



PLAYER'S HANDBOOK



Player's Handbook

empyrean system

CREDITS

Author

- Jonathan Hawk

Contributors

- Dustin Blottenberger
- Andrew Kozak
- James Kracker

Artists

- Jonathan Hawk

Play Testers

- Tim Cooke
- Deidre Dykes
- Adam Flynn
- Katie Flynn
- Marlowe Malstrom
- Colleen Hawk

The Capital of Nebraska

- Lincoln

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Jonathan Hawk/Never Say Die Games • Glen Burnie, MD, USA • <https://nsdgames.com/> • info@nsdgames.com

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1. INTRODUCTION



ou hold in your hands the guide to participating in a game of friends, where players can create heroes or villains—or something in between—which embark on legendary quests or take part in humorous misadventure.

This is Immortal Legacy.

Immortal Legacy strives to blend classic fantasy with new ideas and concepts from other genres such as mystery, science fiction, horror, humor, and history.

To achieve this end, Immortal Legacy gives players the tools to forge characters, places, and events otherwise impossible in other games. Fully customizable characters, extensive options, and vivid source material allow players to break through the molds of *fighter, cleric, thief, wizard*.

Who You Need to Play

First, you need a *Game Master*—or *GM* for short. The GM knows the rules and runs the game, serving as both a story teller and an arbiter. Next, you need one or more players. Once you've got the team, then it's time to gather the supplies.

What You Need to Play

Each player will need the following.

- A pencil.
- A few ten-sided dice.
 - All rolls made in Immortal Legacy are made using a ten-sided die, also called a *d10*. The dice should be different in color from one another.
- A character sheet.
 - One may be photocopied or scanned from the back of this handbook or downloaded from our website.
- This book.
- Imagination.

More addicted players might use things such as notepads, calculators, miniatures, maps, and caffeine.

Read This Book

Learn it, know it, love it.

This book holds the key to a happy second childhood and a healthy adulthood. Imagination is what drives the environmentally friendly machine of human progress. Laziness and impatience degrade the

soul, so don't skip any parts, slacker! Playing games and using your imagination are therapeutic, plus this book isn't *that* long.

Sidebar Icons

This book contains sidebars which provide supplemental information. Each sidebar displays an icon alongside the title. The icons are used to signify the sidebar's purpose, explained as follows:



For Your Information

These sidebars provide helpful insights and tips.



House Rules and Home Brew

These sidebars offer suggestions for alternate rules.



Quick Start

These sidebars summarize rules to get you playing sooner.

About Role-playing

Role-playing games provide you the opportunity to create an alter ego that you can portray in a story.

What is This Role-playing Stuff?

Think of role-playing like a play or stage production. There is a story that is being told. The curtain comes up, the actors deliver their lines and interact with one another, the crew backstage moves the set and changes the scenes. Now, put that scene in someone's living room, or around a table in the basement.

The actors are called *players* and the backstage crew is called the *Game Master*. The players have characters they create themselves which take part in an adventurous story that the GM sets up. The GM plays the part of all the extras, builds the set, sets the scene, conducts the pit orchestra, and guides the story for the players, who are center stage, driving the events that happen. When it's all over and the curtain comes down, a vivid, memorable story has been created and the players delight in retelling their part in it. Role-playing is a game like any other, played this time with pen, paper, dice, and camaraderie.

Why People Role-play

Role-playing is an efficient way to relax, improve mental health, and escape the mounting pressures of the real world, if just for a few hours on the weekends.

You create a character, assign their attributes, talents, and flaws, and round out their personality. *Voilà!* You now have someone totally different whom you can explore. We all wonder what things might be like if we were different or if we lived in a different time and place. This is a rewarding way to explore that curiosity.

The world you live and breathe in now is the real one (sorry to disappoint). The one in which your character exists is imaginary (even though it's really cool).

2. HOW TO PLAY



sing the ideas in this book, Game Masters and players can craft stories that fall anywhere in the gamut: from simple, light-hearted tales that last for mere hours one evening, all the way to richly-detailed, legendary epics that take months or years to finish.

When the players and GM meet to participate in the story, it's called a *session*. A session might be a regular Thursday night occurrence which lasts for a couple hours after work, or an all day Saturday affair. The duration of a session is entirely up to the participants. An *adventure* involves a particular series of events in the story with a defined beginning and prospective ending. Adventures usually span one or more sessions. Finally, a *campaign* is a saga consisting of several adventures, and by extension, quite a few sessions.

Whether you're gathering for just one session or a thousand, the object of the game is to portray your characters, pursue their goals, and overcome the challenges they encounter along the way.

The Basics

Any story contains three things: the setting (the *where* and *when*), the characters (the *who*), and the plot (the *what*, *why*, and *how*).

The setting is the GM's responsibility. It can be limited to a single inescapable room or opened to the far reaches of the multiverse.

There are two kinds of characters: those whom the players portray and those whom the GM portrays. Characters controlled by the players are called *Player Characters* (or *PCs*). All of the characters and creatures that the players meet—friend or foe—are called *Non-Player Characters* (or *NPCs*). These are the characters controlled by the GM.

The plot is a joint effort of the GM and the players. The GM presents obstacles, challenges, opponents, allies, and opportunities. The players determine how the story proceeds based on the actions of their characters.

Setting the Scene

A typical role-playing session is guided by the narratives of the GM. He describes the setting and actions that occur while the players weave together a mental picture of the scene. They ask the GM questions to further detail the scene in their minds. When a player wants his character to take some kind of action in the story, he tells the GM.

"As the dust settles, the four of you realize that you've fallen into a cave or perhaps an underground room," the GM says. "A beam of warm daylight pours in through the hole in the ceiling through

which you came. The air in this place smells dusty and stale, but not unpleasant. Listening for a moment, you hear only the periodic crumbling of earth from the ceiling above; it would seem no one is around."

"Is anything in the room?" one player asks.

"Broken shards of earthenware, a few old, crumbling statues and some dated relief work along the walls," the GM replies.

"Does it look like we can get back out?" another player asks.

"The ceiling is easily 10 feet off the ground, and at first glance, there don't appear to be any doors leading out of this chamber," the GM notes.

"Maybe there's a hidden door out of here," a third player suggests. "I'm going to take a moment to search the room."

Spoken Dialog

The GM acts out the spoken lines of the NPCs, and the players, acting as their own characters, engage in dialogue. Some players find it enjoyable to change their voice or demeanor when portraying their characters (some even employ props).

"I've never seen a device like this before," the GM mumbles, portraying the part of a wise, old wizard.

"Are you certain?" one of the players asks. "We were told that if anyone in this city knows, it would be you."

"Aye, I've never seen its equal," the GM replies. "It's likely a remnant from some forgotten culture, but its purpose is not readily apparent to me."

"Masked assailants tried to take it from us earlier," a second player states. "We fear for our safety, but if this is important, we can't let it fall into the wrong hands."

"You should call on a friend of mine at the Royal Academy in the capital. He's well read in the field of magic archaeology."

"But that's like... a week's travel!" a third player exclaims.

It's possible for the players and GM to spend an entire game session in dialogue and description while the table doesn't see a single roll.

The Dice

The element of chance is very important to any role-playing game. It adds suspense and surprise to the game. It wouldn't be much fun or very exciting if the players went through the story with no element of chance where success and failure matter. This is where the dice come in. The dice used in *Immortal Legacy* are ten-sided dice—that


is, they have ten sides that are numbered from 1–10. (Your dice may have a “0” printed on one side—this is a 10.) In this book you will often see the abbreviation *d10*. This simply means “a ten-sided die.”

Know Your Roll

Whenever there is a task before a character that constitutes a challenge or something that is integral to the story, a *roll* is needed. Trivial tasks, like putting food in your mouth or going to sleep, don't require rolls. Unless, of course, you have no hands or are an insomniac, then they might require rolls. But for most people, simple tasks like these don't require rolls. Rolling the dice for any mundane action would undoubtedly make the game too slow, boring, and complicated—but jumping a chasm, tickling a sea monster, or swallowing a golf ball-sized hunk of wasabi without crying... now *that* requires a roll.

Luck isn't the only factor; a character's innate talent and learned experience also play a part. *Attributes* represent a character's giftedness while *skills* represent a character's training. A roll requires you to add the face-up number on the die to your ranks in a particular skill and then add your points in the attribute that corresponds to that skill. The circumstances surrounding the task can influence your roll as well. Beneficial circumstances grant a bonus; detrimental circumstances impose a penalty. For example, it's harder to see in fog, and it's easier to avoid attack behind cover. The sum of all of these numbers is your total result for the roll.

