisite: level 3 Weapon Mastery (any blade type)

- lvl 1 +10% attack/defense/counter attack with blades
- lvl 2 +10% crit, +5 dam with blades
- lvl 3 +10 dam, +5% lethal blow with blades
- lvl 4 +25% attack/defense/counter attack, -1 delay with blades
- lvl 5 Blade Barrage- 3 stamina/power to attack with a blade on anyone's turn or to perform an extra attack at no delay
- Master +1 dam or +1% lethal blow with blades

# Chapter Four

## Magic

Magic is a system of harnessing arcane energy to affect the physical or spiritual world. The presence and power of Magic in a campaign or world is at GM and player group discretion. The following section is a system of magic that relies on the development of magical talents and their refinement into spells to be cast. This system of magic has both stat and Talent requirements to learn spells. GM and players may choose before play to use both, one or the other or neither. This system of magic relies on magical energy existing within the caster and the world around. Other systems of magic can be created and used instead.

Examples of other magic systems:

- A world in which magic can only be used through items or special resources.

In this world special items or types of resources would be created that players would be able to find, earn, purchase, etc. Such items would contain a certain amount of Mana that can be used to cast certain spells.

- A world in which magic is not learned but instead granted or bestowed by higher powers.

In this world the GM would assign certain levels or other requirements for the players to earn spells from sources such as gods, etc.

- A world in which magic is only harnessed through connections to elements, etc.

In this world characters would only be able to use spells of certain types, schools, elements, etc. depending on conditions or circumstances set by the GM prior to play.

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## **Mana, Magic Points & Cast Time**

All magic requires a source of arcane energy. Some magical items can be used even if the wielder is unable to cast spells by themselves. To use magical Talents and to cast spells requires Mana, and the use of Magic Points (or Chi and the use of Power in the case of non-magical abilities.)

Magical Talents have no set Mana or Mp cost, rather their use will require between 1-3 Mp at GM discretion.

Spells have set Mana costs and cast times. The Mana cost of a spell is the amount of Mp used to cast it.

Characters may cast spells with Mana costs equal to or lower than their Mana stat score.

The cast time of a spell is the amount of ticks (or AP) needed to perform the necessary actions (such as magical words, incantations, hand gestures, etc.) to activate the magical effects of a spell. During the cast time of a spell a character may take no action greater than walking, or take any kind of damage without having to make a Concentration roll. If the roll is failed, casting of the spell is stopped and the Mp used to cast the spell is lost.

## **Spells & Talents**

Spells are the refined use of magic energy to create very specific effects such as healing or damage. Talents are the unfocused abilities of using basic magical energies. They are useful mostly out of combat in roleplay situations because their effects are mostly very minor.

## **Developing Talents & Learning Spells**

Before a spell can be learned, its talent must first be developed by a character to then be refined. Learning a spell requires the use of Sp. A character must meet the required level of refinement of the required Talent to learn a spell. Talents are gained by the use of a special ability or Sp. Once a talent has been developed it is refined by the use of Sp. Characters must meet the stat requirement and the Talent requirement to be able to gain a Talent.

(To create a low magic world/campaign, a GM can require Talents be gained only with specials, and refined only with Sp.)

## **Using Talents & Casting Spells**

The amount of Mp and effort required to use magical talents is at GM discretion and should depend on the magical power of the caster, the circumstances and the difficulty of the desired results. The cost and effort of a Talent could be as low as 1 Mp and instant up to as high as 3 Mp and not being able to take any action besides using Talent for duration of the effect.

Spells have set Mp costs and cast times found in the spell's description. Casting spells requires that the caster be able to speak and have at least one free hand.

## Spell Schools & Magic Types

Spells are grouped into two different sets of categories. Spell schools are magical talents and spells that are all related in effect or purpose. There are six basic schools of magic that any characters can learn from, and six advanced schools that require a special ability to learn from. Magic types describe the kind of magical energy used to cast a spell.

### Basic Spell Schools

*Offensive Magic* is the harnessing of magical energy to create destructive forces.

*Defensive Magic* is the harnessing of magical energy to create shields and protective forces.

*Enchantment Magic* is the harnessing of magical energy to manipulate the physical world.

*Healing Magic* is the harnessing of magical energy to create restorative forces.

*Nature Magic* is the harnessing of magical energy found in the natural world.

*Spirit Magic* is the harnessing of magical energy to communicate with and manipulate the spirit world.

### Advanced Spell Schools

*Illusion Magic* is the harnessing of magical energy to trick the senses.

*Time Magic* is the harnessing of magical energy to manipulate space and time.

*Mental Magic* is the harnessing of magical energy found in the mind.

*Holy Magic* is the harnessing of Divine energy.

*Dark Magic* is the harnessing of Infernal energy.

*Blood Magic* is the harnessing of magical energy found in blood.

### Magic Types

*Evocation* is the creation of combustible energy.

*Geomancy* is the manipulation of natural elements.

*Conjuration* is the creation of matter.

*Inner Flame Magic* is the manipulation of the body.

*Alteration* is the changing of existing matter and energies.

*Abjuration* is the creation of disruptive energies.

*Illusion Magic* is the manipulation of the mind and senses.

*Divination* is the magical observation of distant places and time.

*Astral Magic* is the manipulation of the soul and spirit world.

*Summoning* is the calling of beings from other planes of existence.

*Curse Magic* is the application of magical curses.

*Cosmic Magic* is the manipulation of space and time.

*Necromancy* is the manipulation of the dead.

*Blood Magic* is the extracting of magical energy from blood.

*Invocation* is calling upon the power of deities.

## Talent & Spell Layout

Talent:

-*Talent Name* Requires: the required stat scores or Talents      Cost: the level of special/Sp required  
Effects of Talent

Character must meet both kinds of requirements to gain a Talent.

Talents can be gained and refined with either specials or Sp.

(Refinement levels are the number in parenthesis found next to the Talent requirements of spells.

Gaining a Talent is the first level of refinement.)

(To create a low magic world/campaign, a GM can require Talents be gained only with specials, and refined only with Sp.)

Spell:

*Spell Name* (Magic Type)      Requires: Required Talent (Refinement)      Cost to learn: Sp required  
Mana Cost: amount of Mp used to cast      Cast Time: amount of ticks/Sp required to cast  
Effect: effect of the spell  
Range: the number of spaces away from the caster a spell may target.  
Area of Effect: the amount of space or targets affected by the spell  
Duration: the amount of time the effects of the spell last  
Resistance: the methods of defense against the spell's effects

Spells with a range of 0 are centered on the caster. Spells with a melee range are physical attacks using magical energy.

## Offensive Magic Talents

- Mana Manipulation*                      Requires: 1 Mana & 7 Int                      Cost: level 1 special / 3 Sp  
allows for the creation of a small amount of light/warmth to fend off natural dark/cold.
- Flames*                                      Requires: 3 Mana & 8 Int                      Cost: level 1 special / 3 Sp  
allows for the creation/manipulation of small amounts of fire to light torches, campfires, etc.
- Frost*                                        Requires: 3 Mana & 8 Int                      Cost: level 1 special / 3 Sp  
allows for the creation of small amounts of frost to freeze small amounts of water, etc.
- Stone*                                        Requires: 3 Mana & 8 Int                      Cost: level 2 special / 5 Sp  
allows for the manipulation of small amounts of rock, dirt, etc. to create small items, etc.
- Lightning*                                Requires: 5 Mana & 10 Int                      Cost: level 3 special / 7 Sp  
allows for use of magical energy to deliver a small shock to a nearby target.
- Force*                                        Requires: 7 Mental & Mana Manipulation                      Cost: level 5 special / 10 Sp  
allows for use of magical energy to move or hold objects, Str = Mana/2
- Conjure Weapon*                      Requires: 7 Mana & 12 Int                      Cost: level 5 special / 12 Sp  
allows creation of basic tools, utensils, etc. for a limited time and the creation of any basic weapon for ½ gold cost in Mp per round.
- Poison/Acid*                              Requires: 10 Mana & 12 Int                      Cost: level 7 special / 20 Sp  
allows for the creation of a small amount of poison/acid to slightly sicken someone or destroy a small item.
- Sever Magic*                              Requires: 12 Mana & 12 Int                      Cost: level 10 special / 25 Sp  
allows for the suppression of minor magical effects such as Magical Talent effects.



## Offensive Spells pg. 1/5

*Acid Arrow* (Conjuration)      Requires: Poison/Acid Talent (2)      Cost to learn: 15 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: 2d20+10, +spell bonus, 5 dam per tick for next rnd, x2 vs. objects  
Range: 7  
Area of Effect: single target  
Duration: instant  
Resistance: Physical defense /2

*Acid Spray* (Conjuration)      Requires: Poison/Acid Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: 1d20+5, +spell bonus, 1 dam per tick for next rnd, x2. vs objects  
Range: melee  
Area of Effect: 1x3  
Duration: instant  
Resistance: Reflex for ½ dam

*Beam* (Evocation)      Requires: Mana Manipulation Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 5      Cast Time: 2  
Effect: 2d20+10, +spell bonus  
Range: 10  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex or Dodge /4

*Blast* (Evocation)      Requires: Force Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 5  
Effect: 1d20+5, +spell bonus, 25% stun & knockback 1d2+1, ½ balance  
Range: 5  
Area of Effect: 2 radius  
Duration: instant  
Resistance: Reflex for ½ dam

*Bolt* (Evocation)      Requires: Lightning Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: 2d20+10, +spell bonus, lightning dam, x2 vs targets wearing metal armor  
Range: 8  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex or Dodge /4

## Offensive Spells pg. 2/5

*Chain Lightning* (Evocation)      Requires: Lightning Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: 2d20+10, +spell bonus, 25% +spell bonus, strike additional target within 4 spaces  
Range: 5  
Area of Effect: 3x or targets  
Duration: instant  
Resistance: Reflex /5

*Conjure Blade* (Conjuration)      Requires: Conjure Weapon Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 3      Cast Time: 2  
Effect: summon magic blade- 2d10 +spell bonus +dam bonus, delay 2, +50% attack, +25% block/parry  
Hp: 100, takes ½ from physical, +25% counterattack chance  
Range: melee  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: Physical defense

*Conjure Hammer* (Conjuration)      Requires: Conjure Weapon Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 3      Cast Time: 2  
Effect: summon magic hammer- 5d10 +spell bonus +dam bonus, delay 5, +50% attack, +25% block/parry  
Hp: 100, takes ½ from physical, x3 with crits (melee crit)  
Range: melee  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: Physical defense

*Conjure Spear* (Conjuration)      Requires: Conjure Weapon Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 3      Cast Time: 2  
Effect: summon magic spear- 3d10 +spell bonus +dam bonus, delay 4, +50% attack, +25% block/parry  
Hp: 100, takes ½ from physical, range 2  
Range: melee  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: Physical defense

*Fire Strike* (Evocation)      Requires: Flames Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 5      Cast Time: 3  
Effect: 5d10 +spell bonus fire dam  
Range: 3  
Area of Effect: single  
Duration: instant  
Resistance: none

### Offensive Spells pg. 3/5

*Flying Hammer* (Conjuration)      Requires: Conjure Weapon Talent (2)      Cost to learn: 20 Sp  
Mana Cost: 10      Cast Time: 6  
Effect: summon a magic hammer that moves and attacks on its own, 6d10 +spell bonus, delay 5  
50% block an attack, Hp: 100, ½ from physical, x3 with crits (Concentration)  
Range: remains on space next to caster  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Physical defense

*Flying Spear* (Conjuration)      Requires: Conjure Weapon Talent (2)      Cost to learn: 20 Sp  
Mana Cost: 10      Cast Time: 6  
Effect: summon a magic spear that moves and attacks on its own, 4d10 +spell bonus, delay 4  
50% block an attack, Hp: 100, ½ from physical, range 2  
Range: remains on space next to caster  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Physical defense

*Flying Sword* (Conjuration)      Requires: Conjure Weapon Talent (2)      Cost to learn: 20 Sp  
Mana Cost: 10      Cast Time: 6  
Effect: summon a magic sword that moves and attacks on its own, 3d10 +spell bonus, delay 3  
50% block an attack, 25% +Concentration to parry and take no dam, Hp: 100, ½ from physical  
Range: remains on space next to caster  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Physical defense

*Ice Shard* (Geomancy)      Requires: Frost Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 5      Cast Time: 2  
Effect: 5d10 +spell bonus, counts as physical or ice dam to avoid resistance  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: Physical defense /2

*Petrify* (Alteration)      Requires: Stone Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 20      Cast Time: 12  
Effect: 25% +spell bonus to turn target to stone  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: Fort or Will /5

## Offensive Spells pg. 4/5

*Shatter* (Evocation) Requires: Force Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 7  
Effect: 1d100 +spell bonus to all objects, weapons, armor, etc, Fort/2 or stun and knockback 1d2+1  
no balance rolls  
Range: 0  
Area of Effect: 5 radius  
Duration: instant  
Resistance: Reflex for ½ dam

*Slice Spell* (Abjuration) Requires: Sever Magic Talent (1) Cost to learn: 12 Sp  
Mana Cost: 12 Cast Time: 3  
Effect: can be used on a spell being cast or held up to 2 rnds to be used on an incoming spell, cancels any  
spell with a Mana cost of 24 or less  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Sonic Boom* (Evocation) Requires: Force Talent (3) Cost to learn: 30 Sp  
Mana Cost: 15 Cast Time: 8  
Effect: 2d100+50, +spell bonus to all objects, weapons, armor, etc. Fort/5 or stun and knockback 1d4+1  
no balance  
Range: 0  
Area of Effect: 10 radius  
Duration: instant  
Resistance: none

*Spikes* (Conjuration) Requires: Conjure Weapon Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 5  
Effect: 1d20+2, +spell bonus each  
Range: 7  
Area of Effect: 5x or targets, +2 Mana cost per additional  
Duration: instant  
Resistance: Physical defense /2

*Stone* (Geomancy) Requires: Stone Talent (1) Cost to learn: 5 Sp  
Mana Cost: 5 Cast Time: 3  
Effect: launch a chunk of the ground at target, 1d100 +spell bonus, 50% stun 1d4, no balance  
Range: 2  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex or Dodge /2

## Offensive Spells pg. 5/5

*Stone Rain* (Geomancy)                      Requires: Stone Talent (2)                      Cost to learn: 25 Sp  
Mana Cost: 15                                      Cast Time: 7  
Effect: all within radius struck by 1d4+1 stones, 1d100 +spell bonus each  
Range: 0  
Area of Effect: 10 radius  
Duration: instant  
Resistance: Reflex /2 for each stone

*Stunning Force* (Evocation)                      Requires: Force Talent (2)                      Cost to learn: 20 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: Fort /5 or stunned and knocked back 1d6+4, no balance  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Venom* (Conjuration)                      Requires: Poison/Acid Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 8                                      Cast Time: 4  
Effect: Fort /5 or poisoned, 3 dam per tick / action until cured  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex /2

*Venomous Spikes* (Conjuration)                      Requires: Poison/Acid Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 17                                      Cast Time: 8  
Effect: deals 1d20+5 +spell bonus, Fort /5 or poisoned, 5 dam per tick / act until cured, per spike  
Range: 3  
Area of Effect: 3x or targets, +5 Mana cost per additional  
Duration: instant  
Resistance: Physical defense /2

*Wither* (Evocation)                      Requires: Flames Talent (2)                      Cost to learn: 25 Sp  
Mana Cost: 12                                      Cast Time: 5  
Effect: 1d100 +spell bonus nopro, Fort /5 or deals 1d2 to all Body stats  
Range: 2  
Area of Effect: single target  
Duration: instant  
Resistance: none

### Defensive Magic Talents

- Warding* Requires: 1 Mana & 5 Int Cost: level 1 special / 3 Sp  
allows for protection against natural temperature extremes, ex. not freezing in a blizzard
- Physical Alteration* Requires: 3 Mana & 5 Int Cost: level 2 special / 5 Sp  
allows slight hardening of the skin to avoid small wounds from natural sources, ex. grasping a thorny plant
- Shielding* Requires: 5 Mana & 7 Int Cost: level 3 special / 7 Sp  
can create small shields of magical energy that protect against small physical objects, ex. rain
- Conjure Orbs* Requires: 7 Mana & 7 Ment Cost: level 3 special / 7 Sp  
can create and control small orbs of light that fend off natural darkness
- Conjure Armor* Requires: 10 Ment & 10 Int Cost: level 5 special / 10 Sp  
can conjure basic protective clothing like gardening gloves, blacksmith aprons for limited times
- Magic Armor* Requires: 10 Ment & 10 Mana Cost: level 5 special / 10 Sp  
can create a protective force around self that will protect from natural temperature extremes
- Repulsion* Requires: 10 Mana, Shielding Cost: level 5 special / 12 Sp  
can create a small amount of force around self that will push away smoke, mist, etc.
- Barrier* Requires: 10 Ment, Repulsion Cost: level 7 special / 20 Sp  
can create small magical barriers, such as in doorways that will contain natural smoke, mist, etc. and offer minor resistance to anyone/anything attempting to move through
- Aura* Requires: 12 Mana & 12 Ment Cost: level 10 special / 25 Sp  
can create a glowing aura around self that will banish natural darkness from the immediate area
- Reflection* Requires: 12 Mana, Shielding Cost: level 10 special / 25 Sp  
can create small magical mirrors for reflecting images, light, etc.

## Defensive Spells pg. 1/5

<i>Arcane Armor</i> (Abjuration)	Requires: Magic Armor Talent (2)	Cost to learn: 10 Sp
Mana Cost: 5	Cast Time: 3	
Effect: take 25, +spell bonus, less dam from magic		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Armor</i> (Abjuration)	Requires: Magic Armor Talent (1)	Cost to learn: 5 Sp
Mana Cost: 5	Cast Time: 3	
Effect: take 25, +spell bonus less from physical dam		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Aura</i> (Evocation)	Requires: Aura Talent (1)	Cost to learn: 7 Sp
Mana Cost: 6	Cast Time: 4	
Effect: surrounded by light, radius 1, no darkness mods within 7 spaces, any spirit with 3 spaces takes 1d10 +spell bonus dam per tick		
Range: self		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Backshield</i> (Abjuration)	Requires: Shielding Talent (2)	Cost to learn: 15 Sp
Mana Cost: 8	Cast Time: 5	
Effect: prevents one backstab or surprise attack		
Range: self/touch		
Area of Effect: single target		
Duration: 1 rnd		
Resistance: none		
<i>Barrier</i> (Abjuration)	Requires: Barrier Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 3	
Effect: create a barrier with Hp: 100, +10 per extra Mana used		
Range: 5		
Area of Effect: 3 spaces, +1 per 5 extra Mana used		
Duration: 5 rnds		
Resistance: none		

## Defensive Spells pg. 2/5

*Circle of Protection* (Abjuration)      Requires: Warding Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 12      Cast Time: 8  
Effect: all within radius take 10 +spell bonus less dam of all kinds and are -10% to be hit  
Range: self  
Area of Effect: 2 radius  
Duration: 1 rnd  
Resistance: none

*Conjure Armor* (Conjuration)      Requires: Conjure Armor Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 9      Cast Time: 4  
Effect: conjure full set of armor, Hp: 250, +25 per extra Mana used, Hard = Ment +5  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Conjure Orbs* (Conjuration)      Requires: Conjure Orbs Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 6      Cast Time: 3  
Effect: conjure 1d2+1 orbs, +1 per 2 extra Mana used, each orb has 25% +spell bonus to absorb an attack each orb absorbs one attack and then disappears  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Conjure Shield* (Conjuration)      Requires: Conjure Armor Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 4  
Effect: conjure a shield with Hp: 100, +10 per extra Mana used, +50% block  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Disruption* (Abjuration)      Requires: Repulsion Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: surround self with a disruptive force, all projectiles within 3 radius are -50% to hit, anyone who attempts a melee attack against caster must make Fort/2 or knocked back 1d2+1 spaces  
Range: self  
Area of Effect: single target  
Duration: 1 rnds  
Resistance: none



### Defensive Spells pg. 3/5

*Fire Orbs* (Conjuration)                      Requires: Conjure Orbs Talent (2)                      Cost to learn: 20 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: conjure 1d2+1 flaming orbs, +1 per 5 extra Mana used, each orb has 25% +spell bonus to absorb an attack each orb absorbs one attack, then bursts into flames, dealing 4d20+10, +spell bonus fire dam and then disappears  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Floating Shield* (Conjuration)                      Requires: Conjure Armor Talent (2)                      Cost to learn: 25 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: conjure a shield that floats by caster, Hp: 100, +10 per 2 extra Mana used  
25% +spell bonus block incoming attacks  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Forcefield* (Abjuration)                      Requires: Barrier Talent (2)                      Cost to learn: 20 Sp  
Mana Cost: 12                                      Cast Time: 7  
Effect: create a dome or bubble shaped barrier around self, Hp 100, +10 per extra Mana used  
Range: self  
Area of Effect: 1 radius  
Duration: 3 rnds  
Resistance: none

*Ice Orbs* (Conjuration)                      Requires: Conjure Orbs Talent (2)                      Cost to learn: 20 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: conjure 1d2+1 icy orbs, +1 per 5 extra Mana used, each orb has 25% +spell bonus to absorb an attack each orb absorbs one attack, then bursts with frost, dealing 2d20+10, +spell bonus cold dam, 25% freeze for 1d2+1 ticks, and then disappears  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Laser Orbs* (Conjuration)                      Requires: Conjure Orbs Talent (3)                      Cost to learn: 30 Sp  
Mana Cost: 15                                      Cast Time: 10  
Effect: conjure 1d2+1 orbs, +1 per 7 extra Mana used, each orb shoots a laser dealing 1d10 +spell bonus nopro, range 7, can only be blocked /2, delay 2, each orb has 25% +spell bonus chance to absorb one attack and then explode for 1d20 +spell bonus nopro dam  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

## Defensive Spells pg. 4/5

*Magic Shield* (Abjuration)                      Requires: Magic Shielding Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12    Cast Time: 8  
Effect: protected by a shield that absorbs 100 magic dam, +10 per extra Mana used  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Push* (Evocation)                      Requires: Repulsion Talent (1)                      Cost to learn: 7 Sp  
Mana Cost: 7    Cast Time: 3  
Effect: push all within radius 1d4+1 spaces back, stun 1d2+1 ticks, or aim at single target for double effect and half resistance  
Range: self or 4 against single target  
Area of Effect: 2 radius or single target  
Duration: instant  
Resistance: Fort /2

*Reflect* (Abjuration)                      Requires: Reflection Talent (1)                      Cost to learn: 15 Sp  
Mana Cost: 17    Cast Time: 12  
Effect: 25% +spell bonus to reflect a spell back at caster, cannot reflect a reflected spell  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Resist Element* (Abjuration)                      Requires: Warding Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10    Cast Time: 7  
Effect: 25% +spell bonus to take no dam from one element, -10 dam from same element  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Resist Magic* (Abjuration)                      Requires: Warding Talent (2)                      Cost to learn: 25 Sp  
Mana Cost: 15    Cast Time: 9  
Effect: 25% +spell bonus to take no dam from magic, -10 dam from magic  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

## Defensive Spells pg. 5/5

*Resist Poison/Disease* (Abjuration)      Requires: Warding Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: 25% +spell bonus to be unaffected by poison or disease (not both), -10 dam from poison  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Rune Armor* (Abjuration)      Requires: Magic Armor Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 20      Cast Time: 15  
Effect: take 50 +spell bonus less dam from physical and magical attacks  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Shield* (Abjuration)      Requires: Shielding Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 5  
Effect: protected by a shield that absorbs 100 physical dam, +10 per extra Mana used  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Shock Orbs* (Conjuration)      Requires: Conjure Orbs Talent (2)      Cost to learn: 20 Sp  
Mana Cost: 10      Cast Time: 5  
Effect: conjure 1d2+1 lightning orbs, +1 per 5 extra Mana used, each orb has 25% +spell bonus to absorb an attack each orb absorbs one attack, then bursts with lightning, dealing 2d20+10, +spell bonus shock dam, x2 dam if target is wearing metal armor  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Steelskin* (Alteration)      Requires: Physical Alteration Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 5  
Effect: protected by a layer of steel skin, Hp 100, +spell bonus, +10 per extra Mana used, Hard 10, take ½ dam from slashing and piercing attacks  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

### Enchantment Magic Talents

- Physical Boost* Requires: 3 Mana & 5 Int Cost: level 1 special / 3 Sp  
can provide a refreshing feeling through touch (grants an additional second wind, but then immediately adds one point of exhaustion)
- Cantrip* Requires: 1 Mana & 7 Int Cost: level 1 special / 3 Sp  
allows use of Cantrip spells and required for other Talents
- Enchanting* Requires: 7 Int, Cantrip Cost: level 3 special / 7 Sp  
can give items minor magical properties such as glowing
- Sensory* Requires: 7 Mana & 7 Ment Cost: level 3 special / 7 Sp  
grants a magical sixth sense that allows for awareness rolls against things not normally able to be perceived, ex. "feeling" the presence of an enemy hidden behind a door
- Bravery* Requires: 7 Mana & 10 Ment Cost: level 5 special / 10 Sp  
can provide a magical morale boost to those in surrounding area
- Conjuring* Requires: 10 Mana & 10 Ment Cost: level 5 special / 12 Sp  
allows conjuration of small basic items such as candles for limited amounts of time
- Divination* Requires: 10 Mana & 10 Wis Cost: level 7 special / 20 Sp  
can use divining tools such as scrying bones, vision pools, etc.
- Charm* Requires: 10 Mana & 10 Ment Cost: level 7 special / 20 Sp  
can appear exceptionally charming for limited amounts of time
- Sleep* Requires: 10 Mana & 12 Ment Cost: level 7 special / 20 Sp  
can make a distracted target drowsy, a drowsy target doze off, a dozing target fall asleep
- Levitation* Requires: 12 Mana & 12 Ment Cost: level 10 special / 25 Sp  
can slowly float into the air

### Enchantment Spells pg. 1/5

<i>Alarm</i> (Alteration)	Requires: Enchanting Talent (2)	Cost to learn: 10 Sp
Mana Cost: 5	Cast Time: 3	
Effect: cast a ward on an item/area/etc., caster is alerted if entered/opened/etc.		
Range: 1 item		
Area of Effect: up to 3 spaces		
Duration: 1 day/session		
Resistance: none		
<i>Awareness</i> (Inner Flame)	Requires: Sensory Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 3	
Effect: +50% awareness		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Bravery</i> (Inner Flame)	Requires: Bravery Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 3	
Effect: +50% courage		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Cantrip</i> (Varies)	Requires: Cantrip Talent (1)	Cost to learn: 5 Sp
Mana Cost: 3	Cast Time: 1	
Effect: perform a minor magic trick		
Range: varies		
Area of Effect: varies		
Duration: up to 1 rnd		
Resistance: none		
<i>Charm</i> (Illusion)	Requires: Charm Talent (1)	Cost to learn: 10 Sp
Mana Cost: 10	Cast Time: 5	
Effect: target becomes suggestible		
Range: 3		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: Will /2		

## Enchantment Spells pg. 2/5

<i>Dangersense</i> (Inner Flame)	Requires: Sensory Talent (3)	Cost to learn: 25 Sp
Mana Cost: 12	Cast Time: 7	
Effect: Awareness or intuition to sense any encounter/trap/etc 1 rnd early, up to 12 spaces away		
Range: self/touch		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: none		
<i>Divination</i> (Divination)	Requires: Divination Talent (1)	Cost to learn: 10 Sp
Mana Cost: 10	Cast Time: 6	
Effect: Will or Intuition /2 to see chosen distant time or place or if have item of target can be used to locate if within same dimension		
Range: self		
Area of Effect: single target		
Duration: 1 rnd		
Resistance: none		
<i>Enchant Armor</i> (Alteration)	Requires: Enchanting Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 5	
Effect: enchant armor or clothing, takes 10 less physical and magical damage, protects against lethal blows (become crits)		
Range: self/touch		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: none		
<i>Enchant Weapon</i> (Alteration)	Requires: Enchanting Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 5	
Effect: enchant a weapon to deal +10 nopro dam, +25% crit		
Range: self/touch		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: none		
<i>Feather</i> (Alteration)	Requires: Levitation Talent (1)	Cost to learn: 5 Sp
Mana Cost: 4	Cast Time: 2	
Effect: reduce density to slow speed of descent		
Range: self/touch		
Area of Effect: single target		
Duration: 1 rnd		
Resistance: none		

## Enchantment Spells pg. 3/5

**Hypnotism** (Illusion) Requires: Cantrip Talent (2) Cost to learn: 25 Sp  
 Mana Cost: 12 Cast Time: 8  
 Effect: unless resisted target will become completely suggestible or can leave one hypnotic command  
 (a specific reaction to an event/phrase/etc)  
 Range: 3  
 Area of Effect: single target  
 Duration: 1 day/session or one hypnotic command, +1 for every 10 additional Mana used  
 Resistance: Will /2

<i>Levitation</i> (Alteration)	Requires: Levitation Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 5	
Effect: float in the air, +1 movement, +25% dodge, 10% auto		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		

*Light Orbs* (Conjuration)                      Requires: Conjuring Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: conjure 1d2+1 orbs of light, +1 per 5 extra Mana used, that cancel all darkness within radius 3  
          each orb has 25% +spell bonus to absorb an attack and then disappear  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

<b>Lock/Unlock</b> (Alteration)	Requires: Cantrip Talent (3)	Cost to learn: 20 Sp
Mana Cost: 7	Cast Time: 3	
Effect: lock or unlock any normal lock		
Range: touch		
Area of Effect: single target		
Duration: instant		
Resistance: none		

<i>Might</i> (Inner Flame)	Requires: Physical Boost Talent (1)	Cost to learn: 5 Sp
Mana Cost: 5	Cast Time: 3	
Effect: +10 Str		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		

### Enchantment Spells pg. 4/5

*Precision* (Inner Flame)                      Requires: Physical Boost Talent (1)                      Cost to learn: 15 Sp  
Mana Cost: 15    Cast Time: 9  
Effect: +50% to hit, +25% to crit, +10% lethal on all attacks  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Sense Life* (Divination)                      Requires: Sensory Talent (3)                      Cost to learn: 25 Sp  
Mana Cost: 12    Cast Time: 7  
Effect: Awareness or Intuition to sense any living thing within 10 spaces  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: *Futile!*

*Sense Magic* (Divination)                      Requires: Sensory Talent (3)                      Cost to learn: 25 Sp  
Mana Cost: 12    Cast Time: 7  
Effect: Awareness or Intuition to sense any magical energy/creature within 10 spaces  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Sense Undead* (Divination)                      Requires: Sensory Talent (3)                      Cost to learn: 25 Sp  
Mana Cost: 12    Cast Time: 7  
Effect: Awareness or Intuition to sense any undead creature or spirit, including demons or chayol within 10 spaces  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Sleep* (Illusion)                                      Requires: Sleep Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12    Cast Time: 6  
Effect: target falls asleep until awoken by taking physical dam  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: Will /2



### Enchantment Spells pg. 5/5

*Speed* (Inner Flame) Requires: Physical Boost Talent (1) Cost to learn: 5 Sp  
Mana Cost: 5 Cast Time: 3  
Effect: +10 Agi  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Trace* (Divination) Requires: Enchanting Talent (2) Cost to learn: 30 Sp  
Mana Cost: 17 Cast Time: 12  
Effect: enchant an item or person, caster can sense distance/direction as long as in same dimension  
Range: touch  
Area of Effect: single target  
Duration: 1 day/session, +1 for every 10 additional Mana used  
Resistance: none

*Truesight* (Divination) Requires: Sensory Talent (3) Cost to learn: 50 Sp  
Mana Cost: 25 Cast Time: 12  
Effect: see through all illusions, invisibility, see magical and other forms of energy, can see true form of shapeshifters, including chayol, demons and changelings  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Vitality* (Inner Flame) Requires: Physical Boost Talent (1) Cost to learn: 5 Sp  
Mana Cost: 5 Cast Time: 3  
Effect: +50 Hp, +25% Fort  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Wizard Eye* (Divination) Requires: Divination Talent (2) Cost to learn: 35 Sp  
Mana Cost: 18 Cast Time: 10  
Effect: create a small magical eye, 5 movement, Awareness /5 to be noticed, caster can see through eye  
Range: up to 100 spaces (500') from caster  
Area of Effect: 100% awareness within radius 12, ½ up to 25  
Duration: 10 rnds, +1 for every 5 additional Mana used  
Resistance: none

### Healing Magical Talents

- Restoration* Requires: 3 Mana & 5 Ment Cost: level 1 special / 3 Sp  
can magically heal minor injuries such as sprained ankles, pulled muscles, bruises, etc.  
(heals 1 Lp per Mana used)
- Cure* Requires: 3 Mana & 5 Wis Cost: level 1 special / 3 Sp  
can magically cure minor ailments such as headaches, natural food poisoning, etc.
- Purification* Requires: 5 Mana & 5 Wis Cost: level 3 special / 7 Sp  
can purify naturally poisonous plants, animals to make edible
- Dispel* Requires: 7 Mana & 7 Wis Cost: level 5 special / 10  
can remove minor magical effects such as those of basic magical talents
- Remove Curse* Requires: 10 Mana & 10 Wis Cost: level 7 special / 20 Sp  
can remove the effects of basic magical talents curses
- Revive* Requires: 10 Mana & 10 Ment Cost: level 7 special / 20 Sp  
can revive someone knocked unconscious with a touch (up to -10 Lp)
- Healing Rain* Requires: 12 Mana & 12 Ment Cost: level 10 special / 25 Sp  
imbue a natural rain shower with healing energy, will restore dead plants, heal minor injuries  
(heals all in area for 1 Lp per Mana used)

## Healing Spells pg. 1/5

<i>Antidote</i> (Conjuration)	Requires: Purification Talent (1)	Cost to learn: 5 Sp
Mana Cost: 3	Cast Time: 2	
Effect: cure poison		
Range: 1		
Area of Effect: single target		
Duration: instant		
Resistance: none		

<i>Cleanse</i> (Alteration)	Requires: Purification Talent (3)	Cost to learn: 25 Sp
Mana Cost: 12	Cast Time: 8	
Effect: remove any natural or magical poison/disease in an object, food, drink, etc.		
Range: touch		
Area of Effect: single target		
Duration: instant		
Resistance: none		

<i>Cure</i> (Inner Flame)	Requires: Cure Talent (1)	Cost to learn: 5 Sp
Mana Cost: 5	Cast Time: 3	
Effect: cure a disease		
Range: touch		
Area of Effect: single target		
Duration: instant		
Resistance: none		

<i>Dispel</i> (Abjuration)	Requires: Dispel Talent (1)	Cost to learn: 12 Sp
Mana Cost: 12	Cast Time: 7	
Effect: remove the effects of any spell or magical effect with a Mana cost below 25		
Range: 3		
Area of Effect: single target		
Duration: instant		
Resistance: none		

<i>Heal Blindness</i> (Inner Flame)	Requires: Cure Talent (3)	Cost to learn: 30 Sp
Mana Cost: 12	Cast Time: 8	
Effect: remove natural or magical blindness		
Range: 1		
Area of Effect: single target		
Duration: instant		
Resistance: none		

## Healing Spells pg. 2/5

<i>Heal Injury</i> [Minor] (Inner Flame) Mana Cost: 10 Effect: completely heal a level 1 injury Range: 1 Area of Effect: single target Duration: instant Resistance: none	Requires: Restoration Talent (2) Cast Time: 5	Cost to learn: 15 Sp
<i>Heal Injury</i> [Major] (Inner Flame) Mana Cost: 20 Effect: completely heal a level 2 injury and stat loss from an unhealed injury Range: 1 Area of Effect: single target Duration: instant Resistance: none	Requires: Restoration Talent (3) Cast Time: 12	Cost to learn: 25 Sp
<i>Heal Madness</i> (Inner Flame) Mana Cost: 17 Effect: remove natural or magical madness (except from curses) Range: 1 Area of Effect: single target Duration: instant Resistance: none	Requires: Cure Talent (3) Cast Time: 12	Cost to learn: 35 Sp
<i>Heal Paralysis</i> (Inner Flame) Mana Cost: 25 Effect: heal natural or magical paralysis Range: 1 Area of Effect: single target Duration: instant Resistance: none	Requires: Restoration Talent (3) Cast Time: 18	Cost to learn: 50 Sp
<i>Heal Wounds</i> [Minor] (Inner Flame) Mana Cost: 7 Effect: restore 5d6 +spell bonus Lp Range: 1 Area of Effect: single target Duration: instant Resistance: none	Requires: Restoration Talent (1) Cast Time: 3	Cost to learn: 7 Sp

### Healing Spells pg. 3/5

*Heal Wounds* [Major] (Inner Flame)      Requires: Restoration Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 15      Cast Time: 10  
Effect: restore 5d10 +spell bonus Lp  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Heal Wounds* [Critical] (Inner Flame)      Requires: Restoration Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 25      Cast Time: 18  
Effect: restore 5d20 +spell bonus Lp  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Healing Touch* (Inner Flame)      Requires: Restoration Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 2  
Effect: x2 effect of next healing spell if touch target  
Range: self  
Area of Effect: single target  
Duration: 1 spell  
Resistance: none

*Life Rain* (Geomancy)      Requires: Healing Rain Talent (1)      Cost to learn: 20 Sp  
Mana Cost: 20      Cast Time: 15  
Effect: heal in area for 2d10 +spell bonus Lp per rnd  
Range: 0  
Area of Effect: 10 radius  
Duration: 5 rnds  
Resistance: none

*Mental Recovery* (Inner Flame)      Requires: Restoration Talent (3)      Cost to learn: 25 Sp  
Mana Cost: 10      Cast Time: 7  
Effect: recover 2d10 +spell bonus Mp and 1d10 to damaged Mind Measure/Stats  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

## Healing Spells pg. 4/5

*Physical Recovery* (Inner Flame)      Requires: Restoration Talent (3)      Cost to learn: 25 Sp  
Mana Cost: 10      Cast Time: 7  
Effect: recover 2d10 +spell bonus Stamina and 1d10 to damaged Body Measure/Stats  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Physical Stability* (Inner Flame)      Requires: Restoration Talent (1)      Cost to learn: 15 Sp  
Mana Cost: 15      Cast Time: 7  
Effect: will prevent target in negative Lp from dying  
Range: 1  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

*Purify* (Alteration)      Requires: Purification Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 5  
Effect: remove any natural poison/disease from an object/food/drink/etc  
Range: touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Refresh* (Inner Flame)      Requires: Restoration Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: restore 1d10 +spell bonus to stamina, 25% chance adds one point of exhaustion  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Regeneration* (Inner Flame)      Requires: Restoration Talent (3)      Cost to learn: 35 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: restore 1d10 Lp per tick  
Range: self/touch  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

### Healing Spells pg. 5/5

*Resist Poison/Disease* (Inner Flame)      Requires: Cure Talent (2)      Cost to learn: 15 Sp  
Mana Cost: 7      Cast Time: 5  
Effect: 25% +spell bonus unaffected by poison/disease  
Range: 1  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Resurrection* (Inner Flame)      Requires: Revive Talent (2)      Cost to learn: 50 Sp  
Mana Cost: 25      Cast Time: 20  
Effect: restore life if target has been dead less than 3 days/sessions (bring to 1 Lp)  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Revival* (Inner Flame)      Requires: Revive Talent (1)      Cost to learn: 25 Sp  
Mana Cost: 15      Cast Time: 10  
Effect: target must be in negative Lp, but not past death, bring to 1 Lp  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Spiritual Recovery* (Astral)      Requires: Restoration Talent (3)      Cost to learn: 25 Sp  
Mana Cost: 10      Cast Time: 7  
Effect: recover 2d10 +spell bonus Pow and 1d10 to damaged Soul Measure/Stats  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Stone to Flesh* (Alteration)      Requires: Remove Curse Talent (2)      Cost to learn: 50 Sp  
Mana Cost: 25      Cast Time: 20  
Effect: remove petrification  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

### Nature Magic Talents

- Nature Communion* Requires: 3 Mana & 5 Wis Cost: level 1 special / 3 Sp  
natural, non-hostile animals in immediate area will openly approach if called
- Fire* Requires: 5 Mana & 5 Ment Cost: level 2 special / 5 Sp  
allows for the creation/manipulation of small amounts of fire to light torches, campfires, etc.
- Water* Requires: 5 Mana & 5 Ment Cost: level 2 special / 5 Sp  
can pull small amounts of water from the air and manipulate small amounts of natural water
- Earth* Requires: 5 Mana & 5 Ment Cost: level 2 special / 5 Sp  
allows for the manipulation of small amounts of rock, dirt, etc. to create small items, etc.
- Wind* Requires: 5 Mana & 7 Ment Cost: level 3 special / 7 Sp  
can create minor currents in the air that will blow away natural smoke, fog, etc.
- Ice* Requires: 7 Ment, Water Cost: level 3 special / 7 Sp  
allows for the creation of small amounts of frost to freeze small amounts of water, etc.
- Lightning* Requires: 7 Mana & 10 Ment Cost: level 3 special / 7 Sp  
can make natural rainstorms flash with lightning at will, with emotions, etc.
- Light/Shadow* Requires: 10 Mana & 10 Ment Cost: level 5 special / 10 Sp  
can create minor effects with sunlight and shadows such as creating shade in an area or pulling light from a window to illuminate a dark corner.
- Growth* Requires: 10 Wis, Earth, Water Cost: level 7 special / 20 Sp  
can cause natural plants to grow, flower, bloom, etc. slightly
- Weather Control* Requires: 12 Wis, Wind, Water Cost: level 10 special / 25 Sp  
have minor control over the weather at will, with emotions, etc.
- Lava* Requires: 12 Ment, Fire, Earth Cost: level 10 special / 25 Sp  
can manipulate natural lava and turn small amounts of rock/metal molten



## Nature Spells pg. 1/5

\* = must be in natural environment

*Beast Speech* (Geomancy)      Requires: Nature Communion Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: allows communication with animals, +25% sooth animal rolls  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Call Bear\** (Geomancy)      Requires: Nature Communion Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: 1d2 bears, Lp 150, ½ from physical, claws x2, delay 3, 100% 1d20+5, bite, delay 2, 100% 5d20  
Range: 0  
Area of Effect: bear must be in area (GM discretion)  
Duration: 1 battle / 10 rnds  
Resistance: none

*Call Bird\** (Geomancy)      Requires: Nature Communion Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 10      Cast Time: 5  
Effect: 1d2 birds, Lp 25, 75% dodge, 50% auto, talons, delay 1, 100% 1d10+2  
Range: 0  
Area of Effect: bird must be in area (GM discretion)  
Duration: 1 battle / 10 rnds  
Resistance: none

*Call Creature\** (Geomancy)      Requires: Nature Communion Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 15      Cast Time: 9  
Effect: call 1d2 specific creatures from surrounding environment (GM discretion)  
Range: 0  
Area of Effect: creature must in area (GM discretion)  
Duration: 1 battle / 10 rnds  
Resistance: none

*Call Wolf\** (Geomancy)      Requires: Nature Communion Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: 1d2 wolves, Lp 75, 75% dodge, 100% counter, bite, delay 2, 100% 2d10+10  
Range: 0  
Area of Effect: wolf must be in area (GM discretion)  
Duration: 1 battle / 10 rnds  
Resistance: none

## Nature Spells pg. 2/5

*Element Shield* (Geomancy)      Requires: Fire, Lightning, Earth or Ice Talents (2)      Cost to learn: 15 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: surround self with a shield that protects from 1 element, +5 additional Mana for each extra  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Eruption\** (Geomancy)      Requires: Lava Talent (1)      Cost to learn: 20 Sp  
Mana Cost: 17      Cast Time: 12  
Effect: 5d20 +spell bonus fire dam, Fort /2 or stun and knockback 1d4+1, Balance /2 or 1d12 lava dam  
per tick for 1 rnd  
Range: 7  
Area of Effect: 3 radius for fire dam, 1 radius for stun/knockback  
Duration: instant  
Resistance: Reflex /2 for ½ dam

*Fire* (Evocation)      Requires: Fire Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: 1d20+5, +spell bonus fire dam  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: (Dodge or Block) /4

*Growth\** (Geomancy)      Requires: Growth Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 10      Cast Time: 4  
Effect: cause a plant to grow an additional 100 Hp  
Range: 5  
Area of Effect: 1 space  
Duration: instant  
Resistance: none

*Gust\** (Geomancy)      Requires: Wind Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 3  
Effect: 1d10 +spell bonus wind dam, Fort /2 or stun and knockback 1d2+1, all projectiles are -50% to hit  
on next hit, or can be used to clear out fog type spells, smoke, etc.  
Range: 0  
Area of Effect: radius 5  
Duration: instant  
Resistance: none

### Nature Spells pg. 3/5

*Hailstorm\** (Geomancy)      Requires: Weather Control Talent (2)      Cost to learn: 40 Sp  
Mana Cost: 20      Cast Time: 12  
Effect: deal 1d20 +spell bonus ice dam per tick, no fire dam may be dealt for 2 rnds after spell ends  
Range: 0  
Area of Effect: 10 radius  
Duration: 1 rnd  
Resistance: none

*Ice* (Geomancy)      Requires: Ice Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 3  
Effect: 5d10 +spell bonus frost dam, Fort /2 or freeze for 1d2+1 ticks (x2 physical dam when frozen)  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex /2 for ½ dam or can be blocked

*Ice Sheet* (Geomancy)      Requires: Ice Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: create a sheet of ice as a wall Hp 250, ½ dam from physical, x3 from fire or to freeze the ground,  
Balance /2 each space moved on action taken on frozen ground or stunned 1d2  
Range: 5  
Area of Effect: up to 3 spaces  
Duration: 5 rnds  
Resistance: none