Components of a roll


$$+ \textit{attribute} + \textit{skill} + \textit{bonuses} - \textit{penalties}$$

The object is to roll the highest number possible. An *opposed roll* compares your result to the result of another character's roll. A *difficulty* roll compares your result to a set *Difficulty Level* (or *DL*). A *power roll* translates your exact result into some kind of quality, accuracy, or extent. *Chapter 6: Skills* explains all of the rolls you can make, how to determine success, and what happens when you fail.

Critical Success and Critical Failure

If you roll the die and it comes up *10*, this is a *Critical Success*. This means Lady Luck gave your character a kiss and they perform much better on the given action than normal. You can roll the die again and add that number to the 10 you have already rolled. However, it can work the other way. If you roll the die and it comes up *1*, this is a *Critical Failure*. This means Lady Luck kicked your character in the crotch and they foul up the task somehow. Your GM will let you know if your roll carries some kind of extra misfortune: jamming your gun, breaking your lock pick, or destroying a priceless vase.



Exploding Dice

The GM can feel free to alter *any* rule in this game. For instance, your GM may not

enforce Critical Failures. She may not enforce Critical Successes either! Maybe she wants the 10 you roll to continue “exploding”, so that if you roll 10 a second time, you can add a third roll to the 20 you have

already rolled and so on. Maybe your GM is sadistic, and requires Critical Failures to “explode”, subtracting *that* number from your total. We encourage players and GMs to experiment to see what works and is fun.

Rewards and Consequences

A successful roll improves things or avoids danger. In the best case scenario, a failure results in nothing. In the worst case scenario, you die. Rolls can cause characters to lose or gain “*conditions*,” which are status effects that grant bonuses or impose penalties. They can also sustain “*damage*,” incur “*knockout*,” or change “*disposition*.” They could ingest “*drugs*” and “*poison*,” contract “*illness*,” or be invaded by a “*symbiote*.” All of the above terms are explained in *Chapter 9: Life and Death*. Characters can also experience the supernatural effects of *magic spells* cast upon them (see *Chapter 13: Magic*) or *spirit arts* performed upon them (see *Chapter 16: Spirit*).

Fate Points

Fate is the force that guides all life, whether it's counted as influence from the powers that be, mere chance, unrelenting will and determination, or a destiny preordained by prophecy. Every character can influence their own fate.

The GM awards *Fate Points* as you play the game for anything from a good decision to a funny quote, or even just for showing up. New characters begin the game with three Fate Points. You can't have more than five Fate Points at a time.

Using Fate Points

You can use a Fate Point to allow any one of the following:

Re-rolls

You can use a Fate Point to re-roll the dice once, or force another character (friend or foe) to re-roll the dice (Fate has saved your neck, so to speak, by a hair's width). Though the GM may allow re-roll after re-roll costing point after point of Fate, we suggest just limiting it to one re-roll.

Bonuses

You can use a Fate Point to attempt an act of bravado and heroism in game. Using a Fate Point in this manner gives the character a +10 bonus on any roll before you roll it, or you can use a Fate point to add a +5 *after* you roll it. This reflects the character's ability to use strength and courage to overcome a dramatic situation.

Surpassing Limits

You can use a Fate Point to overcome personal limitations or act against your nature. For example, a berserker blinded by rage can

spend a Fate Point to regain control. A mage who has depleted their reserve of magic can spend a Fate Point to use their own life as fuel. Each rule in this game that incorporates Fate Points will explain the specifics.

Expoints

Short for “Experience Points,” *Expoints* are a measure of how your character has evolved. What pitfalls have they overcome? What monsters have they slain? What villains have they defeated?

At the end of every game session, the GM should decide how many Expoints to award each player, with variance depending on how well each character did.

Awarding Expoints

Expoints can be awarded based on the following factors.

Showing Up

If people show up and play, they deserve an Expoint. Every session. More tyrannical GMs may overlook this rule if a player comes especially late or is more disruptive than helpful, but generally that kind of behavior will only lead players to leave the group.

Contribution to In-Game Events

Despite whether the character single handedly defeated the super villain or simply helped the others cross an obstacle on their way to the villain’s lair, if the character took an active part in events, an Expoint should follow.

Role-playing

If the player did an admirable job in playing through his character’s personality, motivation, and background, an Expoint point should be awarded here. To be honest, some players are great gamers, but horrible role-players. Don’t worry so much. If they make a concerted effort to speak, act, and think like the character, even if it comes off poorly or not at all, an Expoint may be given.

Dramatic Milestone

If the characters reach a climax or overtake an important plot point in the story through their deeds, an Expoint can be given out for each one.

Challenges Overcome

GMs can hand out Expoints for each encounter survived or challenge met. Sometimes more or less Expoints will be earned depending on how the challenge was overcome.

For instance, if the group steals the horses from the peaceful people of River’s End, one Expoint is given to each player, but if the group negotiates with them for the horses, two Expoints could be given. If the players slaughter the entire population of the town and take the horses for themselves, maybe no Expoints are given.

Using Expoints

With experience comes rewards. Expoints are what allow your character to become better at whatever it is that they do. To give players the ability to intricately customize their characters, this game lacks the concepts of character classes and experience levels. Players may personalize aspects of their characters *à la carte* as they progress through the story using their awarded Expoints.

Some players arrive with a character concept. Others decide a direction as they go. The ins and outs of imagining, recording, and improving your character are detailed in the very next chapter, *Chapter 3: Character Creation*.

Etiquette

This section details not rules *per se*, but suggestions to keep your games fun for the players and the Game Master.

Staying Focused

It’s a blast to goof off with your friends—around the game table or otherwise. An off-topic joke or a story here and there during the game is perfectly fine, so remember to keep focused and stay in character for the rest of the time. Your GM may (and *should*) let you rowdy players know when it’s time to come back to the game. Also, try to pay attention and avoid outside distractions (we’re looking at you, mobile phones and laptops). Few things infuriate the GM more than “Huh? What happened?”

Making Rolls

It may seem like common sense, but there are a few rules of dice-rolling etiquette that should be mentioned. When you roll...

- ... roll on a hard, flat surface.
- ... if your dice fall on the floor, re-roll them again on the table.
- ... roll in a location that at least one other person can see.
- ... don’t re-roll a failed check that you think no one saw.
- ... don’t wing your dice at the GM or other players, or at least encourage everyone to wear eye protection.

Basically: don’t cheat. This only makes the GM and other players resent you and creates negative vibes around the table. The prospect of failure is what makes rolling the dice important and the game itself suspenseful.

Resolving Disagreements

Don’t argue with the players or GM about rules. The GM has final say on whether game rules apply and can even override the published rules. Basically, whatever the GM says about the game is law.

If you do have some kind of concern about a call your GM has made, express it in a calm manner. First and foremost, *Immortal Legacy* is a game and is supposed to be fun for everyone involved.

3. CHARACTER CREATION



layers need to create characters before they can join the game.

One could create a one-armed, colorblind, psychic carpenter who charges into battle wielding an oversized pipe wrench. One could create a charismatic brigand, robbing from the rich, giving to the poor, and wearing fantastic tights.

Characters can be classic or original, simple or complex; the choice is the player's.

The Sheet

The Character Sheet is the central item to the Immortal Legacy game. It is where you keep track of your character's condition, abilities, hurts and health, weaknesses, strengths, possessions, contacts, and anything relevant to staying inside that character and playing the game. As such, you should get to know it pretty well, as you'll need to reference it fairly often. At the end of this book is a blank character sheet which you may photocopy or scan and make copies of. Now let's take you through the steps of creating a new character.

Step I: The Big Idea

Alright, this is where it all begins! Step One is all about defining your character: description and back-story, behavior, goals, and beliefs. Before you worry about any game rules or hard numbers, you should have a good idea about the narrative side of your character.

Concept

The first thing you should do when creating a character is to come up with a *Concept*. Concept is what the character *does*. This means you need a rough idea of what kind of character you want to play. Some example Concepts might be orphan, soldier, farmer, witch, magician, bounty hunter, or diplomat. Concept can also very easily

be the character's occupation, and many times is. Remember: most people in Immortal Legacy don't go off to become famous or notorious—that's what makes heroes and villains special. So maybe your character would pick up a trade somewhere along the line; most people know one. More elaborate Concepts might be blind child prodigy musician, genius inventor, or daredevil archaeologist.

Alignment

Alignment is the next of these questions you have to ask about the character. Alignment is what the character *believes*. Not necessarily a concept of spirituality or religion (though these can be alignments), it's more about the character's limitations. Alignment is probably the least important of these, so if you can't come up with anything, don't worry, there aren't any rules that correspond to your alignment.

Ask yourself: is the character lawful or opportunistic? Does she believe in government or anarchy? Does she subscribe to the idea of good and evil? Which one does she believe she is (and which one is she really)? Spiritualist or materialist? Industrialist, entropist, or naturalist? Animalist or humanist? Religious or atheist? Hedonist or pragmatist? Egoist or altruist? Liberal or conservative? Fascist? Socialist? Communist? Use some of these if you like. (Do you need to look up any of these?)

Motivation

Motivation is another integral part of defining what purpose your character has. Motivation is what your character *wants*. This serves a number of functions in the game. First off, it lets the GM in on what you, as a player, desire out of the game. If your character wants to become rich and make the world a better place, there are a number of ways the GM can go about challenging you with this. Or if her aims are narrower, such as wanting to recover her ancestral sword of her forefathers' time, the GM can look for a way to slip something into the plot. Second, it helps give you a reason for playing. There are no "winners" in role-playing games; winning is about having fun. But having a goal can't hurt.

There is no list of suggestions for motivations, but here are some ideas. Is your character running from something or someone? Does

Figure 1: Example Personalities

- Sullen, Morose, Brooding
- Somber, Solemn, Serious
- Dour, Stern, Grim
- Lighthearted, Cheerful, Jovial
- Merciful, Compassionate, Kind
- Uncaring, Cold Blooded, Callous
- Mean, Ruthless, Cruel
- Austere, Restrained, Sober
- Calm, Unemotional, Self-possessed
- Surly, Harsh, Unfriendly
- Indulgent, Unrestrained, Wild
- Quarrelsome, Hostile, Aggressive
- Short-Fused, Antagonistic, Argumentative
- Pacific, Peaceful, Non-confrontational
- Petulant, Sarcastic, Irritable
- Witty, Funny, Glib
- Dull, Stoic, Stolid
- Slow-tongued, Foolish, Big Mouthed
- Dense, Oblivious, Thick
- Gullible, Naïve, Trusting
- Trustworthy, Honest, Direct
- Creative, Inventive, Original
- Conformist, Follower, Unimaginative
- Clingy, Dependent, Needy
- Independent, Survivalist, Loner
- Intimidating, Overbearing, Domineering
- Loving, Friendly, Amiable, Amicable
- Modest, Humble, Meek, Unassuming
- Arrogant, Overconfident, Egotist
- Proud, Vain, Conceited
- Snooty, Snobbish, Haughty
- Indifferent, Apathetic, Lackluster
- Lazy, Lethargic, Sluggish
- Progressive, Liberal, Free Thinking
- Conservative, Traditional, Old-Fashioned
- Easy Going, Laid Back, Relaxed
- Vibrant, Energetic, Enterprising
- Ambitious, Envious, Power-hungry
- Antisocial, Cold, Introverted
- Extroverted, Gregarious, Social
- Disordered, Messy, Slovenly



Quick Start

To create a character for Immortal Legacy, just follow these steps.

1. Choose a *Concept*
2. Choose an *Alignment*
3. Choose a *Motivation*
4. Choose a *Personality*
5. Choose a *Race*
6. Assign 60 points into your *attributes*
7. Assign 25 ranks into your *skills* (don't forget ranks in *weapon styles*, *magic elements*, and *spirit motions*)
8. Spend 15 Expoints on *trumps* and *special powers*
9. Choose *faults* and gain Expoints that can be spent however you'd like
10. Purchase *equipment*
11. Begin play with 3 Fate Points

she want to acquire something? For whom will she acquire it? Is the character protecting someone or something? Is she hiding someone or something? What about revenge? This is an old classic. Hate and Love are very strong concepts. Who or what does the character Love or Hate? If that is too strong, what about Like or Dislike? Does the character have an occupation? Is she happy? What changes would she like to bring about? What impact would she like to have?

Personality

Personality is great for describing how to role play your character. Personality is what your character *is like*. It's a listing of traits that describe your character's behavior and what people might say about her. Personality helps a player get a feel for how to role play the character's actions and reactions, speak as the character, and represent the feel of the character. Choosing a Personality for your character is very simple—just choose at least one of the Personality Traits listed below. The less Traits you choose, the more one dimensional and predictable your character will be. The more you choose, the more dynamic and three dimensional. Choose as many as you like, but keep in mind that it will be more difficult to accurately role play your character if you choose conflicting traits or too many.

Examples

Here are two examples of the above information for some familiar characters.

Jack, the titular character from *Jack and the Beanstalk*. Jack was told to go to the market with a cow and sell it. Instead he came home with magic beans which grew and allowed Jack to find the castle of a giant in the clouds, from whom he stole several things. Ultimately, Jack dispatched said giant. If your character was Jack, you might pick "poor farm boy" as your Concept. For Personality, you might put "Curious, Gullible, Opportunistic." Curious for his desire to in-

vestigate the giant's castle, gullible for being sold magic beans, and opportunistic for taking what he thought was a good haul from the giant. His Motivation might be "To attain wealth." Finally, his Alignment might be "Egoist, Supernatural," for he was a bit selfish taking from someone else and he had enough belief in magic beans to bring them home to his mother instead of cash for the cow.

King Arthur, the legendary British leader. Depending on which book you read or movie you watch, Arthur's character differs a bit. In any case, it is undisputed he was a just, powerful ruler with knights at his command and a drive to protect his domain. If King Arthur was your character, you might choose "destined ruler" as your Concept. His Personality could be "Charismatic, Humble, Responsible," all traits you could see in many depictions of Arthur. For Motivation, you might put "Defend Britain," for surely that was his ultimate goal. Lastly, his Alignment could be "Justice, Faith, Duty," for he was a King that ruled with the law, honored the call of his maker to find the Holy Grail, and served with a sense of duty.

Step II: It's Alive!

After choosing a Concept and completing step one, which is all about who your character is, you can now move on to step two, which deals with what your character can do in the game.

Race

One of the most important choices a player can make about his character is the character's *Race*.

With it comes boons and hindrances as well as a starting place for behavior, appearance, and physical traits. Flip to *Chapter 4: Races* located later in this book for more information on playable races.

Figure 1: (continued)

- Careless, Clumsy, Butter-fingered
- Ordered, Organized, Perfectionist
- Tolerant, Open Minded, Wise
- Ignorant, Prejudiced, Close Minded
- Lustful, Lecherous, Shameless
- Guilt-ridden, Chaste, Abstinent
- Flamboyant, Boisterous, Loud
- Quiet, Reserved, Composed
- Enthusiastic, Excitable, Hyper
- Moral, Ethical, Principled
- Immoral, Amoral, Unprincipled
- Pious, Spiritual, Reverent
- Irreverent, Worldly, Secular
- Cynical, Pessimistic, Bitter
- Practical, Pragmatic, Realistic
- Idealistic, Optimistic, Quixotic
- Lawful, Just
- Chaotic, Corrupt
- Selfish, Miserly, Cheap
- Generous, Gracious, Charitable
- Vindictive, Vengeful, Unforgiving
- Secure, Confident, Sanguine
- Bold, Brave, Audacious
- Timid, Cowardly, Craven
- Shy, Bashful, Easily Embarrassed
- Civil, Polite, Courteous
- Rude, Impatient, Insolent
- Cooperative, Docile, Helpful
- Spiteful, Stubborn, Obstinate
- Martyr, Protective, Selfless
- Love-struck, Foolish, Romantic
- Impetuous, Reckless, Irresponsible
- Complaining, Finicky, Spoiled
- Shifty, Sneaky, Dishonest
- Honorable, Responsible
- Dishonorable, Treacherous, Disloyal
- Loyal, Faithful, Reliable
- Easily Distracted, Absent Minded, Forgetful
- Focused, Determined, Minded
- Curious, Inquisitive, Mischievous
- Paranoid, Suspicious, Neurotic
- Anxious, Nervous, Apprehensive

Attributes

These are your character's core statistics. Every character and creature in *Immortal Legacy* has these twelve *attributes*. They describe your character's natural potential and innate talent. Attributes have ranges from 1–10, with 1 being the lowest possible score and 10 being the highest. Non-human races have maximums that are higher or lower than 10, so it's important to first choose a race.

At character creation, you receive **60** points to divide up between the twelve attributes as you see fit, however your GM might give you more or fewer.