*Jagged Earth\** (Geomancy)      Requires: Earth Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 10      Cast Time: 5  
Effect: deals 2d20+10, +spell bonus to any within radius, or moving through, per space, Balance /2 per  
space moved or x2 dam  
Range: 0  
Area of Effect: 3 radius  
Duration: instant  
Resistance: none

*Lightning\** (Evocation)      Requires: Lightning Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 3  
Effect: call a bolt of lightning from the sky, 5d20 +spell bonus, x2 if target is wearing metal armor or  
holding a metal weapon, Fort /5 or stun 1d6  
Range: 12  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex /5 for ½ dam

## Nature Spells pg. 4/5

*Lightning Storm\** (Geomancy) Requires: Weather Control Talent (2) Cost to learn: 35 Sp  
Mana Cost: 20 Cast Time: 15  
Effect: all within radius struck by 1d4 bolts of lightning per tick, 1d10 +spell bonus dam per bolt, x2 dam if target is wearing metal armor or holding a metal weapon, no fire dam may be dealt for 1 rnd after spell end  
Range: 0  
Area of Effect: 10 radius  
Duration: 1 rnd  
Resistance: none

*Pollen Explosion\** (Geomancy) Requires: Growth Talent (2) Cost to learn: 25 Sp  
Mana Cost: 15 Cast Time: 8  
Effect: all within radius are blinded, ½ awareness, 0 visual, and Fort /2 or stunned 1d2+1, Concentration or Will roll at ½ or sleep 1 rnd  
Range: 7  
Area of Effect: 3 radius  
Duration: instant  
Resistance: none

*Raise Fog\** (Geomancy) Requires: Weather Control Talent (1) Cost to learn: 7 Sp  
Mana Cost: 7 Cast Time: 3  
Effect: ½ all visual awareness rolls, +25% all stealth rolls  
Range: 0  
Area of Effect: full area (up to ½ mile radius)  
Duration: 6 hours  
Resistance: none

*Roots\** (Geomancy) Requires: Growth Talent (1) Cost to learn: 12 Sp  
Mana Cost : 12 Cast Time: 8  
Effect: grasp targets in radius, total Hp 250, must split Hp evenly amongst targets  
Range: 5  
Area of Effect: 2  
Duration: until destroyed  
Resistance: Reflex /5

*Shadows* (Geomancy) Requires: Light/Shadow Talent (1) Cost to learn: 7 Sp  
Mana Cost: 7 Cast Time: 3  
Effect: darken area around caster, +25% stealth, -10% to be noticed  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

### Nature Spells pg. 5/5

*Spike Shield\** (Geomancy)      Requires: Growth Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 20      Cast Time: 15  
Effect: protected by a shield of thorns, Hp 500, deal 5d20 when hit by melee attacks, may use 50 Hp to launch a thorn, 5d20 +spell bonus, range 7, ½ to be defended against  
Range: self  
Area of Effect: single target  
Duration: until destroyed  
Resistance: none

*Storm\** (Geomancy)      Requires: Weather Control Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 12      Cast Time: 8  
Effect: no fire may be dealt in radius during storm and 1 rnd after  
Range: 0  
Area of Effect: 10 radius  
Duration: 1 rnd  
Resistance: none

*Sunlight* (Evocation)      Requires: Light/Shadow Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: cancels a darkness/shadow type spell or can be used to deal double sunlight dam to dark elves, vampires, etc.  
Range: 12  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Water* (Geomancy)      Requires: Water Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 5      Cast Time: 2  
Effect: create water, can be used to cancel a fire type spell/attack or restore 1d20 stamina, up to 3 times  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Whirlwind\** (Geomancy)      Requires: Wind Talent (2)      Cost to learn: 50 Sp  
Mana Cost: 20      Cast Time: 15  
Effect: moves three spaces in random direction per turn, deals 1d100 +spell bonus and stun +knockback 1d3+2  
Range: 7  
Area of Effect: 3 radius  
Duration: 1 rnd  
Resistance: Fort /5 to resist stun/knockback

### Spirit Magic Talents

- Communing* Requires: 3 Mana & 5 Wis Cost: level 1 special / 3 Sp  
can hear nearby spirits.
- Channeling* Requires: 5 Mana & 5 Ment Cost: level 1 special / 3 Sp  
can open self for nearby, willing spirits to speak through.
- Sensory* Requires: 5 Mana & 7 Ment Cost: level 1 special / 3 Sp  
can see and feel nearby spirits.
- Astral Projection* Requires: 5 Mana & 5 Spirit Cost: level 2 special / 5 Sp  
while sleeping can use spirit form to act or enter dream world, spirit realm, etc.
- Spirit Warding* Requires: 7 Mana & 7 Wis Cost: level 3 special / 7 Sp  
can ward small objects, areas, from being touched/entered by spirits.
- Spirit Calling/Controlling* Requires: 7 Mana, Communing Cost: level 3 special / 7 Sp  
can call a specific spirit to channel by using full name, having special item or relative nearby, etc.
- Totem* Requires: 10 Wis, Communing Cost: level 3 special / 7 Sp  
can imbue a totem with spiritual energy, will draw spirits or give peace to nearby restless spirits.
- Curse* Requires: 10 Mana & 10 Wis Cost: level 5 special / 10 Sp  
can curse a person/item, will fail all luck rolls until removed.
- Spirit Healing* Requires: 10 Mana, Astral Projection Cost: level 5 special / 12 Sp  
can use Healing spells on spirits at ½ effect.
- Spirit Shielding* Requires: 12 Ment, Spirit Warding Cost: level 5 special / 12 Sp  
can create a shield around self that prevents being touched by minor spirits
- Sealing* Requires: 12 Wis, Spirit Warding Cost: level 7 special / 20 Sp  
can create/destroy minor seals, which contain weak spirits or small amounts of energy.
- Sever Power* Requires: 12 Mana & 12 Ment Cost: level 10 special / 25 Sp  
can attempt to suppress the use of minor power-based abilities (Will vs. Will)

## Spirit Spells pg. 1/5

*Astral Projection* (Astral)      Requires: Astral Projection Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: project spirit from body, can take no physical action with body while projecting, spirit can float, pass through solid objects, etc, 3/4/5 movement, use Pow as stamina  
Range: self  
Area of Effect: single target  
Duration: 5 rnds, +2 additional Mana per extra rnd  
Resistance: none

*Call Spirit* (Astral)      Requires: Spirit Calling/Controlling Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: must be near possession/family member/etc of deceased or near corpse/grave/site of death, call a spirit to caster  
Range: 0  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Will /2 to resist being called

*Channel Spirit* (Astral)      Requires: Channeling Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 5  
Effect: must be near possession/family member/etc of deceased or near corpse/grave/site of death, allow spirit to speak through caster  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Circle of Ash* (Abjuration)      Requires: Spirit Warding Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: create a ring around self that not spirit or Spirit spell may pass through  
Range: 0  
Area of Effect: 2 radius  
Duration: until circle is physically broken  
Resistance: none

*Commune with the Darkness* (Divination)      Requires: Communing Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 20      Cast Time: 15  
Effect: communicate with Great Evil Power  
Range: self  
Area of Effect: single target  
Duration: 1 rnd0  
Resistance: none

## Spirit Spells pg. 2/5

*Commune with the Light* (Divination)      Requires: Communing Talent (3)      Cost to learn: 50 Sp

Mana Cost: 20

Cast Time: 15

Effect: communicate with Great Holy Power

Range: self

Area of Effect: single target

Duration: 1 rnd

Resistance: none

*Commune with Nature* (Divination)      Requires: Communing Talent (3)      Cost to learn: 50 Sp

Mana Cost: 20

Cast Time: 15

Effect: communicate with Spirit of Nature

Range: self

Area of Effect: single

Duration: 1 rnd

Resistance: none

*Curse* (Curse)      Requires: Curse Talent (1)      Cost to learn: 10 Sp

Mana Cost: 10

Cast Time: 5

Effect: place a curse on a target, -25% on all rolls, fumble on 75% or above, x2 dam

Range: 3 or from anywhere if have possession of target's or voodoo doll, idol, etc.

Area of Effect: single target

Duration: until curse is removed

Resistance: none

*Damage Power* (Astral)      Requires: Sever Power Talent (1)      Cost to learn: 7 Sp

Mana Cost: 7

Cast Time: 3

Effect: 1d20+5 dam to Power or nopro to Lp if target has 0 Power

Range: 5

Area of Effect: single target

Duration: instant

Resistance: Will /5

*Death Protection* (Abjuration)      Requires: Spirit Shielding Talent (2)      Cost to learn: 30 Sp

Mana Cost: 15

Cast Time: 10

Effect: prevents spiritual or magical autodeath

Range: self/touch

Area of Effect: single target

Duration: 5 rnds

Resistance: none



### Spirit Spells pg. 3/5

*Invisibility vs. Spirit/Undead* (Astral)      Requires: Spirit Warding Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 12      Cast Time: 6  
Effect: hide life force from spirits (including demons) and undead  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Mark of Doom* (Curse)      Requires: Curse Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 22      Cast Time: 17  
Effect: place a curse of death on target, cursed will die in 1 day/session  
Range: touch  
Area of Effect: single target  
Duration: until curse is removed or death  
Resistance: none

*Mark of Madness* (Curse)      Requires: Curse Talent (2)      Cost to learn: 35 Sp  
Mana Cost: 17      Cast Time: 12  
Effect: place a curse of insanity of target, fail all Logic and Intuition rolls, target must make a Will roll each rnd or act erratically, GM discretion for delusions, etc.  
Range: touch  
Area of Effect: single target  
Duration: until curse is removed or death  
Resistance: none

*Raise Totem* (Alteration)      Requires: Totem Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 10      Cast Time: 5  
Effect: imbue a totem, statue, etc. with a spirit, can be used for information or to train abilities, learn spells at GM discretion, 1 time per session  
Range: 1  
Area of Effect: single target  
Duration: until totem is destroyed  
Resistance: none

*Restore Power* (Astral)      Requires: Spirit Healing Talent (2)      Cost to learn: 15 Sp  
Mana Cost: 7      Cast Time: 3  
Effect: restore 1d10 +spell bonus to Power  
Range: self/touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

### Spirit Spells pg. 4/5

*Seal/Release Power* (Astral)      Requires: Sealing Talent (1)      Cost to learn: 25 Sp  
Mana Cost: 15      Cast Time: 10  
Effect: target is unable to use Power, or break seal on a target  
Range: touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Seal/Release Spirit* (Astral)      Requires: Sealing Talent (2)      Cost to learn: 40 Sp  
Mana Cost: 20      Cast Time: 14  
Effect: must have an appropriate item (GM discretion) seal spirit within object or free a sealed spirit  
Range: touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Spirit Communion* (Astral)      Requires: Communing Talent (1)      Cost to learn: 5 Sp  
Mana Cost: 5      Cast Time: 2  
Effect: communicate with nearby spirits  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Spirit Guardian* (Astral)      Requires: Spirit Calling/Controlling Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: call a warrior spirit, Lp 100, 1/5 from physical, 100% deals 2d20+10, +spell bonus, delay 5  
3/4/5 movement, 50% take an attack for caster, 10% autododge physical attacks  
Range: 1  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Spirit Guide* (Astral)      Requires: Communing Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: call a spirit for guidance to one goal or gain information (GM discretion)  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

### Spirit Spells pg. 5/5

*Spirit Healing* (Astral)                      Requires: Spirit Healing Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: restore 1d20+5, +spell bonus Lp to a spirit  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Spirit Shield* (Abjuration)                      Requires: Spirit Shielding Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: caster is protected by a shield that absorbs 100 +spell bonus spirit or magical dam  
Range: self  
Area of Effect: single target  
Duration: until destroyed  
Resistance: none

*Spirit Vision* (Astral)                      Requires: Sensory Talent (1)                      Cost to learn: 7 Sp  
Mana Cost: 7                                      Cast Time: 3  
Effect: can see spirits in any form, including demons and chayol, and tell the Soul Measure and Power  
stat of anyone looked at  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Spirit Walk* (Astral)                      Requires: Astral Projection Talent (2)                      Cost to learn: 15 Sp  
Mana Cost: 8                                      Cast Time: 3  
Effect: project spirit from body, can take no physical action with body while projecting, spirit can float,  
pass through solid objects, etc, 3/4/5 movement, use Pow as stamina, (Will or Intuition) to  
instantly spirit walk to desired location  
Range: self  
Area of Effect: single target  
Duration: 5 rnds, +2 additional Mana per extra rnd  
Resistance: none

*Spirit Ward* (Astral)                      Requires: Spirit Warding Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: place a ward on an object/area/etc that prevents it from being touched/entered/etc by spirits  
Range: touch  
Area of Effect: single target  
Duration: until dispelled  
Resistance: none

### Illusion Magic Talents

- Lightbending* Requires: 5 Mana & 5 Int Cost: level 1 special / 3 Sp  
can slightly manipulate light, such as changing its color.
- Trick Sense* Requires: 5 Mana & 7 Int Cost: level 2 special / 5 Sp  
can cause a small, momentary, trick of the senses to a nearby target (Intuition or Logic to resist)
- Image* Requires: 7 Mana & 7 Ment Cost: level 3 special / 7 Sp  
can create small illusionary objects in the surrounding area (Awareness/2 to be seen through)
- Alter Appearance* Requires: 10 Int, Image Cost: level 3 special / 7 Sp  
can slightly alter appearance, Awareness or Intuition to be seen through.
- Invisibility* Requires: 10 Ment, Lightbending Cost: level 5 special / 10 Sp  
can make small objects in the immediate area invisible (Awareness/2 to be noticed)
- Mask Magic* Requires: 12 Mana & 12 Ment Cost: level 7 special / 20 Sp  
can hide the energy of basic magical talent effects from being noticed or sensed.
- Mind Trap* Requires: 12 Int, Trick Sense Cost: level 10 special / 25 Sp  
allows use of Mind Trap spells

## Illusion Spells pg. 1/5

<i>Alter Other</i> (Illusion)	Requires: Alter Appearance Talent (1)	Cost to learn: 8 Sp
Mana Cost: 8	Cast Time: 5	
Effect: change basic feature of target's appearance		
Range: 2		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: (Logic, Awareness or Intuition) /2 to see through		
<i>Alter Party</i> (Illusion)	Requires: Alter Appearance Talent (2)	Cost to learn: 20 Sp
Mana Cost: 12	Cast Time: 7	
Effect: change basic features of party members appearances' within radius		
Range: 0		
Area of Effect: radius 2		
Duration: 3 rnds		
Resistance: (Logic, Awareness or Intuition) /2 to see through		
<i>Alter Self</i> (Illusion)	Requires: Alter Appearance Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 5	
Effect: alter the basic feature of caster's appearance		
Range: self		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: (Logic, Awareness or Intuition) /2 to see through		
<i>Blend</i> (Illusion)	Requires: Lightbending Talent (2)	Cost to learn: 24 Sp
Mana Cost: 12	Cast Time: 8	
Effect: +50% stealth, -25% to be noticed		
Range: self		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Blind</i> (Illusion)	Requires: Lightbending Talent (2)	Cost to learn: 20 Sp
Mana Cost: 10	Cast Time: 6	
Effect: blind target, ½ Awareness, 0 visual		
Range: 3		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		

## Illusion Spells pg. 2/5

<i>Blink</i> (Illusion)	Requires: Lightbending Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 4	
Effect: blind target, ½ Awareness, 0 visual		
Range: 1		
Area of Effect: single target		
Duration: 1 rnd		
Resistance: none		
<i>Blur</i> (Illusion)	Requires: Lightbending Talent (2)	Cost to learn: 20 Sp
Mana Cost: 10	Cast Time: 7	
Effect: -25% to be hit, move all hits down one level (lethal become crit, crit become hard hit, etc)		
Range: self		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Doppelganger</i> (Illusion)	Requires: Alter Appearance Talent (3)	Cost to learn: 35 Sp
Mana Cost: 15	Cast Time: 10	
Effect: change target's appearance to perfectly match anyone in visual range or seen for at least 1 rnd at no more than 3 spaces away		
Range: self/touch		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: none		
<i>Dreamworld</i> (Illusion)	Requires: Mind Trap Talent (3)	Cost to learn: 50 Sp
Mana Cost: 25	Cast Time: 20	
Effect: trap target's mind in a dream world (GM discretion)		
Range: 10		
Area of Effect: single target		
Duration: until dispelled or target takes physical dam outside of illusion		
Resistance: Will /5		
<i>Fade</i> (Illusion)	Requires: Invisibility Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 10	
Effect: become invisible		
Range: self/touch		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: none		

### Illusion Spells pg. 3/5

<i>False Death</i> (Illusion)	Requires: Image Talent (3)	Cost to learn: 50 Sp
Mana Cost: 17	Cast Time: 12	
Effect: project an illusion of caster's death		
Range: self		
Area of Effect: all within visual range		
Duration: instant		
Resistance: (Logic, Awareness or Intuition) /5		
<i>False Wall</i> (Illusion)	Requires: Image Talent (3)	Cost to learn: 35 Sp
Mana Cost: 17	Cast Time: 12	
Effect: create an illusionary wall that cannot be passed through but has no physical mass		
Range: 5		
Area of Effect: up to 5 spaces		
Duration: until dispelled or seen through		
Resistance: (Logic, Awareness or Intuition) /5 to see through		
<i>Flash</i> (Evocation)	Requires: Lightbending Talent (3)	Cost to learn: 35 Sp
Mana Cost: 15	Cast Time: 9	
Effect: blind all within radius, ½ Awareness, 0 visual		
Range: 0		
Area of Effect: 12 radius		
Duration: 3 rnds		
Resistance: Reflex /5		
<i>Haze</i> (Illusion)	Requires: Lightbending Talent (3)	Cost to learn: 50 Sp
Mana Cost: 20	Cast Time: 15	
Effect: create a fog in area, ½ all Awareness rolls		
Range: 0		
Area of Effect: 20 radius		
Duration: 5 rnds		
Resistance: none		
<i>Image</i> (Illusion)	Requires: Image Talent (1)	Cost to learn: 8 Sp
Mana Cost: 8	Cast Time: 4	
Effect: create an illusionary image		
Range: 7		
Area of Effect: 1 space		
Duration: 5 rnds		
Resistance: (Logic, Awareness or Intuition) /2 to be seen through		

### Illusion Spells pg. 4/5

*Invisibility* (Illusion)                      Requires: Invisibility Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 7  
Effect: become invisible  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Lethal Mind Trap* (Illusion)                      Requires: Mind Trap Talent (2)                      Cost to learn: 50 Sp  
Mana Cost: 25                                      Cast Time: 20  
Effect: trap target in an illusionary situation (GM discretion) target can take no action outside of illusion until spell is broken, target takes 1d20+5 +spell bonus nopro per rnd  
Range: 5  
Area of Effect: single target  
Duration: until dispelled or target takes physical damage outside of illusion  
Resistance: Will /5

*Mask Magic* (Abjuration)                      Requires: Mask Magic Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: hide the magical energy of all spells cast  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Mimic* (Illusion)                                      Requires: Trick Sense Talent (3)                      Cost to learn: 35 Sp  
Mana Cost: 20                                      Cast Time: 14  
Effect: perfectly mimic the voice, speech, etc. of a target heard for at least 1 rnd  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Mind Trap* (Illusion)                                      Requires: Mind Trap Talent (1)                      Cost to learn: 17 Sp  
Mana Cost: 17                                      Cast Time: 12  
Effect: trap target in an illusionary situation (GM discretion) target can take no action outside of illusion until spell is broken  
Range: 5  
Area of Effect: single target  
Duration: until dispelled or target takes physical damage outside of illusion  
Resistance: Will /5



### Illusion Spells pg. 5/5

*Mirror Image* (Illusion)                      Requires: Image Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 15                                      Cast Time: 9  
Effect: create an illusionary mirror image of caster next to caster, 50% when attacked illusion is hit instead of caster  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Mirror of Air* (Alteration)                      Requires: Lightbending Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 15                                      Cast Time: 9  
Effect: caster is protected by a reflective shield, 100% reflect magic or energy dam, can reflect a reflected spell  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Replicate* (Illusion)                              Requires: Image Talent (3)                              Cost to learn: 50 Sp  
Mana Cost: 20                                      Cast Time: 16  
Effect: alter the appearance of an area to replicate an area seen for at least 1 rnd  
Range: 0  
Area of Effect: 25 radius  
Duration: 5 rnds  
Resistance: (Logic, Awareness or Intuition) /5 to be seen through

*Trick Sense* (Illusion)                              Requires: Trick Sense Talent (1)                              Cost to learn: 7 Sp  
Mana Cost: 7    Cast Time: 3  
Effect: create an illusionary sensation that affects any one sense besides vision, such as a sound or smell, altering the taste of any food, or minor physical sensation like temperature  
Range: 12  
Area of Effect: 10 radius  
Duration: 3 rnds  
Resistance: (Logic, Awareness or Intuition) /2 to be seen through

*Vanish* (Illusion)                                      Requires: Invisibility Talent (3)                                      Cost to learn: 40 Sp  
Mana Cost: 15    Cast Time: 3  
Effect: become invisible  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

## Mental Magic Talents

- Sensory* Requires: 3 Mana & 5 Ment Cost: level 1 special / 3 Sp  
grants a magical sixth sense that allows for awareness rolls against things not normally able to be perceived, ex. "feeling" the presence of an enemy hidden behind a door
- Psyionic Energy* Requires: 5 Mana & 5 Ment Cost: level 2 special / 5 Sp  
allows the use of mental energy to move small objects in the immediate area.
- Psychic Energy* Requires: 5 Mana & 5 Wis Cost: level 2 special / 5 Sp  
can sense the general thoughts/feelings of anyone within visual range.
- Mind Trick* Requires: 7 Mana & 7 Ment Cost: level 3 special / 7 Sp  
can attempt to make a target suggestible momentarily, Will vs. Will.
- Mental Energy* Requires: 10 Ment, Psyionic Energy Cost: level 5 special / 10 Sp  
can use mental energy to generate light/warmth to fend off natural darkness/cold.
- Mental Damage* Requires: 10 Ment, Psychic Energy Cost: level 7 special / 20 Sp  
can cause a severe headache to anyone within visual range (½ Concentration until cured)
- Mental Healing* Requires: 7 Wis, Mental Energy Cost: level 7 special / 20 Sp  
can calm panicked people, cure effects of Mental Damage magical talent through touch
- Mental Shielding* Requires: 10 Ment, Psychic Energy Cost: level 7 special / 20 Sp  
can block basic telepathic suggestions and messages in the immediate area (1 radius).
- Mind Control* Requires: 12 Ment, Mind Trick Cost: level 10 special / 25 Sp  
can attempt to force an idea into someone's mind, Will vs. Will or target will act on idea.

## Mental Spells pg. 1/5

<i>Drain Mana</i> (Alteration)	Requires: Mental Damage Talent (2)	Cost to learn: 20 Sp
Mana Cost: 12	Cast Time: 8	
Effect: drain 1d10+2 Mp from target and restore to caster's Mp		
Range: 4		
Area of Effect: single target		
Duration: instant		
Resistance: none		
<i>Enhanced Perception</i> (Inner Flame)	Requires: Sensory Talent (1)	Cost to learn: 8 Sp
Mana Cost: 8	Cast Time: 5	
Effect: +50% Awareness		
Range: self		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Locate</i> (Divination)	Requires: Sensory Talent (3)	Cost to learn: 35 Sp
Mana Cost: 17	Cast Time: 12	
Effect: determine location of anyone met before for at least one rnd		
Range: self		
Area of Effect: single target		
Duration: instant		
Resistance: none		
<i>Maze</i> (Illusion)	Requires: Mind Trick Talent (3)	Cost to learn: 40 Sp
Mana Cost: 15	Cast Time: 10	
Effect: trap target's mind, target can take no action while trapped		
Range: 5		
Area of Effect: single target		
Duration: 5 rnds		
Resistance: Will /2 to resist, Logic /5 each rnd to escape		
<i>Mental Beam</i> (Evocation)	Requires: Mental Energy Talent (1)	Cost to learn: 10 Sp
Mana Cost: 10	Cast Time: 5	
Effect: 2d20+10, +spell bonus nopro		
Range: 10		
Area of Effect: single target		
Duration: instant		
Resistance: (Block or Dodge) /5		

## Mental Spells pg. 2/5

*Mental Blade* (Evocation)      Requires: Mental Energy Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: conjure a blade of mental energy, +50% attack, +25% crit, +25% block/parry, deal 1d10+2,  
+spell bonus, +dam bonus, nopro dam, delay 3  
Range: melee  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Mental Blast* (Evocation)      Requires: Mental Energy Talent (3)      Cost to learn: 40 Sp  
Mana Cost: 14      Cast Time: 9  
Effect: deal 1d20+5, +spell bonus, nopro damage to all in radius  
Range: 7  
Area of Effect: 2 radius  
Duration: instant  
Resistance: Reflex /2 for ½ dam

*Metaphysical Healing* (Inner Flame)      Requires: Mental Healing Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 8      Cast Time: 5  
Effect: restore 1d20+5, +spell bonus Lp  
Range: self/touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Metaphysical Regeneration* (Inner Flame)      Requires: Mental Healing Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 14      Cast Time: 9  
Effect: restore 1d10 +spell bonus Lp per rnd  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Mind Blank* (Illusion)      Requires: Mind Trick Talent (2)      Cost to learn: 30 Sp  
Mana Cost: 15      Cast Time: 10  
Effect: target is knocked unconscious for spell's duration  
Range: 2  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Will/5

### Mental Spells pg. 3/5

*Mind Bolt* (Evocation)                      Requires: Mental Damage Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 6  
Effect: deals 1d20+5 dam to Mp and 1d6+1 dam to Mind Measure  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Mind Control* (Illusion)                      Requires: Mind Control Talent (1)                      Cost to learn: 17 Sp  
Mana Cost: 17                                      Cast Time: 12  
Effect: take control of target's actions  
Range: 3  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: Will /2

*Mind Seize* (Illusion)                      Requires: Mind Control Talent (2)                      Cost to learn: 50 Sp  
Mana Cost: 25                                      Cast Time: 20  
Effect: take control of target's actions  
Range: 7  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Mind Shield* (Abjuration)                      Requires: Mental Shielding Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: protected against Mental spells, Oracles abilities and other forms of Mental damage or Mind Control  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Mind Trick* (Illusion)                      Requires: Mind Trick Talent (1)                      Cost to learn: 7 Sp  
Mana Cost: 7                                      Cast Time: 3  
Effect: make target suggestible  
Range: 2  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: (Will or Logic) /2

## Mental Spells pg. 4/5

*Psychic Barrier* (Abjuration)      Requires: Psychic Energy Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 14      Cast Time: 10  
Effect: create a barrier that absorbs up to 250 mental, magical or energy dam  
Range: 0  
Area of Effect: 1 radius or 7 adjacent spaces  
Duration: until dispelled or destroyed  
Resistance: none

*Psyionic Barrier* (Abjuration)      Requires: Psyionic Energy Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 14      Cast Time: 10  
Effect: create a barrier that absorbs 250 physical dam  
Range: 0  
Area of Effect: 1 radius or 7 adjacent spaces  
Duration: until dispelled or destroyed  
Resistance: none

*Psyionic Crush* (Evocation)      Requires: Psyionic Energy Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 25      Cast Time: 15  
Effect: deal 2d100+50, +spell bonus, nopro, 50% deal lvl 1 injury to 1d4 body parts,  
25% lvl 2 injury to 1d2 body parts  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Psyionic Strangle* (Evocation)      Requires: Psyionic Energy Talent (2)      Cost to learn: 40 Sp  
Mana Cost: 22      Cast Time: 12  
Effect: deal 1d20 dam to stamina, and 1d10 +spell bonus nopro to Lp, target cannot move  
Range: 5  
Area of Effect: single target  
Duration: 1 tick, +5 Mp per tick after  
Resistance: none

*Read Thoughts* (Divination)      Requires: Psychic Energy Talent (2)      Cost to learn: 20 Sp  
Mana Cost: 10      Cast Time: 4  
Effect: sense the thoughts of target  
Range: 7  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: Intuition /2 to notice, Will /2 to resist

### Mental Spells pg. 5/5

*Sense Alignment* (Divination)  
Mana Cost: 10  
Effect: sense the alignment of target  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

Requires: Sensory Talent (3)    Cost to learn: 25 Sp  
Cast Time: 4

*Sharpened Sight* (Inner Flame)  
Mana Cost: 15  
Effect: +50% Awareness, +25% accuracy, +25% ranged crit, +25% see stealth, 10% see invisible  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

Requires: Sensory Talent (2)    Cost to learn: 25 Sp  
Cast Time: 10

*Telekinesis* (Evocation)  
Mana Cost: 10  
Effect: allows movement of object with mind, Str = Mental stat  
Range: 10  
Area of Effect: single target  
Duration: instant  
Resistance: Fort /5

Requires: Psyionic Energy Talent (1)    Cost to learn: 10 Sp  
Cast Time: 4

*Telepathy* (Abjuration)  
Mana Cost: 10  
Effect: allows telepathic communication  
Range: 7  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Will /5

Requires: Psychic Energy Talent (1)    Cost to learn: 10 Sp  
Cast Time: 4

*Truesight* (Inner Flame)  
Mana Cost: 20  
Effect: see through invisibility, illusions, see magical energy, and spirits (including demon and chayol) and the true form of shapeshifters  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

Requires: Sensory Talent (3)    Cost to learn: 50 Sp  
Cast Time: 12

## Time Magic Talents

- Temporal Manipulation*      Requires: 7 Mana & 7 Int      Cost: level 1 special / 3 Sp  
required for all other Time Magic talents
  
- Slow/Quicken*      Requires: 7 Mana & 7 Int      Cost: level 2 special / 5 Sp  
allows use of Slow/Quicken spells
  
- Teleport*      Requires: 7 Mana & 7 Int      Cost: level 3 special / 7 Sp  
can instantly move one space per Mp used, Mind% to use 1 Mp to teleport one space and avoid an attack.
  
- Gravitational Manipulation*      Requires: 8 Mana & 8 Int      Cost: level 3 special / 7 Sp  
can slightly raise or lower the effects of gravity in the immediate area  
(+1 or -1 movement within 3 spaces)
  
- Slow/Speed Time*      Requires: 10 Ment, Temporal Manipulation      Cost: level 5 special / 10 Sp  
allows use of Slow/Speed Time spells
  
- Stop Time*      Requires: 10 Int, Temporal Manipulation      Cost: level 5 special / 12 Sp  
Mind% to use 1 Mp stop time for a brief moment to avoid an attack or to prevent a target from being able to avoid an attack.
  
- Gate*      Requires: 10 Mana, 10 Int      Cost: level 5 special / 12 Sp  
can open a one space large Gate for one round that leads to another space within range 20.
  
- Portal*      Requires: 10 Mana, 10 Int      Cost: level 7 special / 20 Sp  
can open a Portal for one round that leads to another space within range 20, Fort to avoid being pulled in.
  
- Summon/Unsummon*      Requires: 10 Int & 12 Mana      Cost: level 7 special / 20 Sp  
can summon/unsummon small basic items such as tools for limited amounts of time.
  
- Flame of Time*      Requires: 12 Int & 12 Mana      Cost: level 10 special / 25 Sp  
can remove a small object from time by touch (burnt away by pure white flame)



### Time Spells pg. 1/5

*Alpha Decay* (Cosmic)                      Requires: Temporal Manipulation Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 7  
Effect: deal 1d100 +spell bonus nopro dam to a living thing  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Banish* (Summoning)                      Requires: Summon/Unsummon Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: unsummon any creature with 500 Lp or less or attempt to push target into a random dimension  
Range: 8  
Area of Effect: single target  
Duration: instant  
Resistance: Will /5 for unsummon, Fort /5 for push

*Bend Space* (Cosmic)                      Requires: Temporal Manipulation Talent (3)                      Cost to learn: 35 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: connect one space in range to any other space in range  
Range: 12  
Area of Effect: 1 space  
Duration: 1 rnd  
Resistance: none

*Beta Decay* (Cosmic)                      Requires: Temporal Manipulation Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 7  
Effect: deal 1d100 +spell bonus nopro dam to item/object/etc  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Flame of Time* (Evocation)                      Requires: Flame of Time Talent (1)                      Cost to learn: 20 Sp  
Mana Cost: 20                                      Cast Time: 12  
Effect: deal 1d100 +spell bonus nopro, if target is killed their existence is erased in time to an extent dependent on amount of damage left over after death (GM discretion)  
Range: 12  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex /5

## Time Spells pg. 2/5

*Freeze Time* (Cosmic) Requires: Stop Time Talent (1) Cost to learn: 15 Sp  
Mana Cost: 15 Cast Time: 10  
Effect: freeze time for all except caster  
Range: self  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

*Gamma Decay* (Cosmic) Requires: Temporal Manipulation Talent (2) Cost to learn: 40 Sp  
Mana Cost: 20 Cast Time: 15  
Effect: dispels any spell or magical effect  
Range: 10  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Gate* (Cosmic) Requires: Gate Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 5  
Effect: open a 1 space large gate that leads to anywhere caster has been before for at least 1 rnd  
Range: 3  
Area of Effect: 1 space, +5 additional Mana per extra space  
Duration: 1 rnd, +5 additional Mana per extra rnd  
Resistance: none

*Lower Gravity* (Cosmic) Requires: Gravitational Manipulation Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 7  
Effect: +25% dodge, +2 movement  
Range: self  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

*Mass Unsummon* (Summoning) Requires: Summon/Unsummon Talent (2) Cost to learn: 50 Sp  
Mana Cost: 25 Cast Time: 15  
Effect: unsummon all summoned creatures with Lp of 500 or lower within radius, +1 Mana for every additional 50 Lp  
Range: 5  
Area of Effect: 2 radius  
Duration: instant  
Resistance: none

### Time Spells pg. 3/5

*Omega Decay* (Cosmic)                      Requires: Temporal Manipulation Talent (3)                      Cost to learn: 50 Sp  
Mana Cost: 20                                      Cast Time: 15  
Effect: deal 1d100 +spell bonus to target and all of target's armor, weapons and equipped items  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Portal* (Cosmic)                                  Requires: Portal Talent (1)                      Cost to learn: 17 Sp  
Mana Cost: 17                                      Cast Time: 10  
Effect: open a portal to a known dimension, draws all within radius 1 into portal, 50% creature from dimension emerges (GM discretion)  
Range: 7  
Area of Effect: 2 radius  
Duration: 1 rnd  
Resistance: Fort /2

*Quick* (Cosmic)                                  Requires: Slow/Quicken Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: -2 delay of all actions, +3 movement, +25% dodge and reflex rolls  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Raise Gravity* (Cosmic)                      Requires: Gravitational Manipulation Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 7  
Effect: -25% dodge, -2 movement, all actions cost +1 stamina  
Range: touch  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

*Recall* (Cosmic)                                  Requires: Temporal Manipulation Talent (2)                      Cost to learn: 25 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: repeat the effects of any attack/action performed in last rnd  
Range: 10  
Area of Effect: single target (can be a different target than original attack/action)  
Duration: instant  
Resistance: none

### Time Spells pg. 4/5

*Slow* (Cosmic) Requires: Slow/Quickened Talent (1) Cost to learn: 12 Sp  
Mana Cost: 12 Cast Time: 8  
Effect: +2 delay of all actions, - 1 movement, -25% dodge and reflex rolls  
Range: 3  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Slow Time* (Cosmic) Requires: Slow/Speed Time Talent (1) Cost to learn: 20 Sp  
Mana Cost: 12 Cast Time: 7  
Effect: caster has an additional tick to act on for every regular tick  
Range: self  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

*Stop* (Cosmic) Requires: Slow/Quickened Talent (2) Cost to learn: 35 Sp  
Mana Cost: 17 Cast Time: 12  
Effect: target is frozen in time and can take no action  
Range: 5  
Area of Effect: single target  
Duration: 1 rnd  
Resistance: none

*Stop Time* (Cosmic) Requires: Stop Time Talent (2) Cost to learn: 50 Sp  
Mana Cost: 25 Cast Time: 20  
Effect: stop the flow of time for all except caster  
Range: self  
Area of Effect: single target  
Duration: 3 rnds, +25 Mp per extra rnd  
Resistance: none

*Teleport* (Cosmic) Requires: Teleport Talent (1) Cost to learn: 7 Sp  
Mana Cost: 5 Cast Time: 3  
Effect: instantly move to anywhere caster has been before for at least one rnd  
Range: self/touch  
Area of Effect: single target, +5 additional Mana per extra target  
Duration: instant  
Resistance: none

## Time Spells pg. 5/5

*Temporal Instability* (Cosmic)      Requires: Temporal Manipulation Talent (2)      Cost to learn: 50 Sp  
Mana Cost: 25      Cast Time: 20  
Effect: x2 effect of Time spells against target  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Temporal Stasis* (Cosmic)      Requires: Temporal Manipulation Talent (2)      Cost to learn: 50 Sp  
Mana Cost: 25      Cast Time: 20  
Effect: unaffected by Time spells  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Time Travel* [Future] (Cosmic)      Requires: Temporal Manipulation Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 20      Cast Time: 15  
Effect: travel forward in time, to an extent dependent on Mana score, Will /2 for desired time  
(GM discretions for all effects of Time Travel) or to return from using Time Travel (Past)  
Range: self/touch  
Area of Effect: single target, +10 Mp per additional target  
Duration: instant  
Resistance: none

*Time Travel* [Past] (Cosmic)      Requires: Temporal Manipulation Talent (2)      Cost to learn: 50 Sp  
Mana Cost:      Cast Time:  
Effect: travel backward in time, to an extent dependent on Mana score, Will /2 for desired time  
(GM discretions for all effects of Time Travel) or to return from using Time Travel (Future)  
Range: self/touch  
Area of Effect: single target, +10 Mp per additional target  
Duration: instant  
Resistance: none

*Transport* (Cosmic)      Requires: Teleport Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 7  
Effect: instantly move all within radius to anywhere caster has been before for at least one rnd  
Range: 0  
Area of Effect: 1 radius  
Duration: instant  
Resistance: none

### Holy Magic Talents

- Communion* Requires: 5 Mana & 7 Wis Cost: level 1 special / 3 Sp  
allows use of Holy Communion spells.
- Holy Symbol* Requires: 7 Mana & 7 Wis Cost: level 1 special / 3 Sp  
place a holy symbol on an object, doorway, etc. that will prevent demon/undead from touching/entering.
- Blessing* Requires: 7 Mana & 10 Wis Cost: level 2 special / 5 Sp  
can grant a blessing that removes and protects from basic Dark magic talent Curses.
- Light* Requires: 7 Mana & 7 Ment Cost: level 3 special / 7 Sp  
allows generation of light in the immediate area to fend off natural darkness.
- Holy Fire* Requires: 8 Mana, Light Cost: level 5 special / 10 Sp  
can generate a small white flame whose light will reveal any demons.
- Atonement* Requires: 10 Wis, Communion Cost: level 5 special / 10 Sp  
can grant atonement for evil acts, resetting any steps towards alignment change.
- Sanctuary* Requires: 12 Wis, Communion Cost: level 5 special / 12 Sp  
creates a Holy feeling in an area that will make anyone of evil alignment nervous, Will/2 to avoid showing signs.
- Holy Aura* Requires: 10 Mana, Light Cost: level 7 special / 20 Sp  
generate an aura around self that intimidates evil/undead/demonic, Courage/2
- Miracle* Requires: 12 Wis, Blessing Cost: level 10 special / 25 Sp  
one time per session can add Soul score to any roll.
- Resurrection* Requires: 12 Int, Miracle Cost: level 10 special / 25 Sp  
can restore life to small animals dead for less than one day/session.

## Holy Spells pg. 1/5

*Atonement* (Invocation)                      Requires: Atonement Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: target regains any classes, abilities, etc. lost due to evil actions, and regains original alignment  
Range: touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Bless* (Invocation)                              Requires: Blessing Talent (1)                      Cost to learn: 10 Sp  
Mana Cost: 10                                      Cast Time: 5  
Effect: +25 dam vs. evil, -25 dam from evil, +10% to all rolls  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Divine Intervention* (Invocation)                      Requires: Miracle Talent (1)                      Cost to learn: 20 Sp  
Mana Cost: 20                                      Cast Time: 12  
Effect: prevents death up to three times  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Divine Might* (Invocation)                      Requires: Blessing Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 15                                      Cast Time: 8  
Effect: +10 Str, +50 Lp  
Range: self/touch  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Exorcism* (Invocation)                              Requires: Atonement Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 17                                      Cast Time: 12  
Effect: removes demonic possession, if exorcism is resisted the possessed target takes 1d100 nopro, and the possessing demon takes double, +spell bonus  
Range: 1  
Area of Effect: single target  
Duration: instant  
Resistance: Demon's Will /5

## Holy Spells pg. 2/5

*Halo* (Evocation) Requires: Holy Aura Talent (2) Cost to learn: 20 Sp  
Mana Cost: 12 Cast Time: 7  
Effect: any evil/undead takes 1d20 +spell bonus per tick, no darkness, ½ dam from Dark spells  
Range: self  
Area of Effect: 1 radius for dam, 2 radius for ½ dam from Dark Magic, 3 radius for no darkness  
Duration: 3 rnds  
Resistance: none

*Haven* (Cosmic) Requires: Sanctuary Talent (2) Cost to learn: 20 Sp  
Mana Cost: 10 Cast Time: 4  
Effect: instantly move to nearest temple, cathedral, etc.  
Range: self/touch  
Area of Effect: single target, +5 additional Mana per extra target  
Duration: instant  
Resistance: none

*Holy Aura* (Evocation) Requires: Holy Aura Talent (1) Cost to learn: 8 Sp  
Mana Cost: 8 Cast Time: 4  
Effect: any evil/undead in radius takes 1d10 +spell bonus per tick  
Range: self  
Area of Effect: 1 radius  
Duration: 3 rnds0  
Resistance: none

*Holy Fire* (Evocation) Requires: Holy Fire Talent (1) Cost to learn: 7 Sp  
Mana Cost: 7 Cast Time: 3  
Effect: create a flame that cancels all darkness, including magical, or deals 2d20+10 +spell bonus,  
x2 vs. evil, x5 vs. demonic/undead  
Range: 0 for light, 3 for damage  
Area of Effect: 5 radius for light or single target for damage  
Duration: 1 rnd for light or instant for damage  
Resistance: (Block or Dodge) /2

*Holy Guidance* (Invocation) Requires: Communion Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 5  
Effect: Intuition /2 to gain knowledge of the location of one goal, person, place, item, etc.  
Range: self  
Area of Effect: single target  
Duration: instant  
Resistance: none



### Holy Spells pg. 3/5

<i>Holy Healing</i> (Invocation)	Requires: Blessing Talent (2)	Cost to learn: 20 Sp
Mana Cost: 12	Cast Time: 6	
Effect: restore 2d20+10 Lp, x2 if target's alignment is good, x5 if faithful		
Range: 1		
Area of Effect: single target		
Duration: instant		
Resistance: none		
<i>Holy Light</i> (Evocation)	Requires: Light Talent (1)	Cost to learn: 10 Sp
Mana Cost: 10	Cast Time: 5	
Effect: cancels all darkness or cancels/dispels one Dark spell or deal 1d100 +spell bonus no pro x2 vs. evil, x5 vs. demonic/undead		
Range: 0 for light, 12 for dispel and damage		
Area of Effect: 7 radius for light, single target for dispel and damage		
Duration: 1 rnd for light, instant for dispel and damage		
Resistance: none		
<i>Holy Path</i> (Invocation)	Requires: Communion Talent (3)	Cost to learn: 50 Sp
Mana Cost: 20	Cast Time: 12	
Effect: protects from random encounters, etc. or used to create a "path" past impossible obstacles, etc. (ex. an invisible bridge of faith)		
Range: self/touch for protection or 10 for path		
Area of Effect: single target for protection or up to 10 spaces for path		
Duration: 1 day/session		
Resistance: none		
<i>Holy Protection</i> (Invocation)	Requires: Blessing Talent (2)	Cost to learn: 20 Sp
Mana Cost: 12	Cast Time: 6	
Effect: -50 dam from evil, ½ dam from Dark/Blood spells, x2 chance to resist Dark/Blood spells		
Range: self/touch		
Area of Effect: single target		
Duration: 3 rnds		
Resistance: none		
<i>Holy Symbol</i> (Invocation)	Requires: Holy Symbol Talent (1)	Cost to learn: 7 Sp
Mana Cost: 7	Cast Time: 3	
Effect: any undead or demonic entity within radius will be forced back 1d4+1 spaces		
Range: 0		
Area of Effect: 3 radius		
Duration: instant		
Resistance: Will vs. Will /2		

### Holy Spells pg. 4/5

*Holy Ward* (Invocation)                      Requires: Holy Symbol Talent (2)                      Cost to learn: 20 Sp  
Mana Cost: 12                                      Cast Time: 8  
Effect: place a ward on an item, person, area, prevents any undead/demon from coming within 5 spaces  
Range: 1  
Area of Effect: single target  
Duration: 5 rnds, +5 Mp per extra rnd  
Resistance: none

*Holy Will* (Invocation)                      Requires: Communion Talent (2)                      Cost to learn: 35 Sp  
Mana Cost: 20                                      Cast Time: 12  
Effect: +100% Will and Courage, protects from all forms of mind control, manipulation and intimidation  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Protection vs. Curses* (Abjuration)                      Requires: Blessing Talent (3)                      Cost to learn: 50 Sp  
Mana Cost: 18                                      Cast Time: 13  
Effect: protects from being cursed  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Remove Curse* (Invocation)                      Requires: Atonement Talent (2)                      Cost to learn: 40 Sp  
Mana Cost: 22                                      Cast Time: 16  
Effect: removes a curse  
Range: self/touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Resurrection* (Invocation)                      Requires: Resurrection Talent (1)                      Cost to learn: 50 Sp  
Mana Cost: 25                                      Cast Time: 20  
Effect: target must be dead less than 3 days/sessions, brings to 1 Lp  
Range: touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

### Holy Spells pg. 5/5

*Sanctuary* (Invocation)                      Requires: Sanctuary Talent (1)                      Cost to learn: 7 Sp  
Mana Cost: 6    Cast Time: 3  
Effect: dispels and prevents Dark/Blood magic, reveals all evil/demonic, caster cannot be sensed by undead/demonic  
Range: self  
Area of Effect: 7 radius  
Duration: 1 rnd  
Resistance: none

*Shield of Light* (Evocation)                      Requires: Light Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 15    Cast Time: 10  
Effect: conjure a shield of pure light, Hp 250 +spell bonus, +50% block, ½ dam from physical, immune to Dark spells/energies, cancels all darkness within 5 radius  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

*Sword of Light* (Evocation)                      Requires: Light Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 15    Cast Time: 10  
Effect: conjure a blade of pure light, Hp 250 +spell bonus, +50% attack, +25% block/parry, deals 2d10+5, +spell bonus, delay 1, x2 vs. evil, x5 vs. undead/demonic, ½ dam from physical and immune to Dark spells/energies  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: Doge /2 only

*Touch Soul* (Astral)                                      Requires: Atonement Talent (3)                      Cost to learn: 50 Sp  
Mana Cost: 17    Cast Time: 10  
Effect: change evil target's alignment to neutral or a neutral targets alignment to good  
Range: touch  
Area of Effect: single target  
Duration: instant  
Resistance: Will /2

*Turn Undead* (Invocation)                      Requires: Holy Symbol Talent (3)                      Cost to learn: 25 Sp  
Mana Cost: 10    Cast Time: 5  
Effect: instantly destroy any undead with Hp of 100 +spell bonus or lower, all other undead flee  
Range: 0  
Area of Effect: 3 radius  
Duration: 1 rnd  
Resistance: Will /5

### Dark Magic Talents

- Raise Dead*                                      Requires: 5 Mana & 7 Int                      Cost: level 1 special / 3 Sp  
can reanimate any dead body in immediate area for 1 rnd.
  