Any attribute with a score of zero means the character is out of commission, one way or another. So, you need a rating of at least "1" in each Attribute. Even then, that's very low. A character with a "1" in Muscle would be near dead and a character with a "1" in Intellect would be near brain-dead. So it might be a good idea to have at least two in everything to start off with.

Below, attributes are categorized into the categories of Physical, Mental, Social, and Spiritual.

Physical

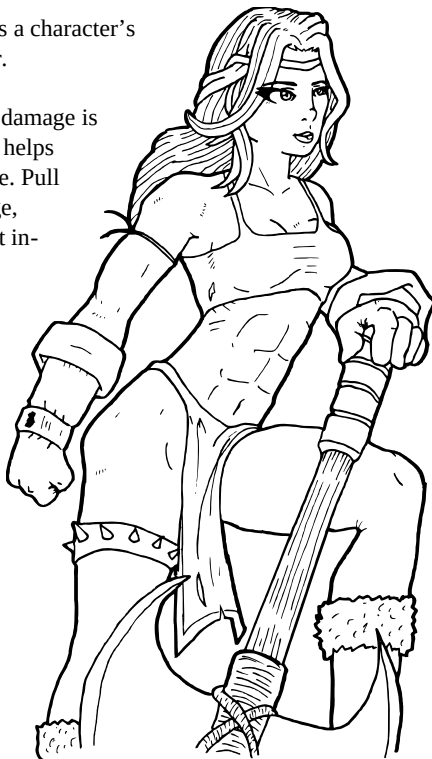
Muscle

"Skorna gripped her battle axe and sneered at the enormous bear in front of her. The beast roared as it stood on its hind legs, towering over her. Skorna couldn't help but smile as she lunged towards the mountain of teeth and fur and buried her weapon in its flank."

This attribute represents a character's raw strength and power.

This affects how much damage is inflicted in combat and helps with tasks of brute force. Pull yourself up from a ledge, hold a door shut against intruders, lift a boulder above your head, or crush your opponents' skulls like little tin cans.

A strong character need not have giant, rippling muscles. One could have above-average strength thanks to genetic experimentation, cybernetic implants, or supernatural powers. A pig-tailed nine-year-old with a Muscle of 8 is a perfectly acceptable and interesting character concept.



A character with a poor Muscle score is a wimp, barely able to carry a backpack, and always need others to open the pickle jar. A character with a good Muscle score is a powerhouse: capable of untold feats of strength including busting down doors, carrying comrades, and tossing enemies.

Some examples of muscular people include weightlifters, furniture movers, and Hercules.

Agility

"The court minstrels played a lively tune at the palace ball. The captain of the guard found a dance partner in Cyrilla, who danced as though the wind itself carried her. When the music stopped, he bowed respectfully and walked away with a smile. She walked away with his coin purse and the keys to the dungeon."

Agility represents a character's physical reflexes and dexterity. In layman's terms, it is how fast and flexible someone is.

This attribute comes into play during combat when dodging obstacles or blows, juggling knives, leaping a chasm, and depriving others of their wallets.

A character who is agile doesn't necessarily have to be small and lithe. A huge character that is fast with sharp reflexes is frightening indeed.



Characters with poor Agility scores are oafs: clumsy, slow, arthritic, and rigid. Characters with good Agility scores move fluidly: they're quick, graceful, and balanced.

Examples of highly agile folks include circus acrobats, contortionists, and cheetahs.

Endurance

"The jungles of Jerothden were like soup; thick, damp, and hot. Drinnin hacked through the brush with a crude blade, blazing a trail for his weary companions. They staggered forward, drenched in sweat and gasping for air. He whistled an upbeat

melody as he plowed onward like a team of oxen.”

Endurance is basically how tough a character is.

There is a big difference between being strong and being fit. A muscular person who is not fit could lift something very heavy, but will tire easily and could not run a marathon. Meanwhile, someone who does not look very strong, but is fit, could keep on running long after the unfit person has become exhausted.



This attribute comes into play by reducing the amount of damage sustained in combat, and when testing to see if one can continue doing something strenuous like treading water or holding one's breath. It can also be a measure of one's pain threshold.

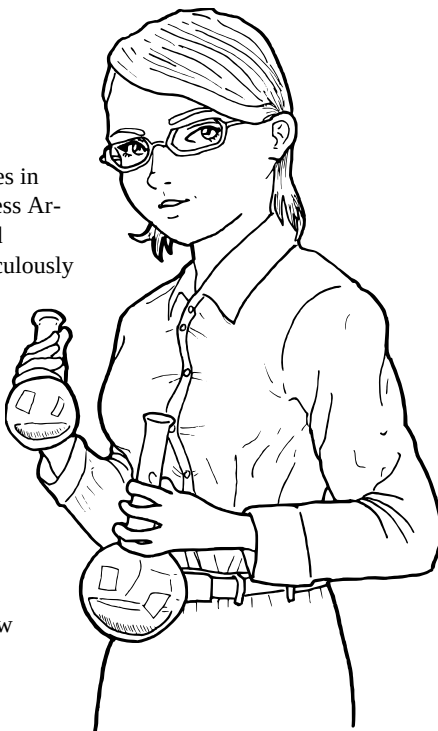
A character with a poor Endurance score is a delicate flower who tires easily, is constantly sick, and always gets nauseated on carnival rides. A character with a good Endurance score has an iron stomach, a high tolerance for pain, and an active immune system.

Some examples of highly enduring people include soccer players, masochists, and Atlas.

Mental

Intellect

“Beneath the light of a brass oil lamp, Lioraine pored over ancient tomes in the vaults of the Congress Arcanum. She had worked through the night, meticulously recording formulae and deductions on sheets of parchment. Finally, Lioraine set down her quill and beamed. The secrets of an ancient ritual were now hers to command.”



Intellect is a character's raw brain power.

Call it IQ, learning curve, or smarts, an intellectual character has an easier time thinking in abstract ways, analyzing data, learning new things, and solving puzzles or mysteries.

Intellect is used to tinker with machinery, perform surgery, and create works of art.

A character with a poor Intellect score is a buffoon for whom learning and problem solving is impossible, and who rarely gets a punchline. A character with a high Intellect score is possessed of an active mind which analyzes situations and information with frightening speed.

Some examples of highly intellectual people include detectives, scientists, artists, and Merlin.

Insight

“Phineas sat in the solar of his manor house with an old friend. They watched a fire crack and pop in the hearth as they exchanged stories. A servant ferried two goblets of wine over to Phineas and his guest. As he was about to enjoy his first sip, Phineas noted an unusual look in his friend's eyes. He tossed the assuredly poisoned goblet aside and withdrew his dagger.”

This attribute is essentially a mix of wisdom, experience, foresight, and empathy.

A character who can do complex calculations in their head may not have the chops to tell when someone is lying to them. Where Intellect is *book smarts*, Insight is *street smarts*.

Insight helps characters understand what others are feeling, planning, or trying to communicate. It also lets characters call on their vast stores of knowledge.

A character with a poor Insight score is a naïve, dense, gullible sap, and is the first in line for a fraud's snake oil. A character with a good Insight score is a fountainhead of wisdom, able to read others like books, and is always the first person friends call for advice.

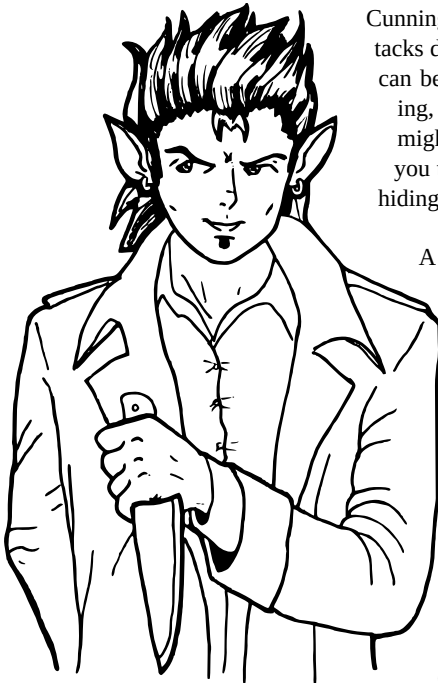
Among Insightful people are numbered bartenders, diplomats, psychologists, and Odin.



Cunning

“Crouched on a thick tree bough, Akare lurked above the forest road, obscured by foliage. He sat motionless, waiting. A pair of soldiers on horseback trotted up the road. Akare wondered to himself if his quarry would be able to deliver any last words before his short swords found them. He smiled to himself, drew his swords, and dropped from the tree.”

Ever hear of a villain in a story who was “cunning”? This means that person could seize opportunities and could decipher how to plot and scheme to make things work.



Cunning helps in aiming attacks during combat. Cunning can be used for hearing, seeing, or finding what others might not. Cunning allows you to leverage all the good hiding places.

A character with a poor Cunning score is oblivious, easily-surprised, and has to stare at those 3D optical illusions for hours. A character with a good Cunning score is a cognitive master who can identify important minutia at a glance, eavesdrop on distant conversations, and never

loses his car keys.

Iago from *Othello* is one of the most cunning characters ever. Also numbered among the cunning are hunters, lawyers, and Loki.

Social

Charm

“With a gentle shake of his spice mill, Tolgo’s preparations were complete. He carried the aromatic bisque to the dining table where the ambassador had been waiting in candlelight. Tolgo laddled a serving into the porcelain bowl before his rosy-cheeked guest. She smiled intimately at him. The quickest way to the heart is through the stomach, which meant those state secrets were as good as his.”

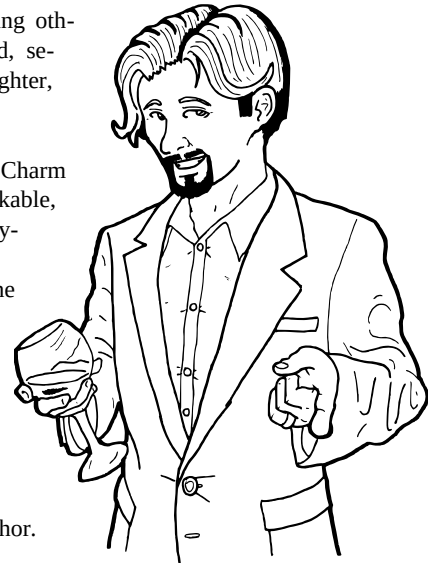
Charm is the measure of a character’s likeability.

If you’re benevolent and charming, you can carouse with the best of them and make good first impressions. If you’re nefarious and charming, you can bribe the pants off a politician and make people offers they can’t refuse.

Charm helps with getting others to follow your lead, seducing the king’s daughter, and herding cats.

A character with a poor Charm score is a real drag: unlikable, bashful, boring, or annoying. Characters with a good Charm score are the life of the party: amicable, sociable, and guiding.

Those with great charm: sterling conversationalists, courtesans, animal trainers, and Hathor.



Presence

“The raucous tavern brawl came to an abrupt end as Celeste raised her voice in song. It rang out melodic and beautiful. Combatants began to relax and put down their makeshift weapons. All eyes turned their gaze to the songstress, whose otherworldly voice drew out a serenity in the hearts of those listening. She took a small bow and breathed a sigh of relief as her spell activated.”

Presence is the measure of how striking a figure you present to the world.

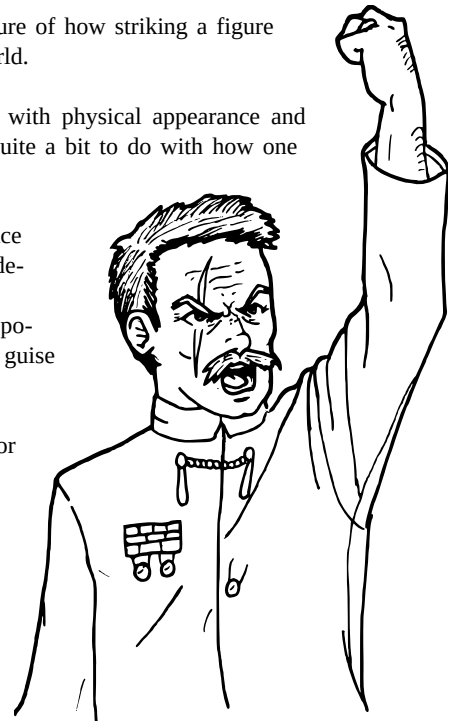
This has a lot to do with physical appearance and body language, but quite a bit to do with how one speaks as well.

Having a good Presence allows a character to deliver flawless performances, intimidate opponents, and assume the guise of another.

A character with a poor Presence score is overlooked, easily-forgettable, completely nonthreatening, and makes a bad public speaker.

A character with a good Presence score is always noticed, always remembered, excels at acting and orating, and brings saloons to screeching halts with a step through the door.

Some examples of folks with a strong presence include models, gladiators, motivational speakers, and Zeus.



Persuasion

“Lagash glanced across the room. His friend was overwhelmed by a pair of armor-clad soldiers—two against one; hardly fair. He put his fingers to his lips and trumpeted a shrill whistle. The soldiers snapped their heads in his direction just in time to see Lagash raising a blatantly obscene gesture. He dug his hooves into the ground and brandished his horns while they charged in his direction.”

Persuasion is, quite simply, the ability to get people to do what you want them to do. This does not necessarily have to do with how one speaks or acts, but encompasses everything about how someone pulls others' strings.

Persuasion comes in handy when trying to haggle for a better price, planting rumors, teasing opponents, or trying to convince the king he'd be better off naming you as heir.

Characters with poor Persuasion scores can't lie to save their lives, rarely get what they want, and fall short at good come-backs. Characters with a good Persuasion score are manipulative and convincing: they make great liars, negotiators, and insult comics.

Persuasive people are those such as politicians, diplomats, con artists, and The Sirens.

Spiritual

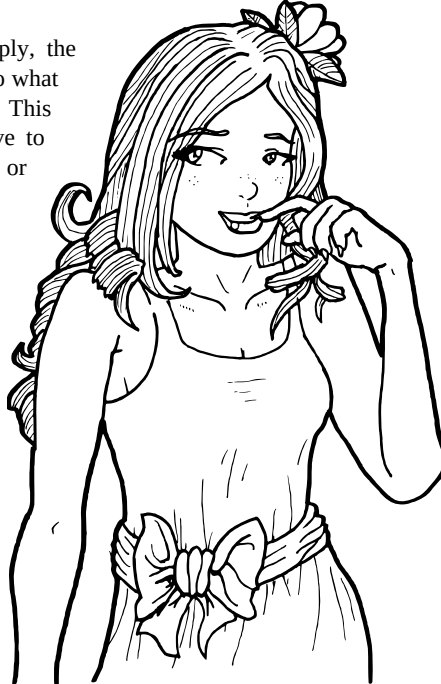
Courage

“It was more mist than creature, and it seemed to ooze from the open sarcophagus. The specter raised spindly digits and its mournful eyes seemed hollow. Gwen didn't run, in fact, her demeanor barely changed. She closed her eyes and recited a silent prayer. Her sword was readied in an instant. To grant such a spirit rest would be a great honor.”

This one is self explanatory. Bravery, valor, morale, guts.

Courage helps in deciding initiative in combat, or if a character can react quickly enough to avoid some nasty pitfall. When a character comes up against something truly frightening or dangerous, their Courage will be tested to keep from running away or being paralyzed with fear. Courage can also help keep a character safe from vile curses and from the attacks of ghostly foes.

Characters with low Courage are cowardly, nervous, trembling shells of human beings, always afraid of what's around the next cor-



ner. A character with a high Courage score is heroic, tenacious, and laughs in the face of certain death.

Some who might be thought courageous are enlisted soldiers, firefighters, exorcists, and Thor.

Psyche

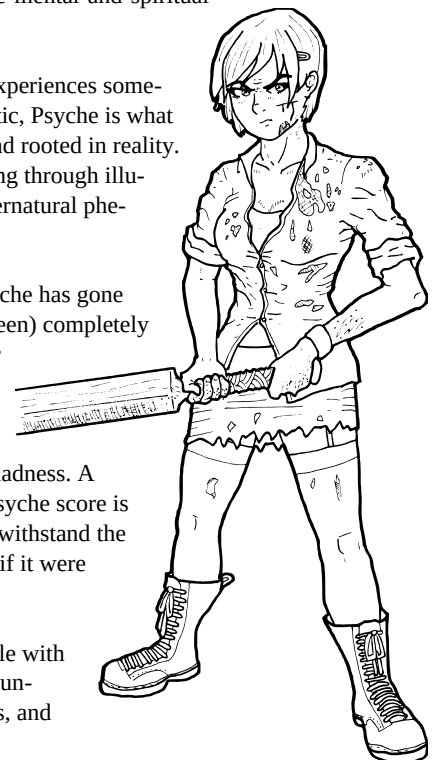
“Brem stood face to face with the eldritch thing from the Deep Worlds. Boy, it was *certainly* weird-looking. His pals writhed around on the floor gibbering some nonsense about the end of days. The creature cocked what passed for a head to the side quizzically, then loosed a maddening howl. Brem snarled, unimpressed, and howled right back.”