- Flesh Graft*                                      Requires: 5 Mana & 7 Int                      Cost: level 1 special / 3 Sp  
when out of battle can graft on flesh to heal wounds, -1% charm per Lp healed.
  
- Dark Symbol*                                      Requires: 7 Wis & 7 Int                      Cost: level 1 special / 3 Sp  
can read and write the languages of Hell, demons, etc.
  
- Dark Communion*                                      Requires: 8 Wis & 8 Int                      Cost: level 2 special / 5 Sp  
can communicate with nearby rats, ravens and demonic spirits.
  
- Shadows*                                      Requires: 7 Ment & 8 Int                      Cost: level 3 special / 7 Sp  
can manipulate natural shadows/darkness in the immediate area.
  
- Ether*                                      Requires: 7 Mana & 7 Ment                      Cost: level 3 special / 7 Sp  
can generate darkness in an area, ½ all visual Awareness rolls.
  
- Curse*                                      Requires: 10 Int & 10 Wis                      Cost: level 5 special / 10 Sp  
can curse an item/person, will fail all Luck rolls until removed.
  
- Ritual*                                      Requires: 10 Wis & 10 Int                      Cost: level 5 special / 12 Sp  
when out of battle can perform a ritual that will call a demonic spirit.
  
- Idol*                                      Requires: 10 Int, Dark Communion                      Cost: level 7 special / 20 Sp  
can use the power within idols.
  
- Hellfire*                                      Requires: 10 Mana & 10 Ment                      Cost: level 7 special / 20 Sp  
can cast a small black flame that cannot be extinguished until item burning is destroyed.
  
- Domination*                                      Requires: 12 Mana & 12 Ment                      Cost: level 10 special / 25 Sp  
can control nearby rats and ravens and attempt to force a demonic spirit to obey, Will vs. Will.
  
- Call Demon*                                      Requires: 12 Wis, Ritual                      Cost: level 10 special / 25 Sp  
can use divining tools (such as Ouija boards) to communicate with demons.

## Dark Spells pg. 1/5

*Create Idol* (Invocation)      Requires: Idol Talent (1)      Cost to learn: 20 Sp  
Mana Cost: 20      Cast Time: 17  
Effect: imbue a statue or other appropriate object (GM discretion) with a dark spirit, Hp 1000  
x2 effect of Dark spells within radius 7 until destroyed  
Range: 7  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Dark Bind* (Necromancy)      Requires: Ritual Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 12      Cast Time: 8  
Effect: if target dies during spell's duration become undead  
Range: self/touch  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Dark Curse* (Curse)      Requires: Curse Talent (2)      Cost to learn: 20 Sp  
Mana Cost: 10      Cast Time: 5  
Effect: target receives x2 damage of all kinds, x4 if alignment is good  
Range: : 3 or from anywhere if have possession of target's or voodoo doll, idol, etc  
Area of Effect: single target  
Duration: until curse is removed  
Resistance: none

*Dark Offering* (Invocation)      Requires: Ritual Talent (3)      Cost to learn: 50 Sp  
Mana Cost: 17      Cast Time: 12  
Effect: if target dies during spell's duration, target is worth x2 experience  
Range: 3  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Dark Protection* (Invocation)      Requires: Dark Communion Talent (1)      Cost to learn: 7 Sp  
Mana Cost: 7      Cast Time: 4  
Effect: -50 dam from good, protects from Holy Magic  
Range: self  
Area of Effect: single target  
Duration: 3 rnds  
Resistance: none

## Dark Spells pg. 2/5

*Dark Ritual* (Necromancy)      Requires: Ritual Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 10      Cast Time: 7  
Effect: next Dark spell is x2 effect  
Range: self  
Area of Effect: single target  
Duration: 1 spell  
Resistance: none

*Dark Rune* (Invocation)      Requires: Dark Symbol Talent (1)      Cost to learn: 12 Sp  
Mana Cost: 14      Cast Time: 7  
Effect: place a 1 space large rune on surface, item, etc, if touched by good take 1d100 +spell bonus  
nopro  
Range: touch  
Area of Effect: single target  
Duration: 1 activation  
Resistance: none

*Dark Sanctuary* (Invocation)      Requires: Dark Communion Talent (2)      Cost to learn: 30 Sp  
Mana Cost: 15      Cast Time: 10  
Effect: instantly move to nearest dark temple, etc.  
Range: self/touch  
Area of Effect: single target, +5 additional Mana per extra target  
Duration: instant  
Resistance: none

*Dark Ward* (Invocation)      Requires: Dark Symbol Talent (2)      Cost to learn: 30 Sp  
Mana Cost: 15      Cast Time: 10  
Effect: place a ward on object, area, etc. to prevent good alignment from touching, entering, etc.  
Range: touch  
Area of Effect: single target  
Duration: until dispelled  
Resistance: none

*Darkness* (Evocation)      Requires: Shadows Talent (1)      Cost to learn: 8 Sp  
Mana Cost: 8      Cast Time: 5  
Effect: create darkness in an area, +25% stealth, ½ all Awareness rolls  
Range: 0  
Area of Effect: 12 radius  
Duration: 5 rnds  
Resistance: none

### Dark Spells pg. 3/5

*Decay (Curse)* Requires: Curse Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 5  
Effect: -10 Lp per rnd, -1 per action, damage cannot be healed until curse is removed  
Range: : 3 or from anywhere if have possession of target's or voodoo doll, idol, etc  
Area of Effect: single target  
Duration: until curse is removed  
Resistance: none

*Demon Gate (Summoning)* Requires: Call Demon Talent (1) Cost to learn: 25 Sp  
Mana Cost: 25 Cast Time: 18  
Effect: open a gate to Infernal Realm, Will /2 to call forth a demon, 25% 1d4 demonic creatures emerge (GM discretion, should be rolled randomly)  
Range: 5  
Area of Effect: 1 space large  
Duration: 1 rnd  
Resistance: none

*Dominate Beast (Geomancy)* Requires: Domination Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 5  
Effect: gain control over and animal or monster  
Range: 3  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: Will vs. Will /2

*Dominate Spirit (Astral)* Requires: Domination Talent (2) Cost to learn: 30 Sp  
Mana Cost: 15 Cast Time: 8  
Effect: gain control over a spirit or undead being  
Range: 3  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: Will vs. Will /2

*Drowning Darkness (Alteration)* Requires: Shadows Talent (3) Cost to learn: 50 Sp  
Mana Cost: 17 Cast Time: 12  
Effect: : create darkness in an area, +25% stealth, ½ all Awareness rolls, all within radius take 1d10 +spell bonus nopro, per tick/action  
Range: 0  
Area of Effect: 10 radius  
Duration: 1 rnd  
Resistance: none

### Dark Spells pg. 4/5

*Enthrall* (Astral) Requires: Domination Talent (3) Cost to learn: 50 Sp  
Mana Cost: 20 Cast Time: 14  
Effect: gain control over target  
Range: 3  
Area of Effect: single target  
Duration: until dispelled  
Resistance: Will vs. Will /5

*Ether* (Evocation) Requires: Ether Talent (1) Cost to learn: 12 Sp  
Mana Cost: 13 Cast Time: 7  
Effect: deals 1d100 +spell bonus, x2 vs. good, x5 vs. faithful  
Range: 7  
Area of Effect: single target  
Duration: instant  
Resistance: Reflex /2

*Ether Blade* (Conjuration) Requires: Ether Talent (2) Cost to learn: 30 Sp  
Mana Cost: 17 Cast Time: 10  
Effect: conjure a blade of darkness, +50% attack, +50% block/parry, takes ¼ from physical, x2 from light, Hp 250, deals 1d20+5 +spell bonus, delay 2, x2 vs. good, x5 vs. faithful  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Flesh Graft* (Necromancy) Requires: Flesh Graft Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 7  
Effect: heal 1d100 +spell bonus, can be used to heal demonic/undead, ½ Lp healed damages Charm  
Range: self/touch  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Hellfire* (Evocation) Requires: Hellfire Talent (1) Cost to learn: 20 Sp  
Mana Cost: 18 Cast Time: 12  
Effect: 1d100+50, +spell bonus, x2 vs. good, x5 vs. faithful  
Range: 0  
Area of Effect: 1x3  
Duration: instant  
Resistance: Reflex /2 for ½ dam



### Dark Spells pg. 5/5

*Raise Skeleton* (Necromancy)      Requires: Raise Dead Talent (3)      Cost to learn: 35 Sp  
Mana Cost: 15      Cast Time: 8  
Effect: raise a corpse as a skeleton, Hp 500, ½ from physical, ½ from slicing/piercing, x2 from crushing, x2 from fire, Claws x2, 75% att, 2d20+10, delay 3  
Range: 5  
Area of Effect: single target  
Duration: until destroyed  
Resistance: none

*Raise Zombie* (Necromancy)      Requires: Raise Dead Talent (2)      Cost to learn: 30 Sp  
Mana Cost: 15      Cast Time: 8  
Effect: raise a corpse as a zombie, Hp 500, ½ from physical, x3 from fire, Bite 100% 4d20+20  
½ damage dealt heals Hp, delay 3  
Range: 5  
Area of Effect: single target  
Duration: until destroyed  
Resistance: none

*Reanimate Dead* (Necromancy)      Requires: Raise Dead Talent (1)      Cost to learn: 10 Sp  
Mana Cost: 10      Cast Time: 5  
Effect: any corpses within radius are reanimated, Hp 100, 50% deal 1d20+5, x2, +any race, class, etc bonuses (GM discretion) delay 3  
Range: 0  
Area of Effect: 2 radius  
Duration: until destroyed  
Resistance: none

*Shadowcloak* (Alteration)      Requires: Shadows Talent (2)      Cost to learn: 25 Sp  
Mana Cost: 14      Cast Time: 8  
Effect: become invisible  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Shadow Tentacles* (Alteration)      Requires: Shadows Talent (3)      Cost to learn: 40 Sp  
Mana Cost: 17      Cast Time: 12  
Effect: create 1d4+2 tentacles of darkness, Str 25, Hp 50, 50% parry, 100% block, range 4, deals 1d20+5, +spell bonus each, delay 2 or can grab targets, etc, 3 Mp to grow back a tentacle  
Range: self  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

### **Blood Magic Talents**

- Blood Manipulation* (self)                      Requires: 5 Mana & 5 Ment                      Cost: level 1 special / 3 Sp  
required to use own blood for casting Blood spells.
- Blood Manipulation* (other)                      Requires: 7 Mana & 7 Ment                      Cost: level 5 special / 10 Sp  
can use the spilled blood of others (½ dam taken to Lp) to cast Blood Magic spells.
- Blood Tendrils*                      Requires: 10 Ment, Blood Manipulation (self)                      Cost: level 7 special / 20 Sp  
can create small tendrils of blood to hold/use small items.
- Blood Ritual*                      Requires: 10 Int, Blood Manipulation (other)                      Cost: level 10 special / 25 Sp  
when out of battle can perform a ritual that will call a demonic spirit.

## Blood Spells pg. 1/5

\* All Blood spells use Lp to cast instead of Mp

*Acid Blood* (Alteration) Requires: Blood Manipulation [self] Talent (1) Cost to learn: 7 Sp  
Mana Cost: 8 Cast Time: 3  
Effect: 5d10 +spell bonus nopro, 1d10 +spell bonus per tick for next rnd  
Range: 0  
Area of Effect: 2x3  
Duration: instant  
Resistance: Reflex /2 for ½ dam

*Blood Armor* (Blood) Requires: Blood Manipulation [self] Talent (2) Cost to learn: 20 Sp  
Mana Cost: 12 Cast Time: 5  
Effect: take 25 less damage of all kinds, Hp 250, moves all hits down one level (lethal become crit, etc)  
Range: self  
Area of Effect: single target  
Duration: 1 rnd, +10 Mp per rnd after  
Resistance: none

*Blood Barrier* (Blood) Requires: Blood Manipulation [self] Talent (1) Cost to learn: 10 Sp  
Mana Cost: 10 Cast Time: 4  
Effect: create a barrier with Hp 500, ½ from physical, any dam dealt within 1 radius restores barrier's Hp  
Range: 1  
Area of Effect: 3 spaces  
Duration: 3 rnds  
Resistance: none

*Blood Blade* (Blood) Requires: Blood Manipulation [self] Talent (2) Cost to learn: 24 Sp  
Mana Cost: 12 Cast Time: 5  
Effect: conjure a blade form blood, +50% attack, +50% block, parry, Hp 250, deals 2d10 +10, +spell bonus, range 2, +5 Hp, +1 dam per dam dealt to target's Lp, delay 3  
Range: self  
Area of Effect: single target  
Duration: 1 rnd, +10 Mp per rnd after  
Resistance: Attacks are ½ to be defended against and cannot be parried

*Blood Bullets* (Blood) Requires: Blood Manipulation [self] Talent (2) Cost to learn: 24 Sp  
Mana Cost: 12 Cast Time: 5  
Effect: deals 1d20+5, +spell bonus nopro damage each  
Range: 7  
Area of Effect: 5x or targets  
Duration: instant  
Resistance: (Reflex or Dodge) /2

## Blood Spells pg. 2/5

<i>Blood Circle</i> (Abjuration)	Requires: Blood Ritual Talent (1)	Cost to learn: 12 Sp
Mana Cost: 12	Cast Time: 6	
Effect: create a circle that no magical energy may pass through		
Range: 0		
Area of Effect: 2 radius		
Duration: 3 rnds		
Resistance: none		
<i>Blood Cord</i> (Blood)	Requires: Blood Tendril Talent (1)	Cost to learn: 10 Sp
Mana Cost: 10	Cast Time: 3	
Effect: Hp 50, x2 Str vs. grabbed, 25% +spell bonus to disarm, delay 2		
Range: 5		
Area of Effect: single target		
Duration: 1 rnd		
Resistance: Reflex /2 to avoid, Fort /2 to resist pull/throw		
<i>Blood Idol</i> (Invocation)	Requires: Blood Ritual Talent (1)	Cost to learn: 15 Sp
Mana Cost: 15	Cast Time: 8	
Effect: : imbue a statue or other appropriate object (GM discretion) with a dark spirit, Hp 1000 x2 effect of Blood spells within radius 7 until destroyed		
Range: touch		
Area of Effect: single target		
Duration: until destroyed		
Resistance: none		
<i>Blood Rain</i> (Geomancy)	Requires: Blood Ritual Talent (1)	Cost to learn: 15 Sp
Mana Cost: 16	Cast Time: 10	
Effect: all within radius take 1d20+5, +spell bonus nopro		
Range: 0		
Area of Effect: 10 radius		
Duration: instant		
Resistance: none		
<i>Blood Regeneration</i> (Blood)	Requires: Blood Manipulation [self] Talent (2)	Cost to learn: 10 Sp
Mana Cost: 7 / 15 / 25	Cast Time: 4 / 7 / 10	
Effect: heal a level 1, 2 or 3 injury		
Range: self		
Area of Effect: single target		
Duration: instant		
Resistance: none		

### Blood Spells pg. 3/5

*Blood Sacrifice* (Blood)                      Requires: Blood Ritual Talent (2)                      Cost to learn: 30 Sp  
Mana Cost: 15                                      Cast Time: 9  
Effect: if target dies during spell's duration target is worth x2 experience  
Range: 1  
Area of Effect: single target  
Duration: 5 rnds  
Resistance: none

*Blood Spawn* (Blood)                      Requires: Blood Ritual Talent (2)                      Cost to learn: 50 Sp  
Mana Cost: 25                                      Cast Time: 15  
Effect: create 1d4+1 spawns, Hp 500, ½ from physical, 50% dodge and counterattack,  
100% deals 2d20+10 nopro, delay 2, movement 5/6/7, ½ to be defended against  
Range: 3  
Area of Effect: 1 space  
Duration: until destroyed  
Resistance: none

*Blood Spear* (Blood)                      Requires: Blood Tendrils Talent (2)                      Cost to learn: 20 Sp  
Mana Cost: 12                                      Cast Time: 5  
Effect: deal 1d100 +spell bonus nopro  
Range: 5  
Area of Effect: single target  
Duration: instant  
Resistance: (Dodge or Reflex) /2

*Blood Spikes* (Blood)                      Requires: Blood Tendrils Talent (2)                      Cost to learn: 15 Sp  
Mana Cost: 8                                      Cast Time: 3  
Effect: deal 1d20+5, +spell bonus nopro each  
Range: 7  
Area of Effect: 5x or targets  
Duration: instant  
Resistance: (Dodge or Reflex) /4

*Blood Storm* (Geomancy)                      Requires: Blood Ritual Talent (3)                      Cost to learn: 50 Sp  
Mana Cost: 22                                      Cast Time: 15  
Effect: 2d20+10, +spell bonus, Nopro all  
Range: 0  
Area of Effect: 12 radius  
Duration: 3 rnds  
Resistance: none

### Blood Spells pg. 4/5

*Blood Tendrils* (Blood)                      Requires: Blood Tendrils Talent (2)                      Cost to learn: 25 Sp  
Mana Cost: 15                                      Cast Time: 7  
Effect: spawn 1d4+1 tendrils, Hp 75, Str 25, 50% disarm  
Range: 7  
Area of Effect: 1 target each  
Duration: 3 rnds  
Resistance: Reflex /4 to avoid, Fort /2 to resist pull/throw

*Blood Tentacles* (Blood)                      Requires: Blood Tendrils Talent (3)                      Cost to learn: 50 Sp  
Mana Cost: 20                                      Cast Time: 10  
Effect: 1d4+1 tentacles, Hp 100, Str 50, 25% disarm, 25% block attack  
Range: 4  
Area of Effect: 1 target each  
Duration: 3 rnds  
Resistance: Reflex /2 to avoid, Fort /4 to resist pull/throw

*Blood Totem* (Alteration)                      Requires: Blood Ritual Talent (1)                      Cost to learn: 15 Sp  
Mana Cost: 15                                      Cast Time: 8  
Effect: imbue a totem, statue, etc. with a spirit, can be used for information or to train abilities, learn spells at GM discretion, 1 time per session  
Range: 1  
Area of Effect: single target  
Duration: until destroyed  
Resistance: none

*Bloodburst* (Evocation)                      Requires: Blood Manipulation [other] Talent (1)                      Cost to learn: 12 Sp  
Mana Cost: 12                                      Cast Time: 5  
Effect: 1d100+25, +spell bonus nopro  
Range: 3  
Area of Effect: single target  
Duration: instant  
Resistance: none

*Bloodgate* (Summoning)                      Requires: Blood Ritual Talent (3)                      Cost to learn: 50 Sp  
Mana Cost: 25                                      Cast Time: 20  
Effect: open a gate to Infernal Realm, Will /2 to call forth a demon, 25% 1d4 demonic creatures emerge (GM discretion, should be rolled randomly)  
Range: 3  
Area of Effect: 1 space  
Duration: 1 rnd  
Resistance: none

### Blood Spells pg. 5/5

<i>Bloodlust</i> (Blood)	Requires: Blood Ritual Talent (1)	Cost to learn: 7 Sp
Mana Cost: 8	Cast Time: 3	
Effect: +25 damage of all kinds		
Range: self/touch		
Area of Effect: single target		
Duration: 1 rnd		
Resistance: none		
<i>Bloodpool</i> (Alteration)	Requires: Blood Ritual Talent (1)	Cost to learn: 12 Sp
Mana Cost: 12	Cast Time: 6	
Effect: create a pool of blood that can be used to cast Blood spells, starts with 10 pts, every damage dealt to Lp within 5 radius is drawn into pool		
Range: 3		
Area of Effect: 1 space large		
Duration: until depleted or dispelled		
Resistance: none		
<i>Boil Blood</i> (Evocation)	Requires: Blood Manipulation [other] Talent (2)	Cost to learn: 35 Sp
Mana Cost: 17	Cast Time: 10	
Effect: 2d100+50, +spell bonus nopro		
Range: 2		
Area of Effect: single target		
Duration: instant		
Resistance: none		
<i>Infection</i> (Curse)	Requires: Blood Ritual Talent (3)	Cost to learn: 50 Sp
Mana Cost: 18	Cast Time: 10	
Effect: if target dies become a vampire		
Range: 2		
Area of Effect: single target		
Duration: until dispelled or death		
Resistance: Fort /5		
<i>Internal Burst</i> (Inner Flame)	Requires: Blood Manipulation [other] Talent (3)	Cost to learn: 50 Sp
Mana Cost: 20	Cast Time: 10	
Effect: 5d100 +spell bonus nopro		
Range: 3		
Area of Effect: single target		
Duration: instant		
Resistance: none		

# Chapter Five

## Equipment & Items

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## Money

While the kinds of money and commerce in a campaign or gameworld can vary greatly, the prices in this book have been set to the following standard:

100 copper = 1 silver  
10 silver = 1 gold  
100 gold = 1 platinum  
10 platinum = 1 diamond (1000 gold)

## Crafting Guidelines

Materials are required for the crafting of any item. The amount of material needed is equal to  $\frac{1}{2}$  the listed price of an item. The other  $\frac{1}{2}$  of the price is manpower.

Aside from materials, crafting requires time. This requirement will be set by the GM and should be campaign/group specific. Just assure crafting times are consistent and take in to account the size, quality and complexity of the item as well as the work conditions.

Examples are set below:

Ammo- 25 per day/session  
Small Weapon- 10 per day/session  
Medium Weapon- 5 per day/session  
Large Weapon – 3 per day/session  
Main Clothing- 2 per day/session  
Minor Clothing- 4 per day/session  
Main light armor- 1 per day/session  
Minor light armor – 3 per day/session  
Main medium armor- 2 days/sessions  
Minor medium armor – 2 per day/sessions  
Main heavy armor – 3 days/sessions  
Minor heavy armor – 1 per day/session  
Small special item – 5 per day/session  
Medium special item – 3 per day/session  
Large special item 1 per day/session  
Low quality – half time  
High quality – x2 time  
Small ship/building – 5 days/sessions  
Medium ship/building – 7 days/sessions  
Large ship/building – 10 days/sessions  
Huge size – +50% time

## Weapon Types

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## Armor Types

-Clothing	base movement: 4/5/6	no dodge, stealth or casting penalties
-Light Armor	base movement: 3/4/5	-10% dodge, stealth, 5% spell failure chance
-Medium Armor	base movement: 2/3/4	-25% dodge, stealth, 10% spell failure chance
-Heavy Armor	base movement: 1/2/3	-50% dodge, stealth, 25% spell failure chance

Characters may use a weapon in each hand, but without Ambidexterity (Combat skill), the off-hand attack will suffer a -25% to hit and +1 delay penalty.

Characters may wear up to two layers of clothing and/or armor.

A character can wear/equip up to Strength score x10 without penalty. A character's max lift/hold is Strength score x100. At 50% of max lift/hold a character can only move one space per tick (or Ap) and all actions cost double stamina. At 100% of max lift/hold a character cannot move and must spend one stamina point per tick to keep from dropping whatever is being held.

## **Weapon, Armor & Item stats**

All items, including weapons and armor will have Hp, which is the amount of damage it can sustain before being broken.

Weapons and armor have Stat requirements that a character must meet to wield/wear.

Weapons have an attack and defense bonus, damage value and delay. Any character wielding a weapon will receive the benefit of its attack and defense bonuses. The damage value is the dice rolled to determine the damage dealt by a successful attack. The delay is the amount of ticks (or Ap) an attack attempt takes, whether success or fail.

The delay of thrown/launched weaponry does not include drawing out another knife, arrow, etc. This takes one tick, unless the character has the Quickdraw (Marksman) special.

Weapons such as crossbows and firearms have reload time instead of delay. Pulling the trigger takes only one tick (or Ap.) The shots stat is the number of times the weapon can attack before needing to be reloaded.

Armor has a Hardness stat, which is the amount of damage it can absorb to its Hp from one hit. The exception to this rule is when blocking. A shield, weapon, piece of armor or item used to block will absorb the full damage of an attack, up to character's Str score x5.

Damaged and broken items can only be repaired by characters with the appropriate Crafting Abilities.

## **Damage Types –optional rule-**

The inclusion of damage type bonuses is at GM and player discretion. There are three physical damage types (crushing, slicing and piercing) and two energy damage types (elemental and supernatural.)

The type of damage done by an attack depends not only on the weapon used but also on the type of attack performed, so including damage type bonuses in the game requires players to elaborate exactly how their characters are attacking.

*Crushing* damage wounds deal 1d4+1 nopro damage to stamina.

*Slicing* damage wounds cause 10 points of nopro bleeding damage per round until healed or tended.

*Piercing* damage wounds are all considered level 1 injuries and cannot be healed until tended.

*Ranged piercing* damage wounds such as from arrows, cannot be healed until the projectile is removed, which takes one round and deals the damage of the projectile nopro.

*Elemental* damage can be absorbed by physical armor.

*Fire* damage burns, ½ damage each tick until extinguished.

*Frost* damage freezes, -2 movement for 1 round or until take fire damage.

*Lightning* damage shocks, Fortitude roll or stunned for 1 tick.

*Earth* damage bashes, dealing 1d4+1 nopro damage to stamina.

*Water* damage drowns, 10% autodeath or deal 1d4+1 nopro damage to stamina.

*Supernatural* damage can only be absorbed by magical shielding.

## Short Blades

Knife (7 gold, Str 1, +5% attack, +10% parry, 1d8+1, delay 1, Hp 35)  
Blade (5 gold, Str 2, +5% attack, +10% parry, 1d6+2, delay 1, Hp 25)  
Dirk (3 gold, Str 1, +5% attack, +5% parry, 1d10, delay 1, Hp 25)  
Dagger (10 gold, Str 3, +5% attack, +10% parry, 2d4+2, delay 2, Hp 50)  
Short Sword (12 gold, Str 5, +10% attack, +10% block/parry, 2d10, delay 2, Hp 75)

## Medium Blades

Khopesh (12 gold, Str 5, +10% attack, +15% block/parry, 3d6, delay 2, Hp 50)  
Cutlass (18 gold, Str 6, +10% attack, +15% block/parry, 2d10+2, delay 2, Hp 65)  
Gladius (15 gold, Str 5, +20% attack, +5% block/parry, 2d8+5, delay 3, Hp 75)  
Scimitar (15 gold, Str 6, +15% attack, +10% block/parry, 3d6+2, delay 3, Hp 75)  
Falchion (20 gold, Str 7, +15% attack, +10% block/parry, 2d12, delay 3, Hp 85)

## Long Blades

Broadsword (25 gold, Str 7, +15% attack, +15% block, 3d8+2, delay 3, Hp 125)  
Long Sword (22 gold, Str 7, +15% attack, +10% block/parry, 2d12+1, delay 3, Hp 85)  
Bastard Sword (25 gold, Str 8, +20% attack, +5% block/parry, 2d10+5, delay 3, Hp 100)  
Claymore (35 gold, Str 8, 2-handed, +15% attack, +15% block, 5d10+5, delay 4, Hp 125)  
Great Sword (50 gold, Str 10, 2-handed, +25% attack, +10% block, 3d20, delay 4, Hp 150)

## Fencing Blades

Epee (25 gold, Str 5, +5% attack, +20% block/parry, 1d10+2, delay 2, Hp 25)  
Foil (28 gold, Str 5, +5% attack, +25% block/parry, 1d12, delay 2, Hp 35)  
Sabre (35 gold, Str 5, +10% attack, +15% block/parry, 2d6+3, delay 3, Hp 50)  
Rapier (65 gold, Str 5, +10% attack, +20% block/parry, 2d8+2, delay 3, Hp 75)  
Tulwar (50 gold, Str 5, +15% attack, +15% block/parry, 1d12+3, delay 3, Hp 60)

## Staves

Walking Staff (5 gold, Str 2, +5% attack, +20% block/parry, 1d6, delay 1, Hp 25)  
Staff (7 gold, Str 3, +5% attack, +20% block/parry, 2d6, delay 2, Hp 30)  
Bo Staff (10 gold, Str 5, +10% attack, +15% block/parry, 1d10+5, delay 2, Hp 35) also counts as M. Arts  
Quarter Staff (12 gold, Str 3, 2-handed, +5% attack, +20% block/parry, 2d10, delay 3, Hp 50, range 2)  
Bladed Staff (25 gold, Str 5, 2-handed, +10% attack, +20% block/parry, 2d10+3, delay 4, Hp 65, range 2)

## Clubs & Maces

Club (10 gold, Str 7, +15% attack, +5% block, 5d4+1, delay 3, Hp 35)  
Baton (12 gold, Str 5, +10% attack, +10% block, 2d6+2, delay 2, Hp 30)  
Maul (25 gold, Str 8, +25% attack, 3d10, delay 3, Hp 65)  
Mace (20 gold, Str 7, +20% attack, +5% block, 5d4+2, delay 3, Hp 50)  
Morningstar (30 gold, Str 10, 2-handed, +25% attack, 5d6+5, delay 3, Hp 85)

## Flails

Chain Flail (25 gold, Str 10, +5% attack, 1d20, delay 3, Hp 50, range 2)  
Triple Flail (50 gold, Str 12, +15% attack, 3d20, delay 4, Hp 75, range 2)  
Spike Flail (35 gold, Str 10, +10% attack, 1d20+2, delay 3, Hp 65, range 2)  
Blade Flail (50 gold, Str 10, +20% attack, 1d20+5, delay 3, Hp 65, range 2)  
War Flail (60 gold, Str 10, 2-handed, +25% attack, 4d10+1, delay 4, Hp 85, range 2)

## Small Axes & Hammers

Hatchet (5 gold, Str 3, +5% attack, +5% block/parry, 2d8+3, delay 2, Hp 35)  
Pickaxe (7 gold, Str 4, 2-handed, +10% attack, +5% block, 2d12+2, delay 2, Hp 50)  
Hand Scythe (5 gold, Str 2, +5% attack, +5% parry, 1d12+4, delay 2, Hp 25)  
Hammer (10 gold, Str 5, +10% attack, +5% block/parry, 4d6+2, delay 3, Hp 65)  
Mallet (12 gold, Str 7, +15% attack, +5% block, 5d6+2, delay 4, Hp 75)

## Large Axes & Hammers

Spike Axe (50 gold, Str 10, +20% attack, +10% block, 3d10+5, delay 5, Hp 150)  
Spike Hammer (50 gold, Str 12, +20% attack, +10% block, 5d8, delay 5, Hp 175)  
War Spike (60 gold, Str 12, +20% attack, +10% block, 5d8+5, delay 5, Hp 125)  
Battle Axe (65 gold, Str 10, 2-handed, +25% attack, +10% block, 4d20+5, delay 5, Hp 200)  
War Hammer (75 gold, Str 12, 2-handed, +25% attack, +10% block, 5d20+5, delay 5, Hp 250)

## Polearms

Scythe (10 gold, Str 4, 2-handed, +10% attack, +5% block, 4d6+1, delay 5, Hp 35, range 2)  
Pike (35 gold, Str 5, 2-handed, +10% attack, +10% block, 2d12, delay 4, Hp 50, range 2)  
Poleaxe (40 gold, Str 7, 2-handed, +15% attack, +10% block, 2d12+3, delay 5, Hp 75, range 2)  
Partisan (60 gold, Str 7, 2-handed, +15% attack, +10% block, 3d8+3, delay 5, Hp 65, range 2)  
Halberd (65 gold, Str 10, 2-handed, +20% attack, +10% block, 4d8+1, delay 5, Hp 80, range 2)

## Small Thrown (range = [Character Str / Required Str] +3, max = 10)

Dart (7 gold/5, Str 2, +5% attack, 1d6+1, delay 1, Hp 10)  
Sling (5 gold, Str 1, +10% attack, +1 dam, +2 range, delay 3, Hp 10)  
Throwing Star (10 gold/5, Str 3, +5% attack, 1d8+2, delay 1, Hp 25)  
Throwing Knife (10 gold/5, Str 3, +5% attack, +5% block/parry, 1d8, delay 1, Hp 25)

## Medium Thrown (range = [Character Str / Required Str] +1, max = 12)

Discus (12 gold, Str 5, +10% attack, +5% block/parry, 1d6+4, delay 2, Hp 15)  
Bola (10 gold, Str 4, +10% attack, hit = trip target, stun 1 tick, crit = stun 1d4+1, delay 2, Hp 10)  
Boomerang (15 gold, Str 5, +10% attack, +10% block/parry, 2d6+1, delay 2, Hp 12)  
Throwing Axe (5 gold, Str 7, +15% attack, +10% block/parry, 2d8+4, delay 3, Hp 50)

### **Spears & Javelins** (throw range Character's Str / Required Str, max = 7)

Short Spear (10 gold, Str 3, +5% attack, +10% block/parry, 3d4+2, delay 2, Hp 25)  
Light Javelin (20 gold, Str 4, +5% attack, +15% block/parry, 2d8, +3 range, delay 2, Hp 30)  
Spear (25 gold, Str 5, 2-handed, +10% attack, +15% block/parry, 5d4, delay 3, Hp 50, melee range 2)  
Javelin (35 gold, Str 5, +10% attack, +15% block/parry, 4d4+1, +2 range, delay 3, Hp 50)  
Blade Spear (50 gold, Str 7, 2-handed, +10% attack, +15% block/parry, 3d8+1, delay 3, Hp 65, range 2)

### **Lances**

Light Lance (30 gold, Str 7, +10% attack, +5% block, 4d6, delay 2, Hp 35)  
Jousting Lance (65 gold, Str 8, +25% attack, 5d6, delay 3, Hp 50, range 2)  
Heavy Lance (50 gold, Str 10, +15% attack, +10% block, 4d8, delay 3, Hp 65)  
Trident (60 gold, Str 7, 2-handed, +10% attack, +10% block/parry, 3d8, delay 3, Hp 75, range 2)  
Sword Lance (75 gold, Str 12, +20% attack, +10% block/parry, 5d8, delay 4, Hp 75, range 2)

### **Bows**

Short Bow (12 gold, Str 3, +5% attack, +3 dam, delay 2, Hp 35, range 10)  
Horse Bow (15 gold, Str 4, +5% attack, +5 dam, delay 3, Hp 30, range 10, +2 range when mounted)  
Long Bow (20 gold, Str 5, +25% attack, +10 dam, delay 4, Hp 40, range 20)  
Composite Bow (25 gold, Str 7, +10% attack, +10 dam, delay 4, Hp 50, range 15)  
Great Bow (50 gold, Str 12, +10% attack, +25 dam, delay 5, Hp 65, range 20)

### **Crossbows**

Light Crossbow (30 gold, Str 2, +3 dam, reload 4, Hp 25, range 12)  
Wrist-mounted Crossbow (25 gold, Str 3, +1 dam, reload 2, Hp 10, range 10)  
Heavy Crossbow (50 gold, Str 4, 2-handed, +10 dam, reload 5, Hp 35, range 20)  
Repeating Crossbow (75 gold, Str 4, +3 dam, shots 5, reload 6, Hp 25, range 12)  
Heavy Repeater (125 gold, Str 5, 2-handed, +7 dam, shots 5, reload 6, Hp 35, range 20)

### **Handguns**

Arblast (200 gold, +5% lethal, +7 dam, reload 3, Hp 25, range 4)  
Hand Musket (300 gold, +5% lethal, +10 dam, reload 3, Hp 30, range 6)  
Handgun (400 gold, +5% lethal, +12 dam, reload 3, Hp 35, range 8)  
Hand Cannon (500 gold, +5% lethal, +17 dam, reload 3, Hp 40, range 7)  
Gun Blade (750 gold, +5% lethal, +10% parry, +17 dam, 1d6+2 melee, delay 1, reload 3, Hp 35, range 5)

### **Long Guns**

Arquebus (250 gold, +10% lethal, +12 dam, reload 4, Hp 30, range 6)  
Musket (350 gold, +10% lethal, +17 dam, reload 4, Hp 35, range 8)  
Rifle (450 gold, +10% lethal, +12 dam, reload 4, Hp 40, range 12)  
Gun Sword (850 gold, +10% att/leth., +10% block/parry, +20 dam, rel 4, 2d12+1, delay 5, Hp 65, range 5)  
Gun Lance (950 gold, +10% att/leth., +5% block/parry, +20 dam, reload 4, 4d6, delay 5, Hp 75, range 5/2)

## **Ammunition**

Arrow (12 gold/10, 1d10, Hp 15)  
Bolt (15 gold/10, 1d8, Hp 25)  
Musket Ball (25 gold/10, 1d12, Hp 35)  
Bullet (sling) (5 gold/10, 1d6, Hp 25)  
Bullet (firearm) (65 gold/10, 1d20, Hp 50)  
Barbed Arrow (15 gold/10, 1d10+2, Hp 25)  
Spiked Bolt (22 gold/10, 1d8+2, Hp 35)  
Blade Arrow (25 gold/10, 1d10+5, Hp 35)  
Blade Bolt (25 gold/10, 1d8+5, Hp 50)  
Explosive Bullet (firearm) (75 gold/10, 1d20, Hp 50, radius 1 explosion 1d20 dam)

## **Needles**

Needle (2 gold/5, +5% attack, 1d4+1, delay 1, Hp 5, throw range 3, can add poison)  
Blowgun (1 gold, +5% attack, +1 dam, launches needles/darts, range 5, delay 2, Hp 10)

**Poisons** (can also be added to other bladed or piercing weapons)

Slow Poison (25 gold/10, Fort/2 to resist or take 1 nopro dam per tick/act for 1 rnd)  
Quick Poison (125 gold/10, Fort/2 to resist or take 5 nopro dam per tick/act for 1 rnd)  
Blinding Poison (75 gold/10, Fort/2 to resist or blind, ½ awareness, 0 visual for 1 rnd)  
Sleep Poison (65 gold/10, Fort/2 to resist or sleep for 1 rnd or awoken)  
Paralyzing Poison (135 gold/10, Fort/2 to resist or take no act for 1 rnd)

**Grenades** (throw range = [Character Str / Required Str] +2)

Potion Bottle (2 gold/5, Str 2, +5% attack, hits with potion effect, delay 1, Hp 5)

## **Potions**

Explosive Potion (10 gold, 1d20, radius 1 explosion)  
Acid Potion (12 gold, 1d20 acid, radius 1, x2 vs. armor/weapon/item, 1 dam per tick for 1 rnd)  
Smoke Potion (7 gold, smokescreen radius 10, ½ all visual awareness in smoke)  
Flash Potion (7 gold, Reflex/2 or blind for 1 rnd, radius 5, 0 visual awareness)  
Holy Water (25 gold, 1d20 holy dam, radius 1, x2 vs. evil, x5 vs. undead/demon)

## **Claws**

Light Claw (5 gold, Str 2, +5% attack, +5% block/parry, +7 hthd, Hp 35)

Blade Claw (10 gold, Str 3, +10% attack, +5% block/parry, +10 hthd, +1 delay, Hp 50)

Heavy Claw (12 gold, Str 4, +10% attack, +10% block/parry, +12 hthd, +2 delay, Hp 75)

## **Knuckles**

Flat Knuckle (5 gold, Str 1, +5% attack, +1 hthd, Hp 10)

Spike Knuckle (10 gold, Str 2, +10% attack, +3 hthd, Hp 15)

Blade Knuckle (12 gold, Str 3, +10% attack, +5% block/parry, +5 hthd, +1 delay, Hp 25)

**Whips** (can choose to grab/disarm instead of deal dam, x2 Str vs. grabbed)

Short Whip (5 gold, Str 1, +5% attack, 1d4, delay 2, Hp 15, range 2)

Long Whip (7 gold, Str 2, +10% attack, 1d6, delay 3, Hp 25, range 3)

Spike Whip (10 gold, Str 3, +10% attack, 1d8, delay 3, Hp 35, range 3)

Blade Whip (15 gold, Str 4, +10% attack, 1d10, delay 3, Hp 50, range 3)

Weighted Whip (20 gold, Str 5, +10% attack, 1d12, delay 4, Hp 35, range 3)

**Chains** (can choose to grab/disarm instead of deal dam, x2 Str vs. grabbed)

Short Chain (10 gold, Str 3, +5% attack, +5% block/parry, 1d10, delay 3, Hp 25, range 2)

Long Chain (12 gold, Str 4, 2-handed, +10% attack, +10% block/parry, 1d12, delay 4, Hp 50, range 4)

Spike Chain (15 gold, Str 5, +10% attack, 1d20, delay 4, Hp 65, range 3)

Ball and Chain (20 gold, Str 5, 2-handed, +10% attack, 1d20+5, delay 5, Hp 85, range 3)

Snake Sword (25 gold, Str 7, +10% attack, 2d10+3, delay 3, Hp 75, range 3)



## **Martial Arts (melee)**

Chain Kama- two small sickles attached by a short chain

(25 gold, Str 3, 2-handed or range 2, +10% att, +10% block/parry, 1d12+5, x2 or range 2, delay 3, Hp 50)

Sai- short blade

(22 gold, Str 3, +10% attack, +25% block/parry, 1d10+5, delay 1, Hp 60)

Ninjato- medium blade

(35 gold, Str 4, +10% attack, +15% block/parry, 3d6+2, delay 2, Hp 85)

Nunchuk-two small poles attached by a short chain

(15 gold, Str 5, +10% attack, +10% block, 2d6+3, delay 2, Hp 75)

Katana- long blade

(50 gold, Str 7, +10% attack, +15% block/parry, 2d12+6, delay 3, Hp 100)

Naginata- polearm

(50 gold, Str 5, 2-handed, +10% attack, +5% block/parry, 2d10+5, delay 4, Hp 85, range 2)

Samurai Sword- long blade

(75 gold, Str 7, 2-handed, +25% attack, +15% block/parry, 5d8+5, delay 5, Hp 150)

## **Martial Arts (hand to hand)**

Ashiko- foot spike

(10 gold, +5% attack, +5 with unarmed combat attacks, kicks, +1 delay, Hp 35)

Kakute- spiked rings

(5 gold, +5% attack, +5 hthd, Hp 25, can wield other weapons while using)

Katar- punching sword

(25 gold, +10% attack, +5% block/parry, 1d20, delay 2, Hp 50, can be added to hth attacks)

Suwayeh- multi-bladed katar

(50 gold, +20% attack, +10% block/parry, 2d20, delay 3, Hp 100, can be added to hth attacks)

Blade Ashiko- foot blade

(20 gold, +10% attack, +10 dam with unarmed combat attacks, kicks, +2 delay, Hp 50)

## **Martial Arts (thrown) (range =[Character Str / Required Str] +2, max = 12)**

Shuriken- throwing star

(12 gold/5, Str 2, +10% attack, +5% block/parry, 1d10+2, delay 1, Hp 35)

Kunai- small knife

(12 gold/5, Str 3, +10% attack, +10% block/parry, 1d10, delay 1, Hp 50)

Calthrop- small spikes thrown on the ground

(5 gold/10, Str 1, +5% attack, balance/2 to avoid or 1d10 to foot and stun 1d2 ticks, delay 1, Hp 5)

Tessen- metal fan

(25 gold, Str 4, +5% attack, +20% block, 1d20, delay 2, Hp 75)

Kama- small sickle

(10 gold, Str 2, +10% attack, +10% block/parry, 1d12+5, delay 2, Hp 25)

## Arcane Weaponry

A character's base chance to hit with arcane weaponry = Concentration.

Arcane weaponry attacks are ½ to be dodged or blocked and cannot be parried.

### Basic Arcane Weapons:

- Beam Wand (50 gold, Ment 7, 1 Mp to attack, 1d10 +spell bonus, range 7, delay 2)
- Lightning Crystal (75 gold, Ment 8, 2 Mp to attack, 1d10 + spell bonus lightning, radius 1, delay 3)
- Fireball Orb (100 gold, Ment 10, 3 Mp to attack, 1d10 + spell bonus fire, range 5, radius 1, delay 5)

### Advanced Arcane Weapons:

Magic Staff- 10 diamonds per Mana of spell, Str 2, melee: +5% attack, +20% block/parry, 2d6, delay 2, Hp 50, a magic staff contains one spell, with 100 charges, 1 Mp, 2 delay to cast, add spell bonus to dam.