Psyche is a term for the mental and spiritual clarity of a character.

Whenever a character experiences something horrific or traumatic, Psyche is what keeps them grounded and rooted in reality. Psyche also aids in seeing through illusions and detecting supernatural phenomenon.

A character with no Psyche has gone (or maybe always has been) completely raving mad. A character with a poor Psyche score is mentally fragile, easily unhinged, and a prime target for madness. A character with a good Psyche score is mentally stable, able to withstand the freaky and unnatural as if it were commonplace.

Some examples of people with high Psyches include counselors, oracles, mediums, and Odysseus.



Self-Control

“A beam of light shot from the end of the sorcerer’s crooked wand and struck Grek with a thud. It was the strangest sensation; he could feel the spell trying to shape his body like clay. With a grimace of effort, Grek flexed his scaly muscles and broke free of the vile magic—he liked his body just the way it was.”

Self-Control represents a character’s spiritual discipline.

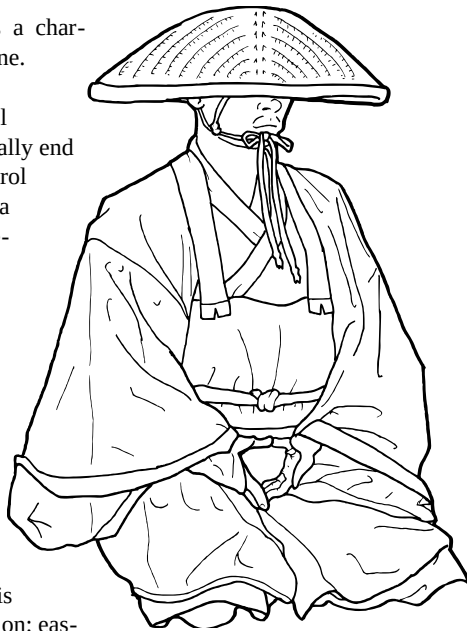
If someone loses control of themselves, they usually end up in trouble. Self-Control may be called on when a character is taunted, presented with temptation, or are trying to “put the gun down” It also aids in resisting supernatural compulsion such as mind control, teleportation, or being turned into a pig.

A character with a low Self-Control score is unable to resist temptation: easily persuaded, addicted, angered, or dominated. A character with a high Self-Control score is a moral powerhouse: calm, behaved, steadfast, and restrained.

Popular self control gurus include anyone who walks on hot coals for fun, ascetics, marital artists, and Ma’at.

Size

A creature’s Size represents its mass and how much space it occu-



pies. The table below lists the Size levels, as well as some typical weights (in pounds), and typical heights (in feet). Size is more about a creature’s mass than its dimensions, therefore there are examples which may fall outside these ranges. In combat, your Size gets subtracted from Attack Rolls and Evasion Rolls. Therefore, a positive number is a penalty and a negative number is a bonus. When creatures of different sizes engage in combat, the smaller one is harder to hit and inversely, the larger one is a bigger target. Your Size is also used to calculate your *Weighted Damage* score, since an attack from a larger creature deals more damage than one from a smaller creature. See *Chapter 10: Combat* for more information about attacks and damage.

You must also apply your Size score to a few skill checks, such as certain uses of Stealth, Perception, and Search. In feats of opposed strength, larger creatures are many times stronger than smaller ones, so certain uses of Might, Grip, and Gymnastics allow larger creatures to add a bonus for each point in Size difference. See *Chapter 5: Skills* for more information about the involvement of Size in various skill checks.

Speed

Speed is a measurement of how many feet per second your character can easily sprint around. The Speed score is generally determined by a creature’s Size. All playable races detailed in this book have a Speed of 10, which is almost 7 miles per hour. You can try to move faster than this by making a Dash check (see *Chapter 5: Skills*).

Health Points

Health Points (or *HP*) are a measure of a character’s very life force. You have a *maximum* number of HP and a *current* number of HP. When you raise your maximum, you become harder to kill (see the *Advancement* section later in this chapter). A creature’s Size determines its starting maximum HP. Most characters begin the game with 30 HP, so long as they’re about human-sized. Smaller characters get fewer; larger characters get more.

Size

Size	HP	Typical Weight	Typical Height	Example
-6	1	0-0.5	0-0.25	Toad, mouse
-5	3	0.5-2	0.25-0.5	Bat, gray squirrel
-4	5	2-10	0.5-1	Human infant, brown rat, cottontail rabbit
-3	10	10-25	1-1.75	Human toddler, falcon, house cat
-2	20	25-50	1.75-3	Lynx, beaver, border collie
-1	25	50-100	3-5	Firna, grey wolf, cheetah
0	30	100-250	5-7	Human adult, mastiff, wild boar
1	35	250-500	7-9	Kulgeri, gorilla, black bear, bull shark
2	40	500-1,000	9-11	Grizzly, tiger, bottlenose dolphin, alligator
3	55	1,000-2,500	11-13	Horse, bison, tiger shark
4	75	2,500-5,000	13-16	Hippopotamus, white rhino, great white shark
5	100	5,000-10,000	16-20	Juren, elephant, stegosaurus, colossal squid
6	200	10,000-25,000	20-25	<i>Tyrannosaurus rex</i> , <i>triceratops</i> , orca
7	350	25,000-50,000	25-30	<i>Apatosaurus louisae</i>
8	675	50,000-100,000	30-40	Sperm whale, humpback whale
9	1250	100,000-250,000	40-60	<i>Argentinosaurus</i> , fin whale
10	2500	250,000-500,000	60-90	<i>Amphicoelias fragillimus</i> , blue whale
11	5000	500,000-1,000,000	90-150	Rampaging radioactive reptilian monsters

Injuries lessen your character's current HP. Rest and healing restore them. When your character's current HP reach zero, they become unconscious. When current HP drops below zero, the character dies. *It's curtains, ya hear? Curtains!*

See both the “Damage” and “Healing” entries in *Chapter 9: Life and Death* for more information.

Step III: I Know Kung Fu!

What good is a role-playing character without nifty skills and powers? Fortunately, in *Immortal Legacy* any trait, proficiency, or ability you want for your character (from picking locks to hurling fireballs to poison immunity) is available for purchase *à la carte*. These abilities come in the form of skills, trumps, and special powers. You can increase your spending budget in return for choosing faults, which help define the character's limitations.

Skills

Skill ranks represent a character's training, experience, and expertise with a given activity. The more ranks in a skill, the better the character gets. Each of the twelve attributes are associated with three skills, meaning there are thirty-six skills to which you can add ranks. There are also three types of advanced skills: weapon styles (for training with a category of weaponry), magic elements (for practice of the arcane), and spirit motions (for manipulating life itself).

At character creation, you receive 25 skill ranks to spread out over your skills. Full write-ups of each skill can be found in *Chapter 5*.

Trumps, Faults, and Special Powers

At character creation, you receive 15 Expoints to purchase trumps and special powers.

Trumps

Trumps can be purchased to customize your character with benefits and bonuses. Some trumps can be purchased multiple times, granting further benefits each time. Trumps are detailed in *Chapter 6*.

Faults

Faults can be chosen to further give your character a personality, and with that come hindrances. Because they cause your character some trouble, faults give you more Expoints to use on other things.

You can use the points from faults to buy attributes (which cost 6 points), skills (which cost 2 points), trumps, or special powers. Faults are detailed in *Chapter 7*.

Special Powers

Special powers are supernatural abilities your character can utilize. Unlike trumps and faults, you purchase special powers in ranks up to a maximum of 5. Each rank brings more powerful abilities. Special powers are detailed in *Chapter 8*.

Action Points

Action Points (or *AP*) represent the number of activities you can perform during your turn in combat. Everything costs AP, from swinging a sword, to launching a spell, to grabbing a monkey out of your pocket. Most everyone starts off with 6 AP. See *Chapter 9: Combat* for more details on AP and its usage.

Magic

With the aid of magic, characters can throw fireballs, breathe underwater, and fly through the skies. Once characters tap into the Sea of Thought (see *Appendix III: Cosmology*), they can learn its wonders by locating or researching magic spells.

Casting Magic Spells

Spellcaster is one of the available special powers. Spells are powered by one or more of the *Twelve Elements*, and can behave a little differently depending on which element is used.