Below are some examples of magical staves (100 diamonds each):

- Staff of Flames (launches a 5d10 stream of fire per tick activated, range 3)
- Staff of Fireball (launches a 5d10 fireball, range 7)
- Staff of Lightning Bolt (launches a 5d10 bolt of lightning, range 10)
- Staff of Chain Lightning (launches a 5d10 bolt of lightning, range 3, 25% jumps to another target)
- Staff of Thunderclap (cast a boom that deals 2d10 stamina dam, Fort/2 or stun 1d6, radius 7)
- Staff of Earthquake (creates an earthquake each tick activated, radius 12, Balance/2 or stun 1d4)
- Staff of Ice Spikes (launches 1d20 dam ice spikes, 5x or targets, range 7)
- Staff of Frost (launches a blast of cold that freezes 1d4, range 3, or create ice wall with 100 Hp)
- Staff of Mana Missiles (launches 1d20 dam mana missiles, 5x or targets, range 10)
- Beam Staff (launches a 5d20 beam that is ½ to be blocked and cannot be dodged, range 12)
- Staff of Striking (adds 1d100 dam to a melee hit)
- Staff of Energy Shield (creates a shield of energy, 100 Hp per charge, 1 tick per charge)

Wand-125 diamonds, cannot be used as a melee weapon, casts any known spell at regular Mp, ½ CT.  
Ment 12

Crystal- 250 diamonds, cannot be used as a melee weapon, casts any known spell at ½ Mp, delay 4.  
Ment 12

Orb- 500 diamonds, cannot be used as a melee weapon, casts any known spell at regular Mp, delay 3,  
can use 5 Mp/power to make orb float next to caster for one round so that it can be used  
without having to be held. Ment 14

Mage/Enchanter/Illusionist Staff- 750 diamonds, Str 2, Ment 10, 2-handed, Hp: 75, Ment 15  
melee: +5% attack, +20% block/parry, 2d10, delay 3, Hp 75, range 2  
casts known Off/Def (Mage), Enchant (Enchanter) or Illusion (Illusionist) spells at ½ Mp, delay 3

Druid/Shaman Staff- 750 diamonds, Str 2, Wis 10, 2-handed, Hp 75, Ment 15  
melee: +5% attack, +20% block/parry, 2d10, delay 3, range 2  
casts known Nature (Druid) or Spirit (Shaman) spells at ½ Mp, delay 3

Wizard/Sorcerer Staff- 750 diamonds, Str 2, Wis 12, 2-handed, Hp 75, Ment 15  
melee: +5% attack, +20% block/parry, 2d10, delay 3, range 2  
casts known Holy (Wizard) or Dark (Sorcerer) spells at ½ Mp, delay 3

### **Clothing (Hardness: 3)**

Hat/Cowl (3 gold, Hp 12, Str 1) protects head  
Scarf/Habit (2 gold, Hp 10, Str 1) protects neck  
Shirt/Vest (5 gold, Hp 15, Str 1) protects chest/arms  
Coat/Gown (7 gold, Hp 20, Str 2) protects chest/arms  
Cloak/Robe (7 gold, Hp 25, Str 1) protects all  
Gloves/Sleeves (5 gold, Hp 15, Str 1) protects hands/arms  
Pants/Dress (5 gold, Hp 18, Str 1) protects legs  
Shoes/Sandals (3 gold, Hp 10, Str 1) protects feet  
Boots/Shoes (5 gold, Hp 12, Str 2) protects feet  
Full Outfit (50 gold, Hp 100, Str 4, wgh 10) protects all  
Buckler (10 gold, Hp 50, Str 3, wgh 5, +10% block/parry)

### **Light Armor (Hardness: 5)**

Helmet (8 gold, Hp 25, Str 5) protects head  
Torc (8 gold, Hp 25, Str 5) protects neck  
Tunic (20 gold, Hp 50, Str 3) protects chest/arms  
Cuirass (30 gold, Hp 75, Str 5) protects chest/arms  
Bracers (12 gold, Hp 35, Str 5) protects arms  
Gauntlets (12 gold, Hp 30, Str 5) protects hands  
Greaves (15 gold, Hp 50, Str 5) protects legs  
Boots (12 gold, Hp 30, Str 5) protects feet  
Full Helmet (20 gold, Hp 35, Str 5) protects head/neck  
Full Armor (100 gold, Hp 150, Str 7, wgh 25) protects all  
Small Shield (25 gold, Hp 75, Str 5, wgh 8, +20% block)

### **Medium Armor (Hardness: 7)**

Helmet (12 gold, Hp 35, Str 7) protects head  
Gorget (12 gold, Hp 35, Str 7) protects neck  
Cuirass (40 gold, Hp 65, Str 5) protects chest/arms  
Hauberk (50 gold, Hp 85, Str 7) protects chest/arms/legs  
Bracers (15 gold, Hp 60, Str 7) protects arms  
Gauntlets (15 gold, Hp 50, Str 7) protects hands  
Greaves (25 gold, Hp 75, Str 7) protects legs  
Boots (20 gold, Hp 50, Str 7) protects feet  
Full Helmet (40 gold, Hp 50, Str 7) protects head/neck  
Full Armor (150 gold, Hp 250, Str 10, wgh 35) protects all  
Shield (50 gold, Hp 100, Str 7, wgh 12, +25% block)

### **Heavy Armor (Hardness: 10)**

Helmet (25 gold, Hp 50, Str 10) protects head  
Mantle (25 gold, Hp 50, Str 10) protects neck  
Hauberk (75 gold, Hp 75, Str 7) protects chest/arms/legs  
Mail (100 gold, Hp 100, Str 10) protects chest/arms  
Bracers (20 gold, Hp 75, Str 10) protects arms  
Gauntlets (20 gold, Hp 65, Str 10) protects hands  
Greaves (50 gold, Hp 85, Str 10) protects legs  
Boots (40 gold, Hp 65, Str 10) protects feet  
Full Helmet (60 gold, Hp 75, Str 10) protects head/neck  
Full Armor (250 gold, Hp 500, Str 12, wgh 50) protects all  
Tower Shield (100 gold, Hp 250, Str 10, wgh 25, +50% block)

## **Gear Customization**

There are five different ways in which equipment can be customized: Quality, Material, Design, Improvement and Enchantment.

Quality, Material and Design may only be added at item creation. Improvements and Enchantments may be added to an existing item.

An item may only have one Quality and one Material, up to two different designs, or up to five different Enchantments.

When Improving an item the lowest level of improvement must be applied first, and then the item must be improved again to raise to the next Improvement level. Improvement bonuses are not cumulative, each Improvement level attained replaces the last.

For example: A character improves a longsword that deals  $2d12+1$  base damage. It costs 100 gold to add the Tempered Improvement to the sword, which add +5 dam, raising the sword's base damage to  $2d12+6$ . After the sword has been tempered, the Sharpened Improvement may be added, which costs an additional 250 gold and adds +10 damage. This replaces the bonus from Tempered, raising the sword's base damage to  $2d12+11$ . This pattern continues up to the fifth and highest level of Improvement.

An item may have up to five customizations (not including Decorative Materials, which may be added unlimited times.)

## Crafting Qualities

### *Crude*- ½ price

Weapon- -2dam, -5 Hp  
Arcane Weapon- -10% concentration, +1 CT  
Armor/Shield- -2 Hardness, -5 Hp  
Item- ½ effect  
Poison/Potion- ½ effect/duration

### *Fine*- x2 price

Weapon- +10 dam, +25 Hp  
Arcane Weapon- +5% concentration, +25 Hp  
Armor/Shield- +5 Hardness, +25 Hp  
Item- x2 effect  
Poison/Potion- +50% effect/duration

### *Superior*- x5 price

Weapon- +25 dam, +50 Hp  
Arcane Weapon- +10% concentration, +5 effect, +50 Hp  
Armor/Shield- +7 Hardness, +50 Hp  
Item- x3 effect  
Poison/Potion- x2 effect/duration

### *Exceptional*- x 10 price

Weapon- +50 dam, +100 Hp  
Arcane Weapon- +20% concentration, +10 effect, +100 Hp  
Armor/Shield- +10 Hardness, +100 Hp  
Item- x5 effect  
Poison/Potion-x3 effect/duration

### *Masterwork*- x100 price

Weapon- +50 dam, +100 Hp, +1 dam roll  
Arcane Weapon- +25% concentration, +25 effect, +100 Hp, x2 effect  
Armor/Shield- +25 Hardness, +250 Hp  
Item- x5 effect  
Poison/Potion- x5 effect/duration

### *Legendary*- x1000 price

Weapon- +50 dam, +100 Hp, +1 dam roll, x2 dam  
Arcane Weapon- +50% concentration, +50 effect, +100 Hp, x3 effect  
Armor/Shield- +50 Hardness, +500 Hp  
Item- x10 effect  
Poison/Potion- x10 effect/duration

Damage roll order: d2, d4, d6, d8, d10, d12, d20, d100

## Weapon/Armor Materials pg. 1/2

### *Bone/Stone- ½ price*

Weapon: -1 dam, +10 Hp, +1 Str

Armor/Shield: -1 hardness, +10 Hp, +1 Str/Wgh

### *Leather/Fur- x2 price, clothing and light armor only*

Weapon- n/a

Armor/Shield: +1 hardness, +10 Hp

### *Bronze- x5 price*

Weapon: +1 dam, +10 Hp

Armor/Shield: +2 hardness, +10 Hp

### *Gold- x25 price*

Weapon: +25% charm

Armor/Shield: +10% charm per piece, up to 5, or +50% for full armor

### *Silver- x20 price*

Weapon: effective against undead, spirits, vampires, werewolves, etc.

Armor/Shield: +5% charm per piece, up to 5, or +25% for full armor

### *Steel- x10 price*

Weapon: +3 dam, +15 Hp, +1 Str

Armor/Shield: +3 hardness, +15 Hp, +1 Str/Wgh

### *Fine Steel- x50 price*

Weapon: +5 dam, +25 Hp, +1 Str

Armor/Shield: +5 hardness, +25 Hp, +1 Str/Wgh

### *Elven Steel/Cloth- x100 price, can only be created by elves*

Weapon: +7 dam, +25 Hp

Armor/Shield: +7 hardness, +35 Hp

### *Mythril- x200 price, can only be created by dwarves*

Weapon: +10 dam, +50 Hp

Armor/Shield: +10 hardness, +50 Hp

### *Diamond- x250 price, requires Earth (Nature) Magical Talent*

Weapon: +12 dam, +60 Hp, +3 Str

Armor/Shield: +12 hardness, +60 Hp, +3 Str/Wgh

### *Obsidian- x500 price, requires Lava (Nature) Magical Talent*

Weapon: +15 dam, +75 Hp, +5 Str

Armor/Shield: +15 hardness, +75 Hp, +5 Str/Wgh

### *Dragonscale- x750 price, shields, full, chest, leg armor and cloaks only*

Weapon: +20 dam, +100 Hp, +5 Str, x2 dam vs. dragons

Armor/Shield: +20 hardness, +100 Hp, +5 Str/Wgh, ½ dam from fire

### *Dragon/Behemoth Bone- x1,000 price, full armor only, +25 dam/hardness, +125 Hp, +7 Str/Wgh*

Weapon: x2 dam vs. dragons/behemoths

Armor/Shield: ½ dam from fire

### *Dragonfang- x2,000 price, +25 dam/hardness, +125 Hp, +7 Str/Wgh*

Weapon: x5 dam vs. dragons

Armor/Shield: no dam from fire, deals 5d10 whn hit, x2 on shield bash

### *Malronium- x2,500 price, +25 dam/hardness, +125 Hp, +7 Str/Wgh*

Weapon: deal 1d20+5 dam to Mp per hit

Armor/Shield: 5% reflect spell per piece or 25% for full armor/shield, 50% if blocked

## Weapon/Armor Materials pg. 2/2

- Starsteel*- x3,000 price, +25 dam/hardness, +125 Hp, +7 Str/Wgh  
Weapon: x2 dam vs. changelings, any changeling hit is forced back to natural form  
Armor/Shield: any changeling within 1 space must make Will at ½ or return to natural form
- Brimstone*- x4,000 price, +30 dam/hardness, +150 Hp, +10 Str/Wgh  
Weapon: x2 dam vs. good  
Armor/Shield: ½ dam from good
- Crystal*- x5,000 price, +30 dam/hardness, +150 Hp, +10 Str/Wgh  
Weapon: deal 2d10+5 dam to Mp with hit, restores Hp  
Armor/Shield: 25% absorbs magic dam to restore Hp, 50% if blocked
- Red Crystal*- x6,000 price, +30 dam/hardness, +150 Hp, +10 Str/Wgh  
Weapon: deal 1d100+25 fire aftershock dam  
Armor/Shield: Hp restored by Fire dam
- Black Crystal*- x7,000 price, +30 dam/hardness, +150 Hp, +10 Str/Wgh  
Weapon: x2 dam vs. good  
Armor/Shield: ½ dam from good
- White Crystal*- x7,500 price, +30 dam/hardness, +150 Hp, +10 Str/Wgh  
Weapon: x2 dam vs. evil  
Armor/Shield: ½ dam from evil
- Shadowsteel*- x8,000 price, +50 dam/hardness, +250 Hp, +12 Str/Wgh  
Weapon: deals 1d100+25 nopro aftershock  
Armor/Shield: +20% stealth per piece, up to 5, +100% on full, shields take ½ from physical
- Bloodsteel*- x9,000 price, requires Blood Magic, +50 dam/hardness, +250 Hp, +12 Str/Wgh  
Weapon: every dam to Lp dealt with hit restores 2 Hp  
Armor/Shield: every dam dealt to wearer's Lp restores 2 Hp
- White Steel*- x10,000 price, +50 dam/hardness, +250 Hp, +12 Str/Wgh  
Weapon: x5 dam vs. evil  
Armor/Shield: 1/5 dam from evil
- Moon Steel*- x12,500 price, +50 dam/hardness, +250 Hp, +12 Str/Wgh  
Weapon: x2 dam vs. lycans  
Armor/Shield: ½ dam from lycans
- Sun Steel*- x25,000 price, +50 dam/hardness, +250 Hp, +12 Str/Wgh  
Weapon: any vampire, dark elf, etc. hit takes sunlight dam x10  
Armor/Shield: any vampire, dark elf, etc. within 1 space takes sunlight dam x5
- Zinc*- x50,000 price, +75 dam/hardness, +375 Hp, +13 Str/Wgh  
Weapon: x2 dam vs. weapons, armor, items, etc.  
Armor/Shield: ½ physical dam
- Demonsteel*- x60,000 price, +75 dam/hardness, +375 Hp, +13 Str/Wgh  
Weapon: x5 vs. good  
Armor/Shield: Hp restored by fire dam
- Infernal Steel*- x75,000 price, +100 dam/hardness, +500 Hp, +13 Str/Wgh  
Weapon: x10 vs. good  
Armor/Shield: can only be damaged by Divine Steel and Holy weapons/attacks
- Divine Steel*- x100,000 price, +100 dam/hardness, +500 Hp, +13 Str/Wgh  
Weapon: x10 vs. evil  
Armor/Shield: can only be damaged by demon claws/fangs and Infernal Steel

### **Arcane Weapon Materials**

*Glass* (Wand/Orb/Crystal): x2 price, +50% effect of spells

*Gemstone* (Wand/Orb/Crystal): x3 price, x2 effect of spells

*Eldwood* (Staff/Wand): x5 price, x3 effect of spells, x5 effect of Nature spells, staff: x2 Hp

*Runestone* (Staff/Wand/Orb): x10 price, x5 effect of spells, staff: x3 Hp

*Pearl/Brimstone* (Staff/Wand/Orb): x25 price, x5 effect of spells, x10 effect of Holy/Dark, staff: x5 Hp

### **Bow/Staff Materials**

*Pinewood*- x2 price, +5 dam, +10 Hp

*Mahogany*- x5 price, +10 dam, +25 Hp

*Yew*- x10 price, +12 dam, +35 Hp, +1 range (bow) or -1 delay (staff)

*Darkwood*-x25 price, +25 dam, +50 Hp, x2 dam vs. good, +1 range or -1 delay

*Whitewood*- x50 price, +25 dam, +50 Hp, x2 dam vs. evil, x5 vs. undead/demonic , +1 range or -1 delay

*Ironwood*- x100 price, +50 dam, +100 Hp, takes ½ physical damage, +1 range or -1 delay

*Eldwood*-x250 price, +100 dam, +250 Hp, can only be damaged by fire, +1 range or -1 delay

### **Clothing Materials**

*Wool*- x2 price, +10 Hp, +2 Hardness

*Fine Cloth*- x3 price, +25 Hp, +3 Hardness, +5% charm

*Broadcloth*- x5 price, +50 Hp, +5 Hardness

*Lace*- x10 price, +10% charm

*Silk*- x25 price, +25% charm

### **Decorative Materials**

*Gemstone*- 250 gold, +1% charm

*Jewelstone*- 5 platinum, +2% charm

*Ebony/Ivory*- 1250 gold, +5% charm

*Gold/Silver*- 2500 gold, +10% charm

*Manastone*- 5 diamonds, use spells 1 over Mana



## Weapon Designs

*Spiked*- x2 price, +10 dam  
*Razor*- x3 price, +25 dam  
*Jagged*- x4 price, +25% attack  
*Notched*- x5 price, +25% block/parry, +25% disarm when parry, x2 damage with lvl 5 Parry  
*Barbarian*- ½ price, +5 dam, -5% block/parry, +2 Str  
*Massive*- x10 price, +1 dam dice, +5 Str  
*Gargantuan*- x25 price, +2 dam dice, +10 Str  
*Elven*- x50 price, -1 delay  
*Infernal*- x100 price, x2 vs. good  
*Divine*- x100 price, x2 vs. evil

## Clothing/Armor Designs

*Archer* (gauntlets)-x2 price, +25% to hit with bows  
*Barbarian* (any)- ½ price, -1 hardness, +10 Hp  
*Hunter* (clothes/light armor)- x3 price, +2% camo per piece, up to 5 or +10% on full outfit/armor  
*Noble* (clothes)- x5 price, +5% charm per piece, up to 5 or +25% on full outfit  
*Priest* (clothes)- x10 price, -1 dam from good/evil per piece, up to 10, or -10 dam on full outfit  
*Ninja* (clothes/light armor)- x5 price, +2% stealth per piece, up to 5 or +10% on full outfit/armor  
*Samurai* (medium/heavy armor)- x5 price, medium armor has light armor movement, heavy has medium  
*Chain* (light/medium armor)- x3 price, +3 hardness, +25 Hp  
*Scale* (medium/heavy armor)- x5 price, +5 hardness, +50 Hp  
*Plate* (heavy armor)- x10 price, +7 hardness, +75 Hp  
*Spiked* (heavy armor)- x20 price, 1d10 when hit dam per piece, up to 5, or 5d10 on full armor  
*Knight* (heavy armor)- x25 price, +10 hardness, +100 Hp  
*Elven* (any)- x50 price, +10 hardness, +100 Hp, movement and penalties are one armor level lower  
*Infernal* (any)- x100 price, +10 hardness, +100 Hp, take ½ dam from good  
*Divine* (any)- x100 price, +10 hardness, +100 Hp, take ½ dam from evil

## Shield Designs

*Reinforced*- x3 price, +25 Hp, +5 Hardness  
*Spiked*- x5 price, +10 bash dam, when block, thrown  
*Razor*- x10 price, +25 bash dam, when block, thrown  
*Throwing* (small shield/buckler only)- x5 price, range 5 for buckler, 3 for small shield, hardness as dam  
*Notched*- x4 price, 25% disarm when block, x2 damage with lvl 5 Parry

### **Weapon Improvements**

*Tempered*- 100 gold, +5 dam  
*Sharpened*- 250 gold, +10 dam  
*Honed*- 5 platinum, +15 dam  
*Hardened*- 1 diamonds, +20 dam  
*Perfected*- 5 diamonds, +25 dam

### **Arcane Weapon Improvements**

*Charged*- 5 platinum, +10% effect  
*Runed*- 1 diamonds, +25% effect  
*Overcharged*- 2 diamonds, +50% effect  
*Glowing*- 5 diamonds, x2 effect  
*Supercharged*- 8 diamonds, x3 effect

### **Armor Improvements**

*Improved*- 250 gold, +10 Hp, +3 Hardness  
*Hardened*- 5 platinum, +15 Hp, +5 Hardness  
*Reinforced*- 750 gold, +20 Hp, +7 Hardness  
*Gilded*- 1 diamonds, +25 Hp, +8 Hardness  
*Perfected*- 5 diamonds, +50 Hp, +10 Hardness

### **Item Improvements**

*Improved*- 50 gold, +5% effect  
*Excellent*- 75 gold, +10% effect  
*Superb*- 1 platinum, +15% effect  
*Magnificent*- 250 gold, +20% effect  
*Perfected*- 5 platinum, +25% effect

Adding magical properties to items, weapons and armor requires the corresponding Mage skill:  
Enchant Item or Enchant Weapon/Armor.

### **Minor Enchantments**

*Elemental Damage*- Weapon or armor, 1 diamond per Mana used  
adds 1d20 aftershock or when hit damage of one chosen element type per Mana used

*Energy Damage*- Weapon or armor, 2 diamond per Mana used  
adds 1d20 energy aftershock or when hit damage per Mana used

*Shielding*- Armor only, 1 diamond per Mana used  
-2 damage of all kinds taken per Mana used

*Detection*- Any, 7 diamonds  
costs 7 Mana, choose one type of monster, item will glow gently when chosen type is near

*Spell (Activated)*- Any, 1 diamond per Mana for basic school spells, 2 diamond per Mana for advanced  
any spell (with GM approval) may be added to an item in a dormant state that must be activated. Costs 1 Mp/power to activate for one round, and uses up one charge. Item has one charge per additional Mana used to enchant. Item can be recharged for ½ Mana cost and price of original enchanting. Mana cost to enchant = Mana cost to cast x5.

### **Major Enchantments**

*Spell (Passive)*- Any, 5 diamond per Mana for basic school spells, 10 diamond per Mana for advanced  
any spell (with GM approval) may be added to an item in an active state (while in use, or set up for a trap or as a power supply, etc. For example a flaming sword will extinguish itself when sheathed or laid down, but not when dropped accidentally.) Enchantment will last forever.  
Mana cost to enchant = Mana cost to cast x10.

*Spirit Damage*- Weapon or armor, 25 diamond per 10 Mana used  
item cannot be passed through by spirits, any spirit attempting to do so (for example to reach through armor to attack or pass through a weapon to avoid being hit) takes 1d100 nopro dam per 10 Mana used, and will lose its ability to pass through solid objects for one round.

*Regenerating*- Any, 50 diamonds per 12 Mana used  
item will regenerate 100 Hp and recharge one charge to enchantments per day/session for every 12 Mana used.

*Slayer*- Weapon only, 75 diamonds per 20 Mana used  
choose one class/race/monster/alignment/etc., +1 damage multiplier (x2, x3, x4, x5, etc.) per 20 Mana used.

*Holy/Infernal*- Any, 100 diamonds per 25 Mana used  
item cannot be touched by demons/chayols, deals 1d100 nopro dam per 25 Mana used and demons will return to half-demon form and lose the ability to change form for 1 round/  
chayols will lose the ability to fly and give off light for one round if touch item.

## Adventuring Equipment

Dark Cloak (10 gold, Hp 25, hardness 3, +10% stealth)  
Earthen Cloak (10 gold, Hp 25, hardness 3, +10% camo)  
Holy Symbol (50 gold, 20% intimidate evil, undead, demon, etc. deals 1d10 nopro on touch/attack)  
Thief Tools (20 gold, +10% lockpicking and disarm trap rolls)  
Compass (35 gold, allows for navigation)  
Smoke Bomb (12 gold/5, create smoke, radius 5, ½ all awareness rolls in smoke)  
Scope/Spyglass (75 gold, +10% accuracy with firearms or allows for seeing long distance)  
Needle Kit (5 gold, repairs 1d10+2 to non-metal weapon/armor/item, 5 uses)  
Smithing Hammer (7 gold, repairs 1d10+2 to metal weapon/armor/item, 5 uses)  
Bandages (2 gold/10, heal 1d10 Lp, delay 5)  
Healing Potion (100 gold, heal 1d20+5 Lp instantly)  
Mana Potion (75 gold, recover 1d10+2 Mp instantly)  
Power Potion (75 gold, recover 1d10+2 power instantly)  
Stamina Potion (50 gold, recover 1d10+2 stamina instantly)  
Musical Instrument (20 gold, +10% to perform rolls)  
Banner (65 gold, Hp 100, +20% Courage to all in party while banner is held)  
Tabard (25 gold, Hp 50, hardness 3, +10% Courage to all in party while worn)  
Saddle (12 gold, no riding penalties)  
Bootpads (5 gold, +5% stealth)  
Grappling Hook (12 gold, can be launched from heavy crossbows)  
Climbing Tools (8 gold, +10% to climbing rolls)  
Prayer Altar (500 gold, altar cannot be moved, +10% to Light Servant abilities)  
Enchanting Altar (1000 gold, cannot be moved, required for adding enchantments to items)  
Alchemy Kit (100 gold, required for creating potions)  
Backpack (2 gold, +100 encumbrance)

## Mundane Items

While the number of useful but generic items in the world is innumerable, a sample list of items and prices is supplied below:

Weapon Sheath (Quiver, Scabbard, Bandolier, Baldric): 5 silver  
Ale (in gallons): 5-50 copper, depending on quality, etc  
Provisions: 1-10 gold per day, depending on quality, etc  
Canoe: 25-250 silver, depending on quality, etc  
Farm Animal: 50-500 silver, depending on quality, availability, animal, etc  
Rope: 1-10 copper per 10ft, depending on quality, etc  
Chain: 1-10 silver per 10 ft, depending on quality, etc  
Chest: 1-100 silver, depending on quality, size, design, etc  
Lock: 1-1000 gold, depending on quality, etc (lock lvl 1-10)  
Cloth: 1-10 silver per bundle (10 items/10 sq ft) depending on quality, etc  
Candle/Torch: 1-10 silver, depending on quality, etc  
Lantern: 25 silver, 2 gold per session/day in oil  
Net: 5 copper per 10x10 ft  
Bottle: 1-5 copper depending on quality, etc  
Hourglass: 25-250 silver depending on quality, etc  
Ladder: 5-50 copper per 15 ft, depending on quality, etc  
Magnifying Glass: 100 gold  
Small Case (Maps, etc): 1 gold  
Scales: 35-350 copper, depending on quality, etc.  
Mirror: 30 gold per sq ft  
Musical Instrument: 2-20 silver, depending on quality, instrument, etc  
Paper: 1 copper per sheet  
Sack: 2-20 copper, depending on quality, size etc  
Whistle: 3 silver  
Jewelry: 5-5000 gold depending on quality, items etc  
Spyglass: 50 gold  
Tent: 2-200 gold depending on quality, size etc  
Writing Ink (per vial): 1-100 silver depending on quality, color, availability etc  
Fireworks: 1-100 gold depending on quality, size, rarity, etc.

## Traps

Creating and setting traps requires materials and time. There are three main types of traps: simple traps that can be set by anyone; small traps which can be set by using the Set Trap (Hunter) skill; and large traps that are constructed as part of a building, dungeon, etc.

### Simple Trap Examples:

Covered Hole- created simply by digging a hole in the ground and disguising it, Aware/2 to be noticed. deals 1d20+10 dam to stamina from the fall, 25% automatic lvl 1 injury, 10% lvl 2 to random body part.

-Survival or crafting skill can create and add spikes to the bottom of the hole, Luck/5 to miss when falling in or take 1d100 nopro, 10% autodeath, 25% deal automatic lvl 3 injury to chest.

Swinging Trap- created by attaching a simple trip wire to a large item or weapon hanging above, Aware/2 to be noticed, Reflex/2 to be avoided, damage dealt depends on item/weapon used. ex. a large log deals 1d100 nopro to Lp and 1d10+5 dam to stamina, 25% stun/knockback 1d4+1.

### Small Trap Examples:

Jaw Trap\*- a set of steel jaws set to snap shut when stepped upon, Aware/2 to be noticed, Survival skill allows for camouflaging of trap for Aware/4, deals 1d100+25 +Set Trap dam to foot, 25% deal automatic lvl 1 injury, 10% lvl 2, will hold until broken or release, Hp 250, Str 50

Snaring Net- a snare attached to a hidden net that will hold all within radius 2.

Lethal Snare- by combining the Hunter skills Set Trap and Set Snare a trap can be set that not only snares and holds a target, but also damages the target(s). Damage dealt depends on type of item or weapon used, 50% deals automatic lvl 2 injury to random body part, 25% lvl 3, 10% autodeath.

Large Traps will vary greatly depending on the location, design, etc. Below are some examples:

Wall Traps- crushing walls, spike launchers.

Floor Traps- false floor, rising spikes.

Ceiling Traps- falling rocks, crushing ceiling.

Room Traps- poison gas, flooding room.

### Trap Components

Tripwire- 1 copper per ft.

Pressure Plate- 1 silver, one use

Net- 1 gold, Hp 100

Spikes- 10 gold, deal 1d100 dam

Jaw Trap\*- 25 gold, see above



## Herbs

Herbs can be used to make potion/poisons, or can be directly ingested for its basic effects.

Purchasing/searching for herbs and other alchemical ingredients should be campaign specific, determined by factors such as location/availability/etc.

Herb prices:

- Weak- ½ price
- Basic- listed price
- Good- x2 price
- Powerful- x5 price

Below are 100 example herbs:

*Life Herb*: 5 diamonds

Weak- +5 Lp, affects the dead

Basic- +10 Lp, affects the dead

Good- +25 Lp, affects the dead

Powerful- +50 Lp, affects the dead

*Restore Herb*: 1 diamond

Weak- +5 Lp

Basic- +10 Lp

Good- +15 Lp

Powerful- +25 Lp

*Adrenaline Herb*: 5 platinum

Weak- +5 stamina

Basic- +10 stamina

Good- +15 stamina

Powerful- +20 stamina

*Energy Herb*: 5 platinum

Weak- +5 power

Basic- +10 power

Good- +15 power

Powerful- +20 power

*Magic Herb*: 5 platinum

Weak- +5 Mp

Basic- +10 Mp

Good- +15 Mp

Powerful- +20 Mp



## Herbs pg. 2/4

*Measure Herb*: 10 diamonds

Weak-+3 to (Mind/Body/Soul) for 1 rnd

Basic-+5 to Measure for 1 rnd

Good-+7 to Measure for 1 rnd

Powerful-+10 to Measure for 1 rnd

*Stat Herb*: 7 diamonds

Weak- +5 to for 1 rnd

Basic-+10 to Stat for 1 rnd

Good-+15 to Stat for 1 rnd

Powerful-+20 to Stat for 1 rnd

*Anti-Venom*: 25 gold

Weak-resist lvl 2 poison for 1 rnd

Basic-resist lvl 3 poison for 1 rnd

Good-resist lvl 4 poison for 1 rnd

Powerful-resist lvl 5

*Narcotic*: 10 gold

Weak-lvl 1 intoxicate

Basic-lvl 2 intoxicate

Good-lvl 3 intoxicate

Powerful-lvl 4 intoxicate

*Lucky Herb*: 1 platinum

Weak-+10% Luck for 1 rnd

Basic-+25% Luck for 1 rnd

Good-+35% Luck for 1 rnd

Powerful-+50% Luck for 1 rnd

*Antidote*: 50 gold

Weak- cure lvl 2 Poison

Basic-cure lvl 3 Poison

Good-cure lvl 4 Poison

Powerful-cure lvl 5 Poison

*Poison*: 50 gold

Weak-lvl 1 Poison (1 dam per tick/action)

Basic-lvl 3 Poison (3 dam per tick/action)

Good-lvl 4 Poison (4 dam per tick/action)

Powerful-lvl 5 Poison (5 dam per tick/action)

## Herbs pg. 3/4

*Sleep Herb:* 2 platinum

Weak-sleep for 1 rnd

Basic-sleep for 3 rnds

Good-sleep until awoken

Powerful-sleep until cured

*Clarity Herb:* 2 platinum

Weak-automatic success on 1 intuition or logic roll

Basic-3 rolls

Good-5 rolls

Powerful-10 rolls

*Dispel Herb:* 1 diamond

Weak-Dispels any spell with Mana cost of 3 or less

Basic-7 or less

Good-12 or less

Powerful-20 or less

*Suggestion Herb:* 1 platinum

Weak-lvl 1 Charm for 1 rnd

Basic- lvl 2 Charm

Good-lvl 3 Charm

Powerful-lvl 4 Charm

*Exhaustion Herb:* 25 gold

Weak- -5 stamina

Basic- -10 stamina

Good- -15 stamina

Powerful- -25 stamina

*Mana Eating Herb:* 50 gold

Weak- -5 Mp

Basic- -10 Mp

Good- -15 Mp

Powerful- -25 Mp

*Energy Eating Herb:* 50 gold

Weak- -5 power

Basic- -10 power

Good- -15 power

Powerful- -25 power

## Herbs pg. 4/4

*Decay Herb:* 5 platinum

Weak- -5 Lp

Basic- -10 Lp

Good- -15 Lp

Powerful- -25 Lp

*Magic Suppression Herb:* 20 gold

Weak- no spells can be cast for 1 rnd

Basic- no spells can be cast for 3 rnds

Good- no spells can be cast for 1 day/session

Powerful- no spells can be cast until cured

*Death Herb:* 1 diamond

Weak- 10% autodeath or ¼ Lp instantly

Basic- 15% autodeath or ¼ Lp instantly

Good- 20% autodeath or ¼ Lp instantly

Powerful- 25% autodeath or ¼ Lp instantly

*Curse Herb:* 5 platinum

Weak- -5% on all rolls until curse is removed

Basic- -10% on all rolls until curse is removed

Good- -25% on all rolls until curse is removed

Powerful- -50% on all rolls until curse is removed

*Spirit Herb:* 2 diamonds

Weak- enter spirit form for 1 rnd

Basic- 3 rnds

Good- 5 rnds

Powerful- until return

*Catalyst:* 1 platinum

Weak- +10% effect

Basic- +25% effect

Good- +50% effect

Powerful- x2 effect

## Remedies, Toxins and Ailments

Herbs and other ingredients can be used to create remedies. Required ingredients should be at GM discretion, and remedies should be specific cures to specific ailments.

Below are example ailments and toxins that would require a remedy to cure:

*Firejoint*- ½ movement, -1 to all Body stats per day/session until cured.  
carried by rats, insects, etc.

*Neurotoxin*- ½ Concentration and Will, will be distracted and tormented by hallucinations until cured.  
carried by spiders, scorpions, etc.

*Fleshrot*- ½ Fort, -10 max Lp per day/session until cured.  
carried by ghouls and skeletons.

*Mindrot*- ½ Concentration and Logic, -1 to all Mind stats per day/session until cured.  
carried by zombies.

*Fire Eye*- blinded: ½ Awareness and 0 visual Awareness until cured.  
carried by rats, insects, etc.

*Paralytic Toxin*- cannot take any physical action until cured.  
carried by spider, scorpions, etc.

*Blood Rot*- bleed internally for 1d10+5 nopro dam per rnd/action until cured.  
carried by undead rats.

## Potions

Besides basic alchemical concoctions, potions can also be imbued with the magical power of spells. To create magical potions requires lvl 5 Alchemy (Scholar) and lvl 5 Enchant Item (Mage) skills and herbs or other ingredients. Below are seven example magic potions:

5 diamond per Mana of spell:

*(Spell) Potion*- certain spells (at GM discretion) can be turned into potions. Spell potions can be broken open, affecting everyone within radius 2 with basic spell effect, dousing one target will double the effect and ingestion will triple the effect. Creation requires a powerful magic herb and a good catalyst herb.

25 diamonds:

*Invisibility Potion*- grants invisibility for 3 rnds. Creation requires a powerful magic herb and a good catalyst herb.

75 diamonds:

*Hero Potion*- grants +25% to all rolls and +10 dam for 3 rnds. Creation requires a good magic herb and a powerful adrenaline herb.

250 diamonds:

*Speed Potion*- grants +25 Agi, +25% autododge and +1 action per turn for 3 rnds. Creation requires a good magic herb and a powerful stat (Agility) herb.

*Strength Potion*- grants +25 Str and +2 crit multiplier for 3 rnds. Creation requires a good magic herb and a powerful stat (Strength) herb.

*Genius Potion*- grants +25 Int and x2 effect of spells for 3 rnds. Creation requires a good magic herb and a powerful stat (Intelligence) herb.

500 diamonds:

*Love Potion*- Will/10 or fall deeply in love with first person seen after drinking potion. Creation requires a powerful magical herb and a powerful suggestion herb. Counts as a Curse.

## Canine Companions

Dog movement = 5/6/7

Dog Attack = 75% bite: 2d10+5, delay 2

### *Hunting Hound*

Lp: 25            +50% tracking, survival  
Agi: 10            50% dodge, 25% auto

### *Scout Dog*

Lp: 25            +50% tracking, 150% awareness  
Agi: 12            50% dodge, 25% auto

### *Guard Dog*

Lp: 35            200% awareness  
Agi: 10            50% dodge, 50% counterattack

### *War Dog*

Lp: 35            crit = x3 to neck  
Agi: 12            50% dodge, 50% counterattack

## Animals

### *Wolf*

Level 1 Familiar, exp = 100

Lp: 50            bite: 100% 3d10, delay 2            crit = x5 to neck  
Agi: 17            60% dodge, 30% auto, 50% counter            Mv: 5/6/7

### *Hawk/Falcon/Eagle*

Level 1 Familiar, exp = 25

Lp: 12            talons: 80% 2d12+2, delay 1            beak: 95% 1d12+3, delay 2  
Agi: 22            100% dodge, 50% auto, 50% counter            Mv: 8/10/12 (1/2/3 if cannot fly)  
Swoop- can continue moving after attacking

### *Snake*

Level 1 Familiar, exp = 25

Lp: 12            bite: 85% 1d12+3, delay 2, Fort/5 or lvl 5 poison until healed, 5 dam per tick/act  
Agi: 8            85% dodge, 40% auto, 50% counter            Mv: 2/4/6  
Surprise Attack- Aware/4 to be noticed, can hide and move directly after attacking

### *Bear*

Level 5 Familiar, exp = 350

Lp: 250            claws x2: 85% 5d10, delay 3            bite: 90% 5d20, delay 4  
Agi: 7            35% dodge, 10% auto, 75% counter            Mv: 3/4/5  
Pin Down- delay 5, Str/2 or stun 1d10, Str/5 to escape, while pinned cannot move/dodge, ½ att/def rolls

### *Lion/Tiger*

Level 5 Familiar, exp = 225

Lp: 125            claws x2: 75% 5d10, delay 2            bite: 90% 5d20, delay 3  
Agi: 15            50% dodge, 25% auto, 50% counter            Mv: 5/7/9  
Pounce- delay 5 or ½ chance to use as counter, claws x2 + bite dam, x3, Str/2 or stun 1d6+2, range 3

### *Shark*

Level 7 Familiar, exp = 650

Lp: 500            bite: 100% 5d20, delay 2, x5 crit  
Agi: 12            50% dodge, 25% auto, 100% counter            Mv: 8/10/12  
Blood Sense- if target has taken Lp damage it cannot hide

### *Rhino*

Level 10 Familiar, exp = 850

Lp: 750            horn: 100% 5d20, delay 3  
Agi: 7            25% dodge, 10% auto, 65% counter            Mv: 5/7/9  
Charge- target must be between 5 and 10 spaces away, +1 delay per 2 spaces moved, cannot be parried  
             deals horn dam x number of spaces moved

## Horses

*Pony*- cost: 150 gold, Lp: 75, Str: 20, Agi: 20, Spirit: 8, Stamina: 100, Move: 5/7/9

*Mare*- cost: 250 gold, Lp: 125, Str: 25, Agi: 25, Spirit: 10, Stamina: 125, Move: 6/8/10

*Light Draft*- cost: 350 gold, Lp: 165, Str: 35, Agi: 25, Spirit: 8, Stamina: 175, Move: 8/10/12

*Stallion*- cost: 500 gold, Lp: 225, Str: 30, Agi: 20, Spirit: 12, Stamina: 150, Move: 6/8/10

*Heavy Draft*- cost: 750 gold, Lp: 200, Str: 45, Agi: 30, Spirit: 10, Stamina: 225, Move: 7/9/11

*Steed*- cost: 850 gold, Lp: 250, Str: 50, Agi: 30, Spirit: 15, Stamina: 250, Move: 8/10/12

*Destrier*- cost: 1000 gold, Lp: 350, Str: 60, Agi: 25, Spirit: 18, Stamina: 300, Move: 6/8/10

*Warhorse*- cost: 2000 gold, Lp: 500, Str: 75, Agi: 35, Spirit: 20, Stamina: 375, Move: 8/10/12

## Horse Bonuses

*Pack Horse*- +250 gold, +5 Str, +25 Stamina

*Race Horse*- +300 gold, +5 Agi, +1 movement

*Travel Horse*- +350 gold, +3 Str, +2 Agi, +1 movement, +10 Stamina

*Basic Battle Trained*- +500 gold, +5 Spirit, +2 Str, rider deals +5 dam

*Battle Trained*- +750 gold, +7 Spirit, +3 Str, +25 Lp, rider deals +10 dam

*Journey Hardened*- +800 gold, +5 Str, +25 Stamina, +50 Lp

*Jousting Trained*- +850 gold, +5 Agi, +2 Spirit, rider receives no movement penalties for walking and running, -10% to rolls when galloping

*Bloodstock*- +1000 gold, +50 Lp, +5 Str, +3 Agi, +2 Spirit, +1 movement, +25 Stamina

*Advanced Battle Training*- +1250 gold, +7 Spirit, +5 Str, +50 Lp, rider deals +25 dam

*Trick Training*- +1500 gold, +2 Agi, +2 Spirit, (Agi + 10)% horse will dodge attacks

*Advanced Trick Training*- +2000 gold, +7 Agi, +5 Spirit, (Agi + 25)% dodge, 1 stamina to leap over 1 space

*Advanced Jousting Training*- +2500 gold, +5 Agi, +5 Str, +2 Spirit, rider receives no movement penalties

*Battle Hardened*- +5000 gold, +125 Lp, +10 Str, +10 Spirit, +5 Agi

## Exotic Mounts

*Giant Lizard*- cost: 5,000 gold, Lp: 750, Str: 65, Agi: 30, Move: 5/6/7

Attacks: Claws x2 75% 5d10, delay 2, Bite 90% 5d20+25, delay 3

Defense: 25% dodge, 25% counter attack with bite, 50% after dodge

Specials: Wall Crawling. Tail Whip ½ dodge or stun 1d4+1 ticks, ½ balance, range 3

Tongue disarm 35% delay 2, range 2

*Giant Bird*- cost: 10,000 gold, Lp: 650, Str: 35, Agi: 65, Move: 10/12/14 (½ on ground)

Attacks: Talons 75% 6d10+15, delay 3, Beak 90% 2d20+10, delay 2

Defense: 35% dodge, 65% while flying

Specials: Swooping Attack: x2 delay, x3 damage of talons attack, Str vs. Str/2 to grab, can drop from air to deal 1d100 no pro dam, 5% autodeath, 10% paralyze, 25% lvl 2 injury to random body part

*Giant Landbird*- cost: 7,500 gold, Lp: 725, Str: 50, Agi: 50, Move: 12/14/16

Attacks: Talon 75%, 6d10+15, delay 3, Beak 90% 2d20+10, delay 2

Defense: 50% dodge, 25% counter attack with beak, 50% after dodge

Specials: can leap over 1 space, 3 spaces after sprinting, can attack after leaping for talon dam x5, Fort/2 or stunned 1d10 ticks

*Sabretooth*- cost: 12,500 gold, Lp: 1000, Str: 75, Agi: 30, Move: 6/7/8

Attacks: Claws x2 75% 5d20, delay 2, Bite 90% 1d100+25, delay 3

Defense: 50% dodge, 25% counter attack with claws, 50% after dodge, 10% counter attack with pounce

Specials: Roar 50% intimidate, radius 5, Courage/2, Pounce: delay 5, 50%, Claw x2 + Bite, x2 damage, Fort/2 or stunned 1d10

*Giant Spider*- cost: 15,000 gold, Lp: 850, Str: 80, Agi: 50, Move: 6/7/8

Attacks: Bite 90% 5d10, delay 3, Fort/2 or 5d6 poison, 2 dam per tick/act for 1 rnd

Stinger 75% 5d20, delay 5, Fort/5 or 5d12 poison, 5 dam per tick/action for 1 rnd

Defense: 35% dodge, 25% counter attack with bite, 50% after dodge

Specials: Wall Crawling, Webbing: delay 2, 50% disarm or stun 1d4+1 ticks, no balance, ½ to dodge/block  
Build webbing range 3, 1 delay per space, 10 Hp, 5 Hard, 10 Str per tick, all touching Str /2 or cannot move, +2 delay to add poison to webbing

*Elephant*- cost: 25,000 gold, Lp: 2500, Str: 125, Agi: 25, Move: 5/6/7

Attacks: Tusks 100% 5d20+25 x2, delay 5. Foot x2 85% 1d100, delay 3.

Defense: Hp: 750, Hard: 5, 50% counterattack

Specials: Trample anyone on space moved on, foot dam x5, ½ to dodge

*Wyvern*- cost: 50,000 gold, Lp: 2000, Str: 100, Agi: 75, Move: 6/7/8 (x2 while flying)

Attacks: Claws x2 85% 5d20+25, delay 3. Horns 100% 3d20+15 x2, delay 4.

Bite 100% 2d100+50, delay 5, Fort/2 or 5d10 poison, 5 dam per tick/action for 1 rnd

Defense: 25% dodge, 50% while flying, 25% counter attack, 50% after dodge

Specials: Tail Whip ½ to dodge, 5d10, stun 1d4+3 ticks, ½ balance

Poison Breath 5d10 poison all, 5 dam per tick/act for 1 rnd, range 3x3, Reflex/2 to avoid, Fort/2 to resist



## Mount Armor

### Horse Armor

Light: 350 gold, Hp 250, Hardness 7, -1 Mv  
Medium: 650 gold, Hp 500, Hardness 10, -2 Mv  
Heavy: 850 gold, Hp 750, Hardness 20, -3 Mv

### Beast Armor (Lizard, Landbird, Sabretooth, Spider)

Light: 500 gold, Hp 300, Hardness 7, -1 Mv  
Medium: 750 gold, Hp 600, Hardness 12, -2 Mv  
Heavy: 1000 gold, Hp 900, Hardness 20, -3 Mv

### Mammoth Armor (Elephant)

Light: 750 gold, Hp 500, Hardness 10, -1 Mv  
Medium: 1250 gold, Hp 800, Hardness 20, -2 Mv  
Heavy: 1750 gold, Hp 1200, Hardness 25, -3 Mv

### Dragon Armor (Bird, Wyvern, Dragon)

Light: 1000 gold, Hp 350, Hardness 7, -1 Mv  
Medium: 2500 gold, Hp 650, Hardness 12, -2 Mv  
Heavy: 5000 gold, Hp 850, Hardness 20, -3 Mv

## Magical Items

**Magical Foci** are items that can come in various forms that allow the user to cast spells above their Mana score. Use requires the Casting skill "Focus."

Tiny Focus (Worn) use spells up to 3 over Mana. 20 diamonds per +  
Small Focus (Worn) use spells up to 7 over Mana. 25 diamonds per +  
Medium Focus (Held) use spells up to 10 over Mana. 35 diamonds per +  
Large Focus (Held) use spells up to 12 over Mana. 60 diamonds per +  
Large Focus (Touched) too large to be carried, use spells up to 25 over Mana. 75 diamonds per +

**Spells Triggers** are items that store the magical energy of a spell for use at a later time. Use requires the Casting skill "Spell Trigger."

Spell triggers come in five qualities:

Minor (stores 1-7 Mp) ½ price  
Average (stores 8-12 Mp) listed price  
Major (stores 13-20 Mp) x2 price  
Powerful (stores 21-25 Mp) x5 price  
Extreme (stores 26+ Mp) x10 price

The different schools of magic require different types of triggers:

Offensive/Defensive: Magic Rocks (10 platinum each)  
Enchantment: Magic Dust (10 platinum each)  
Healing: Phoenix Downs (12 platinum each)  
Nature: Gaia's Tears (12 platinum each)  
Spirit: Astral Dust (15 platinum each)  
Illusion: Rainbow Glass (20 platinum each)  
Mental: Cerebral Serum (25 platinum each)  
Time: Chrono Sands (35 platinum each)  
Holy: Pearl Dust (50 platinum each)  
Dark: Black Bonemeal (50 platinum each)  
Blood: Diabolic Blood Vial (50 platinum each)

**Magical paper and ink** are required for writing magical scrolls (that spells can be cast from directly.)

Magic Ink- 5 platinum per vial (one vial writes 10 Mana worth of magic)  
Magic Scroll- 12 platinum (one spell with one charge per scroll)  
Magic Book- 25 diamonds (holds 25 spells with one charge each)

## Enchanted Items

+ (Mind/Body/Soul) 10 diamonds per +

Necklace: +1-3

Ring: +4-7

Amulet: +8-12

Belt: +13-25

+ (Int/Ment/Mana/Perc/Str/Agi/Con/Dex/Chi/Wis/Spir/Ins) 5 diamonds per +

Necklace: +1-7

Ring: +8-15

Amulet: +16-25

Belt: +26-50

+ (Mp/Stam/Pow) 1 diamond per +

Necklace: +1-10

Ring: +11-25

Amulet: +26-50

Belt: +51-100

Teleport Stone: 5 platinum each, one charge of teleport to anywhere been before

Teleport Ring: 5 diamonds, 5x times per session may instantly move up to 12 spaces

Teleport Amulet: 25 diamonds, 5x per session may teleport to anywhere been before

Teleport Belt: 50 dia. 10x per session may instantly move up to 12 spaces or port anywhere been before

(Element) Necklace: 10 diamonds, +10 dam with one element

(Element) Ring: 25 diamonds, +25 dam with one element

(Element) Amulet: 50 diamonds, +50 dam with one element

(Element) Belt: 100 diamonds, +100 dam with one element

Destroyer Necklace: 75 diamonds, +7 dam of all kinds

Destroyer Ring: 125 diamonds, +12 dam of all kinds

Destroyer Amulet: 250 diamonds, +25 dam of all kinds

Destroyer Belt: 500 diamonds, +50 dam of all kinds

Genius Necklace: 20 diamonds, +10 Sp

Ring of Genius: 50 diamonds, +25 Sp

Genius Amulet: 100 diamonds, +50 Sp

Genius Belt: 200 diamonds, +100 Sp

Reflect Necklace: 150 diamonds, 50% reflect spells with Mana cost below 7

Reflect Ring: 250 diamonds, 50% reflect spells with Mana cost below 12

Reflect Amulet: 500 diamonds, 50% reflect spells with Mana cost below 25

Reflect Belt: 1000 diamonds, 50% reflect spells with Mana cost below 50

Order Necklace: 7 diamonds, +5 dam vs. chaotic, -3 dam from chaotic  
Order Ring: 12 diamonds, +7 dam vs. chaotic, -5 dam from chaotic  
Order Amulet: 25 diamonds, +12 dam vs. chaotic, -7 dam from chaotic  
Order Belt: 50 diamonds, +25 dam vs. chaotic, -12 dam from chaotic  
Order Necklace: 100 diamonds, +50 dam vs. chaotic, -25 dam from chaotic  
Order Ring: 150 diamonds, +75 dam vs. chaotic, -50 dam from chaotic  
Order Amulet: 250 diamonds, +100 dam vs. chaotic, -75 dam from chaotic  
Order Belt: 500 diamonds, +250 dam vs. chaotic, -100 dam from chaotic

Chaos Necklace: 7 diamonds, +5 dam vs. lawful, -3 dam from lawful  
Chaos Ring: 12 diamonds, +7 dam vs. lawful, -5 dam from lawful  
Chaos Amulet: 25 diamonds, +12 dam vs. lawful, -7 dam from lawful  
Chaos Belt: 50 diamonds, +25 dam vs. lawful, -12 dam from lawful  
Chaos Necklace: 100 diamonds, +50 dam vs. lawful, -25 dam from lawful  
Chaos Ring: 150 diamonds, +75 dam vs. lawful, -50 dam from lawful  
Chaos Amulet: 250 diamonds, +100 dam vs. lawful, -75 dam from lawful  
Chaos Belt: 500 diamonds, +250 dam vs. lawful, -100 dam from lawful

Good Necklace: 7 diamonds, +5 dam vs. evil, -3 dam from evil  
Good Ring: 12 diamonds, +7 dam vs. evil, -5 dam from evil  
Good Amulet: 25 diamonds, +12 dam vs. evil, -7 dam from evil  
Good Belt: 50 diamonds, +25 dam vs. evil, -12 dam from evil  
Holy Necklace: 100 diamonds, +50 dam vs. evil, -25 dam from evil  
Holy Ring: 150 diamonds, +75 dam vs. evil, -50 dam from evil  
Holy Amulet: 250 diamonds, +100 dam vs. evil, -75 dam from evil  
Holy Belt: 500 diamonds, +250 dam vs. evil, -100 dam from evil  
Angel Amulet: 1000 dia. x2 dam vs. evil, ½ dam from evil, grants light wings, +1 move, +25% autododge

Evil Necklace: 7 diamonds, +5 dam vs. good, -3 dam from good  
Evil Ring: 12 diamonds, +7 dam vs. good, -5 dam from good  
Evil Amulet: 25 diamonds, +12 dam vs. good, -7 dam from good  
Evil Belt: 50 diamonds, +25 dam vs. good, -12 dam from good  
Infernal Necklace: 100 diamonds, +50 dam vs. good, -25 dam from good  
Infernal Ring: 150 diamonds, +75 dam vs. good, -50 dam from good  
Infernal Amulet: 250 diamonds, +100 dam vs. good, -75 dam from good  
Infernal Belt: 500 diamonds, +250 dam vs. good, -100 dam from good  
Demon Amulet: 1000 dia. x2 dam vs. good, ½ dam from good, fire dam restores Mp, stamina or power

Regular Spell School Necklace: 50 diamonds, +50% effect of one regular spell school  
Regular Spell School Ring: 100 diamonds, x2 effect of one regular spell school  
Regular Spell School Amulet: 150 diamonds, x3 effect of one regular spell school  
Regular Spell School Belt: 250 diamonds, x5 effect of one regular spell school

Advanced Spell School Necklace: 100 diamonds, +50% effect of one advanced spell school  
Advanced Spell School Ring: 150 diamonds, x2 effect of one advanced spell school  
Advanced Spell School Amulet: 250 diamonds, x3 effect of one advanced spell school  
Advanced Spell School Belt: 500 diamonds, x5 effect of one advanced spell school

Mirror Necklace: 25 diamonds, -1 Mana cost of Illusion spells  
Mirror Ring: 75 diamonds, -3 Mana cost of Illusion spells  
Mirror Amulet: 125 diamonds, -5 Mana cost of Illusion spells  
Mirror Belt: 250 diamonds, -10 Mana cost of Illusion spells

Hallowed/Unholy Necklace: 25 diamonds, -1 Mana cost of Holy/Dark spells  
Hallowed/Unholy Ring: 75 diamonds, -3 Mana cost of Holy/Dark spells  
Hallowed/Unholy Amulet: 125 diamonds, -5 Mana cost of Holy/Dark spells  
Hallowed/Unholy Belt: 250 diamonds, -10 Mana cost of Holy/Dark spells

Chrono Necklace: 25 diamonds, -1 Mana cost of Time spells  
Chrono Ring: 75 diamonds, -3 Mana cost of Time spells  
Chrono Amulet: 125 diamonds, -5 Mana cost of Time spells  
Chrono Belt: 250 diamonds, -10 Mana cost of Time spells

Vampire Necklace: 25 diamonds, -1 Mana cost of Blood spells  
Vampire Ring: 75 diamonds, -3 Mana cost of Blood spells  
Vampire Amulet: 125 diamonds, -5 Mana cost of Blood spells  
Vampire Belt: 250 diamonds, -10 Mana cost of Blood spells

### **Amulets**

Vitality Amulet: 250 diamonds, regen 1 stamina per tick  
Arcane Regeneration Amulet: 250 diamonds, regen 1 Mp per tick  
Energy Regeneration Amulet: 250 diamonds, regen 1 Power per tick  
Life Regeneration Amulet: 250 diamonds, regen 1 Lp per rnd  
Beam Amulet: 500 diamonds, 10x per day/session shoot a beam for 1d100 + spell bonus, range 12  
Blast Amulet: 500 diamonds, 10x per day/session blast for 1d100 + spell dam, radius 2  
Healing Amulet: 800 diamonds, 10x per day/session restores 2d20+10 Lp instantly  
Might Amulet: 1000 diamonds, deal double melee damage  
Hawkeye Amulet: 1000 diamonds, deal double ranged damage:  
Magus Amulet: 1000 diamonds, deal double damage with spells and special abilities

## Magic Rings

100 diamonds:

Ring of Refreshment- 5x per day/session restores 1d20+5 stamina instantly  
Ring of Empowerment- 5x per day/session restores 1d20+5 power instantly  
Ring of Magical Regeneration- 5x per day/session restores 1d20+5 Mp instantly  
Ring of Animal Friendship- natural animals will not normally be hostile, 25% sooth animal  
Ring of Light- 5x per day/session creates light for 3 rnds, radius 5

200 diamonds:

Ring of Energy Shield- 5x per day/session creates a shield that absorbs 100 +spell bonus damage  
Ring of Waterbreathing- can breathe underwater  
Ring of Shadows- 5x per day/session summon shadows to automatically stealth  
Ring of Mana Beam- 5x per day/session shoot a beam for 1d100 + spell bonus, range 12  
Ring of Blasting- 5x per day/session blast for 1d100 + spell bonus, radius 2

300 diamonds:

Ring of Resist Poison- resist all poison  
Ring of Resist Disease- resist all disease  
Ring of Resist Fire- resist all fire dam  
Ring of Resist Frost- resist all frost dam  
Ring of Resist Electricity- resist all shock dam

400 diamonds:

Ring of Restoration- 5x per day/session restores 1d20+5 Lp instantly  
Ring of Invisibility- 5x per day/session grants instant Invisibility for 3 rnds  
Ring of Truesight- 5x per day/session grants lvl 3 Truesight for 3 rnds  
Ring of Levitation- 5x per day/session allows levitation for 3 rnds, +10% dodge  
Ring of Fire Shield- 5x per day/session creates a 100 Hp shield of fire around self, 1d20+5 fire when hit  
Ring of Ice Shield- 5x per day/session creates a 100 Hp shield of ice around self, ½ from physical dam  
Ring of Shock Shield- 5x per day/session creates a 100 Hp shield of lightning around self, 25% stun 1d4

500 diamonds:

Ring of Astral Form- 5x per day/session may enter spirit form for 3 rnds  
Heaven Ring- allows for walking upon the clouds of Heaven  
Hell Ring- protects from the fires of Hell

## Spell Books/Magic Manuals

The following books can be used only to learn spells and summons and cannot be used to directly cast.

These books are extremely rare, and can only be purchased at GM discretion.

- *War Mage Manual* (contains all basic Offensive Talents & Spells, pg. 163)
- *Study in the Casting of Shields* (contains all basic Defensive Talents & Spells, pg. 169)
- *Enchanter's Handbook* (contains all basic Enchantment Talents & Spells, pg. 175)
- *Physiology* (contains all basic Healing Talents & Spells, pg. 181)
- *A Decade Amongst the Druids* (contains all basic Nature Talents & Spells, pg. 187)
- *Land of the Dead* (contains all basic Spirit Talents & Spells, pg. 193)
- *The Big Book of Illusions* (contains all basic Illusion Talents & Spells, pg. 199)
- *A Study of Spacetime* (contains all basic Time Talents & Spells, pg. 211)
- *Opening the Third Eye* (contains all basic Mental Talents & Spells, pg. 205)
- *The Light of the World* (contains all basic Holy Talents & Spells, pg. 217)
- *The Door to Darkness* (contains all basic Dark Talents & Spells, pg. 223)
- *The Red God* (contains all basic Blood Talents & Spells, pg. 229)
- *Introduction to the Realms of Reality*  
(contains all of the lesser magical/elemental summons on pg. 301-302)
- *The Laws of Unlife*  
(contains instructions for turning corpses into the following undead beings: skeleton, zombie, ghost, death eater, pg. 305)
- *Golem Design* (contains instructions for constructing the following golems: clay, rock, iron, pg. 306)
- *The Land of Light*  
(contains the following lesser holy summons: chayol, light spirit, cherub, angel of death, light guardian, pg. 303)
- *Dealing with Demons*  
(contains the following lesser infernal summons: fire demon, nightmare, soul eater, hellbeast, hellion, pg. 304)
- *Unseen Properties*  
(contains instructions for creating all enchanted items in this guide at ½ price, pg. 269)
- *Ancient Experiments*  
(contains instructions for constructing the following golems: flesh golem, machinery construct, pg. 306)
- *Forces of Nature* (contains the greater magical/elemental summons found on pg. 308)
- *Heaven & Hell*  
(contains the following greater summons: seraph, four winged demon, pg. 303-304)
- *Corpse Construction*  
(contains instructions for turning corpses into the following undead beings: bone golem, death golem, pg. 306)
- *Treatise on Voodoo*  
(contains all the curses found in this guide, from all spell types and examples on pg. 274)
- *Artificial Intelligence & Soul Sealing*  
(contains instructions for creating intelligent weapons at ½ price by using 25 Mp/Pow, pg. 274)
- *Dragon World*  
(contains the following legendary summons: Shadow Dragon, pg. 309, White Dragon, pg. 309, Bone Dragon, pg. 305, Pearl Dragon, pg. 303, Demon Dragon, pg. 304)

## Unique Items

Intelligent Weapons- magical weaponry imbued with intelligence. Roll random weapon, material and design, Legendary quality, then roll 3d10 twice, once for Int and once for Wis, then randomly determine alignment, and create personality (GM discretion.)

Example Personalities:

- Hateful: choose one race/group/class/etc. x2 dam vs. chosen
- Pious: x2 dam vs. evil, will turn on wielder if acts in evil manner, 50% fumble chance
- Vengeful: Will/2 per day/session or wielder is overcome by need for vengeance
- Servile: magically constructed to be helpful
- Demonic: x5 dam vs. good
- Angelic: x5 dam vs. evil
- Mad: completely insane

Cursed Items- items magically cursed. Roll random item type, random material and design, Legendary quality, then determine a curse (GM discretion, can be a Curse spell, or custom created.)

If item is equipped the wearer is cursed and the item cannot be unequipped without having Remove Curse spell cast upon.

Example Curses:

- Gender Swap: gender is switched
- Blind Fury: every round of combat must make Will/5 or go berserk and attack nearest target
- Cowardice: automatically fail all Courage and Will rolls, deal ½ dam
- Clumsy: automatically fail all balance and Reflex rolls, fumble on 75% or above
- Doom: every day/session random person (including wielder) in party takes x10 dam
- Gruesome: Charm becomes negative
- Distraction: -50% to all rolls, gain ½ experience



## Legendary Items

### *The Horn of Hero Call-* a.k.a. "The Horn of Valhalla" or "The Valkyries' Call"

A small curved horn of bronze, chased with silver. Small runes are etched around the horn's rim, and when the horn is sounded the runes blaze with white light. One time per session the horn may be sounded to open a gate to the "Hall of Heroes," a spiritual plane housing the ghosts of great heroes (such as Valhalla.) Delay 2 to summon 10 hero spirits for up to 100 rounds. GM can use the stats below or choose to include characters/NPCs that have died heroically amongst the summoned spirits.

Hero Spirit- Lp: 1000, ½ dam from physical and magic, no dam from elements except fire, regen 100 Lp per rnd, 100% attack, 25% crit x3 with ghost axe, 2d100+50, x2 vs. evil, delay 2. 100% block, 75% parry, 50% counter attack every time attacked, move: 5/6/7

### *Lightbringer, The Shining Sword-* a.k.a. "The Master Sword" or "Excalibur"

A legendary sword wielded throughout time by great heroes. The white steel blade radiates with Holy power, and strikes terror into any heart that harbors hatred and darkness. Tied to Heaven, the wielder of this legendary sword is granted unbreakable bravery.

Str 12, one-handed long blade, +50% Attack, +25% block/parry, +10% crit, 5d20+150, delay 3, x2 vs. evil, x3 vs. lycan/vampire, x5 vs. undead/demonic and sorcerers, Hp ??

when wielded by Faithful alignment character:

+100% Courage, +100% Will, +25% lethal attack vs. evil, x2 dam with special attacks using sword.

### *The Book of Dark Secrets-* a.k.a. "The Necronomicon" or "The Black Tome"

A large tome bound in black leather. Its pages are covered haphazardly with bizarre glyphs and disturbing drawings. Buried in this book are secrets within secrets about the dark arts and knowledge of the infernal realms.

Spell book containing every Dark Magic and Necromancy spell. In order to learn or cast spells from the book they must be discovered: requires lvl 3 Language (Scholar) of the Ancient Ones, Read Magic (Scholar) and Dark Knowledge (Dark Servant) skills and the use of specials or Sp. (2 Mana worth of spells may be discovered per lvl of special used or spell's Mana cost x2 in Sp) Gain one point of madness per Mana cost of spells discovered. When madness accumulated becomes greater than Mental + lvl character begins to go insane (GM discretion for effects.)

### *Hammer of the Thunder God-* a.k.a. "Mjolnir" or "Thor's Hammer"

A mighty hammer forged by immortals. The hammer at first appears as an ordinary stick of simple wood, but radiating great power. When held by a character that is judged worthy, (GM discretion, should be good alignment, pure of heart and intention) the stick transforms into an unbreakable hammer with power over the skies and grants its wielder the power of a thunder god.

Str 15, one-handed large hammer, +50% attack, +50% block, +25% crit, 5d100+250, delay 4, x3 crit dam, x5 dam vs. trolls, ogres and giants, Hp ??, can only be lifted by those judged worthy, add lightning aftershock to attacks for 1 Mp/pow per d20, 3 Mp/pow per rnd to fly, +2 move, +25% dodge, +10% autododge, +2 Mp/pow for +3 move, +50% dodge, +25% autododge, +4 Mp/pow for +5 move, +75% dodge, +50% autododge, can deal lightning dam to radius, +5 Mp/pow per radius, 10 Mp/pow to create whirlwind, radius 1, +5 Mp/pow per radius, lasts for 3 ticks per tick used to create, moves 3 spaces per tick, deals 1d100+25 wind dam to all, Fort/5 or stunned 1d6+1 and knocked back 1d10+2. +25 Str and Con when wielded.

*The Atlas Arcanum-* a.k.a. “The Mystic Map” or “The Book of Treasures”

A large tome of worn brown leather, its thousands of pages crammed with maps. The book radiates with magic, and the markings and legends on the maps within will change to the language of its reader. Unfortunately, the names and locations on the maps are always ancient and outdated.

Contains a map to every powerful magical item/location and great treasure in every world.

Identifying and using a map requires Cartography (Sailor) special and lvl 5 Knowledge of Geography (Scholar) or World Knowledge (Sailor) skill.

*The Vampiric Sword-* a.k.a. “Doom’s Inspiration” or “Blood Drinker Blade”

A sword of legendary dark power that feasts on the blood of those it slays. Forged of pure black steel with bloodred runes etched along the blade. This unholy blade casts a dark spell over whoever holds it, finding any hatred and bloodlust within its wielder’s heart and amplifying it.

Str 12, two-handed long blade, +50% Attack, +25% block/parry, +10% lethal, 3d100+200, delay 4 x2 vs. good, x3 vs. faithful, x5 vs. Chayol, ½ dam dealt to Lp heals wielder, Hp ??, the wielder of this sword must slay one person per lvl per day/session or the sword will feed on wielder and add one feeding, when the number of feedings exceed Constitution score the wielder will become a vampire, if the wielder is already a vampire they will enter a berserk rage until they have killed twice their level in people, grants the wielder an additional special ability using the sword that stays with the sword to be available to be learned by any future wielders.

Previous wielder’s specials:

-Landor’s Fury (lvl 25) sacrifice ½ Lp to deal x10 dam for 3 rnds, no healing from sword

-Ashamon’s Ascension (lvl 25) sacrifice ½ Lp to double Str, Agi and attack twice per act for 3 rnds

-Akira’s Blood Kami Form (lvl 25) must deal 1000 dam to Lp and not use it to heal, then create a blood cloak that absorbs 2000 dam, ½ from physical and counter attacks twice with sword damage every time attacked.

*The Lion Heart Plate-* a.k.a. “The King’s Armor” or “The Golden Lion”

A golden breastplate, chased with ivory, molded to the form of a roaring lion’s face. Forged for a great king of ancient times, this armor has seen countless battles. Locked within the armor is immense magical power which can be harnessed into a beam of energy known as “The Lion’s Roar.”

Heavy armor, Str 12, protects chest/neck/arms/legs, Hp ??, Hard 250, +50% Courage and Will, ½ from all types of dam, ½ from evil, deflects all physical attacks (a lethal hit becomes crit, etc.) use 1 Mp/stamina/power per d20, per range energy blast, 50% stun and knockback 1d6+2

*The Great Oak Bow- a.k.a. "Guardian of the Great Tree" or "Gaia's Gift"*

A massive bow formed from a branch of an ancient great oak tree and imbued with the power of forest spirits. Gifted to the elves in the ancient days before man, this bow has eternally been used to defend the forests of the world.

Str 25, long bow, +50% Attack, +25% crit, +10% lethal, +250 dam, delay 5, range 25, Hp ??

x3 dam when defending forest, if wielder betrays the cause of Nature the bow's Str requirement doubles and its damage bonus halves, when using regular size arrows the bow may shoot four at once (in addition to Multishot skill,) evenly splitting Attack between targets, or may be used to launch Great Oak Arrows:

Creation requires Growth (Nature) Magical Talent and lvl 5 Bowyer (Marksman) skill, deals 1d100+150 dam, can cast Nature spells on arrow, adding dam/effect to attack or casting spell on space hit by arrow.

*The Seraphim Spear- a.k.a. "The Spear of Heaven" or "Archangel's Spear"*

A magnificent spear of ivory and pearl, with a shining white steel blade that crackles with bright white lightning. How this spear found its way from Heaven to the mortal realms is a mystery, but its Holy power has been used to vanquish evil throughout time.

Str 10, 2-handed spear, +50% attack, +30% block/parry, +25% crit, 5d100+200, delay 4, range 2, deal ½ dam for range 3, x2 dam vs. evil, x5 dam vs. undead/demon, Hp ??, can only be wielded by good characters, deals 1d100 Holy lightning aftershock, can use Sp or specials to learn any lightning based spells to use as combat techs with spear, 2 Mana per lvl of special used or spell's Mana cost x2 in Sp, ½ CT as delay, 12 Mp/stam/pow to summon archangel wings to fly for 1 rnd, +7 movement, +50% dodge, +25% autododge, can be used to block any dark or energy attack, 100% to block, costs dam/10 in Mp/stamina/power.

*The Idol of Kigohan- a.k.a. "The Lost Statue" or "Relic of the Spirit God"*

A small jade statue, faded and worn over time so that without a close inspection it could be mistaken for nothing more than an oddly shaped dark green rock. It is a carving of a long forgotten but eternally powerful spirit god and grants anyone who possesses it unlimited magical power.

Magical Foci requiring lvl 5 Focus (Casting) skill, 17 Wis and 12 Int to use, when held allows casting of spells 25 above Mana score, Mp ??, when casting spells with Mana cost above Mind measure there is a 1% chance for each point over Mind that caster suffers manaburn for Mana score x2 no pro, spirit within idol can be called forth one time per session for automatic success on an Intuition or Logic roll or to learn any Mage, Casting, Scholar, Oracle and Druid ability and any spell

# Chapter Six

## Expanded Rules

While all the basic rules needed for play are found in the introduction sections of the book and each chapter, there are many expanded rules for more complex situations found in the following chapter.

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## Combat

While all the rules for basic combat are included in the “Getting Started” section of Chapter 1, battle is much more complex than face-to-face fighting. A character’s abilities do not limit possible actions taken, only a player’s imagination does. The following section covers some of these other options as well as explains combat in greater detail.

**Dual wielding-** Any character may wield a one-handed weapon in each hand, but without training (Ambidexterity Combat skill) a character’s off hand attack suffers a -25% attack/defense and +2 delay penalty. When dual wielding a character attacks with both weapons and then applies the highest delay of the two attacks.

**Side and back attacks-** In combat, spacing, positioning and direction facing are all important. When two characters are facing each other and fighting they are considered engaged in combat. Someone engaged in combat may still defend against other attackers that approach from the front with no penalty but will have trouble with attackers approaching from the side and from behind:

Side attacks are -25% to be defended against and deal +25% damage  
Back attacks are -50% to be defended against and deal +50% damage

Unless a character is stunned they may choose to make a Reflex roll and spend one stamina point to turn toward an attacker.

**Surprise attacks-** If a character is unaware an attacker is approaching, the character may make no defensive rolls. The attacker must be unnoticed until the moment of surprise attack.

**Stunning and Balance-** When stunned by a physical action, a character may make a balance roll minus any penalties from the attack, environment etc. to resist being stunned. The character must take one tick to regain their balance after resisting a stun but may take off-balance actions at -25% during that tick.

**Prone attacks-** When stunned, characters may take no offensive or movement actions and are easier to hit due to being immobile. When attacking a prone target a characters chance to hit is 100% only missing by rolling a 100% (00 on 1d100) and fumbling. Stunned characters may not make dodge rolls and all block or parry rolls are at ½.

**Unarmed/hand to hand combat-** When attacking without a weapon, a character adds 25% to their base attack chance. Hand-to-hand attacks deal Damage Bonus, 1 delay for one fist, 2 delay for both.

**Grappling-** Another action that can be taken while unarmed is grappling. When attempting to grapple a character and their target make opposing strength rolls (see the section on stat rolls page 282) the character attempting to grab, and the target attempting to resist. Unaware targets do not get an attempt to resist. A grappled target may take no action except for trying to break free.

**Dual wielding-** Any character may wield a one-handed weapon in each hand, but without training (Ambidexterity Combat skill) a character's off hand attack suffers a -25% attack/defense and +2 delay penalty. When dual wielding a character attacks with both weapons and then applies the highest delay of the two attacks.

**Using a One-handed Weapon with Two Hands-** A character may hold a one-handed weapon in two hands for two reasons: if a character does not have a high enough Strength score they may use two hands to double Str value for wielding a weapon, or if a character has a high enough Strength score to use a weapon they may choose to wield it with both hands for a +10% attack and defense and +10 damage bonus.

Inversely, if a character has double the Strength needed to wield a two-handed weapon they may wield it with one hand at a -10% attack and defense and +1 delay penalty.

**Extra Attacks-** Unlike every other stat and attribute, the delay of a character's attack may be lowered to a negative value through abilities.

If a character performs an attack with a delay of zero, the attack can be repeated once on the same turn. A character may perform one additional attack per two points of negative delay.

**Unorthodox attacks-** Throwing a punch or swinging the sword are far from the only ways to attack someone. When attempting an unorthodox attack, describe your action to the GM, who will decide attack penalties or bonuses, the delay (usually between 3-5) the damage and the effects of the attack.

Following are some easy examples:

*Sweep at the legs-* ½ Attack, can only be dodged, hit = stun 1d4+1 ticks

*Dirt in the eyes-* Base Attack, can only be blocked at ½, hit = blinded 1d4+1 ticks

*Tackle-* Attack+25%, can only be dodged, hit = DB +50% to stamina, ½ balance or stun 1d4+1 ticks

*Low blow-* ½ Attack, ½ to dodge or block, hit = DB /2 Nopro, ¼ balance or stun 1d6 ticks

### **Non-Melee Fumbles**

Arcane Weapon: Fizzle, wasted Mp.

Firearms: Gun jams, must be unloaded (reload time) and then reloaded.

Bow/Crossbow: Bowstring snaps, takes 1 round to restring.

Boomerang: Hits ground at range +2 instead of returning.

Thrown: Hit ally near target, or automatically break weapon.

### **Alternate Defense Method**

To make combat less dependent on which player can roll lower an alternate method of defense rolls can be used. Instead of requiring a defender to roll lower than the attack roll, a penalty is applied to the parry/dodge chance, depending on how successful the attack roll is.

A hard hit is -10% to be parried/dodged

A critical hit is -25% to be parried/dodged

A lethal blow is -50% to be parried/dodged

If the defense roll is lower than the base defense chance, but not lower than the penalty, it is a deflected or glancing blow and deals ½ damage of a regular hit.

## **Movement**

As covered in the equipment section base movement is determined by the type of armor worn.

- If clothed may walk 4 spaces, run 5 spaces for 1 stamina and sprint/dash 6 spaces for 2 stamina.
- If lightly armored may walk 3 spaces, run 4 spaces for 1 stamina and sprint 5 spaces for 2 stamina.
- If armored may walk 2 spaces, run 3 spaces for 1 stamina and sprint 4 spaces for 2 stamina.
- If heavily armored may walk 1 space, run 2 spaces for 1 stamina and sprint 3 spaces for 2 stamina.

Jumping costs an extra stamina and doubles a character's last moving action (walk, run or sprint) but requires a balance roll or the character must take 1 tick to regain balance (able to take off-balance, -25% actions during that tick)

Unless otherwise stated, there is a penalty for taking actions while moving:

- 10% while walking
- 25% while running (running physical attacks deal +50% damage)
- 50% while sprinting/jumping (sprinting/jumping physical attacks deal x2 damage)

Moving target- A character who takes only a movement action on the same tick as being attacked at range is harder to hit:

- 10% to be hit while walking
- 25% to be hit while running
- 50% to be hit while dashing/jumping

## **Sneaking & Noticing**

When attempting to stay out of sight and move silently a character must follow certain conditions to have a chance of success. Without training (Stealth Thief skill) a character must be at least ten spaces away from any hostile target to attempt to sneak.

When attempting to notice someone who is sneaking or hiding Awareness rolls are made at the following times unless otherwise stated in the sneaker's thief abilities:

Awareness roll against anyone sneaking/hiding in front of a character within 5 spaces.

½ chance within 10 spaces.

Awareness roll against anyone sneaking/hiding to the side of a character within 3 spaces.

½ chance within 7 spaces.

Awareness roll against anyone sneaking/hiding behind a character within 1 space.

½ chance within 3 spaces.

## Combining & Opposing Stat rolls

Characters can, at GM discretion, combine efforts on a stat roll. The total of their involved stats is used to compare against the needed roll. All characters involved must succeed their individual roll or the entire effort is failed.

When characters are making stat rolls that are in direct conflict with each other the GM can choose to make each character make separate rolls, or if the situation is appropriate, they can use opposing rolls.

When making opposing rolls players each roll, attempting to roll lower than their opponent's roll instead of their own stat score. Then the stat scores of the characters involved is compared. The character with the higher stat score receives a bonus to their final roll equal to the difference between their stat score and opponent's stat score.

A roll of a 1 is an automatic success and a roll of 20 is an automatic failure, no matter the difference between stat scores.

Example:

A knight is trying to hold a door closed against a rampaging orc. The knight's Strength score is 12 and the orc's Strength score is 15. Since the orc has higher Strength by 3, his final roll will be lowered by 3.

They each roll a d20, attempting to roll lower than each other. The knight rolls an 8 and the orc rolls a 10. The orc's roll is then lowered by 3, since he has 3 more Strength than the knight.

So the final rolls are 8 for the knight and 7 for the orc, so the orc barely wins, and is able to force the door open against the knight's efforts.

A commoner then joins the knight in his efforts to force the orc back. The knight and commoner are now making a combined roll. The commoner has a Strength of 5, which adds with the knight's 12 and gives them a total of 17. They will now receive a 2 point bonus against the orc, with a Strength of 15.

Both the knight and the commoner must succeed in their rolls. The orc rolls a 17, the knight rolls a 15 and wins without needing the bonus, the commoner rolls 18, which is lowered by 2 because the knight and commoner combined have 2 higher Strength than the orc. So the commoner's final roll is 16, just barely able to close the door against the orc.

Now the knight may try to hold the door alone as the commoner bars it, or perhaps the orc will decide to stop pushing and start using his axe....



## Travel

Whether the specifics of travel are a focus of your campaign or not is a GM decision. Some focus on the necessities can add a depth of challenge and realism to the game.

When traveling through the wilderness, characters (along with their mounts) must expend stamina points. The amount depends on the travel conditions according to the following chart:

### *Mode of Travel*

Riding in a vehicle- 0 stamina

Riding on a mount- ½ overall stamina (2 stamina per encounter roll for mount being ridden)

Traveling on foot- 1 stamina per encounter roll/1-5 miles/2-8 hrs etc

### *Terrain/Weather/Climate*

Roadway/Calm- no modifier

Slightly harsh- +2 stamina

Harsh- +3 stamina

Very Harsh- +5 stamina

### *Equipment*

Poor- +3 stamina

Well equipped- -2 stamina

### *Provisions*

Limited food- +3 stamina

Limited water- +5 stamina

No food- x2 stamina

No water- x3 stamina

### *Encumbrance*

Light (10%)- +1 stamina

Moderate (25%)- +2 stamina

Heavy (50%)- +3 stamina

Very heavy (75%)- +5 stamina

Overburdened (90%+)- +10 stamina

The most common way to determine travel times (instead of exact calculation, which is fine, but can be complicated) is to set the number of encounter rolls until the destination is reached. While this is determined by the GM, here are some basic guidelines:

An encounter roll should represent about 2 hours or 1-3 miles, more for longer journeys.

A party should be able to make an Awareness roll (plus or minus any modifications such as environments, encounter type, etc) to be able to spot what they are encountering.

Factors such as whether or not the party is capable of navigating, or is familiar or unfamiliar with the area, etc. should be taken in to account. In other words, the number of encounter rolls set by the GM represents the number of encounter rolls traveled *in the right direction*.

## Treasure

The method of dealing with treasure is at the discretion of the GM and player group. Treasure and rewards can be predetermined or determined at random.

When determining random treasure:

Roll 1d100. Add this roll to character's Luck + Level for treasure points.

\*a roll of 01 on the d100 roll will award 200 treasure points

Refer to the treasure chart on the next page to determine what kind of treasure is received. Then refer to the additional charts below to determine exactly what item is received.

In group settings the number of treasure rolls should be evenly divided amongst all members of the party that are present when the treasure is found, instead of letting the players all have the character with the highest luck make all the rolls.

The GM can also give treasure points depending on the situation, location, etc. of the treasure being found or looted.

For example, a treasure hidden away in some long forgotten cave by a thief long ago will probably not be as good as treasure found in a palace, so the GM may decide to give a +100 treasure point bonus to rolls in the palace.

All modifiers to treasure points should be positive, but within a limit of +100 at the most or +250 for very special occasions.

## Treasure Chart:

Below 100 treasure points: Random Generic Item (pg. 256)  
101-110: 1d100+25 copper  
111-120: 1d100+25 silver  
121-125: Random Basic Weapon (pg. 239)  
126-130: Random Basic Armor (pg. 246)  
131-135: Random Basic Adventuring Equipment (pg. 255)  
136-140: Random Basic Weapon/Armor, Bow/Staff or Clothing Raw Material (1000 gold worth)  
141-150: 1d100+25 gold  
151-160: 2d20+10 platinum  
161-165: 2d10+10 diamonds  
166-170: 2d100+50 gold  
171-175: 5d20 platinum  
176-180: 5d20 diamonds  
181-195: Random Cursed Item (pg. 274)  
196-200: Random Herb (pg. 258)  
200-225: Random Basic Arcane Weapon (pg. 245)  
226-250: 1d4 Random Trap Components (pg. 257)  
251-275: Random Remedy (pg. 262)  
276-285: Magic Paper/Ink- 1d10+2 scrolls or vials (pg. 268)  
286-290: 5d100+250 gold  
291-295: 1d100+25 platinum  
296-299: 1d100+25 diamonds  
300: Monster Attack! (see chart on next page)  
301-325: Random Adventuring Equipment +1 random customization  
326-330: Random Armor +1d2 random customizations  
331-340: Random Decorative Raw Material (5000 gold worth)  
341-345: Random Arcane Weapon Raw Material (5000 gold worth)  
346-350: Random Special Weapon/Armor Raw Material (5000 gold worth)  
351-365: Random Cursed Item (pg. 274)  
366-370: 1,111-8,888 gold  
371-375: 2d100+50 platinum  
376-385: 2d100+50 diamonds  
386-400: Random Weapon +1d2 random customizations  
401-405: Random Arcane Weapon with +1d2 random customizations  
406-410: Magic Scroll with one random basic school spell with one charge  
411-425: Magic Scroll with one random special school spell with one charge  
426-450: Random Enchanted Item (pg. 269)  
451-460: Random Spell Book / Magic Manual (pg. 273)  
461-465: Infinite Magic Scroll with 1d4 random spells  
466-470: Random Masterwork Quality Adventuring Gear  
475-480: Random Legendary Quality Adventuring Gear  
481-485: Random Armor +1d4+1 random customizations  
486-490: Random Weapon +1d4+1 random customizations  
491-495: Random Intelligent Weapon (pg. 274)  
496-499: Random Cursed Item (pg. 274)  
500+ treasure points: Random Legendary Item (pg. 275)

### **Monster Attack Chart**

- Random Magical Creature (pg.301)
- Random Elemental Creature (pg. 302)
- Random Holy Creature (pg. 303)
- Random Infernal Creature (pg. 304)
- Random Undead/Accursed Creature (pg. 305)
- Random Dragon (pg. 307-309)

### **Treasure Customizations**

Weapon/Armor Customizations:

- Quality (pg. 248)
  - Weapon
  - Armor
  - Arcane Weapon
  - Potion/Poison
  - Item
- Material
  - Weapon/Armor (pg. 249-250)
  - Clothing (pg. 251)
  - Arcane Weapon (pg. 251)
  - Bow/Staff (pg. 251)
  - Decorative (pg. 251)
- Design (pg. 252)
  - Weapon
  - Clothing/Armor
  - Shield
- Improvements (pg. 253)
  - Weapon
  - Arcane Weapon
  - Armor
  - Item
- Enchantments (pg. 254)
  - Minor
  - Major

### **Treasure Scrolls**

- determine spell type and then specific spell (12 schools, 25 spells each)

### **Random Intelligent Weapon**

- determine weapon type, then specific weapon, then random stats and personality

### **Random Cursed Item**

- determine item type, then specific item, then curse, may be GM created or chosen from listed example curses, or any Curse spell

*Academy*

Stat Bonus: +1 Int, Ment or Dex (25 Sp)

Abilities: Commander/Scholar

*Archery/Shooting Range*

Stat Bonus: +1 Agi, Dex or Perc (25 Sp)

Abilities: Marksman/Ranged

*Arena*

Stat Bonus: +1 Str, Con or Spirit (25 Sp)

Abilities: Combat/Warrior/Brawler

*Artisan Guild*

Stat Bonus: +1 Int, Ment or Dex (25 Sp)

Abilities: Crafting

*Assassin's Guild*

Stat Bonus: +1 Agi, Dex or Int (25 Sp)

Abilities: Hunter/Thief/Deception

*Barbarian Camp*

Stat Bonus: +1 Str, Con or Spirit (25 Sp)

Abilities: Barbarian/Druid/Beast Rider/Spirit Magic

*Castle*

Stat Bonus: +1 Str, Con or Agi (25 Sp)

Abilities: Warrior/Commander/Guard

*Cathedral*

Stat Bonus: +1 Int, Ins or Wis (25 Sp)

Abilities: Light Servant/Healer/Scholar/Holy Magic/Healing Magic

*Dojo*

Stat Bonus: +1 Dex, Agi or Chi (25 Sp)

Abilities: Warrior/Brawler

*Fighter's Guild*

Stat Bonus: +1 Str, Con or Agi (25 Sp)

Abilities: Warrior/Combat/Brawler

*Fortress*

Stat Bonus: +1 Str, Con or Spirit (25 Sp)

Abilities: Guard/Commander/Warrior

*Hunting Lodge*

Stat Bonus: +1 Agi, Dex or Perc (25 Sp)

Abilities: Hunter/Marksman/Beast Rider/Ranged

*Library*

Stat Bonus: +1 Int, Wis or Ins (25 Sp)

Abilities: Scholar/Orator/basic spell types/Time Magic

*Mage Guild*

Stat Bonus: +1 Int, Ment or Mana (25 Sp)

Abilities: Mage/Casting/basic spell types/Illusion Magic

*Merchant Guild*

Stat Bonus: +1 Int, Ment or Wis (25 Sp)

Abilities: Merchant/Guard

*Monastery*

Stat Bonus: +1 Spirit, Wis or Chi (25 Sp)

Abilities: Light Servant/Scholar/Healer/Brawler

*Navigator Guild*

Stat Bonus: +1 Int, Perc or Wis (25 Sp)

Abilities: Sailor

*Ranger Camp*

Stat Bonus: +1 Agi, Dex or Perc (25 Sp)

Abilities: Hunter/Marksman/Ranged

*Temple (Evil)*

Stat Bonus: +1 Int, Ment or Mana (25 Sp)

Abilities: Dark Servant/Deception/Dark Magic/Blood Magic

*Temple (Good)*

Stat Bonus: +1 Ment, Spirit or Wis (25 Sp)

Abilities: Light Servant/Healer/Holy Magic

## Training Grounds pg. 3/3

### *Temple (Mystic Knight)*

Stat Bonus: +1 Agi, Wis or Chi (25 Sp)

Abilities: Oracle/Warrior/Guard

### *Temple (Nature)*

Stat Bonus: +1 Mana, Wis or Ins (25 Sp)

Abilities: Druid/Healer/Beast Rider/Nature Magic

### *Temple (Oracle)*

Stat Bonus: +1 Int, Ment or Chi (25 Sp)

Abilities: Oracle/Scholar/Mental Magic

### *Theater*

Stat Bonus: +1 Dex, Agi or Ment (25 Sp)

Abilities: Bard/Orator/Deception

### *Thief Guild*

Stat Bonus: +1 Agi, Dex or Perc (25 Sp)

Abilities: Thief/Hunter/Deception

### Shops, etc.

Apothecary	Traveller's Shop	Medicine Man	Sports Field
Armorer	Hunter Supply Store	Dwarven Mine	Gym
Artisan	Moneychanger	Goblin Workshop	Thieves' Den
Beast Master	Fortune Teller	Coliseum	Excavation
Blacksmith	Gunsmith	Druid Circle	Mason
Bladesmith	Elven Smith	Halfling Artisan	Orcish Smith
Carpenter	Bazaar	Pirate Cove	Armory
Circus	Armor Shop	Slave Market	Mill
Clothier	Hammersmith	Museum	University
Docks	Music School	Papermaker	Witchdoctor
Farmer's Market	Weapon Shop	Refugee Camp	Firework Dealer
Fletcher	Dwarven Smith	Elven Artisan	Plant Nursery
Goldsmith	Church	Potion Shop	Gambling Hall
Item Shop	Jewelsmith	Tigrasa Shop	Goblin Camp
Magic Shop	Bookstore	Arcane Weapon Shop	Fairy Shop
Mine	Zoo	Lumbermill	Animal Nursery
Racetrack	Wizard's Shop	Ogre Mason	Bank
Shipwright	Artist's Studio	Scroll Shop	Art Gallery
Silversmith	Shaman's Shop	Doctor	Aviary
Sorcerer's Shop	Alchemist Shop	Halfling Shop	Herbalist
Stables	Inventor's Workshop	Black Market	Auction House
Swordsmith	Enchanter	Smoke Shop	Amphitheatre
Tailor	Gnomish Tinker	Elven Magic Shop	Hospital
Trade Outpost	Shrine	Winery	Prayer Hall
Weaponsmith	Jeweler	Nakhas Smith	Orcish Camp



## **Servants & Services**

While the number of services and servants available for purchase to a character are unlimited, below are some basic examples:

Damaged Item Repair: 5 gold per Hp

Broken Item Repair: 50-500 gold, depending on item

Spell Casting (basic school): 100 gold per Mana of spell

Spell Casting (advanced school): 1000 gold per Mana of spell

Remove Curse: 10,000 gold

Food Prep: 1-100 gold per day, depending on quality, availability etc

Rented Room: 1-100 gold per day, depending on quality, etc

Stabling Horse: 2-20 gold per day/extra service

Carriage Trip: 5-50 gold per trip depending on location/distance

Guide (city/wilderness): 1-100 gold depending on trip/destination

Doctor: 75-750 gold, depending on time, service, availability

Clerk/Servant: 10 gold per month

Troop/Crew: 25 gold per month

Inventions and machinery will vary greatly between campaigns, but below are some guidelines to keep in mind while designing technology:

All machinery requires energy to use. There are many different forms of energy and methods of generation.