A character has no limit to the number of spells they can learn, but specializing usually makes for a more powerful character at the expense of diversity. The rules of Magic are detailed in *Chapter 13*, and spells are detailed in *Chapter 14*.

Magic Points

Magic spells and abilities are fueled directly by *Magic Points* (or *MP*), which represent the raw pool of magic power available to a character. A character might refer to this as *mana*.

MP is used to power magic, much the same way as gasoline is used to power cars. Every character has an MP score, whether or not they have the ability to cast magic spells.

Characters begin the game with 10 MP. Those capable of casting spells must choose which attribute is tied to their magical talents, and they can add the score of that attribute to their total MP.

For example, if Lioraine chooses Intellect as her Casting Attribute, and she has 8 points in it, she begins the game with 18 MP. See *Chapter 13: Magic* for more information about MP and its usage.

Spirit

By wielding the power of the spirit, characters can perform fantastic feats of strength, speed, or endurance. By performing spirit arts, they can weaponize the very life force within them and seek enlightenment from the Spirit Realm (see *Appendix III: Cosmology*).

Performing Spirit Arts

Spirit Artist is one of the available special powers. Spirit arts are divided into one of the *Five Ways* based on their purpose or function. Each of the Five Ways has a positive aspect and a negative aspect. These ten aspects are referred to as “*spirit motions*.” Your character can learn as many spirit arts as you desire. The rules of Spirit are detailed in *Chapter 16*, and spirit arts are detailed in *Chapter 17*.

Spirit Points

Spirit Points (or *SP*), are the inner reserve of supernatural power that is inherent in every being. A character might refer to this as *qi*.

SP are harnessed through meditation and self awareness. They are used to enable great feats of strength and bravado, and to defy what is thought normally possible.

Characters begin the game with 10 SP. Those capable of wielding spirit power (by taking the *Spirit Artist* special power) can add their Self-Control score to their total SP.

For instance, if Bram has the *Spirit Artist* special power, and he has 6 points in Self-Control, he begins the game with 16 SP.

Step IV: Done and Done

Now there are just a few finishing touches to be made regarding your new character.

Description

The spaces marked *Sexuality*, *Age*, *Weight*, *Height*, *Hair*, *Eyes*, and *Skin*, are there for you to fill in a little bit about what your character looks like. Some players also enjoy coming up with detailed descriptions of clothes, scars, tattoos, and so on. Your character can be as simple as you like, but the more time you spend on rounding her out, the more realized she will be.

Name

Some players start with a name, other players end with one. However you do it, you will need to come up with a name for your new character. And do try and make it appropriate to the setting and maturity level of your gaming group, okay? *Grumblebutt the Gaseous* might be a little silly, while *Joe the Blacksmith* doesn't have much flair.

Inventory and Wealth

Brains, brawn, and bravado might not cut the monstrous mustard by themselves, hero. Sometimes the difference between an early grave and eternal glory is what kind of gadgets and gear your characters have on them. This is where you write down all the things you buy, find, or maybe even steal. See *Chapter 11: Equipment* for all the goodies you can acquire.

Filling in the Gaps

If there are things on your character sheet that are not yet filled in (possibly in the *Attack* and *Defense* sections), don't despair. The chapters which follow will give you more detailed information regarding the game rules and you will be able to fill those empty boxes in.

Advancement

As game time passes, you may feel the need to beef up your character. It also makes perfect sense in-game—a soldier would spend time working out to bolster his Muscle, a monk spends his life attempting to refine his Self-Control.

Expoints

The previous chapter explained that characters progress through the story and gain experience, represented in this game as *Expoints*.

Your character sheet has an entry for *Expoints Earned* and *Expoints Spent*. Add the Expoints awarded to you by the GM to the *Expoints Earned* box at the end of every session. Once you've decided how to invest your Expoints, add them to the *Expoints Spent* box and revel in your newfound abilities.

Spend Them!

You can spend your awarded Expoints to increase your statistics and augment almost anything about your character.

Attributes

Adding a point to an attribute costs 6 Expoints.

Skills

Adding a rank to a skill costs 2 Expoints.

Trumps

You can spend Expoints to gain a new trump.

Special Powers

You can spend Expoints to gain new special powers or to upgrade existing ones.

Health Points

The *Tempered* trump allows you to increase your maximum HP.

Action Points

The *Nimble Combatant* trump allows you increase your AP.

Magic Points

The *Mystic* trump allows you to increase your MP.

Spirit Points

The *Enlightened* trump allows you to increase your SP.

4. RACES



here exists a world where ordinary people seek grand adventures, where powerful magic sculpts fate, and where whole empires crumble under the march of time. This realm of *Immortal Legacy* is known to its citizens as Halestia. The lives of the people who call these lands home are inescapably intertwined.

Think about some of the coolest stories you've ever experienced. Chances are, they contained characters which were strange and unusual, especially in appearance. Since role-playing allows us the opportunity to revel in a character quite unlike ourselves, what could be better than to thrive under the guise of something completely non-human? This chapter describes all the weird and interesting beings that populate the world of *Immortal Legacy* and how playing one of these creatures affects the game. Each of these beings belongs to a **Race**, or a population of similar beings.

When you construct your character concept as detailed in chapter two, certain personality types mesh well with some of the races below. For example, your concept might be stoic bodyguard, which would be very well-suited to a human or evengar, but would probably be difficult (yet not impossible) for a firna. Do not let the behavioral or physical specifics of a race limit your character concept. This game encourages creativity, and some members of races deviate from their norm, often making the most interesting characters. That being said, each race has common cultural values and personality quirks which are shared by most members of that race, so if you are struggling with Personality and Motivation, reading the entry for each race may help you make up your mind.

The racial descriptions below give the game statistics for the different races of the setting.

Physiology

This is a brief account of the race's lifespan, height, weight, and notable anatomy.

Size

This section details the typical height and weight for the race. All races below will specify that they have a Size number. See the Life and Death chapter for a comparison of Sizes and how they affect a character.

Appearance

This is a physical description of a common member of the race.

Personality

This is a description of the behavior and tendencies of the race.

Habitat

This is a description of the common dwelling place or locale of a common member of the race.

Diet

This section details the usual things ingested by the members of the race.

Society

This is a description of the social structure and order (if any) of a race.

Language

This is a description of the unique language belonging to the race, if any.

Relations

This section tells how members of the race typically get along with other races and organizations.

Occupations

This section details which professional pursuits a given member of the race might enjoy.

Combat

This section gives an overview of how this race engages in battle, as well as what types of weapons and spells they prefer.

Motivations

If a member of the race were to leave his or her brethren and lead a life of high adventure, this describes why he or she might do that.

Attribute Limits

This details the natural limits of Ability Scores a race is allowed (10 for humans). To put more points in this Ability than your Attribute Limits would allow, your character must buy the Supernatural Attribute Trump, as detailed in the Trumps chapter. Magic spells and items can temporarily raise this score above its normal level, as well.

Powers

This details any inherent skills, techniques, or powers the race can use.

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Apsarava

In the ancient past, *Deniss the Beautiful* crafted the **apsarava** (singular: *apsarava*, adjectival: *apsaravan*) from fire and blood. They were forged to be passionate, sensual, clever, and persuasive. In return for their worship, she taught them to forge bronze, and so they dominated the early world. Although thousands of years have passed since the fall of the Sorcerer Lord and his Dominion of Nivorios, the dreadful memory of his reign still lingers.

Physiology

Apsarava naturally exude pheromones and other secretions far better than any perfume. They're simply attractive, chemically speaking. Apsarava are similar to humans in build, but their skin is only found in blues and violets. Their hair is naturally dark black or deep purple. They have slightly pointed ears, and their eyes are warm-colored: red, orange, amber, or gold. Apsarava are very similar to humans in lifespan and age of adolescence. An apsarava begins maturing around age 13 and is considered an adult by 17. They keep death at bay about 80 years on average, but some live to see 100 years or more.

Apsarava are able to reproduce with humans as well as vidari. Whichever race mothers the child is the deciding factor in the race of the offspring. A female apsarava who mates with a male vidara conceives an apsaravan child whose natural lifespan is doubled. A female vidara who mates with an apsarava male conceives a vidara child whose natural lifespan is halved. Humans and apsarava have similar lifespans. Tell-tale signs of mixed heritage could include height, ear shape, and hair, eye, and skin color.

Size

The apsarava are about the same height and weight as humans, which makes them Size 0.