The complexity of machinery in a world will depend on its technological advancement, expressed in levels as follows:

- 1- Stone Age technology includes only the most basic of weapons and materials.
- 2- Bronze Age technology includes metal weapons, simple machinery and seafaring.
- 3- Iron Age technology includes steel weapons and large construction.
- 4- Renaissance Age technology includes complex machinery and basic firearms.
- 5- Industrial Age technology includes flight, electricity, and large firepower weaponry.
- 6- Atomic Age technology includes computerized processing, mass communications and space travel.
- 7- Information Age technology includes advanced computers and inter-dimensional travel

#### **Example Inventions:**

*Rocket Arrows* (tech lvl 2, 4 plat each, +1 delay of bow attack, +10 range, deal arrow damage +1d20+5 nopro blast, radius 1)

*Dwarven Chainblade* (tech lvl 3, 3 diamonds, must be cranked up for 1 rnd, then runs for 3 rnds, Hp 250, +25% attack, +5% block/parry, 1d100+25 Ap, delay 3, if contact is not broken deal damage every tick)

*Goblin Poison Blaster* (tech lvl 4, 7 diamonds, can be filled with up to 100 charges of poison, Hp: 250 spray 2x5 spaces with poison or x5 damage if one target, ½ reflex or dodge for ½ damage, delay 1, can use any poison found in this guide, or Goblin Gunk: 1 plat per charge, deals 1d100 nopro, Fort/2 or poison for 1 nopro dam per rnd/action, can be stacked up to 10 times)

*Dwarven Bazooka* (tech lvl 5, 25 diamonds, Accuracy /2 to hit, range 10, one shot, reload time 5, launches Dwarven Shells: 5 plat each, 111-888 nopro explosion, 111-444 damage to all within 1 radius)

*Gnomish Magic Detector Goggles* (tech lvl 6, 250 diamonds, can see all forms of magical energy and see through all illusions while worn, or can be used to identify magical items, powered by Magic Crystal: 100 diamonds, can only be created by Gnome with level 5 Enchant Item, using crystal found only in gnomish mines, each crystal has 50 charges, each round worn or item identified uses up one charge)

## Mass Combat

The way in which mass combat is handled will be different for each campaign, sometimes for each battle within a campaign and is left to GM discretion. The following section contains stats and rules for mass combat between large armies that can be used in one of two methods:

**Detailed Mass Combat-** battles between armies are mapped out and go round by round until one side is victorious. Player characters fighting alongside troops have a full round to act for each round of mass combat, and can choose to use mass combat abilities, covered in the troop abilities section. Player characters in battle sustain  $\frac{1}{2}$  the damage that the troops they are fighting alongside take.

Each round of mass combat each army (or unit, if the armies have divided into smaller groups) may take two actions, such as moving, attacking, building/entrenching, etc. When two armies engage in direct combat each round will involve an attack, a counterattack, or a withdrawal. When an army is attacked, the attacking army deals its damage, plus its attack rating, the defending army then may choose to counterattack, dealing its damage, plus its defense rating, or choose to withdraw. When withdrawing, an army halves the damage it was dealt from an incoming attack, and moves its speed rating in spaces.

**Background Mass Combat-** GM will compare the armies involved, considering factors such as terrain, morale, equipment, etc. and determine the battle's outcome. Only combat directly involving player characters will be mapped out.

Player Characters in detailed mass combat:

Players may choose where their characters are amongst the combat, and that position affects how much damage they deal and receive.

Out of battle- no damage taken or dealt,  $\frac{1}{2}$  command bonuses

Outskirts of battle- no damage taken, only ranged damage dealt, full command bonuses

In battle- take and deal full round of damage, full command bonuses

Frontlines- take and deal full round of double damage, double command bonuses

Of course, the availability of positions is at GM discretion. Full example, a surrounded force will have no out of battle or outskirts of battle positions. A force out of battle or at the outskirts may find itself flanked and suddenly on the frontlines, etc.

Casualties:

When troops take damage  $\frac{1}{2}$  of the damage is considered wounded, and can be healed, the other  $\frac{1}{2}$  is considered dead, and cannot be killed.

Spells in mass combat:

Magical warfare is extremely rare (unless your group is playing in a gameworld where it is common.) There must be at least 25 soldiers with the ability to cast as part of a circle to create a group that can cast spells on mass combat scale.

The basic stats of mass combat troops are as follows:

Hit points- the amount of damage each troop can sustain

Speed- the number of spaces a troop can move on the map and the troop's initiative in battle

Attack- the troop's offensive power, added to damage when striking.

Defense- the troops defensive power, subtracted from all damage, added to damage of counterstrikes

Damage- the damage of the troop's weapons, rolled when striking and counterstriking

Armor- the protection of the troop's armor, added to defense rolls when taking damage

Close- the modification to the troop's attack and defense while at close range

Range- the range of the troop's weapons (or the troops' sight range)

Accuracy- the bonus a troop adds to a siege weapon/cannon's accuracy

Commoner- Hp: 5, Spd: 1, Att: 5, Def: 5, Dam: 4d6+5 , Armor: 1

Light Infantry- Hp: 5, Spd: 2, Att: 10, Def: 5, Dam: 2d12+7, Armor: 3

Infantry- Hp: 10, Spd: 1, Att: 15, Def: 7, Dam: 2d12+10, Armor: 7

Heavy Infantry- Hp: 15, Spd: 1, Att: 15, Def: 7, Dam: 2d12+12, Armor: 10

Swordsman- Hp: 12, Spd: 2, Att: 25, Def: 10, Dam: 3d10+10, Armor: 7

Pikeman- Hp: 12, Spd: 2, Att: 15, Def: 12, Dam: 2d12+12, Armor: 7

Axeman- Hp: 12, Spd: 1, Att: 15, Def: 10, Dam: 4d10+10, Armor: 5

Halberdier- Hp: 12, Spd: 2, Att: 20, Def: 12, Dam: 4d8+10, Armor: 7

Slinger- Hp: 10, Spd: 1, Att: 5, Def: 3, Dam: 1d6+5, Armor: 3, Range: 2, Close: -10

Archer- Hp: 10, Spd: 2, Att: 10, Def: 5, Dam: 1d10+7, Armor: 3, Range: 3, Close -5

Spearman- Hp: 10, Spd: 2, Att: 15, Def: 12, Dam: 3d8+12,Armor: 3, Range 2, Close +7

Crossbowman- Hp: 10, Spd: 3, Att: 15, Def: 7, Dam: 1d12+12, Armor: 5, Range: 3, Close: -5

Longbowman- Hp: 10, Spd: 3, Att: 15, Def: 7, Dam: 1d10+12, Armor: 5, Range: 4, Close: -3

Musketeer- Hp: 10, Spd: 2, Att: 20, Def: 10, Dam: 1d20+7, Armor: 7, Range 2, Close: +3

Ranger- Hp: 12, Spd: 4, Att: 25, Def: 12, Dam: 2d10+12, Armor: 5, Range 3, Close: +7

Horseman- Hp: 10, Spd: 5, Att: 10, Def: 7, Dam: 4d8+5 , Armor: 3

Cavalier- Hp: 12, Spd: 5, Att: 15, Def: 10, Dam: 4d8+7, Armor: 5

Horse Archer- Hp: 12, Spd: 5, Att: 15, Def: 7, Dam: 1d10+10, Armor: 3, Range 3, Close: -5

Knight- Hp: 25, Spd: 4, Att: 25, Def: 12 , Dam: 5d8+12, Armor: 12

Crewman- Hp: 5, Spd: 3, Att: 10, Def: 5, Dam: 2d12+5, Armor: 3, repair 1 Hp to ship/etc.

Cannonier- Hp: 5, Spd: 3, Att: 10, Def: 5, Dam: 2d12+5, Armor: 3, Acc: 5, Close: -5

Sapper- Hp: 5, Spd: 3, Att: 10, Def: 5, Dam: 2d12+5, Armor: 3, build 1 pt of trap/trench/building

Scout- Hp: 10, Spd: 4, Att: 15, Def: 7, Dam: 2d12+5, Armor: 3, Range 5, Close: -5

Troop Abilities can be used by any army, but are  $\frac{1}{2}$  effective if force is undisciplined.

Defensive Formation (all)- takes 1 turn,  $\frac{1}{2}$  spd, take  $\frac{1}{2}$  all dam,  $\frac{1}{4}$  all ranged dam, x2 damage if charged

Charge (mounted)- Dam x Att Nopro,  $\frac{1}{4}$  dam from counterstrikes, must move at least 3 spaces

Skewer Line (spearmen/pikemen/halberdiers)- takes 1 turn, cannot move, x5 counterstrike vs. charge

Trench (sappers)- 1 space per 10 pts. of trench built, units in trenches receive 1/10 damage from ranged

Trap (sappers)- 1 space or 1d10 dam per 10pts built

Fortify (sappers)- 1 space of 25 hp per 10 pts. built, may build walls, which may not be passed through until destroyed, or towers, 1 unit on each tower, +2 range, x2 ranged damage when on tower.

Mines (sappers)- 1 space of mine dug per 25 pts. of work, mines can only be intercepted by other mines, each space has 25 Hp, can be destroyed, deal 250 nopro when a mine is destroyed beneath a wall/structure.

Focused Fire (ranged)-x3 dam when target is within 2 spaces

Ambush (rangers)- wait in hiding for a target to enter range, deal x5 dam, and avoid any counterstrike if remain undetected

Shield Wall (infantry)- move 1 space per turn, take 1/5 all dam, 1/10 from ranged

Camouflage (rangers)-  $\frac{1}{2}$  speed to hide, can only be detected by other rangers and scouts

Sweep (scouts)- reveals any hidden troops within range

## Troops Types

- Beast troops* are animals and have 0 armor rating, add double the troop type's base armor and add it to attack
- Bandit troops* can all camo, no matter the troop type and deal x2 dam with ambushes, but will flee from any battle at the first opportunity unless compelled to remain
- Barbarian troops* deal double damage in close combat and ½ all their opponents' terrain bonuses
- Noble troops* are always well supplied and equipped, doubling their armor, attack and defense ratings
- Pirate troops* deal double damage with ambushes at sea.
- Viking troops* deal double damage in close combat and triple damage at sea or first round of combat if raiding shore from ships.
- Elven troops* deal double ranged damage, have +2 range/sight, and deal double damage with ambushes in forests
- Dark Elven troops* can all camo at night, and deal x5 damage with ambushes at night
- Dwarven troops* deal double damage in close combat and can all use sapper abilities, no matter the troop type, and build x5 pts. per turn
- Halfling troops* have ½ Hp of normal troops, but can all camo, no matter the troop type, and deal x3 damage with ambushes
- Goblin troops* have ½ Hp of normal troops, but can all use sapper abilities, no matter the troop type and build at x5 pts. per turn
- Gnome troops* have ½ Hp of normal troops, but can all use sapper abilities and camo, no matter the troop type, and build x5 pt.s per turn
- Ogre troops* have double the Hp of normal troops and deal x3 damage in close combat
- Orc troops* deal x5 damage in close combat.
- Troll troops* have triple the Hp of normal troops and deal x10 damage in close combat
- Tigrasa troops* can all camo, no matter the troop type, and have double the speed of normal troops
- Nakhas troops* can camo in desert/rocky or jungle terrains, and deal x3 damage with ambushes, any troop that takes damage from Nakhas troops is poisoned and will take the Nakhas troops' attack rating in nopro damage per turn/action until cured
- Undead troops* are relentless and never flee, and have x5 Hp of normal troops
- Demonic troops* have x10 Hp of normal troops
- Chayol troops* have x5 Hp of normal troops and deal x5 damage vs. undead/demonic troops

Arming and equipping troops can be done with weapons and armor from the equipment section. Replace the troop's damage with the new weapon's damage, and add the weapon's attack bonus to the troop's attack rating, and add the weapon's block or parry bonus (whichever is higher, not both) to the troop's defense rating. Add 1/10<sup>th</sup> of the new armor's Hp to the troop's Hp and the armor's hardness rating to the troop's armor rating.

The stats of siege engines are as follows:

- Hit Points are the amount of damage the siege engine can take (x100 for regular combat)
- Speed is the number of spaces the siege engine can be moved in a turn
- Damage is the amount of damage the siege engine can inflict (x10 for regular combat)
- Armor is the amount of damage subtracted from incoming attacks
- Range is the number of spaces away the siege engine may target
- Operate is the number of crew required to operate the siege engine

Battering ram: Hp: 25, Spd: 3, Dam: 5d20+25 to structures, Armor: 5, Range 1, Operate: 6

Catapult: Hp: 10, Spd: 5, Dam: +12, Armor: 5, Range 3, Operate: 3

Heavy Catapult: Hp: 25, Spd: 3, Dam: +25, Armor: 7, Range: 5, Operate: 5

Ballista: Hp: 15, Spd: 5, Dam: +20, Armor: 7, Range: 7, Operate: 5

Heavy Ballista: Hp: 25, Spd: 3, Dam: +50, Armor: 10, Range: 5, Operate: 5

Trebuchet: Hp: 30, Spd: 5, Dam: +75, Armor: 12, Range: 10, Operate: 5

Siege Tower: Hp: 50, Spd: 1, Dam: -, Armor: 25, Range: +3 to ranged troops, Operate: 1000 Str to move  
can hold up to 250 troops

Catapult- 1d100 dam (x2 to structures)

Heavy Catapult/Trebuchet- 2d100 dam (x2 to structures)

Ballista- 1d100 dam (x2 to large creatures, ½ to reg. troops)

Heavy Ballista- 2d100 dam (x2 to large creatures, ½ for reg. troops)

Attacking with siege weaponry:

The base chance to hit with a siege weapon is a character's Accuracy, with bonuses or penalties at GM discretion. For example large targets are easier to hit (x2 accuracy) than small targets (½ accuracy.) Critical hits deal double damage, lethal hits deal double damage and full damage is considered killed troops.

Ships are defined by the following stats:

- The price in gold
- Hit Points are the amount of Mass Combat damage it may take. x100 for regular combat Hp
- Speed is the amount of spaces the ship may move in one turn.
- Maneuver is the chance to safely navigate through treacherous waters, situations and avoid attacks.
- Armor is the amount of protection the ship has. Armor score is subtracted from all damage in mass combat, and Armor x5 = ship's Hardness in regular combat
- Capacity is the amount of passengers/containers it may hold
- Operate is the number of crew required to operate
- Size is the number of spaces the ship takes up on a mapped out battle (regular combat)

Caravel: 100,000 gold, Hp: 25, Spd: 7, Manuv: 4, Armor: 3, Cap: 1, Oper: 1, size 8L x 3W  
Clipper: 250,000 gold, Hp: 50, Spd: 10, Manuv: 2, Armor: 4, Cap: 3, Oper: 1, size 8L x 2W  
Galley: 350,000 gold, Hp: 75, Spd: 8, Manuv: 3, Armor: 5, Cap: 5, Oper: 3, size 10L x 5W  
Warship: 500,000 gold, Hp: 100, Spd: 12, Manuv: 1, Arm: 7, Cap: 7, Oper: 3, size 12Lx5W  
Galleon: 750,000 gold, Hp: 250, Spd: 15, Manuv: 5, Arm: 10, Cap: 10, Oper: 3, size 15Lx6W

Weapons are defined by the following stats:

- The price in gold
- Damage or damage bonus is the amount of damage dealt with one attack in mass combat. (x100 for regular combat)
- Range is the number of spaces away the weapon can target.
- Accuracy is the base chance to hit with an attack.
- Size is the amount of capacity the weapon takes up on a ship, fort, etc.

Light Cannon: 25,000 gold, +8 dam (Mass Combat. +80 for reg.) Range: 7, Acc: +1, size 1  
Cannon: 50,000 gold, +10 dam (MC, +100 for reg.) Range: 12, Acc: +3, size 2  
Heavy Cannon: 75,000 gold, +12 dam (MC, +120 for reg.) Range: 15, Acc: +2, size 3  
Small Cannonball: 5 gold each, 1d10+2 (MC, 1d100+20 for reg.) Acc: 3  
Cannonball: 10 gold each, 1d12+3 (MC, 1d100+50 for reg.) Acc: 5  
Large Cannonball 20 gold each, 1d20+5 (MC, 2d100+50 for reg.) Acc: 4  
Ram: 50,000 gold, attack cannot be avoided, must move directly into target, deal speed x10

### **Sailing & Naval Combat**

Sailing and naval combat tests are rolled on a d20.

Sailing tests such as navigating treacherous waters base chance of success is the ships Maneuver stat, plus any bonuses from the captain's abilities.

Weather and other conditions can add penalties to sailing rolls between -1 (-5%) for slightly poor conditions to -10 (-50%) for severely poor conditions.

A critical hit (a roll of 1 on an attack roll) will destroy a ship's mast and disable it from being able to move more than 1 space per turn with oars. Avoided attacks deal ½ damage, or no damage if avoidance roll is a 1 or at least 10 less than then attack roll.



Vehicles are defined by the following stats:

- The Price in gold
- The Hit Points are the amount of damage it can sustain (in mass combat, x100 for regular combat)
- Capacity is the number of passengers/containers it can hold
- Strength is the strength required to move the vehicle
- Movement the modification to mount(s)' movement while moving the vehicle

Small Cart: 750 gold, Hp: 10, Cap: 2, Str 20, Mv -1

Cart: 1250 gold, Hp: 15, Cap: 5, Str 30, Mv-2

Large Cart: 2000 gold, Hp: 25, Cap: 8, Str 50, Mv -3

Small Wagon: 5000 gold, Hp: 35, Cap: 12, Str 75, Mv -3

Wagon: 7500 gold, Hp: 50, Cap: 20, Str 100, Mv -4

Large Wagon: 10,000 gold, Hp: 75, Cap: 25, Str 150, Mv-5

Containers are items that add extra encumbrance.

Belt/small pack- str 5, +25 enc

Backpack- str 8, +50 enc

Big Backpack- str 12, +100 enc

Small Saddlebag- str 20, +150 enc

Saddlebag- str 30, +250 enc

Large Saddlebag- str 50, +500 enc

Small Crate- str 75, +1000 enc

Large Crate- str 100, +1500 enc

While the stats of buildings and fortifications can vary greatly, here are some basic guidelines:

(all Hp stats are for mass combat, x100 for regular combat.)

House/Cabin: 100 Hp, Hard 5

Walls/Towers: 50 Hp per ft thick, Hard 8 (wood), Hard 12 (stone)

Small building/siege device: 150 Hp Hard 8 (wood), 250 Hp, Hard 12 (stone)

Medium building/siege tower: 250 Hp Hard 8 (wood), 350 Hp, Hard 12 (stone)

Large building/fortress: 500 Hp, Hard 8 (wood), Hard 12 (stone)

Castle: 750 Hp Hard 12 (small), 1000 Hp Hard 12 (medium), Hp 1250 Hard 12 (large)

Metallic reinforcements- x2 hardness

Fortified castle- x2 Hp

### **Keeps**

When a character gains a keep of some kind they may wish to purchase/construct special areas. The number of such additions is limited only by players' imaginations and the GM's discretion. Below are some basic examples:

-Alchemy Lab: 50 diamonds, contains all tools for creating potions/poisons, x2 effect.

-Forge: 50 diamonds, contains all tools for forging items, x2 Hp.

-Enchanting Altar: 75 diamonds, contains all tools for enchanting items, x2 effects.

-Shrine: 75 diamonds, can train in Light/Dark Servant abilities, ½ price for Master lvls.

-Workshop: 50 diamonds, contains all tools for crafting items, x2 Hp.

-Training Area: 50 diamonds, can train in three physical ability sets, ½ price for Master lvls.

-Library: 500 diamonds, can train in three magical ability sets or spell schools, ½ price for Master lvls.

-Garden: 750 diamonds, can grow 1d10 of 10 different herbs per week/session.

-Monument: 1,000 diamonds, will draw additional followers (at GM discretion.)

-Dimensional Gate: 25,000 diamonds, allows inter-dimensional travel.

## Summons, Servants & Familiars

### Magical

*Will o' Wisp* Level 1 Familiar, 10 Sp to learn, 6 Mp, 3 CT to summon, exp = 100  
 Lp: 50 light beam: 125% 5d10+25, range 12, x3 vs. evil/shadow, ½ to be dodged, delay 1  
 Agi: 10 50% dodge, 25% auto (flight) MV: 5/6/7  
 Light Burst- +2 delay for light beam damage to all within radius 7

*Fire Imp* Level 5 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 200  
 Lp: 100 claws x2: 100% 2d20+10, 1d20+5 fire aftershock, delay 3  
 Agi: 7 75% dodge, 10% auto (flight) 25% counter MV: 4/5/6 (+3 in flight)  
 Takes no damage from fire, x2 damage from water  
 Fireball- range 8, 1d100+25 fire, delay 2

*Ice Imp* Level 5 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 250  
 Lp: 125 claws x2: 100% 3d20+15, delay 3  
 Agi: 5 75% dodge, 10% auto (flight) 25% counter MV: 3/4/5 (+3 in flight)  
 Takes no damage from ice/water, ½ damage from physical, x2 damage from fire  
 Frost Breath- range 3x3, 5d10+25 frost, 50% freeze 1d4+1, delay 2

*Thunderbird* Level 5 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 250  
 Lp: 100 talons: 100% 2d20+10, delay 2  
 Agi: 12 150% dodge, 25% auto (flight) 50% counter MV: 10/11/12  
 5d10 lightning aftershock & when hit, 50% stun 1d2+1, x2 vs. metal armor  
 Thunderclap- radius 7, 5d10+25 lightning, x2 vs. metal armor, 50% stun 1d2+1, delay 3

*Earthen* Level 5 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 350  
 Lp: 250 fists/claws x2: 125% 5d20, Fort/2 or stun and knockback 1d2, ½ balance, delay 3  
 Agi: 5 unaffected by elements, -12 damage from physical MV: 3/4/5  
 Rock Throw- range 5, delay 3, fist damage to one target

*Shade* Level 5 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 300  
 Lp: 150 claws x2: 100% 1d20+5 nopro, delay 3  
 Agi: 10 50% dodge, 20% auto (ethereal) MV: 4/5/6  
 Shadow Attack- Aware/4 or surprise attack, range 7, +1 delay of attack

*Small Hellion* Level 10 Familiar, 25 Sp to learn, 10 Mp, 7 CT to summon, exp = 900  
 Lp: 500 claws x2: 100% 5d20+25, delay 3 bite: 150% 2d100+50, delay 2  
 Agi: 8 75% dodge, 25% auto (flight) 100% counter MV: 4/5/6 (+4 in flight)  
 x3 damage vs. good  
 Hellfire- range 3x5, 2d100+50, delay 5  
 Spikes- 5d10 when hit, delay 4 to launch 1d6+4 spikes, range 3

## Elemental

*Fire Elemental (Fire Sprite)* Level 3 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 400

Lp: 250 fire beam: 100% 5d10+25, range 5, delay 2, ½ to be dodged

Agi: 10 60% dodge, 20% auto (flight) MV: 5/6/7

x2 damage from water

Fire Burst- 5d20+25, radius 5, delay 3

*Water Elemental (Water Nymph)* Level 3 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 400

Lp: 250 claws x2: 85% 3d20+15, delay 2

Agi: 8 50% dodge, 25% auto (fluid) 50% counter MV: 3/4/5 (+2 in water)

x2 damage from lightning

Charm- range 1, delay 3, Will/2 or under complete control until nymph is killed or control is broken

*Earth Elemental (Dryad)* Level 3 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 400

Lp: 250 claws x2: 85% 3d20+15, delay 2

Agi: 7 80% block, Hp 250 Hardness 25 MV: 1/2/3

Charm- range 1, delay 3, Will/2 or under complete control until nymph is killed or control is broken

*Air Elemental (Silan)* Level 3 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 400

Lp: 250 claws x2: 85% 3d20+15, delay 2, cannot be parried and only blocked by shields

Agi: 12 80% dodge, 50% auto (ethereal), 50% counter MV: 7/8/9

Air Rush- range 10, 1d100+50, (Reflex or Fort)/2 or stunned and knocked back 1d4, ½ balance

*Lightning Elemental (Cloud Spirit)* Level 3 Familiar, 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 400

Lp: 250 lightning bolt: 100% 5d20+25, range 7, ½ to be defended against, delay 3

Agi: 12 50% dodge, 25% auto (ethereal), 50% counter MV: 8/9/10

x2 dam vs. water or if wearing metal armor

Chain Lightning- +2 delay to attack up to 3 additional targets within 2 spaces with lightning bolt

*Light Elemental (Sun Sprite)* Level 7 Familiar, 25 Sp to learn, 10 Mp, 7 CT to summon, exp = 950

Lp: 500 light beam: 100% 5d20+25, range 7, ½ to be defended against, delay 2

Agi: 25 50% dodge, 25% auto (ethereal) 75% counter MV: 8/9/10

x2 damage vs. evil, vampire, dark elf

Sunburst- +3 delay to deal light beam damage to all within radius 7

*Shadow Elemental (Living Shadow)* Level 7 Familiar, 25 Sp to learn, 10 Mp, 7 CT to summon, exp = 950

Lp: 500 claws x2: 100% 5d10+25, delay 3 bite: 100% 5d20+25, delay 2

Agi: 20 50% dodge, 20% auto (ethereal) 75% counter MV: 5/6/7

x2 damage vs. good

Shadow Attack- Aware/4 or surprise attack, range 7, +1 delay of attack

## Holy

*Chayol* 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 500  
Lp: 250 Light Sword: 75% 5d20+25, x3 vs. evil, delay 2 Light Shield: 80% block, Hp 500  
Agi: 12 85% dodge, 25% auto (flight) 75% parry, 50% counter Mv: 5/6/7 (+3 in flight)  
Halo- creates light that banishes all natural darkness, radius 5

*Light Spirit* 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 500  
Lp: 125 Light Blast: 100% 2d100+25, delay 3, range 3x3 or radius 2, x3 vs. evil, delay 2  
Agi: 8 20% autododge (ethereal) ½ dam from physical, no dam from elements Mv: 4/5/6  
Light Magic- use Holy and fire based Nature spells, -5 CT, -3 Mana cost, x2 effect, Mana: 20 Mp: 100

*Cherub* 25 Sp to learn, 10 Mp, 7 CT to summon, exp = 1,000  
Lp: 500 Light Arrows: 120% 1d100+10, x3 vs. evil, delay 3, up to 3 targets, range 12  
Agi: 17 100% dodge, 50% auto (flight) 50% counter Mv: 6/7/8 (+4 in flight)  
Holy Arrows- can attack with Holy spell effects, -3 Mana cost, Mana: 10 Mp: 50

*Angel of Death* 35 Sp to learn, 12 Mp, 8 CT to summon, exp = 1,750  
Lp: 750 Death Scythe: 125% 2d100+50, range 2, delay 4, (Fort or Will) /2 or autodeath  
Agi: 22 75% dodge, 25% auto (flight) 85% parry, 75% counter Mv: 5/6/7 (+3 in flight)  
Death Touch- delay 1, range 1, cannot be blocked, ½ to be dodged, (Fort or Will) /5 or autodeath

*Light Guardian* 50 Sp to learn, 15 Mp, 10 CT to summon, exp = 3,000  
Lp: 2,500 Light Sword x2: 100% 2d100+50, x3 vs. evil, delay 2 Light Shield: 100% block, Hp 1000  
Agi: 30 100% dodge, 50% auto (ethereal) 85% parry, 75% counter Mv: 7/8/9 (+3 in flight)  
Light Powers- use Holy and fire based Nature spells, -10 CT, -7 Mana cost, x3 effect, Mana: 25 Mp: 125

*Seraph* 75 Sp to learn, 20 Mp, 12 CT to summon, exp = 50,000  
Lp: 25,000 Light Sword x3: 125% 3d100+75, x3 vs. evil, delay 2 Light Shield: 150% block, Hp 2500  
Agi: 50 150% dodge, 65% auto (flight) 95% parry, 90% counter Mv: 8/9/10 (+4 in flight)  
Light Powers- use Holy and fire based Nature spells, -10 CT, -7 Mana cost, x3 effect, Mana: 25 Mp: 125  
Holy Flames- 1d100 holy fire damage when hit and aftershock, x5 vs. evil

*Pearl Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 150,000  
Lp: 75,000 Claws x2: 150% 3d100+50, x3 vs. evil, delay 3 Bite: 200% 5d100+50, x3 vs. evil, delay 4  
Agi: 35 60% dodge, 20% auto (flight) 100% counter Mv: 3/5/7 (+4 in flight)  
White Flames- 1,111-4,444 holy fire dam, x5 vs. evil, range 8 or 3x5, x5 dam if attack one target, delay 5  
Pearl Wind- can flap wings and heal all good in radius 3 for 2d100+25, delay 5

## Infernal

*Fire Demon* 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 500  
 Lp: 250 Claws x2: 100% 5d10+25, 5d10 aftershock, x2 vs. good, delay 3  
 Agi: 10 65% dodge, 20% auto, 70% counter MV: 5/6/7  
 Hellfire- range 3x5, 2d100+50, x3 vs. good, delay 5

*Nightmare* 12 Sp to learn, 7 Mp, 5 CT to summon, exp = 500  
 Lp: 100 Claws x2: 100% 5d10+25, x2 vs. good, delay 2  
 Agi: 7 50% dodge, 20% auto, 75% counter MV: 5/6/7  
 Dream Haunt- can instantly turn to a spirit form to enter a sleeping target's dreams or to flee from an awake opponent, GM discretion for rules of dream combat

*Soul Eater* 25 Sp to learn, 10 Mp, 7 CT to summon, exp = 1,000  
 Lp: 500 Claws x2: 100% 5d20+25, delay 2 Bite: 90% 5d20, delay 3, Fort/2 or 1d4 Soul dam  
 Agi: 12 50% dodge, 20% auto, 75% counter MV: 5/6/7  
 Devour Soul-when bite can attempt to attach and drain soul, Str/2 to escape or lets go if critically hit, deals 1d4 dam to Soul measure per tick attached, +100 Lp and +25 for each Soul point drained

*Hellbeast* 35 Sp to learn, 12 Mp, 8 CT to summon, exp = 4,000  
 Lp: 2500 Bite: 100% 5d100+25, x2 vs. good, delay 4  
 Agi: 17 50% dodge, 10% auto, 100% counter MV: 8/9/10  
 Hellfire- range 3x5, 2d100+50, x3 vs. good, delay 5

*Hellion* 50 Sp to learn, 15 Mp, 10 CT to summon, exp = 9,000  
 Lp: 5000 Claws x2: 100% 2d100+50, delay 3 Bite: 100% 3d100+50, delay 4  
 Agi: 20 50% dodge, 20% auto, 75% counter MV: 6/7/8  
 Hellfire- range 3x5, 2d100+50, x3 vs. good, delay 5  
 Spikes- 5d20 when hit, delay 4 to launch 1d6+4 spikes, range 3

*Four Winged Demon* 75 Sp to learn, 20 Mp, 12 CT to summon, exp = 50,000  
 Lp: 25,000 Hellsword x2: 100% 3d100+25, x5 vs. good, delay 1  
 Agi: 50 100% dodge, 50% dodge (flight), 100% parry, 100% counter, can riposte MV: 8/9/10  
 Death Breath- range 3x5, Reflex/4 to avoid, Fort/2 or autodeath, delay 4  
 Petro Breath- range 3x5, Reflex/4 to avoid or 50% petrify

*Demon Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 150,000  
 Lp: 75,000 Claws x2: 150% 3d100+50, delay 3 Bite: 200% 5d100+50, delay 4, x3 vs. good  
 Agi: 25 60% dodge, 20% auto (flight) 100% counter Mv: 3/5/7 (+4 in flight)  
 Hellfire- 1,111-4,444 hellfire dam, x5 vs. good, range 8 or 3x5, x5 dam if attack one target, delay 5

## Undead/Accursed

*Skeleton* exp = 100  
 Lp: 100 Sword: 75% 5d10+15, delay 3 Shield: 75% block, HP 250 Bite: 100% 5d10, delay 3  
 Agi: 5 ½ dam from physical, x2 from fire, no dam from other elements MV: 3/4/5  
 Fleshrot- lvl 3 disease on all claw and bite attacks, Fort/2 or -50 max Lp, -10 per day/session until cured

*Zombie* exp = 200  
 Lp: 100 Claws x2: 80% 2d10+5, delay 2 Bite: 75% 5d10+15, delay 3  
 Agi: 3 ½ dam from physical, x2 from fire, no dam from other elements MV: 1/2/3  
 Fleshrot- lvl 3 disease on all claw and bite attacks, Fort/2 or -50 max Lp, -10 per day/session until cured

*Ghost* exp = 300  
 Lp: 100 Ghostblade: 100% 2d10+5 nopro, cannot be blocked/parried, delay 2  
 Agi: 8 75% dodge, 25% auto (ethereal), 75% parry, 75% counter MV: 3/4/5  
 Possession- Will/2 or take control of target for 1 rnd or until exorcised

*Death Eater* exp = 375  
 Lp: 125 Claws x2: 80% 4d10+10, delay 2 Bite: 75% 5d20+25, delay 3  
 Agi: 7 ½ dam from physical, x2 from fire, no dam from other elements MV: 2/3/4  
 Flesh Feast- ½ dam of all bite attacks restores Lp, can go above max Lp  
 Brain Feast- devour the brains of slain opponents, +25 Lp, +10 dam for each Mind point devoured  
 Fleshrot- lvl 3 disease on all claw and bite attacks, Fort/2 or -50 max Lp, -10 per day/session until cured

*Vampire* exp = 600  
 Lp: 250 Claws x2: 100% 1d100+25, delay 3 Bite: 100% 2d100, delay 2 MV: 5/6/7  
 Agi: 12 80% dodge, 25% auto, 100% counter, x2 from fire, no dam from other elements  
 Drink Blood- ½ dam of all bite attacks restores Lp, can go above max Lp, can attempt to hold target and continue draining blood, deals ½ bite dam per tick, Str/5 to escape  
 Mist Form- enter a mist form that takes/deals no physical dam, ½ move, Aware/5 to be noticed  
 Bat Form- turn into 10 bats, 25 Lp each, +3 move, 1/5 to be hit, each can bite for 1d10

*Werewolf* exp = 600  
 Lp: 250 Claws x2: 100% 2d100+50, delay 3 Bite: 100% 3d100+75, delay 2  
 Agi: 12 80% dodge, 25% auto, 100% counter MV: 8/9/10  
 Flesh Feast- ½ dam of all bite attacks restores Lp, can go over max Lp  
 Pounce- range 12, can only be dodged at ½, deals claw and bite dam, Fort/2 or stunned 1d2+1, can pin: Str/5 to escape or cannot move or dodge  
 Howl- intimidate all within radius 10, Courage/2 to resist, will draw any lycans or wolves in area to battle

*Bone Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 150,000  
 Lp: 75,000 Claws x2: 150% 3d100+50, delay 4 Bite: 200% 5d100+50, delay 5  
 Agi: 17 50% dodge, 10% auto, 100% counter MV: 3/4/5  
 Bone Spikes- 1d100+25 when hit and aftershock, delay 5 to launch 10 spikes, range 7  
 Death Breath- range 3x5, Fort/2 or autodeath, delay 4  
 Absorb Bones- can absorb slain opponents, adding ½ their max Lp to dragon's Lp or damage, delay 3

## Golems

Creating and controlling golems can be done in a variety of ways, most commonly through magic spells. Golem crafting and controlling methods and costs are at GM discretion and should be campaign/setting specific.

Golems may attack with fists, delay 2 for one fist, delay 4 if attack with both fists, or can wield weapons.

*Clay Golem*      20 diamonds to construct, exp = 950  
 Hp: 500      Str: 50      75% attack, +25 dam  
 Agi: 7      Mv: 3/4/5      -12 dam from physical, -10 dam from magic, energy, elements

*Rock Golem*      100 diamonds to construct, exp = 3,750  
 Hp: 2,500      Str: 75      80% attack, +38 dam  
 Agi: 5      Mv: 2/3/4      -25 dam from physical, -12 dam from magic, energy, elements

*Iron Golem*      200 diamonds to construct, exp = 8,500  
 Hp: 5,000      Str: 100      90% attack, +50 dam  
 Agi: 5      Mv: 1/2/3      -50 dam from physical, -25 dam from magic, energy, elements

*Death Golem*      Requires 10 corpses, exp = 2250  
 -constructed from the body parts of other corpses, retains original creatures stats, abilities, adds to base  
 Hp: 1,000      Str: 50      85% attack, +25 dam  
 Agi: 7      Mv: 2/3/4      -20 dam from physical, -10 dam from magic, energy, elements

*Flesh Golem*      Requires 25 corpses, exp = 15,000  
 Hp: 7,500      Str: 65      75% attack, +33 dam  
 Agi: 7      Mv: 1/2/3      -30 dam from physical, -15 dam from magic, energy, elements  
 Absorb Flesh- can absorb slain opponents, adding ½ their max Lp to golem's Hp, delay 3

*Machinery Construct*      500 diamonds to construct, exp = 9,000  
 Hp: 5,000      Str: 75      90% attack, +38 dam  
 Agi: 8      Mv: 2/3/4      x2 dam from water, x3 from lightening, ½ from other elements  
 Armor Plating- Hp: 2500      Hard 100

*Bone Golem*      Requires 50 corpses, exp = 18,500  
 Hp: 10,000      Str: 80      100% attack, +40 dam  
 Agi: 6      Mv: 1/2/3      x3 dam from fire, no dam from other elements, ¼ from physical  
 Absorb Bones- can absorb slain opponents, adding ½ their max Lp to golem's Hp or damage, delay 3



## Dragons

### Natural Dragons

*Young Dragon* exp = 7,500

Lp: 5,000      Claws x2: 100% 4d20+20, delay 3      Bite: 100% 5d20+25, delay 4  
Agi: 12      50% dodge, 25% auto (flight) 50% counter      MV: 3/4/5 (+2 in flight)  
Fire Breath- 111-444 fire dam, range 5 or 2x3, x2 dam if attack one target, delay 5

*Adult Dragon (Green/Brown)* exp = 55,000

Lp: 25,000      Claws x2: 100% 1d100+25, delay 3      Bite: 100% 2d100+50, delay 4  
Agi: 20      75% dodge, 25% auto (flight) 75% counter      MV: 5/6/7 (+3 in flight)  
Fire Breath- 111-888 fire dam, range 7 or 3x4, x3 dam if attack one target, delay 5

*Red Dragon* exp = 125,000

Lp: 50,000      Claws x2: 100% 2d100+50, delay 3      Bite: 100% 4d100+100, delay 4  
Agi: 25      75% dodge, 25% auto (flight) 75% counter      MV: 5/6/7 (+3 in flight)  
Fire Breath- 1,111-4,444 fire dam, range 7 or 3x4, x3 dam if attack one target, delay 5

*Blue Dragon* exp = 125,000

Lp: 50,000      Claws x2: 100% 2d100+50, delay 3      Bite: 100% 4d100+100, delay 4  
Agi: 25      75% dodge, 25% auto (flight) 75% counter      MV: 5/6/7 (+3 in water)  
Fire Breath- 1,111-4,444 fire dam, range 7 or 3x4, x3 dam if attack one target, delay 5

*Black Dragon* exp = 225,000

Lp: 100,000      Claws x2: 100% 3d100+75, delay 3      Bite: 100% 5d100+250, delay 4  
Agi: 35      75% dodge, 25% auto (flight) 75% counter      MV: 5/6/7 (+3 in flight)  
Fire Breath- 1,111-8,888 fire dam, range 8 or 3x5, x4 dam if attack one target, delay 5

*Elder Dragon* exp = 500,000

Lp: 250,000      Claws x2: 100% 5d100+250, delay 3      Bite: 100% 1,111-4,444, delay 4  
Agi: 50      100% dodge, 25% auto (flight) 100% counter      MV: 6/7/8 (+4 in flight)  
Fire Breath- 11,111-44,444 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5

*Great Dragon* exp = 1,000,000

Lp: 500,000      Claws x2: 100% 1,111-4,444, delay 3      Bite: 100% 1,111-8,888, delay 4  
Agi: 75      100% dodge, 25% auto (flight) 100% counter      MV: 8/9/10 (+5 in flight)  
Fire Breath- 11,111-88,888 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5

## Magical Dragons

*Fire Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 175,000  
 Lp: 50,000 Claws x2: 150% 3d100+50, delay 3 Bite: 200% 5d100+50, delay 4  
 Agi: 30 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
 Fire Breath- 1,111-4,444 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
 Fire Storm- 111-888 fire dam, radius 12, delay 7  
 x2 dam from water attacks, no dam from other elements

*Frost Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 175,000  
 Lp: 50,000 Claws x2: 150% 3d100+50, delay 3 Bite: 200% 5d100+50, delay 4  
 Agi: 30 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
 Frost Breath- 1,111-4,444 frost dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
 Ice Storm- 111-888 frost dam, radius 12, delay 7  
 x2 dam from fire attacks, no dam from other elements

*Water Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 175,000  
 Lp: 50,000 Claws x2: 150% 3d100+50, delay 3 Bite: 200% 5d100+50, delay 4  
 Agi: 30 75% dodge, 25% auto (in water) 75% counter MV: 5/6/7 (+3 in water)  
 Water Breath- 1,111-4,444 water dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
 Deluge- 111-888 water dam, radius 12, delay 7  
 x2 dam from lightning attacks, no dam from other elements

*Storm Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 175,000  
 Lp: 50,000 Claws x2: 150% 3d100+50, delay 3 Bite: 200% 5d100+50, delay 4  
 Agi: 30 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
 Lightning Breath- 1,111-4,444 lightning dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
 Lightning Storm- 111-888 lightning dam, radius 12, delay 7  
 x2 dam from earth attacks, no dam from other elements

*Stone Dragon* 125 Sp to learn, 25 Mp, 15 CT to summon, exp = 225,000  
 Lp: 75,000 Claws x2: 150% 5d100+50, delay 3 Bite: 200% 5d100+250, delay 4  
 Agi: 20 50% dodge, 10% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
 Petro Breath- range 8 or 3x5, Reflex/2 to avoid or 50% petrify  
 Stone Storm- 111-888 earth dam, radius 12, delay 7  
 ½ dam from physical, no dam from elements

## Divine Dragons

*Shadow Dragon* 250 Sp to learn, 50 Mp, 20 CT to summon, exp = 250,000  
Lp: 100,000 Claws x2: 100% 5d100+250, delay 3 Bite: 100% 1,111-4,444, delay 4  
Agi: 25 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
Black Flames- 1,111-8,888 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
Hellstorm- 1,111-4,444 fire dam, radius 12, delay 7

*White Dragon* 250 Sp to learn, 50 Mp, 20 CT to summon, exp = 250,000  
Lp: 100,000 Claws x2: 100% 5d100+250, delay 3 Bite: 100% 1,111-4,444, delay 4  
Agi: 25 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
White Flames- 1,111-8,888 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
Lightstorm- 1,111-4,444 fire dam, radius 12, delay 7

*Silver Dragon* exp = 600,000  
Lp: 250,000 Claws x2: 100% 5d100+250, delay 3 Bite: 100% 1,111-4,444, delay 4  
Agi: 50 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
Silver Flames- 11,111-44,444 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
Silver Lightning- 1,111-8,888 lightning dam, radius 12, delay 7

*Gold Dragon* exp = 1,000,000  
Lp: 500,000 Claws x2: 100% 1,111-4,444, delay 3 Bite: 100% 1,111-8,888, delay 4  
Agi: 75 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
Golden Flames- 11,111-44,444 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
Golden Lightning- 1,111-8,888 lightning dam, radius 12, delay 7

*Crystal Dragon* exp = 2,000,000  
Lp: 750,000 Claws x2: 100% 1,111-4,444, delay 3 Bite: 100% 1,111-8,888, delay 4  
Agi: 100 75% dodge, 25% auto (flight) 75% counter MV: 5/6/7 (+3 in flight)  
Prism Flames- 11,111-88,888 fire dam, range 8 or 3x5, x5 dam if attack one target, delay 5  
Prism Lighting- 11,111-44,444 lightning dam, radius 12, delay 7

### Leveling-Up NPCs

Animals: +5 Hp, +2% to hit/crit, +1 dam per lvl

Mounts: +25 Hp, +2 points to stats, +1 Str (or +5 dam) per lvl

Summons/Familiars: add  $1/10^{\text{th}}$  of base Hp, +5 dam, +2% to hit/crit, +1% defense

Monsters: add  $1/10^{\text{th}}$  of base Lp, +10 dam, +5% to hit, +2% to crit, +1% defense/resistance per lvl

Enemies: add  $1/10^{\text{th}}$  of base Lp, +5 dam, +2% to hit/crit, +1% defense/resistance per lvl

Spellcasters: +1 Mana/Chi every 2 levels

Equipment: +1 dam, +10 Hp per lvl, +1 Hardness every 5 lvls

# Chapter Seven

## The Arena

The following chapter contains example enemies, five example player characters, and a basic tournament storyline.

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**Example Character:** The swordsman

**Character Concept:** Elven blademaker

**Credit:** tenshi

Step 1- Mind: 7, Body: 11, Soul: 7

Step 2- Mind (7): Int: 3, Ment: 2, Mana: 2

Body (11): Str: 3, Con: 3, Agi: 5

Soul (7): Spir: 3, Wis: 2, Chi: 2

Step 3-  $\text{Int (3) + Ment (2) = 5} / 2 = 3 \text{ Perc}$

$\text{Str (3) + Agi (5) = 8} / 2 = 4 \text{ Dex}$

$\text{Spir (3) + Wis (1) = 4} / 2 = 2 \text{ Ins}$

Step 4- Race:

- +3 Int (6), +3 Perc (6), +3 Agi (8), +3 Dex (7), +3 Wis (5)

- Favored Magic: Nature

- Recorded Benefits into specials (see next page)

Step 5- Primary Abilities: Warrior/Combat

Secondary Abilities: Marksman

Primary Weapon: Longblades, Secondary Weapon: Bows

Step 6- +2 Mana (4), +1 Perc (7), +2 Str (5), +3 Dex (10), +2 Spir (5)

Step 7-  $\text{Con (3) + Spir (5) = 8} \times 2.5 = 20 \text{ Lp} + 1\text{d}6 + 1 (4) + \text{Con (3)}/5 (1) = 25 \text{ Lp}$

Step 8- rolled 90, 89, 90

Charisma =  $90 + \text{Mind (7)} = 97\% + 50\% \text{ Elven Beauty} = 147\%$

Charm =  $89 + \text{Body (11)} = 100\% + 50\% \text{ Elven Beauty} = 150\%$

Luck =  $90 + \text{Soul (7)} = 97\%$

Step 9- 5 starting specials, 22 Sp

specials:

1. Forest Home (pg. 23)

2. Animal Friendship (pg. 23) Hawk (pg. 264)

3. Nature Communion Magical Talent (pg. 187)

4. Battle Focus (pg. 101)

5. Way of the Warrior (pg. 158)

skills:

Weapon Skill (longblades) (pg. 81), lvl 2, 3 Sp

Weapon Skill (bows) (pg. 81), lvl 1, 2 Sp

Block (pg. 99), lvl 3, 6 Sp

Parry (pg. 99), lvl 1, 1 Sp

Counterattack (pg. 156), lvl 1, 1 Sp

Weapon Finesse (longblades) (pg. 157), lvl 1, 1 SP

Archery (pg. 132), lvl 1, 2 Sp

Bowyer (pg. 132), lvl 1, 2 Sp

Beast Speech spell (pg. 188), 4 Sp

Step 10- 1d100 starting gold, alignment: Faithful (Nature)

## The Swordsman

*-created by tenshi*

Lp: 25                      Tournament Challenge level: Easy

Mind: 7, Int: 6, Ment: 2, Mana: 4, Perc: 7

Body: 11, Str: 5, Con: 3, Agi: 8, Dex: 10

Soul: 7, Spir: 5, Wis: 5, Chi: 2, Ins: 2

Max Str score = 20

Charisma: 147%, Charm: 150%, Luck: 97%

+25% Accuracy, +25% Intuition, +10% Reflex, +10% Balance

+5% Attack, Block/Parry, Dodge

Primary Abilities: Warrior/Combat

Secondary Abilities: Marksman

Primary Weapon: Longblades

Secondary Weapon: Bows

Specials:

Elf Eyes: +50% to all visual Awareness rolls

Longevity: No set lifespan in years, immune to all disease unless otherwise stated

Nature Bond: Natural animals are not hostile, (Charisma/2)% to sooth a hostile natural animal

Forest Home- +25% survival in forests, +10% in all other terrains

Animal Friendship- hawk

Nature Communion Talent- non-hostile animals in area will openly approach if called

Battle Focus- use 1 Power/Stamina to add Concentration to one attack or defense roll

Way of the Warrior- +10 Lp, +5 damage of all kinds, create 1 combat technique every 7 lvls (first at lvl 8)

Skills:

Weapon Skill (longblades) lvl 2, 3 Sp, +10% attack, +3 dam

Weapon Skill (bows) lvl 1, 2 Sp, +5% attack, +1 dam

Block, lvl 3, 6 Sp, +10% block, can block up to Str x10

Parry, lvl 1, 1 Sp, use weapon/shield to parry, success costs 1 stamina, ¼ dam from parried attacks

Counterattack, lvl 1, 1 Sp Dex% chance to counter attack when attacked, costs 1 stamina, cannot counter attack a counter attack

Weapon Finesse (longblades), lvl 1, 1 SP +5% crit, +5% parry/counter attack, +1% lethal blow

Archery, lvl 1, 2 Sp +5% attack, +2 dam with bows

Bowyer, lvl 1, 2 Sp, can craft normal bows and arrows, 1 bow or 10 arrows per day/session

Beast Speech spell, 7 Sp                      Mana Cost: 7                      Cast Time: 3

Effect: allows communication with animals, +25% sooth animal rolls

Range: self                      Area of Effect: single target                      Duration: 5 rnds

Equipment:

(1d00) gold

Hawk (pg. 264)

**Example Character:** The barbarian  
**Character Concept:** Human Barbarian  
**Credit:** bigman

Step 1- Mind: 5, Body: 13, Soul: 7

Step 2- Mind (5): Int: 3, Ment: 2, Mana: 0

Body (13): Str: 7, Con: 3, Agi: 3

Soul (7): Spir: 4, Wis: 2, Chi: 1

Step 3- Int (3) + Ment (2) = 5 / 2 = 3 Perc

Str (7) + Agi (3) = 10 / 2 = 5 Dex

Spir (4) + Wis (2) = 6 / 2 = 3 Ins

Step 4- Human Race:

-+4 Dex (9), +3 Str (10), +3 Agi (6), +2 Int (5), +2 Spir (6), +1 Perc (4), 1d6+2 Lp bonus

- No Favored Magic

- +10% Courage and Will

- +5% Fortitude

Step 5- Primary Abilities: +1 from race: Barbarian, +1 from any: Combat, +1 from benefit: Hunter

Secondary Abilities: +1 from race: Warrior, +1 from benefit: Ranged

Primary Weapon: Large Axes, Secondary Weapon: Spears

Step 6- +5 Con (8), +3 Str (13), +1 Perc (5), +1 Spir (7)

Step 7- Con (8) + Spir (7) = 15 x 2.5 = 38 Lp +1d6+2 (6) + Con (8)/5 (2) = 46 Lp

Step 8- rolled 54, 95, 04

Charisma = 54 + Mind (5) = 59%

Charm = 04 + Body (13) = 17%

Luck = 95 + Soul (7) = 102%

Step 9- 5 starting specials, +2 from benefit and 20 starting Sp  
specials:

1. Human Ambition (pg. 21)- start with Brute class (pg. 84)

2. Home Terrain (pg. 21)- Mountain terrain

3. Faith (pg. 21)- +25% courage

4. Combat Training (pg. 76)

5. Hard-Headed (pg. 76)

6. Berserk (pg. 84)

7. Canine Companion (pg. 125)- guard dog (pg. 264)

skills:

Barbaric Strength (pg. 82) lvl 3, 6 Sp

Barbaric Rage (pg. 82) lvl 3, 6 Sp

Hunt (pg. 82) lvl 2, 3 Sp

Block (pg. 99) lvl 2, 3 Sp

Set Trap (pg. 123) lvl 1, 1 Sp

Set Snare (pg. 124) lvl 1, 1 Sp

Step 10- 1d100 starting gold, alignment: Chaotic Good



## The Barbarian

*-created by bigman*

Lp: 46                      Tournament Challenge level: Very Easy

Mind: 5, Int: 5, Ment: 2, Mana: 0, Perc: 5

Body: 13, Str: 13, Con: 8, Agi: 6, Dex: 9

Soul: 7, Spir: 7, Wis: 2, Chi: 1, Ins: 3

-Max Body score = 25

Charisma: 59%, Charm: 17%, Luck: 102%

+5% Fortitude, +10% Will, +35% Courage

Primary Abilities: Barbarian, Combat, Hunter

Secondary Abilities: Ranged, Warrior

Primary Weapon: Large Axes & Hammers

Secondary Weapon: Spears & Javelins

### Specials:

Human Ambition- +1 lvl to Brute

Faith- +25% Courage or Will

Home Terrain- +25% survival in mountainous environment, +10% in all others

Combat Training- +10% Attack, +5% Block

Hard Headed- +10% Will

Berserk- 50% chance when take dam to Lp enter berserk state, 50% attack allies/bystanders in melee range, +50% attack, +25 Lp, +10 dam, +1 crit multiplier, cannot make defense rolls when berserk, Will /5 to regain control per rnd

Canine Companion- choose a canine companion, pg. 264, Aware/2 to notice encounter

### Skills:

Brute lvl 1, 0 Sp, +10% attack, +5% crit, +2 dam with melee weapons

Barbaric Strength, lvl 3, 6 Sp, +5 physical dam, can use 2 handed melee weapons in one hand, +15% Fort

Barbaric Rage, lvl 3, 6 Sp, +7 melee dam when Lp is below ½

Hunt, lvl 2, 3 Sp, use Awareness to track animals/monsters, add Int to chance

Set Trap, lvl 1, 1 Sp, 1 rnd to set up a trap on 1 space, 2d10+5 base dam, can add 1 device, charge, weapon etc, ½ awareness to be noticed, Agi roll at ½ to avoid a noticed trap

Set Snare, lvl 1, 1 Sp, when setting a trap can set snare instead, does not deal dam, holds 1 rnd, Str 10

### Equipment:

(1d100) gold

guard dog (pg. 264)

**Example Character:** The rogue  
**Character Concept:** Dark Elf Rogue  
**Credit:** codename: *truth*

Step 1- Mind: 7, Body: 12, Soul: 6

Step 2- Mind (7): Int: 2, Ment: 5, Mana: 0

Body (12): Str: 3, Con: 3, Agi: 6

Soul (6): Spir: 3, Wis: 3, Chi: 0

Step 3- Int (2) + Ment (5) = 7 / 2 = 4 Perc

Str (3) + Agi (6) = 9 / 2 = 5 Dex

Spir (3) + Wis (3) = 6 / 2 = 3 Ins

Step 4- Race: Dark Elf

- +5 Int (7), +5 Agi (11), +3 Dex (8), +2 Spirit (5), 1d6+1 Lp bonus

- Favored Magic: Spirit (but no spellcasting ability)

- Recorded Benefits to specials on next page

Step 5- Primary Abilities: Thief / Ranged

Secondary Abilities: Warrior

Primary Weapon: Short blades, Secondary Weapon: Small Thrown

Step 6- +2 Mental (7), +2 Str (5), +2 Con (5), +2 Dex (10), +2 Wis (5)

Step 7- Con (5) + Spir (5) = 10 x 2.5 = 25 Lp +1d6+1 (3) + Con (5)/5 (1) = 29 Lp

Step 8- 62, 31, 100

Charisma = 31 + Mind (7) = 38% +50% Dark Elven Beauty = 88%

Charm = 62 + Body (12) = 74% +50% Dark Elven Beauty = 124%

Luck = 100 + Soul (7) = 107%

Step 9- 5 starting specials and 24 starting Sp (+10 Sp from Dark Elf Culture special)  
specials:

1. Dark Elf Culture (pg. 33)

2. Thief's Instinct (pg. 155)

3. Ranged Focus (pg. 146)

4. Fleetfooted (pg. 76)

5. Sneaky (pg. 76)

skills:

Stealth (pg. 153), lvl 3, 6 Sp

Lockpicking (pg. 153), lvl 3, 6 Sp

Backstab (pg. 154), lvl 3, 6 Sp

Weapon Proficiency (Dagger) (pg. 154), lvl 3, 6 Sp

Point Blank Attack (pg. 144), lvl 4, 10 Sp

Step 10- 1d100 starting gold, alignment: Chaotic Neutral

## The Rogue

*-created by codename: truth*

Lp: 29                      Tournament Challenge level: Moderate

Mind: 7, Int: 7, Ment: 7, Mana: 0, Perc: 4

Body: 12, Str: 5, Con: 5, Agi: 11, Dex: 10

Soul: 6, Spir: 5, Wis: 5, Chi: 0, Ins: 3

Max Strength score = 20

Charisma: 88%, Charm: 124%, Luck: 107%

+10% reflex, +10% balance,

Primary Abilities: Thief/Ranged

Secondary Abilities: Warrior

Primary Weapon: Shortblades

Secondary Weapon: Small Thrown

Specials:

Dark Elf Eyes: +50% visual Awareness and +25% Accuracy in darkness, -10% in light

Longevity: No set lifespan in years, immune to all disease unless otherwise stated, +25% Intuition

Sunless Home: must wear a cloak while in sunlight or take 1 nopro dam per rnd, ½ to be noticed while stealthed in darkness

Dark Elven Grace- +5% attack and block/parry

Dark Elf Culture- +10 Sp per lvl that can only be used for Warrior/Thief/Deception Abilities

Thief's Instinct- ½ to be stolen from, bluffed or backstabbed

Ranged Focus- use 1 stamina/power to add Concentration to accuracy for 1 ranged attack

Fleet Footed- +5% Dodge, +1 movement

Sneaky- +10% Stealth

Skills:

Stealth, lvl 3, 6 Sp, +10% stealth, ½ movement rate while sneaking, must be at least 5 spaces away from opp., ¼ awareness to be noticed

Lockpicking, lvl 3, 6 Sp, (Dex x3)% +10% to pick locks, takes 5 ticks, chance is divided by lock lvl (1-10)

Backstab, lvl 3, 6 Sp, must be using a stabbing weapon, deal x2 dam on a surprise attack, 3x per battle +5% lethal blow, 25% x3 damage

Weapon Proficiency (Dagger), lvl 3, 6 Sp, +15% attack, +10% defense, +7 dam

Point Blank Attack, lvl 4, 10 Sp, +25% attack, +10% crit, +5 dam with any ranged attack within 3 spaces of target, target has -10% chance to dodge

Equipment:

(1d100) gold

**Example Character:** The monk  
**Character Concept:** Human Monk  
**Credit:** jevy

Step 1- Mind: 7, Body: 10, Soul: 8

Step 2- Mind (7): Int: 4, Ment: 3, Mana: 0

Body (10): Str: 5, Con: 2, Agi: 3

Soul (8): Spir: 2, Wis: 3, Chi: 3

Step 3- Int (4) + Ment (3) = 7 / 2 = 4 Perc

Str (5) + Agi (3) = 4 / 2 = 4 Dex

Spir (2) + Wis (3) = 5 / 2 = 3 Ins

Step 4- Race: Human

- +5 Con (7), +4 Agi (7), +3 Dex (7), +2 Chi (5), +1 Spirit (3), 1d6+2 Lp bonus

- +10% Intuition, +10% Will

- +5% Reflex

Step 5- Primary Abilities: Brawler/Combat/Healer

Secondary Abilities: Light Servant/Warrior

Primary Weapon: Hand-to-hand, Secondary Weapon: Staff

Step 6- +3 Dex (10), +3 Perc (7), +2 Wis (5), +2 Ins (5)

Step 7- Con (7) + Spir (2) = 9 x2.5 = 23 Lp + 1d6+1 (3) + Con (7)/5 (1) = 27 Lp

Step 8- rolled 53, 70, 46

Charisma = 53 + Mind (7) = 60%

Charm = 46 + Body (10) = 56%

Luck = 70 + Soul (8) = 78%

Step 9- 7 starting specials, 18 starting Sp

specials:

1. Human Ambition (Martial Artist) (pg. 21)
2. Combat Training (pg. 76)
3. Battlefield Reaction (pg. 122)
4. Keen Eyed (pg. 76)
5. Extraordinary Powers (Healing/Holy) (pg. 77)
6. Restoration magic talent (pg. 181)
7. Cure magic talent (pg. 181)

skills:

Cure spell (pg. 182) 5 Sp

Unarmed Combat (pg. 91), lvl 1, 1 Sp

Martial Arts (pg. 91), lvl 1, 1 Sp

Block (pg. 99), lvl 3, 6 Sp

Parry (pg. 99), lvl 1, 1 Sp

Bind Wound, (pg. 120), lvl 2, 3 Sp

Weapon Skill (Hand-to-hand) (pg. 92), lvl 1, 1 Sp

Step 10- 1d100 starting gold, alignment: Faithful

## The Monk

*-created by jevy*

Lp:27

Tournament Challenge level: Difficult

Mind: 7, Int: 4, Ment: 5, Mana: 0, Perc: 7

Body: 10, Str: 5, Con: 7, Agi: 7, Dex: 10

Soul: 8, Spir: 3, Wis: 5, Chi: 5, Ins: 3

Max Body score = 25

Charisma: 60%, Charm: 56%, Luck: 78%

+10% Intuition, +10% Will, +5% Reflex

Primary Abilities: Brawler/Combat/Healer

Secondary Abilities: Warrior/Light Servant

Primary Weapon: Hand-to-hand

Secondary Weapon: Staff

Specials:

Human Ambition (Martial Artist)

Combat Training- +10% attack, +5% block

Battlefield Reaction- -10% to be hit, -25% while healing

Keen Eyed- +5% awareness, +5% accuracy

Extraordinary Powers (Healing/Holy)- cast with Chi/Power, same CT

Restoration magic talent- heal minor injuries, 1 Lp per Chi used

Cure magic talent- cure minor ailments

Skills:

Unarmed Combat, lvl 1, 1 Sp, use 3 stamina to perform an unarmed combat attack, Attack +25% to deal  
dam bonus x3, delay 4

Martial Arts, lvl 1, 1 Sp, +5% dodge/unarmed parry/disarm/balance/reflex

Block, lvl 3, 6 Sp, +10% block, can block up to Str x10

Parry, lvl 1, 1 Sp, use weapon/shield to parry, success costs 1 stamina. ¼ dam from parried attacks

Bind Wound, lvl 2, 3 Sp, +1d6+4 to effect of bandages

Weapon Skill (Hand-to-hand), lvl 1, 1 Sp, +5% Attack, +1 dam

Martial Artist, lvl 1, 0 Sp, +10% attack/unarmed parry/disarm/dodge/balance/reflex

*Cure* (Inner Flame)      Chi Cost: 5      Cast Time: 3      Effect: cure a disease

Range: touch      Area of Effect: single target      Duration: instant

Equipment:

(1d100 gold)

**Example Character:** The spellweaver

**Character Concept:** Gnome Mage

**Credit:** druid

Step 1- Mind: 15, Body: 3, Soul: 7

Step 2- Mind (15): Int: 5, Ment: 3, Mana: 7

Body (3): Str: 1, Con: 1, Agi: 1

Soul (7): Spir: 2, Wis: 5, Chi: 0

Step 3-  $\text{Int (5) + Ment (3) = 8 / 2 = 4 Perc}$

$\text{Str (1) + Agi (1) = 2 / 2 = 1 Dex}$

$\text{Spir (2) + Wis (5) = 7 / 2 = 4 Ins}$

Step 4- Race: Gnome

- +5 Int (10), +5 Agi (6), +5 Dex (6) (Agi and Dex can be over Body because of Gnome benefits)

- 1d4+1 Lp bonus

- Favored Magic: Illusion

- Recorded Benefits to specials on next page

Step 5- Primary Abilities: Mage/Casting

Secondary Abilities: Thief

Primary Weapon: Arcane Weaponry, Secondary Weapon: Shortblades

Step 6- +2 Int (10), +4 Ment (7), +1 Agi (7), +1 Dex (7), +2 Wis (7)

Step 7-  $\text{Con (1) + Spir (3) = 4} \times 2.5 = 10 \text{ Lp}$  +1d4+1 (2) + Con (1)/5 (0) = 12 Lp

Step 8- rolled 16, 18, 93

Charisma = 18 + Mind (15) = 33%

Charm = 16 + Body (3) = 19%

Luck = 93 + Soul (7) = 100%

Step 9- 5 starting specials, 30 starting Sp, +10 Sp from Arcane Curiosity special specials:

1. Arcane Curiosity (pg. 29)

2. Lifter (pg. 29)

3. Nimbleness (pg. 29)

4. Illusion Magic (pg. 131)

5. Lightbending magical talent (pg. 199)

skills:

+1 Lightbending refinement, 2 Sp

Blink spell (pg. 201), 4 Sp

Blur spell (pg. 201), 10 Sp

Spell Proficiency (Illusion) (pg. 130), lvl 4, 10 Sp

Concentration (pg. 96), lvl 3, 6 Sp

Weapon Proficiency (Arcane) (pg. 130), lvl 3, 6 Sp

Stealth (pg. 153), lvl 1, 2 Sp

Step 10- 1d100 starting gold, alignment: chaotic good

## The Spellweaver

*-created by druid*

Lp: 12                      Tournament Challenge level: Very Difficult

Mind: 15, Int: 10, Ment: 7, Mana: 7, Perc: 4

Body: 3, Str: 2, Con: 2, Agi: 7, Dex: 7

Soul: 7, Spir: 2, Wis: 7, Chi: 0, Ins: 4

Can only use Shortblades, Small Thrown Weaponry and Arcane Weaponry

- Max Strength score = 7

Charisma: 33%, Charm: 19%, Luck: 100%

+25% awareness, +25% logic, +25% reflex, +25% balance

Primary Abilities: Mage/Casting

Secondary Abilities: Thief

Primary Weapon: Arcane Weaponry

Secondary Weapon: Shortblades

Specials:

Small Size: -10% to be hit, +25% Dodge and Stealth against larger races, +50% vs. giants/huge creatures

Small Stature: Max Str and Con = Body -5, Max Agi and Dex = Body +10

Gnome Vision: can see in the dark with no penalties, and see magical energy

Earthbound: must be on natural terrain, can sink into the ground, Reflex/2 to use to dodge an attack,  
can move through the ground at ½ movement, Awareness/5 to be noticed

Arcane Curiosity- +10 Sp per lvl for Mage/Casting Abilities/Magic Talents or spells

Lifter- +25% Stealth and thievery rolls

Illusion Magic- may use Illusion Magic

Lightbending magical talent- can slightly manipulate light, such as changing its color.

Skills:

Spell Proficiency (Illusion), lvl 4, 10 Sp, +25% effect, -3 Mana cost

Concentration, lvl 3, 6 Sp, +10% concentration, May make defensive rolls while casting without making a  
Concentration roll

Weapon Proficiency (Arcane), lvl 3, 6 Sp, +15% attack, +10% defense, +7 dam

Stealth, lvl 1, 2 Sp, +10% stealth, ½ movement rate while sneaking, must be at least 5 spaces away  
from opp., ½ awareness to be noticed

*Blink* (Illusion)                      Mana Cost: 7                      Cast Time: 4

Effect: blind target, ½ Awareness, 0 visual

Range: 1                      Area of Effect: single target                      Duration: 1 rnd                      Resistance: none

*Blur* (Illusion)                      Mana Cost: 10                      Cast Time: 7

Effect: -25% to be hit, move all hits down one level (lethal become crit, crit become hard hit, etc)

Range: self                      Area of Effect: single target                      Duration: 3 rnds                      Resistance: none

Equipment:

(1d100) gold

## Example Enemies

The following section contains example enemies for characters to encounter. They are defined by the following stats:

Lp- amount of damage that can be sustained before death

Agi- quickness of actions

Attacks- a list of available attack types, their chance to hit, damage and other information

Defenses- a list of available defenses and their chances, “resistance” applies to any attribute that is not already listed in the stats (such as logic, balance, will, etc.)

Additional stats- such as Mana and Mp or Chi and Power for casters

Equipment- the most common equipment that would be used

The Abilities an enemy can use (beyond those listed) are at GM discretion. Some enemies have specific combat abilities listed such as riposte (the ability to counterattack a counterattack.)

When movement is not listed it is determined by armor, + Agi/5.

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## Humans

**Commoner**      exp = 10  
 Lp: 25/      25% attack, +4 damage  
 Agi: 5      25% block, 20% resistances  
 scythe (2-handed, +10% attack, +5% block, 4d6+1, delay 3, Hp 35, range 2)  
 common clothes- Hp 60, Hardness 3

**Fighter**      exp = 50  
 Lp: 35/      50% attack, +10 dam  
 Agi: 7      35% block/parry, 25% resistances  
 shortsword (+10% attack, +10% block/parry, 2d10+5, delay 2, Hp 75)  
 rough tunic-Hp 60, Hardness 6

**Brawler**      exp = 100  
 Lp: 50/      fists: 75%, deals 25 damage each, delay 1 (one fist) / 2 (both fists)  
 Agi: 10      50% dodge and reflex/balance, 35% counterattack, 25% resistances  
 rough clothes- Hp 125, Hardness 5

**Warrior**      exp = 100  
 Lp: 50/      50% attack, +15 dam  
 Agi: 10      50% block, 35% counterattack, 35% fortitude/will, 20% resistances  
 hammer (+10% attack, +5% block/parry, 4d6+6, delay 3, Hp 65)  
 chain tunic-Hp 75, Hardness 7

**Mercenary**      exp = 100  
 Lp: 50/      50% attack, +15 dam  
 Agi: 8      50% block, 35% counterattack, 25% resistances  
 greatsword (2-handed, +25% attack, +10% block, 3d20+15, delay 4, Hp 150)  
 chain tunic- Hp 75, Hardness 7

**Watchman**      exp = 125  
 Lp: 65/      50% attack, +15 dam  
 Agi: 8      50% block/parry, deal dam to weapon when parry, 20% resistances  
 swordbreaker (+10% attack, +10% block/parry, 25% disarm when parry, 2d10, delay 2, Hp 75)  
 leather tunic- Hp 50, Hardness 5

**Guard/Bandit**      exp = 150  
 Lp: 75/      50% attack, +15 dam  
 Agi: 8      50% block and awareness, 35% counterattack, 30% resistances  
 halberd (2-handed, +20% attack, +10% block, 4d8+3, delay 3, Hp 80, range 2)  
 guard tunic- Hp 100, Hardness 10

**Soldier/Brigand**      exp = 150  
 Lp: 75/      50% attack, +15 dam  
 Agi: 8      50% block and fortitude/will, 35% counterattack, 30% resistances  
 sword (+15% attack, +10% block/parry, 2d12+6, delay 2, Hp 85)  
 crossbow (+15% attack, 1d8+5, reload 4, Hp 25, range 4)  
 light armor- Hp 150, Hardness 5

## Ranged

Archer exp = 120  
Lp: 50/ 75% attack, +15 dam  
Agi: 12 50% dodge, counterattack and awareness, 35% resistances  
longbow (+10% attack, 1d10+15, delay 5, Hp 40, range 7)  
light tunic- Hp 50, Hardness 5

Hunter exp = 150  
Lp: 65/ 65% attack, +10 dam  
Agi: 12 50% dodge, counterattack and awareness, 35% resistances  
knife (+5% attack, +10% parry, 1d8+1, delay 2, Hp 35)  
boomerang (+10% attack, +10% block/parry, 2d6+3, delay 3, Hp 12, range = Str /2 +1)  
earthen cloak- Hp 25, Hardness 3, +25% camouflage

Ranger exp = 175  
Lp: 75/ 75% attack, +15 dam  
Agi: 12 50% parry, counterattack and awareness, 35% resistances  
sword (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)  
longbow (+10% attack, 1d10+10, delay 5, Hp 40, range 7)  
earthen cloak- Hp 25, Hardness 3, +25% camouflage

Pirate exp = 220  
Lp: 100/ 50% attack, +15 dam  
Agi: 12 50% parry, counterattack and balance, 35% resistances  
rapier (+10% attack, +20% block/parry, 2d8+2, delay 2, Hp 75)  
flintlock pistol (+10% attack, 1d20+15, reload 3, Hp 35, range 5)  
pirate clothes- Hp 100, Hardness 3, has a bandolier grants Quickdraw with 2 weapons

Gunslinger exp = 200  
Lp: 75/ 50% attack, +25 dam  
Agi: 15 50% dodge, counterattack and awareness, 35% resistances  
pistols (+10% attack, 1d20+30, reload 4, Hp 35, range 5, 6 shots)  
thick coat- Hp 25, Hardness 4

## Stealth

Thief                    exp = 75  
Lp: 35/                50% attack, +5 dam  
Agi: 12                50% dodge and stealth/reflex/balance, x3 backstab damage, 25% resistances  
                         knives (+5% attack, +10% parry, 1d8+2, delay 1, Hp 35)  
                         dark clothes- Hp 100, Hardness 3, +25% stealth

Rogue                   exp = 100  
Lp: 50/                60% attack, +15 dam  
Agi: 12                50% dodge and stealth/reflex/balance, 35% counterattack, 25% resistances  
                         daggers (+5% attack, +10% parry, 2d4+4, delay 1, Hp 50)  
                         dark clothes- Hp 100, Hardness 3, +25% stealth

Spy                      exp = 175  
Lp: 75/                65% attack, +10 dam  
Agi: 15                50% parry, counterattack and awareness, 35% resistances  
                         blade (+5% attack, +10% parry, 1d6+4, delay 1, Hp 25)  
                         plain clothes- Hp 100, Hardness 3

Assassin                exp = 250  
Lp: 125/              75% attack, +25 dam  
Agi: 20                50% parry and stealth, x3 backstab damage, 35% resistances  
                         knives (+5% attack, +10% parry, 1d8+2, delay 1, Hp 35)  
                         dark clothes- Hp 100, Hardness 3, +25% stealth

## Casting

**Mage** exp = 150  
Lp: 50/ 50% attack, +5 dam, +20 damage with spells  
Agi: 10 50% dodge and concentration/logic, 35% resistances  
Mana: 10 Mp: 50/ use Offensive and Defensive spells, -2 CT  
staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30)  
mage robes- Hp 25, Hardness 3

**Priest** exp = 150  
Lp: 50/ 50% attack, +10 dam, +50% dam vs. evil  
Agi: 10 50% dodge and concentration/will, 35% resistances  
Mana: 12 Mp: 60/ use Holy and Healing spells, -2 CT  
holy symbol (mace weapon, +20% attack, +5% block, 5d4+2, delay 2, Hp 50, +10 vs. evil)  
priest robes- Hp 25, Hardness 3, -10 dam from evil

**Scholar** exp = 125  
Lp: 35/ 50% attack, +5 dam  
Agi: 10 50% dodge and concentration/logic, 35% resistances  
Mana: 7 Mp: 35/ use 2 random spells types, ½ Mp and CT from scrolls  
scrolls: +50% effect of spell  
ruffled clothes- Hp 60, Hardness 3

**Mystic** exp = 175  
Lp: 65/ 50% attack, +10 dam, +10 dam with spells  
Agi: 12 50% dodge and concentration/intuition, 35% resistances  
Mana: 12 Mp: 60/ use all spell types except Holy, Dark, Blood, Mental, -3 CT  
spirit blade (+5% attack, +10% parry, 1d6+1 nopro, delay 1, Hp ??, can hit spirits)  
light robes- Hp 20, Hardness 2

**Geomancer** exp = 175  
Lp: 65/ 50% attack, +10 dam, +25 dam with Nature spells  
Agi: 10 50% dodge and concentration/will, 35% resistances  
Mana: 12 Mp: 60/ use Nature spells, -3 CT  
stone staff (+5% attack, +20% block/parry, 2d6+2, delay 2, Hp 40)  
brown cloak- Hp 25, Hardness 3, +5% camo

**Cleric** exp = 175  
Lp: 65/ 50% attack, +15 dam, +25% effect of Healing spells  
Agi: 10 50% dodge and concentration/will, 35% resistances  
Mana: 7 Mp: 35/ use Holy, Healing and Offensive spells, -2 CT  
blessed mace (+20% attack, +5% block, 5d4+2, delay 2, Hp 50, x2 vs. evil)  
blessed tunic- Hp 50, Hardness 5, - 2 dam from evil

Illusionist      exp = 150  
Lp: 50/      50% attack, +10 dam  
Agi: 10      50% dodge and concentration/logic, 35% resistances  
    Mana: 15      Mp: 75/      use Illusion spells, -5 CT  
    magic orb (3 Mp to use, 8 Ment, 1d20 +spell bonus, range 5 , delay 3)  
    light robes- Hp 20, Hardness 2

Summoner      exp = 150  
Lp: 50/      50% attack, +10 dam  
Agi: 10      50% dodge and concentration/logic, 35% resistances  
    Mana: 15      Mp: 75/      have 1d4+1 random magical or elemental summons  
    magic crystal (use any known spell for ½ Mp)  
    light robes- Hp 20, Hardness 2

Psyionicist      exp = 150  
Lp: 50/      50% attack, +10 dam, 1 Mp per tick per flying blade, range 4  
Agi: 10      50% dodge and concentration/logic, 35% resistances  
    Mana: 15      Mp: 75/      use Mental spells, -5 CT  
    flying blades (+5% attack, +10% parry, 1d6+2, delay 1, Hp 25)  
    light robes- Hp 20, Hardness 2

War Mage      exp = 350  
Lp: 175/      50% attack, +10 dam, +25 dam with Offensive spells  
Agi: 15      60% dodge and concentration/logic, 40% resistances  
    Mana: 15      Mp: 75/      use Offensive, Defensive and Healing spells, -5 CT  
    blast staff (4 Mp to use, Ment 5, 1d10+ spell bonus, range 4, radius 1, delay 2)  
    light armor- Hp 150, Hardness 5

Sorcerer exp = 500  
Lp: 125/ 50% attack, +10 dam  
Agi: 12 60% dodge and concentration/logic, 40% resistances  
Mana: 20 Mp: 100/ use Dark and Time spells, -7 CT  
sorcerer staff (Wis 12, Ment 15, 2-handed, Hp 75, +5% attack, +20% block/parry, 2d10, delay 3, range 2, can cast Dark spells at ½ Mp)  
dark robe- Hp 25, Hardness 3, -10 from good

Warlock exp = 500  
Lp: 125/ 50% attack, +10 dam  
Agi: 12 60% dodge and concentration/intuition, 40% resistances  
Mana: 20 Mp: 100/ use Dark and Spirit spells, -7 CT  
voodoo staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30, crit = cursed, -10% to all rolls, may stack up to 5 times, lasts 3 rnds)  
dark coat- Hp 20, Hard 3, +10% stealth

Necromancer exp = 650 / 950  
Lp: 150/ 50% attack, +10 dam  
Agi: 12 60% dodge and concentration/logic, 40% resistances  
Mana: 20 Mp: 100/ use Dark and Blood spells, -7 CT  
enchanted skull (Wis 10, Ment 10, skull can cast Dark spells while wielder takes other actions)  
black robes- Hp 25, Hardness 3, -10 from good  
upon death raise as Lich, x5 Lp, x2 effect of spells, take x2 dam from fire and holy attacks

## Barbarian

Viking exp = 250  
Lp: 125/ 75% attack, +25 dam  
Agi: 8 50% parry, counterattack and fortitude, 35% resistances  
axe (+20% attack, +20% block, 4d10+10, delay 4, Hp 150)  
light armor- Hp 150, Hardness 5

Barbarian exp = 250  
Lp: 150/ 65% attack, +25 dam  
Agi: 8 50% block, counterattack and fortitude, 35% resistances  
axe (+20% attack, +20% block, 4d10+10, delay 4, Hp 150)  
hide armor- Hp 150, Hardness 4

Berserker exp = 400  
Lp: 200/ 50% attack, +35 dam  
Agi: 10 no defense rolls, x4 damage with crits, 50% resistances  
axe (+20% attack, +20% block, 4d10+10, delay 4, Hp 150)  
hide armor- Hp 150, Hardness 4

Spearman exp = 200  
Lp: 100/ 75% attack, +25 dam  
Agi: 12 50% parry, counterattack and reflex, 35% resistances  
spear (2-handed, +10% attack, +15% block/parry, 5d4+5, delay 2, Hp 50, melee range 2,  
thrown range = Str /4)  
light armor- Hp 150, Hardness 5

Axeman exp = 250  
Lp: 125/ 75% attack, +25 dam  
Agi: 8 50% parry, counterattack and fortitude, 35% resistances  
axe (+20% attack, +20% block, 4d10+10, delay 4, Hp 150)  
hide armor- Hp 150, Hardness 4

Shaman exp = 150  
Lp: 50/ 50% attack, +15 dam  
Agi: 10 50% dodge and concentration/intuition, 35% resistances  
Mana: 10 Mp: 50/ use Spirit spells, -2 CT  
voodoo staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30, crit = cursed, -10% to all rolls,  
may stack up to 5 times, lasts 3 rnds)  
shaman beads (-3 Mana cost and -1 Cast Time of Spirit spells)

## Gladiator

Wrestler            exp = 225  
Lp: 100/            wrestling moves: deal 5d6 nopro, 35% stun 1d6, delay 3  
Agi: 12            50% fortitude and reverse melee attacks into a wrestling move, 25% resistances  
                 light clothes- Hp 60, Hardness 3

Gladiator           exp = 250  
Lp: 125/            75% attack, +25 dam  
Agi: 10            50% parry and counterattack, 35% resistances  
                 short sword (+10% attack, +10% block/parry, 2d10+5, delay 2, Hp 75)  
                 light armor- Hp 150, Hardness 5

Champion           exp = 600  
Lp: 250/            100% attack, +50 dam  
Agi: 15            60% parry and counterattack, 40% resistances  
                 warhammer (2-handed, 25% attck,+10% block, 5d20+25, delay 5, Hp 250)  
                 fine armor- Hp 300, Hardness 17



## Martial Arts

-use spells as abilities, ½ Mana/Mp cost as Chi/Power, ½ CT as delay

Martial Artist exp = 225

Lp: 100/ fists/kicks: 100%, deal 35 dam, delay 1, one fist, 2 for both, 3 for kick, 50% stun 1d4

Agi: 20 50% dodge and reflex/balance, 35% counterattack and resistances

Chi: 5 Power: 25/ use Enchantment spells

sword (+15% attack, +10% block/parry, 2d12+6, delay 2, Hp 85)

plain gi- Hp 100, Hardness 3

Monk exp = 225

Lp: 100/ fists/kicks: 100%, deal 50 dam, delay 1, one fist, 2 for both, 3 for kick, 50% stun 1d4

Agi: 20 50% dodge and reflex/balance/will/intuition, 35% counterattack and resistances

Chi: 7 Power: 35/ use Holy and Healing spells

monk robes- Hp 25, Hardness 3, - 10 from evil

Swordsman exp = 250

Lp: 125/ 50% attack, +20 dam, can riposte

Agi: 12 65% parry and counterattack, 30% resistances

Chi: 3 Power: 15/ use Enchantment spells, or +1d20 nopro dam per Pow

sword (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)

light armor- Hp 150, Hardness 5

Blademaster exp = 325

Lp: 150/ 100% attack, +25 dam, can riposte

Agi: 17 75% parry and counterattack, 30% resistances

Chi: 5 Power: 25/ use Enchantment spells, +1d20 nopro dam per Pow

longswords (+15% attack, +10% block/parry, 2d12+6, delay 2, Hp 85)

light armor- Hp 150, Hardness 5

Ninja exp = 400  
Lp: 125/ 100% attack, +25 dam, x3 backstab damage  
Agi: 20 50% dodge, counterattack and stealth/reflex/balance, 30% resistances  
Chi: 7 Power: 35/ use any 3 spells types except Holy  
ninjato (+10% attack, +15% block/parry, 3d6+2, delay 2, Hp 85)  
shuriken (+10% attack, +5% block/parry, 1d10+2, delay 1, Hp 35, range = [Str /2] +2 )  
ninja armor- Hp 150, Hardness 5, +10% stealth

Samurai exp = 500  
Lp: 250/ 100% attack, +25 dam, can riposte  
Agi: 17 75% parry and counterattack, 30% resistances  
Chi: 7 Power: 35/ use Enchantment spells, +1d20 nopro dam per Pow  
samurai sword (2-handed, +25% attack, +15% block/parry, 5d8+5, delay 3, Hp 150)  
samurai armor- Hp 500, Hardness 10, counts as medium armor

Ronin exp = 500  
Lp: 250/ 100% attack, +25 dam, can riposte  
Agi: 17 75% parry and counterattack, 30% resistances  
Chi: 7 Power: 35/ use Enchantment spells, +1d20 nopro dam per Pow  
katanas (+10% attack, +15% block/parry, 2d12+6, delay 2, Hp 100)  
samurai armor- Hp 500, Hardness 10, counts as medium armor

## Knights

Knight exp = 600  
Lp: 250/ 100% attack, +25 dam  
Agi: 10 75% block and counterattack, 45% resistances  
long sword (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)  
shield- Hp 250, +50% block  
knight armor- Hp 600, Hardness 20  
stallion: Lp- 2,000, Mv: 9/10/11

Dark Knight exp = 700  
Lp: 250/ 100% attack, +25 dam  
Agi: 10 75% block and counterattack, 45% resistances  
Mana: 10 Mp: 50/ use Offensive and Dark spells, -3 CT  
long sword (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)  
shield- Hp 250, +50% block  
dark knight armor- Hp 600, Hardness 20, -10 dam from good  
black stallion: Lp- 2,000, Mv: 9/10/11

Paladin exp = 700  
Lp: 250/ 100% attack, +25 dam  
Agi: 12 75% block and counterattack, 45% resistances  
Mana: 10 Mp: 50/ use Healing and Holy spells, -3 CT  
long sword (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)  
shield- Hp 250, +50% block  
paladin armor- Hp 600, Hardness 20, -10 damage from evil  
white stallion: Lp- 2,000, Mv: 9/10/11

Mystic Knight exp = 750  
Lp: 175/ 100% attack, +25 dam, can riposte, deal dam to weapon when parry  
Agi: 15 75% parry and counterattack, 45% resistances  
Chi: 12 Power: 60/ use Mental spells, ½ Mana/Mp in Chi/Pow, ½ CT as delay  
energy blade (+10% attack, +15% block/parry, 3d6+7 nopro, delay 2, Hp 50)  
mystic cloak- Hp 50, Hardness 5, -25% to be hit  
telekinesis: 1 Pow per tick/object, Str = 12, Fort /4 to resist

Elves gain +50% to all visual awareness rolls / ½ fortitude rolls

Elf Archer            exp = 200  
Lp: 50/            50% attack, +25 dam  
Agi: 25            50% dodge, counterattack and awareness, 35% resistances  
Mana: 7            Mp: 35/            use Nature and Enchantment spells, -3 CT  
short bow (+5% attack, 1d10+10, delay 3, Hp 35, range 10)  
light armor- Hp 150, Hardness 5

Elf Druid            exp = 200  
Lp: 50/            50% attack, +15 dam, x2 effect of Nature spells  
Agi: 20            50% dodge and concentration/will, 35% resistances  
Mana: 12           Mp: 60/            use Nature and Spirit spells, -5 CT  
vine staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30, 5 Mp per vine, range 2)  
Str = Wis, Hp = 50 +spell bonus, +Nature magic bonuses  
earthen robe- Hp 25, Hardness 3, +25% camouflage

Elf Wizard/Sorcerer    exp = 250  
Lp: 75/            50% attack, +15 dam, x2 dam with Holy/Dark  
Agi: 20            60% dodge and concentration/logic, 40% resistances  
Mana: 20           Mp: 100/           use Nature and Holy/Dark spells, -7 CT  
crystal staff (2-handed, +5% attack, +20% block/parry, 2d10+30, delay 3, Hp 200, range 2,  
crits deal 2d10+5 to target's Mp, or nopro Lp dam, and restores wielders Lp  
white robe/black robe- black robes- Hp 25, Hardness 3, -10 from evil/good

Elf Blademaster            exp = 225  
Lp: 60/            100% attack, +25 dam, can riposte  
Agi: 25            75% parry and counterattack, 30% resistances  
Mana: 5            Mp: 25/            use Nature spells, -3 CT  
longblades (+15% attack, +10% block/parry, 2d12+1, delay 2, Hp 85)  
light armor- Hp 150, Hardness 5

Elf Knight            exp = 250  
Lp: 75/            75% attack, +25 dam, can riposte  
Agi: 17            75% block and counterattack, 45% resistances  
Mana: 7            Mp: 35/            use Nature spells, -3 CT  
longsword (+15% attack, +10% block/parry, 2d12+1, delay 3, Hp 85)  
knight armor- knight armor- Hp 600, Hardness 20  
stallion-

Elf Cleric            exp = 225  
Lp: 65/            50% attack, +15 dam  
Agi: 17            50% dodge and concentration/will, 35% resistances  
Mana: 12           Mp: 60/            use Nature, Holy and Healing spells, -5 CT  
blessed mace (+20% attack, +5% block, 5d4+2, delay 2, Hp 50, x2 vs. evil)  
blessed tunic- Hp 50, Hardness 5, - 2 dam from evil

Elf Ranger            exp = 250  
 Lp: 75/                100% attack, +35 dam  
 Agi: 25                50% parry, counterattack and awareness, 35% resistances  
           Mana: 10            Mp: 50/            use Nature spells, -3 CT  
           longsword (+15% attack, +10% block/parry, 2d12+11, delay 3, Hp 85)  
           longbow (+15% attack, +10% block/parry, 2d12+6, delay 5, Hp 85) range 12  
           earthen cloak- Hp 25, Hardness 3, +25% camouflage

Elf Priest            exp = 200  
 Lp: 50/                50% attack, +25 dam  
 Agi: 20                50% dodge and concentration/will, 35% resistances  
           Mana: 12            Mp: 60/            use Nature and Holy spells, -5 CT  
           holy symbol (mace weapon, +20% attack, +5% block, 5d4+2, delay 2, Hp 50, +10 vs. evil)  
           priest robe- Hp 25, Hardness 3, -10 dam from evil

Elf Pirate            exp = 250  
 Lp: 75/                75% attack, +25 dam  
 Agi: 22                50% parry, counterattack and balance, 35% resistances  
           Mana: 7                Mp: 35/            use Nature spells, -3 CT  
           scimitar (+15% attack, +10% block/parry, 3d6+2, delay 2, Hp 75)  
           flintlock rifle (+10% attack, 3d20+15, reload 5, Hp 35, range 12)  
           pirate armor- Hp 150, Hardness 5, bandolier that grants Quickdraw with 2 weapons

Elf Assassin        exp = 225  
 Lp: 65/                100% attack, +50 dam  
 Agi: 25                50% parry and stealth, x3 backstab damage, 35% resistances  
           Mana: 10            Mp: 50/            use Nature and Illusion spells, -3 CT  
           needles (+5% attack, 1d4+1, delay 1, Hp 5, thrown range 3)  
           poison (Fort /2 or take 5 nopro per tick/action for 1 rnd)  
           dark clothes- Hp 100, Hardness 3, +25% stealth

*Dwarves* gain +50% to all visual awareness rolls while underground / ½ reflex rolls

Dwarf Axeman                      exp = 350

Lp: 125/                      50% attack, +25 dam

Agi: 7                      50% parry, counterattack and fortitude, 35% resistances  
axe (two-handed, +20% attack, +20% block, 4d10+10, delay 4, Hp 150)  
Mythril armor- Hp 550, Hp 20

Dwarf Berserker                      exp = 600

Lp: 250/                      50% attack, +35 dam

Agi: 7                      no defense rolls, x4 damage with crits, 50% resistances  
warhammer (2-handed, +25% attack, +10% block, 5d20+25, delay 5, Hp 250)  
Mythril armor- Hp 550, Hp 20

Dwarf Bombardier                      exp = 450

Lp: 175/                      75% attack, +5 dam

Agi: 7                      50% dodge, counterattack and reflex, 35% resistances  
grenades (+5% attack, delay 2, Hp 5, range = [Str / 2] + 2, 1d20+5, radius 1), range 8  
Mythril armor- Hp 550, Hp 20

*Halflings* are -10% to be hit / ½ fortitude rolls

Halfling Fighter                      exp = 225

Lp: 65/                      75% attack, +10 dam

Agi: 15                      60% dodge, counterattack and reflex/balance, 30% resistances  
shortsword (+10% attack, +10% block/parry, 2d10+2, delay 2, Hp 75)  
light armor-Hp 125, Hardness 5

Halfling Rogue                      exp = 225

Lp: 35/                      75% attack, +10 dam, x3 backstab dam

Agi: 25                      60% dodge, counterattack and stealth/reflex/balance, 30% resistances  
daggers (+5% attack, +10% parry, 2d4+4, delay 1, Hp 50)  
dark clothes- Hp 100, Hardness 3, +25% stealth

Halfling Slinger                      exp = 200

Lp: 50/                      75% attack, +10 dam

Agi: 20                      60% dodge, counterattack and reflex/balance, 30% resistances  
sling (+10% attack, 1d6+4, delay 3, Hp 10, range = Str + 3) range 10  
light armor- Hp 125, Hardness 5

*Gnomes* are -25% to be hit / ½ fortitude rolls

Gnome Thief                      exp = 125

Lp: 25/                      50% attack, +5 dam, x3 backstab damage

Agi: 25                      65% dodge, counterattack and stealth/reflex/balance, 30% resistances

knife (+5% attack, +10% parry, 1d8+2, delay 1, Hp 35)

dark clothes- Hp 100, Hardness 3, +25% stealth

Gnome Fighter                      exp = 150

Lp: 35/                      50% attack, +5 dam

Agi: 20                      65% dodge, counterattack and stealth/reflex/balance, 30% resistances

dagger (+5% attack, +10% parry, 2d6+3, delay 1, Hp 50)

colorful clothes- Hp 25, Hardness 3, -10% to be hit

Gnome Illusionist                      exp = 175

Lp: 25/                      50% attack, +5 dam

Agi: 22                      65% dodge and stealth/reflex/balance/concentration/logic, 30% resistances

Mana: 15                      Mp: 75/                      uses Illusion spells, -3 CT

wand (Ment 12, cast spells at ½ Cast Time)

colorful robe- Hp 25, Hardness 3, -10% to be hit

*Goblins* are -10% to be hit / ½ fortitude rolls

Goblin Slave                      exp = 75

Lp: 25/                      50% attack, +3 dam, claw attack for 3 dam, delay 2, Fort or 1d4+1 disease aftershock

Agi: 7                      30% dodge and counterattack, 30% resistances

blade (+5% attack, +10% parry, 1d6+2, delay 1, Hp 25)

slave rags- Hp 25, Hardness 2

Goblin Fighter                      exp = 125

Lp: 50/                      50% attack, +15 dam

Agi: 12                      50% dodge and counterattack, 30% resistances

shortsword (+10% attack, +10% block/parry, 2d10+2, delay 2, Hp 75)

light armor- Hp 125, Hardness 5

Goblin Shaman                      exp = 175

Lp: 35/                      50% attack, +15 dam

Agi: 10                      50% dodge and concentration/intuition, 30% resistances

Mana: 12                      Mp: 60/                      use Dark and Spirit spells, -5 CT

voodoo staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30, crit = cursed, -10% to all rolls,

may stack up to 5 times, lasts 3 rnds)

shaman beads (-3 Mana cost and -1 Cast Time of Spirit spells)

*Dark Elves* gains +50% to all visual awareness rolls in darkness / ½ fortitude rolls

Dark Elf Rogue exp = 225

Lp: 65/ 85% attack, +35 dam

Agi: 25 50% parry and stealth, x3 backstab damage, 35% resistances

Mana: 12 Mp: 60/ use Dark spells, -3 CT

daggers (+5% attack, +10% parry, 2d6+5, delay 1, Hp 50)

dark clothes- Hp 100, Hardness 3, +25% stealth

Dark Elf Sorcerer exp = 225

Lp: 50/ 50% attack, +20 dam, +50% effect of Dark spells

Agi: 20 60% dodge and concentration/logic, 40% resistances

Mana: 20 Mp: 100/ use all spells except Holy and Mental, -7 CT

sorcerer staff (Wis 12, Ment 15, 2-handed, Hp 75, +5% attack, +20% block/parry, 2d10, delay 3, range 2, can cast Dark spells at ½ Mp)

sorcerer robes- Hp 25, Hardness 3, -10 from good

Dark Elf Knight exp = 275

Lp: 75/ 100% attack, +35 dam, can riposte

Agi: 17 75% block and counterattack, 45% resistances

Mana: 7 Mp: 35/ use Dark spells, -3 CT

longsword (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)

shield- Hp 200, +50% block

knight armor- Hp 600, Hardness 20

*Orcs* are immune to poison and disease / ½ logic rolls

Orc Warrior exp = 500

Lp: 175/ 125% attack, +50 dam

Agi: 15 75% block and counterattack, 45% resistances

longblade (+15% attack, +10% block/parry, 2d12+6, delay 3, Hp 85)

orc armor- Hp 650, Hardness 15

Orc Shaman exp = 500

Lp: 125/ 75% attack, +35 dam

Agi: 12 50% block and concentration/intuition, 30% resistances

Mana- 10 Mp: 50/ use Dark and Spirit spells

voodoo staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30, crit = cursed, -10% to all rolls, may stack up to 5 times, lasts 3 rnds)

shaman beads (-3 Mana cost and -1 Cast Time of Spirit spells)

Orc Berserker exp = 750

Lp: 250/ 150% attack, +75 dam

Agi: 10 no defense rolls, x4 damage with crits, 50% resistances

axe (two-handed, +20% attack, +20% block, 4d10+10, delay 4, Hp 150)

orc armor- Hp 650, Hardness 15



*Tigrasa* automatically succeed on all balance rolls / ½ fortitude rolls

Tigrasa Rogue                      exp = 300  
Lp: 100/                      100% attack, +30 dam  
Agi: 25                      50% parry and stealth/balance/reflex, x3 backstab damage, 35% resistances  
                                 claws: 4d10+10, delay 1/2  
                                 daggers (+5% attack, +10% parry, 2d4+2, delay 1, Hp 50)  
                                 dark clothes- Hp 100, Hardness 3, +25% stealth

Tigrasa Brawler                      exp = 300  
Lp: 150/                      100% attack, +35 dam  
Agi: 25                      50% dodge and reflex/balance, 35% counterattack and resistances  
                                 claws: 4d10+10, delay 1/2  
                                 fur clothes- Hp 110, Hardness 4

Tigrasa Hunter                      exp = 250  
Lp: 125/                      100% attack, +30 dam  
Agi: 25                      50% parry, counterattack and awareness, 35% resistances  
                                 claws: 4d10+10, delay 1/2  
                                 short spear (+10% attack, +10% block/parry, 5d4+5, delay 4, range = Str /2)  
                                 earthen cloak- Hp 25, Hardness 3, +25% camo

*Nakhas* are immune to poison / take x2 dam from ice/frost attacks

Nakhas Blademaster                      exp = 500  
Lp: 200/                      150% attack, +50 dam, can riposte  
Agi: 20                      75% parry and counterattack, 30% resistances  
                                 bite: 5d10+15, delay 3, Fort/2 or 2 dam per tick/act until cured  
                                 blades (+15% attack, +10% block/parry, 2d12+6, delay 5, Hp 85)  
                                 scale armor- Hp 300, Hardness 12

Nakhas Assassin                      exp = 500  
Lp: 175/                      100% attack, +35 dam  
Agi: 20                      50% parry and stealth, x3 backstab damage, 35% resistances  
                                 bite: 5d10+15, delay 3, Fort/2 or 2 dam per tick/act until cured  
                                 daggers (+5% attack, +10% parry, 2d6+3, delay 2, Hp 50)  
                                 dark clothes- Hp 100, Hardness 3, +25% stealth

Nakhas Shaman                      exp = 500  
Lp: 150/                      50% attack, +15 dam  
Agi: 17                      50% block and concentration/intuition, 30% resistances  
                                 Mana: 12                      Mp: 60/                      use Dark and Spirit spells, -3 CT  
                                 bite: 5d10+15, delay 3, Fort/2 or 2 dam per tick/act until cured  
                                 voodoo staff (+5% attack, +20% block/parry, 2d6, delay 2, Hp 30, crit = cursed, -10% to all rolls,  
                                 may stack up to 5 times, lasts 3 rnds)  
                                 shaman beads (-3 Mana cost and -1 Cast Time of Spirit spells)

*Ogres* receive +50% fortitude rolls / ½ reflex rolls

Ogre Brute      exp = 1,250  
Lp: 650/      50% attack, +65 dam  
Agi: 5      65% block and fortitude, 30% resistances  
fists: +25% attack, +25 dam  
club (+15% attack, +5% block, 5d8+10, delay 4, Hp 35)  
ogre clothes-Hp 200, Hardness 3

Ogre Fighter      exp = 1,125  
Lp: 500/      50% attack, +65 dam  
Agi: 7      65% block, counterattack and fortitude, 30% resistances  
fists: +25% attack, +25 dam, delay 2/3  
ogre armor- Hp 1,000, Hardness 10

Ogre Mage      exp = 1,500  
Lp: 500/      50% attack, +55 dam  
Agi: 7      50% block and concentration/fortitude, 30% resistances  
Mana: 15      Mp: 65      use Off, Def, Enchant, Time spells  
fists: +25% attack, +25 dam, delay 2/3  
ogre robe- Hp 50, Hardness 3

*Trolls* receive +50% fortitude rolls / ½ reflex rolls

Troll Warrior      exp = 1,250  
Lp: 650/      100% attack, +65 dam  
Agi: 7      65% block, counterattack and fortitude, 30% resistances  
axe (two-handed, +20% attack, +20% block, 4d10+5, delay 5, Hp 150)  
sword (+15% attack, +10% block/parry, 2d20+10, delay 5, Hp 85)  
troll armor- Hp 1000, Hardness 10, 1d20+5 spike damage when hit

Troll Berserker      exp = 1,850  
Lp: 750/      100% attack, +75 dam  
Agi: 5      no defense rolls, x4 damage with crits, 50% resistances  
club (+15% attack, +5% block, 5d8+10, delay 4, Hp 35)  
troll armor- Hp 1000, Hardness 10, 1d20+5 spike damage when hit

Troll Shaman      exp = 1,250  
Lp: 500/      50% attack, +55 dam  
Agi: 7      50% block and concentration/intuition, 30% resistances  
Mana: 10      Mp: 50/      uses Dark and Spirit spells, -3 CT  
voodoo staff (+5% attack, +20% block/parry, 2d6, delay 3, Hp 30, crit = cursed, -10% to all rolls,  
may stack up to 5 times, lasts 3 rnds)  
shaman beads (-3 Mana cost and -1 Cast Time of Spirit spells)

*Fairies* are -50% to be hit / ½ fortitude rolls

Fairy Mystic      exp = 250  
Lp: 25/      -50% to be hit  
Agi: 25      50% dodge and concentration/intuition, 35% resistances  
Mana: 20      Mp: 100/      use all spell types except Dark and Blood, -5 CT  
wand (cast spells at ½ CT)  
mist robe- Hp 25, Hardness 3, -10% to be hit

Fairy Druid      exp = 250  
Lp: 25/      -50% to be hit  
Agi: 25      50% dodge and concentration/intuition, 35% resistances  
Mana: 20      Mp: 100/      use Nature and Healing spells, -7 CT  
wand (cast spells at ½ CT)  
mist robe- Hp 25, Hardness 3, -10% to be hit

Fairy Priestess      exp = 250  
Lp: 25/      -50% to be hit  
Agi: 25      50% dodge and concentration/intuition, 35% resistances  
Mana: 20      Mp: 100/      use Holy and Healing spells, -7 CT  
wand (cast spells at ½ CT)  
mist robe- Hp 25, Hardness 3, -10% to be hit

*Changelings* take on the benefit and disadvantage of whatever race shapeshifted into

Changeling Spy      exp = 300  
Lp: 100/      50% attack, +7 dam  
Agi: 12      50% parry, counterattack and awareness, 35% resistances  
knives x2 (+5% attack, +10% parry, 1d10+2, delay 1, Hp 35)  
plain clothes- Hp 100, Hardness 3

Changeling Assassin      exp = 375  
Lp: 125/      70% attack, +10 dam  
Agi: 15      50% parry and stealth, x3 backstab damage, 35% resistances  
needles (+5% attack, 1d4+3, delay 1, Hp 5, throw range 3, Fort/2 or 1 dam per tick/act for 1 rnd)  
dark clothes- Hp 100, Hardness 3, +25% stealth

Chayol Knight                      exp = 1,250  
Lp: 500/                      100% attack, +50 dam, can riposte  
Agi: 25                      75% block and counterattack, 45% resistances  
                    Mana: 20                      Mp: 100/                      use Holy spells, -5 CT  
                    holy sword (+15% attack, +10% block/parry, 2d20+10, delay 2, Hp 85, x2 vs. evil)  
                    holy shield: Hp 300, +50% block, ½ dam from evil  
                    holy armor- Hp 6000, Hardness 20, ½ dam from evil

Chayol Cleric exp = 1,250  
 Lp: 350/ 50% attack, +25 dam, x2 effect of Holy and Healing spells  
 Agi: 25 50% dodge and concentration/will, 35% resistances  
 Mana: 25 Mp: 125/ use Holy and Healing spells, -7 CT  
 holy mace (+20% attack, +5% block, 5d10+2, delay 1, Hp 50, x2 vs. evil)  
 holy shield: Hp 300, +50% block, ½ dam from evil  
 holy armor- Hp 600, Hardness 20, ½ dam from evil

Demon Knight                      exp = 1,250  
 Lp: 750/                      100% attack, +50 dam, can riposte  
 Agi: 20                      75% block and counterattack, 45% resistances  
     Mana: 20                      Mp: 100/                      use Dark and Blood spells, -5 CT  
     infernal blade (+15% attack, +10% block/parry, 2d20+10, delay 2, Hp 85, x2 vs. good)  
     infernal shield: Hp 300, +50% block, ½ dam from good  
     infernal armor- Hp 600, Hardness 20, ½ dam from good

Demon Sorcerer      exp = 1,250  
 Lp: 500/      50% attack, +15 dam, x2 effect of Dark magic  
 Agi: 25      60% dodge and concentration/logic, 40% resistances  
 Mana: 25      Mp: 125/      use all spells except Holy and Mental, -7 CT  
 infernal staff (Wis 12, Ment 15, 2-handed, Hp 75, +5% attack, +20% block/parry, 2d10, delay 3,  
     range 2, can cast Dark spells at ½ Mp, x2 vs. good)  
 infernal robe- Hp 125, Hardness 13, ½ dam from good

*Arena Monsters* require characters to make a Courage roll to attack them

Raptor	exp = 2,000
Lp: 850/ Agi: 25	claws/bite: 75% claw, 5d10+25, delay 1, 125% bite, 5d20+25, delay 3 65% dodge, 25% auto, 50% counterattack, Mv: 8/10/12
Dire Wolf	exp = 5,000
Lp: 1,200/ Agi: 25	bite: 100%, 5d20, delay 3, crit = x3 to neck 60% dodge, 30% auto, 50% counterattack, Mv: 7/8/9
Sabretooth	exp = 7,000
Lp: 2,250/ Agi: 25	claws/bite: 85% claw, 1d100+25, delay 2, bite, 2d100+50, delay 4 60% dodge, 30% auto, 50% counterattack, Mv: 7/8/9
Giant Jaw Plant	exp = 12,500
Lp: 3,750/ Agi: 17	bite: 150%, 5d100+20, delay 4, vines x10: Str 25, Hp 250, range 10 50% parry, 25% disarm, 100% counterattack, Mv: 1/2/3
Giant Alligator	exp = 17,500
Lp: 6,500/ Agi: 17	bite: 150%, 111-444, delay 5 60% dodge, 75% counterattack, Mv: 3/4/5
T-Rex	exp = 22,500
Lp: 8,500/ Agi: 12	bite: 85% 111-888, stomp: 65% 111-444, 25% autodeath on all attacks, delay 5 100% counterattack, x5 dam with crits, Mv: 8/9/10
Seven Headed Serpent	exp = 36,000
Lp: 12,500/ Agi: 25	bite (each head): 250% 111-444, Fort/2 or poison 10 dam per rnd/act til cured, delay 3 75% dodge, 100% counterattack, Mv: 5/6/7

# The Tournament

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The King's Call has gone out across the land. A series of tournaments will be held, and a place of honor as the Royal Champion will be awarded to the mightiest warrior. The promise of glory and gold has drawn people from the farthest reaches of the known world to compete.

The following section outlines the first tournament in King's Games. Players may use the example characters provided in this guide, or create their own, or do both and have more than one competitor. The tournament will provide an excellent setting for the player characters to meet up and perhaps form a group and work together, or perhaps become rivals and work against each other.

## The Tournament Rules:

- To qualify a character must slay two goblin slaves within 5 rounds.
- Once qualified all tournament battles must be fought wearing gladiator armor and using gladiator weapons and shields, and no other equipment. Characters may select up to three weapons or two weapons and a shield for each fight.
- Only spells that are visible (and able to be resisted) are allowed to be used in tournament fights. Shielding spells are allowed, stat/attribute buffs are not.
- There are 10 rounds of random fights.
- After 10 rounds of battles, the remaining competitors will be randomly paired off in battle until only one is left.
- NPC competitors are divided into ten ranks of difficulty.
- In the first round of battle characters roll a d10 to see what rank opponent they will face, and then a d10 again to see which competitor within that rank.
- Any NPC that defeats a character gains two levels and moves up one rank.
- After each round remaining NPC competitors gain one level, characters gain (100 x round) exp.
  - Round 1: Ranks 1-3
  - Round 2: Ranks 1-4
  - Round 3: Ranks 1-5
  - Round 4: Ranks 1-6
  - Round 5: Ranks 2-7
  - Round 6: Ranks 3-8
  - Round 7: Ranks 4-9
  - Round 8: Ranks 5-10
  - Round 9: Ranks 7-10
  - Round 10: Ranks 8-10
- Characters win (25 x round) gold per win.
- Characters may place bets on fights, up to 100 gold.

(GM note: except for combat-oriented characters, the tournament can be very difficult. Characters should be given opportunities to gain a few levels before entering and between rounds.)

## The Equipment

Leather Gladiator Armor (Str 4, wgh 10, Hp 200, Hardness 12)

Scale Gladiator Armor (Str 10, wgh 35, Hp 300, Hardness 17)

Plate Gladiator Armor (Str 12, wgh 50, Hp 550, Hardness 20)

Gladiator Buckler (Str 5, wgh 8, Hp 175, +20% block)

Round Gladiator Shield (Str 7, wgh 12, Hp 250, +25% block)

Gladiator Tower Shield (Str 10, wgh 25, Hp 300, +50% block)

Gladiator Helmet (Str 7, Hp 100, Hardness 17)

Gladiator Sword (+15% attack, +10% block/parry, 2d12+11, delay 3, Hp 100)

Gladiator Spear (2-handed, +10% attack, +15% block/parry, 5d4+10, delay 3, Hp 65, range: 2 melee, 3 thrown)

Gladiator Mace (+20% attack, +5% block, 5d4+12, delay 2, Hp 65)

Gladiator Axe (+20% attack, +10% block, 3d10+15, delay 4, Hp 165)

Gladiator Bow & Arrows (25) (+10% attack, 1d10+20, delay 5, Hp 55, range 7)

Gladiator Blades (5) (+5% attack, +5% block/parry, 1d8+10, delay 2, Hp 40, range 4)

Gladiator Claw (+10% attack, +5% block/parry, +20 hand-to-hand damage, +2 delay, Hp 65)

## Competitors

Rank 1: Mercenary, Brawler, Goblin Fighter, Gnome Fighter, Halfling Rogue

Rank 2: Wrestler, Mystic, Gnome Illusionist, Halfling Fighter, Goblin Shaman

Rank 3: Barbarian, Blademaster, Martial Artist, Gladiator, Ninja

Rank 4: Berserker, Champion, Ronin, Knight, Tigrasa Hunter

Rank 5: Elf Archer, Dwarf Axeman, Dark Elf Rogue, Tigrasa Rogue, Nakhas Shaman

Rank 6: Elf Druid, Elf Wizard, Dark Elf Sorcerer, Orc Warrior, Nakhas Assassin

Rank 7: Elf Knight, Dark Elf Knight, Orc Shaman, Tigrasa Brawler, Nakhas Blademaster

Rank 8: Elf Pirate, Elf Blademaster, Elf Assassin, Dwarf Berserker, Orc Berserker

Rank 9: Elf Ranger, Troll Warrior, Troll Shaman, Ogre Fighter, Ogre Brute

Rank 10: Paladin, Dark Knight, Ogre Mage, Troll Berserker, Changeling Assassin

## The Prize

### Winner:

- Champion's Blade (+25% attack, +10% block/parry, 2d20+65, delay 3, Hp 250)
- Champion's Armor (Str 10, wgh 35, med. armor, protects all, Hp 750, Hardness 50)
- Champion's Shield (Str 7, wgh 12, Hp 425, +50% block, Hardness 47)
- Invitation to the King's Tournament
- 500 diamonds

### Second Place:

- Elven Blade (+25% attack, +10% block/parry, 2d10+55, delay 2, Hp 210)
- Golden Armor (Str 10, wgh 35, Hp 550, Hardness 40, protects all)
- Invitation to the King's Tournament
- 250 diamonds

### Third Place:

- Elven Blade (+25% attack, +10% block/parry, 2d10+55, delay 2, Hp 210)
- Invitation to the King's Tournament
- 100 diamonds

### Fourth Place:

- Invitation to the King's Tournament
- 50 diamonds

### Fifth Place:

- 25 diamonds

## Epilogue:

After the tournament, the party (hopefully at least one of which gained an invitation to the King's Tournament) will head toward the coast, to take a short sail across the sea to the Capitol.

They will be waylaid by bandits, and possibly by assassins, or disgruntled former foes. Once on the seas they will be faced with a terrible danger:

Sea Monster! exp = 10,000

Lp: 5,000 5 tentacles, 100%, +25% to be dodged, 2d100+50, delay 5, range 10

Agi: 12 100% counterattack, Str 50, Fort/5 or can pick up and squeeze for damage each tick  
can throw 1d20+5 spaces

At the Royal Capitol they should face not only powerful champions from the other tournaments around the kingdoms, but also the political intrigue of the Palace.



# Credits

## ***Playtesting:***

- Cydney Avrom
- Felix Beltran
- Robert Binder
- Patrick “Exar” Drummond
- Kody Lacosse aka bigman
- Joshua LeMaster
- Ramon Ortiz
- Jeviel Reynoso aka jevy
- Ryan Skipper
- Freddy Tanner

## ***Special Thanks & Acknowledgements:***

First and foremost, God, for giving us the gift of imagination. And of course, many thanks to my family, my mother and grandmother, for teaching me kindness and giving me while I was young the love of reading and writing.

All my players and playtesters over the years. I am proud to call you all my friends. This game wouldn't exist without each and every one of you. In particular I'd like to single out everyone listed as a playtester above. It's been a very interesting decade long journey. Khallea's as much yours as it is mine. If there's anything any good in this book, its thanks to you guys.

Kathy, for believing, no matter what.

And, of course, Nano and the whole BAANE crew; Santana, Nano and Tom, Derek, Ken, Bobb and everyone else, without you guys and your awesomeness I wouldn't have had such a lofty goal to strive for. BAANE is the game. This is a tribute.

All of you, reading this, for your time and support.

Thank you.

Created & Composed by

Kevin Tenorio

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<http://www.facebook.com/Khallea>

<http://www.Khallea.blogspot.com/>

## Removable Pages

The following section contains pages meant to be removed from the book to be used for quick reference and also two different character sheets.

The first sheet is one page and should be used for low level characters and newcomers to the game.

The second sheet is two pages and should be used for higher level characters and advanced players.

## Character Creation

Before starting you should have a general idea of what kind of character you are creating and take a look at and record the stat benefits from your character's race to keep in mind when setting up starting stats. Remember that a stat cannot be higher than its corresponding Measure.

1. Distribute 25 points between Measures: Mind, Body, Soul.

- Must allocate at least 3 points to each Measure, and no more than 19 points to any one Measure.

2. Distribute Measure scores to base stats:

-Mind: Intelligence, Mental, Mana

-Body: Strength, Constitution, Agility

-Soul: Spirit, Wisdom, Chi

-May allocate no more than 10 points to any one stat. Must allocate at least 1 point to each stat, except Mana and/or Chi. Characters that begin play with 0 Mana and/or Chi may not use level up bonuses to raise Mana/Chi and have no Mp/Power to use magical/supernatural abilities.

3. Calculate secondary stats:

-Perception = (Int + Ment)/2

-Dexterity = (Str + Agi)/2

-Insight = (Spir + Wis)/2

4. Select Race

-Apply Stat bonus and record Lp bonus.

-Record Favored Magic

-Apply Benefits & Disadvantages.

5. Choose Ability Sets & Favored Weapon.

-Select 1 Primary Ability set and 1 Secondary Ability set from Race's Favored Abilities.

-Select any other Ability set as a Primary Ability set

-May not choose any Ability set more than once.

-Select 1 Primary weapon type and 1 Secondary weapon type.

6. Distribute 10 points amongst stats (base & secondary)

- Keep in mind that a stat may not be higher than its corresponding Measure.

7. Calculate starting Lp: (Con + Spir) x2.5

8. Determine Charm, Charisma & Luck.

-Roll 1d100 three times, then choose which roll is Charisma, which roll is Charm and which roll is Luck.

-Add Mind score to Charisma, add Body score to Charm and add Soul score to Luck.

9. Select 5 starting Specials and start with (Int x2) +10 Sp to learn abilities.

10. Choose alignment and complete any optional steps required by GM, then play and have fun!

### Optional Steps:

Write a background and/or description; determine starting money and/or equipment, etc.

## Leveling Up

1. +1 point to any Measure, +2 points to distribute to stats.
2. Apply any bonuses from Specials.
3. Roll Lp bonus + (Con/5)
4. Gain (Int x2) in Sp
5. Roll (Wis x4)% to gain a Special.

Gain a Special at every 5<sup>th</sup> level: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, etc.

Gain an additional Primary Ability set, Favored Magic type, Favored Weapon type or special every 10<sup>th</sup> level: 11, 21, 31, 41, 51, etc.

-cannot select an Ability set, Favored magic or Favored Weapon more than once

## Next Level

Basic Levels			Epic Levels		
Level	Next Level	Next Level Up	Level	Next Level	Next Level Up
1	1,000	1,100	26	374,045	92,123
2	2,100	1,210	27	466,168	115,154
3	3,310	1,331	28	581,322	143,943
4	4,641	1,464	29	725,265	179,929
5	6,105	1,610	30	905,194	224,911
6	7,715	1,771	31	1,130,105	281,139
7	9,486	1,948	32	1,411,244	351,424
8	11,434	2,143	33	1,762,668	439,280
9	13,577	2,357	34	2,201,948	549,100
10	15,934	2,593	35	2,751,048	686,375
11	18,527	3,241	36	3,437,423	857,969
12	21,768	4,051	37	4,295,392	1,072,461
13	25,819	5,064	38	5,367,853	1,340,576
14	30,883	6,330	39	6,708,429	1,675,720
15	37,213	7,913	40	8,384,149	2,094,650
16	45,126	9,891	41	10,478,799	2,618,313
17	55,017	12,364	42	13,097,112	3,272,891
18	67,381	15,455	43	16,370,003	4,091,114
19	82,836	19,319	44	20,461,117	5,113,893
20	102,155	24,149	45	25,575,010	6,392,366
21	126,304	30,186	46	31,967,376	7,990,458
22	156,490	37,733	47	39,957,834	9,988,073
23	194,223	47,166	48	49,945,907	12,485,091
24	241,389	58,958	49	62,430,998	15,606,364
25	300,347	73,698	50	78,037,362	19,507,955

## **Reference sheet**

### **Roll Difficulty**

Easy (x2 chance), Difficult ( $\frac{1}{2}$  chance), Very Difficult ( $\frac{1}{5}$  chance), Nearly Impossible ( $\frac{1}{10}$  chance)

### **Attacking & Defending**

1% lethal hit (autodeath), 2-5% critical hit (x2 dam), 6-10% hard hit (max dam) to chosen body part.

Roll 1d8 for body part hit by non-lethal/crit/hard attacks.

Blocking must roll only under block chance, +10% vs. ranged, can block up to (Str x5) dam in one hit.

Parrying must roll under parry chance and attack roll to succeed

If roll under parry but not under attack roll: hit is deflected ( $\frac{1}{2}$  dam)

Dodging must roll under dodge chance and attack roll to succeed, +10% vs. ranged

If roll under dodge but not under attack roll: hit is glancing ( $\frac{1}{2}$  dam)

### **Overchannel, Heavy Attack & Limit Break**

+2 delay or cast time, +3 stamina/Mp/power cost to overchannel/heavy attack/limit break.

### **Damage & Injury**

Armor can absorb hardness in damage from one hit.

Characters can absorb up to (Str + Con) in hand-to-hand dam to stamina.

Injuries occur when dealt 50%, 75% or 100% of max Lp in one hit. Each injury incurred will lower max Lp by 10/25/50 until tended. A level 3 injury (100% of Lp in one hit) to any body part except neck is not instantly fatal and will leave the injured at 10% of max Lp.

### **Movement**

Walking (-10% to rolls), Running (costs 1 stamina, -25% to rolls), Sprinting (costs 2 stamina, -50% to rolls)

Clothing (mv: 4/5/6), lightly armored (mv: 3/4/5), armored (mv: 2/3/4), heavily armored (mv: 1/2/3)

### **Armor Penalties**

Clothing: no penalties or spell failure chance

Lightly armored: -10% dodge and thievery rolls, 5% spell failure chance

Armored: -25% dodge and thievery rolls, 10% spell failure chance

Heavily Armored: -50% dodge and thievery rolls, 25% spell failure chance

### **Regeneration**

Must take no action for one round to restore (Mana/Con/Chi)/2 to Mp/stamina/power.

Lp regens every day/session/rest, restore Lp bonus, add Con/5 if resting.

One time per battle/10 rounds of combat, up to a maximum of five times per session may gain a second wind, restore Spirit x2 to Mp, stamina or power instantly.

### **Exhaustion/Starvation/Dehydration**

Every battle/10 rounds of exertion, full day without sleep or food,  $\frac{1}{2}$  day without hydration adds one point of exhaustion/starvation/dehydration, -5 max Mp/stamina/power per point.

Must sleep/eat/drink to remove exhaustion/starvation/dehydration points.

### **Death**

Lose consciousness at 0 Lp, Fort roll each rnd in critical condition to restore Lp bonus or -1 Lp,

(Con + Spirit + Level) in negative Lp is death, x10 death is annihilation: cannot be healed or resurrected.

**Fumbles** (95% or higher on attack roll, if chance to hit is over 100% fumble on roll of 100)

1% *Fluke Blow*: x2 dam to target  
2-25% *Poor Attack*: deal ½ dam to target  
26-39% *Weapon Slips Out of Hand*: deal dam to random target within range of 5  
40-49% *Stumble*: +3 delay  
50-59% *Dropped Weapon*: deal dam to own foot  
60-69% *Slip & Fall*: +5 delay  
70-79% *Chipped/Dulled Weapon*: ½ dam until repaired  
80-89% *Break Weapon*: weapon loses all current Hp  
90-99% *Hit Yourself*: deal dam to self  
100% *Slip & Fall on Weapon*: deal x2 dam to self

**Hit Area & Injuries** (50%/75%/100% of max Lp in one hit)

**1 Head**

Knocked Out: Fort/2 for stunned 1d10 or lose consciousness  
Lost Eye: ½ Perc (½ Perc, 0 on visual rolls if both lost), if not healed in 1 day/session cannot be healed  
Fractured Skull: 1d10+2 nopro dam per round/physical action, -5 Mind if not healed in 1 day/session

**2 Neck**

Knocked Out: Fort/2 for stunned 1d10 or lose consciousness  
Broken Neck: Can take no action until healed  
Severed Head: Instant death

**3 Shoulder**

Dislocated Shoulder: ½ Str with dislocated arm  
Broken Shoulder: 0 Str with broken arm  
Severed Arm: Arm is lost, if not healed in 1 day/session cannot be healed, -25% max Lp

**4 Chest**

Broken Ribs: ½ Str, all actions require one additional stamina, -25% to all rolls  
Internal Injuries: 1d4+1 nopro dam per round/physical action  
Organ Damage: 1d20+5 nopro dam per round/physical action

**5 Arm**

Broken Arm: 0 Str with broken arm  
Shattered Arm: 0 Str with shattered arm, -5 Str if not healed in 1 day/session  
Severed Arm: Arm is lost, if not healed in 1 day/session cannot be healed, -25% max Lp

**6 Hand**

Broken Hand: 0 Dex with broken hand  
Shattered Hand: 0 Dex with shattered hand, -5 Dex if not healed in 1 day/session  
Severed Hand: Hand is lost, if not healed in 1 day/session cannot be healed

**7 Leg**

Broken Leg: ½ Agi (0 Agi if both legs are broken)  
Shattered Leg: ½ Agi (0 Agi if both legs are shattered), -5 Agi if not healed in 1 day/session  
Severed Leg: Leg is lost, ½ Agi (0 Agi if both legs are lost), if not healed in 1 day/session cannot be healed

**8 Feet**

Broken Foot: ½ Agi (0 Agi if both feet are broken)  
Shattered Foot: ½ Agi (0 Agi if both feet are shattered), -5 Agi if not healed in 1 day/session  
Severed Foot: Foot is lost, ½ Agi (0 Agi if both are lost), if not healed in 1 day/session cannot be healed

Name: \_\_\_\_\_ Player: \_\_\_\_\_  
Race: \_\_\_\_\_ Alignment: \_\_\_\_\_  
Level: \_\_\_\_\_ Experience: \_\_\_\_\_ Nxtlvl: \_\_\_\_\_ (\_\_\_\_\_)

Lp: \_\_\_\_\_ / \_\_\_\_\_ Lp Bonus: \_\_\_\_\_

Mind: \_\_\_\_\_ Body: \_\_\_\_\_ Soul: \_\_\_\_\_

Int: \_\_\_\_\_ Str: \_\_\_\_\_ Spir: \_\_\_\_\_

Ment: \_\_\_\_\_ Con: \_\_\_\_\_ Wis: \_\_\_\_\_

Mana: \_\_\_\_\_ Agi: \_\_\_\_\_ Chi: \_\_\_\_\_

Perc: \_\_\_\_\_ Dex: \_\_\_\_\_ Ins: \_\_\_\_\_

Mp (Mana x5) / \_\_\_\_\_ Stamina (Con x5) / \_\_\_\_\_ Power (Chi x5) / \_\_\_\_\_

Charisma: \_\_\_\_\_ % Charm: \_\_\_\_\_ % Luck: \_\_\_\_\_ %

Reflex (Agi + Ment) +10 + \_\_\_\_\_ %

Balance (Agi x2) +10 + \_\_\_\_\_ %

Fortitude (Con + Str) +10 + \_\_\_\_\_ %

Concentration (Ment x2) +10 + \_\_\_\_\_ %

Will (Ment + Spir) +10 + \_\_\_\_\_ %

Courage (Spir x2) +10 + \_\_\_\_\_ %

Intuition (Wis + Ins) +10 + \_\_\_\_\_ %

Logic (Int x2) +10 + \_\_\_\_\_ %

Stealth (Agi + Dex) +10 + \_\_\_\_\_ %

Awareness (Perc x2) +10 + \_\_\_\_\_ %

Attack (Dex x4) % Accuracy (Perc x4) % Dodge (Agi x2) % Block/Parry (Dex x2) %

Move an additional (Agi/5) spaces

Subtract (Ment/5) from cast time of spells

Spell/Dam/Spec bonus = (Mana/Str/Chi) /2

Overchannel/Heavy Att/Limit Break = (Mana/Str/Chi) x2

Att/Def/Dam Bonuses: \_\_\_\_\_

Main Hand: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hard: \_\_\_\_\_

Attack bonuses: \_\_\_\_\_ Defense bonuses: \_\_\_\_\_

Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_

Off Hand: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hard: \_\_\_\_\_

Attack bonuses: \_\_\_\_\_ Defense bonuses: \_\_\_\_\_

Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_

Head: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Neck: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Chest: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Back: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Arms: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Hands: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Legs: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Feet: \_\_\_\_\_ Hp: \_\_\_\_\_ / \_\_\_\_\_ Hardness: \_\_\_\_\_

Belt/Etc: \_\_\_\_\_

Money/Treasure: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_





Name: \_\_\_\_\_ Player: \_\_\_\_\_  
Race: \_\_\_\_\_ Alignment: \_\_\_\_\_  
Level: \_\_\_\_\_ Experience: \_\_\_\_\_ Nxtlvl: \_\_\_\_\_ (\_\_\_\_\_)

Lp: \_\_\_\_\_/\_\_\_\_\_ Lp Bonus: \_\_\_\_\_

Mind: \_\_\_\_\_ Body: \_\_\_\_\_ Soul: \_\_\_\_\_

Int: \_\_\_\_\_ Str: \_\_\_\_\_ Spir: \_\_\_\_\_

Ment: \_\_\_\_\_ Con: \_\_\_\_\_ Wis: \_\_\_\_\_

Mana: \_\_\_\_\_ Agi: \_\_\_\_\_ Chi: \_\_\_\_\_

Perc: \_\_\_\_\_ Dex: \_\_\_\_\_ Ins: \_\_\_\_\_

Mp (Mana x5)

Stamina (Con x5)

Power (Chi x5)

\_\_\_\_\_/\_\_\_\_\_

\_\_\_\_\_/\_\_\_\_\_

\_\_\_\_\_/\_\_\_\_\_

Charisma: \_\_\_\_\_%

Charm: \_\_\_\_\_%

Luck: \_\_\_\_\_%

Reflex (Agi + Ment) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Balance (Agi x2) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Fortitude (Con + Str) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Concentration (Ment x2) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Will (Ment + Spir) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Courage (Spir x2) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Intuition (Wis + Ins) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Logic (Int x2) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Stealth (Agi + Dex) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Awareness (Perc x2) +10 + \_\_\_\_\_ = \_\_\_\_\_%

Attack (Dex x4) %    Accuracy (Perc x4) %    Dodge (Agi x2) %    Block/Parry (Dex x2) %  
+ \_\_\_\_\_    + \_\_\_\_\_    + \_\_\_\_\_    + \_\_\_\_\_

Movement: \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_ + Agi/5

Subtract (Ment/5) from cast time of spells

Spell/Dam/Spec bonus = (Mana/Str/Chi) /2

Overchannel/Heavy Att/Limit Break = (Mana/Str/Chi) x2

Regen = (Mana/Con/Chi) x2 per rnd at rest

Lp Regen = Lp bonus per day/session/rest, +Con/5 if rest

Injuries at 50% (level 1: -10 max Lp) 75% (level 2: -25 max Lp) 100% (level 3: -50 max Lp) of Lp in one hit

Death at (Con + Spirit + Level) in negative Lp, x10 death = annihilation (cannot be healed or resurrected)

Primary Abilities/Weapons: \_\_\_\_\_

Secondary Abilities/Weapons: \_\_\_\_\_

Favored Magic: \_\_\_\_\_

Additional Notes: \_\_\_\_\_

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Weapon 1: \_\_\_\_\_ Hp: \_\_\_\_\_/\_\_\_\_\_  
Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_  
Attack: \_\_\_\_\_% Lethal: \_\_\_\_\_% Crit: \_\_\_\_\_% H.hit: \_\_\_\_\_%  
Block/Parry: \_\_\_\_\_% Bonuses: \_\_\_\_\_

Weapon 2: \_\_\_\_\_ Hp: \_\_\_\_\_/\_\_\_\_\_  
Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_  
Attack: \_\_\_\_\_% Lethal: \_\_\_\_\_% Crit: \_\_\_\_\_% H.hit: \_\_\_\_\_%  
Block/Parry: \_\_\_\_\_% Bonuses: \_\_\_\_\_

Weapon 3: \_\_\_\_\_ Hp: \_\_\_\_\_/\_\_\_\_\_  
Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_  
Attack: \_\_\_\_\_% Lethal: \_\_\_\_\_% Crit: \_\_\_\_\_% H.hit: \_\_\_\_\_%  
Block/Parry: \_\_\_\_\_% Bonuses: \_\_\_\_\_

Weapon 4: \_\_\_\_\_ Hp: \_\_\_\_\_/\_\_\_\_\_  
Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_  
Attack: \_\_\_\_\_% Lethal: \_\_\_\_\_% Crit: \_\_\_\_\_% H.hit: \_\_\_\_\_%  
Block/Parry: \_\_\_\_\_% Bonuses: \_\_\_\_\_

Weapon 5: \_\_\_\_\_ Hp: \_\_\_\_\_/\_\_\_\_\_  
Damage: \_\_\_\_\_ (+ \_\_\_\_\_) Delay: \_\_\_\_\_  
Attack: \_\_\_\_\_% Lethal: \_\_\_\_\_% Crit: \_\_\_\_\_% H.hit: \_\_\_\_\_%  
Block/Parry: \_\_\_\_\_% Bonuses: \_\_\_\_\_

Counter Attack: \_\_\_\_\_% Dodge: \_\_\_\_\_% (Other) \_\_\_\_\_: \_\_\_\_\_%

Shield: \_\_\_\_\_ Hp: \_\_\_\_\_/\_\_\_\_\_ Hard: \_\_\_\_\_ Block: \_\_\_\_\_%

Head: _____	Hp: _____/_____	Hardness: _____
Neck: _____	Hp: _____/_____	Hardness: _____
Chest: _____	Hp: _____/_____	Hardness: _____
Back: _____	Hp: _____/_____	Hardness: _____
Arms: _____	Hp: _____/_____	Hardness: _____
Hands: _____	Hp: _____/_____	Hardness: _____
Legs: _____	Hp: _____/_____	Hardness: _____
Feet: _____	Hp: _____/_____	Hardness: _____
Belt: _____	Other: _____	

Money/Treasure/Etc.

\_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_: \_\_\_\_\_

Rings/Amulets/Etc.

1. _____	6. _____
2. _____	7. _____
3. _____	8. _____
4. _____	9. _____
5. _____	10. _____

Additional equipment/supplies/etc.: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_