Appearance

Apsarava are often found wearing bright colors, intricate patterns, and comfortable silky clothing. Many apsarava wear jewelry made of dark stones like amethyst or onyx set in precious metals. Apsarava are proud of their appearance and tend to keep healthy and adorn themselves with fine clothes and jewelry. Some apsarava lean closer to vanity than pride, and enjoy being found in the most expensive attire.

Outfits to draw the eye are not always practical. Thankfully, the apsarava have a dexterous mind and a gentle touch, meaning they can

sneak and hide better than most. These stealthy apsarava might (not) be found wearing predominantly black and grey clothing.

Personality

Apsarava are very clever and stealthy. The immortal Deniss holds dominion over lust and betrayal, and so true to their maker, apsarava tend to seek out pleasure and generally lack commitment. They're also seasoned liars and actors. Being creatures of passion, apsarava can be rash, judgmental, vengeful, and quick to anger, but they can

also be quick to forgive and frequently give in to their desires.

They seek out the pleasures that life has to offer, but most apsarava look down on addiction to specific vices. An apsarava won't be found hogging all the fun; they're often excited to share joy with their friends—"Oh, man. You've gotta try this!"

Habitat

An apsarava will surround himself with anything he enjoys: comfortable furnishings, attractive pieces of art, delicious food and drink. They take to city life well, and given the means, tend to build and decorate their homes to impress the eye. Apsarava who prefer to reside far from the busyness of cities dream of cozy villas in scenic locations, stocked with any niceties they can collect.

Diet

Going hand-in-hand with their pursuit of the pleasures in life, apsarava delight in seasoned and flavorful food. They enjoy dishes with hot spices or zesty herbs, which are often way too powerful for others. An apsarava usually partakes of five or six small daily meals.

Society

Apsarava in the present age claim no homeland, as if to distance themselves from the atrocities of the distant past. With the exception of the two evengaran city-states, apsarava have taken up residence across the world. Many an apsarava takes to a life of traveling from place to place, stimulating their senses with the pleasures of what may lie there.

Apsarava generally subscribe to a life of ethical hedonism. Most strive first and foremost to keep themselves and the ones they love happy. Apsarava will take lovers, but they rarely marry, given a general skepticism of monogamy, and that many lack a permanent residence. When they do, it's usually with another race, as it's rare to find two apsarava capable of deep, committed love. The apsarava



are considered to be keenly in touch with their sexuality; they're more adventurous and liberated under the covers than others. Some even find a spiritual enlightenment in the pleasures of the flesh.

When it comes to parenting, apsarava generally uphold two schools of thought: "it's not my problem" or "hey, kid, let's go!" When given the choice, an apsarava prefers to observe a death by funeral pyre, or burial at sea; whichever causes the least pain, the smallest debt, and is most easily performed.

Language

Old Apsaravan may have been the *lingua franca* ten or twelve thousand years ago, but it's extremely rare today. Old Apsaravan is written in its own alphabet, which is a cursive script. The spoken language is smooth and soft. Only very old writings and very old places would have any trace of it.

Relations

Apsarava make great traveling companions, but the morally pious may find fault with their mantra of hedonism. Relationships with evengar are usually out of the question—the apsarava see the evengar as rigid, hateful, and arrogant, and the evengar view the apsarava as immoral lechers without honor—but in some circumstances friendships have come to take root between the two. Apsarava can get along very well with most other races, but tend to see kulgeris as unfeeling. Firnoy won't play cards with apsarava because their poker face is unbeatable.

Occupations

The apsarava want nothing more in life than to be happy and make others happy. As a result, they make *excellent* company, so in line with this, apsarava are natural courtesans, ambassadors, and entertainers. An apsarava's keen mind and stealthiness would make him a perfect assassin, spy, scout, or ranger. In fact, many apsarava fill the ranks of the Band of the Fox and the Shadow Talons.

Combat

Once upon a time, the world was dominated by apsarava who had just mastered the forge, and their mastery has only strengthened since. Apsaravan weaponry is elegant, precise, balanced, and durable. They prefer slashing and piercing weapons. The life of a soldier or mercenary comes naturally to travel-hungry apsarava. While they make skilled archers or marksmen, many apsarava prefer to leave the ranged combat to sorcerers, and fight their enemies in melee. After all, the dance of battle is so intimate. Apsarava possess a glib tongue and many dabble in Compulsions and Illusions.

Motivations

Motivations for an apsarava could include something lofty and grand (defeating an evengar army, finding ancient magic in the Castle Shyvyr) or simple (finding acceptance, locating your lost father).

Attribute Limits

Muscle:	8	Cunning:	12
Persuasion:	12	Self-Control:	8

Powers

- **Veil of Shadow** – If you can count on anybody to win *Hide and Seek*, it's an apsarava, for they gain a +2 bonus to Stealth checks.
- **Born to Shag** – The apsarava are downright enticing—thanks to pheromones and other chemical secretions. They're solid flirts, bribers, and tempters. They receive a +3 bonus to Seduce checks.
- **Through Their Teeth** – Apsarava possess an extraordinary ability to fib convincingly because they don't exhibit any of the typical physiological responses when lying. They receive a +2 bonus to Bluff checks.

Societal Powers: Choose **one** of the following.

- **To Thine Own Self Be True** – The apsarava delight in rich stimulation of the senses, and so they can pick out false sensory input pretty easily. They receive a +2 bonus to Lucidity checks.
- **Some Like It Hot** – As the first race to harness the power of the forge, apsarava have always been fantastic at smithing. They receive a +2 bonus to Craft checks when a kiln or forge is involved.
- **Cunning Linguists** – Commonly found moving from place to place enjoying life's pleasures, the apsarava are likely to know how to chat with the locals. They receive a +2 bonus to Translate checks.

Doivarken

Children's bedtime stories tell many things of the merciless **doivarken** (singular: *doivarken*, adjectival: *doivarki*). That they are a vile, ghastly, and bloodthirsty race who prey on sentient life. That they were a nightmare of Morrak's, brought to life from the realm of madness. That they abduct lost children and devour them in their underground lairs. That they wordlessly speak insanities to your mind. All of these things are true.

Physiology

The doivarken are unsettling to behold. They have no eyes at all, but a network of small pores across their face which are sensitive enough to recognize the body heat and neural electricity of nearby creatures. These organs are so sensitive that they can communicate telepathically with any nearby intelligent creature. They have large, veiny ears, and an upturned nose with two huge slits, like a pig or a bat. Their mouth is very wide, and full of long, pointed teeth. Doivarki skin is hairless, pale, and translucent. They have two sets of arms. One set is very close to the body; small, four-fingered, and amphibian-like. The second set actually forms huge membranous wings, each digit ending in a claw. They walk on the balls of sizable feet, and each toe bears a large talon. Their feet are sensitive and can register vibrations. Most doivarken are gaunt and atrophied, making flight impossible, so their wings are usually used to hold squirming prey while it feeds.

Their species has no sexual distinction, all doivarken reproduce asexually. Once every ten years, they are capable of producing a worm-like larva that they insert into a humanoid's skull, usually through the nose. The larva takes control of the body, and gradually begins consuming and repurposing the flesh of the host. A comatose host will transform into a full adult doivarken within a month. Doivarki lifespan is typically only 50 years.

Size

Doivarken are slightly taller than humans: they're on average around 6 feet tall. Because of their build, they tend to weigh slightly less than average for a human of the same height. Their Size score is 0.

Appearance

Doivarken tend to repurpose the belongings of creatures they abduct. Doivarki clothing and armor is patchwork and mismatched, as they tend to fight over the loot gained from the hunt. They have no use for visual stimulation, and regard things like jewelry as useless. They don't wear any shoes or headgear; both would interfere with their senses. Doivarken in colder climates will save the pelts of animals for warmth, but would rather die from exposure than hunger, so in a pinch they might even eat their cloaks.

Personality

The doivarken feel no remorse, sympathy, or affection. All they feel is hunger... and malice. They do not think themselves more intelligent than the creatures on which they dine, simply higher on the food chain. Doivarken are callous, manipulative, sadistic, vengeful, conceited, and unpredictable. They're utilitarian and opportunistic, and so make decisions which will directly benefit themselves.

Habitat

Sunlight is actually harmful to doivarken, and so they often live in caverns, and emerge at night to hunt. Doivarken don't build their own structures—too much work, but they're happy to take up residence in an abandoned building, anywhere that they can shut the light out. They tend to prefer very natural beds, such as moss and soft earth. Doivarki lairs are full of clutter. They tend to hang onto objects recovered from their prey in case they might be useful in the future. These objects are very meticulously organized and arranged.

Diet

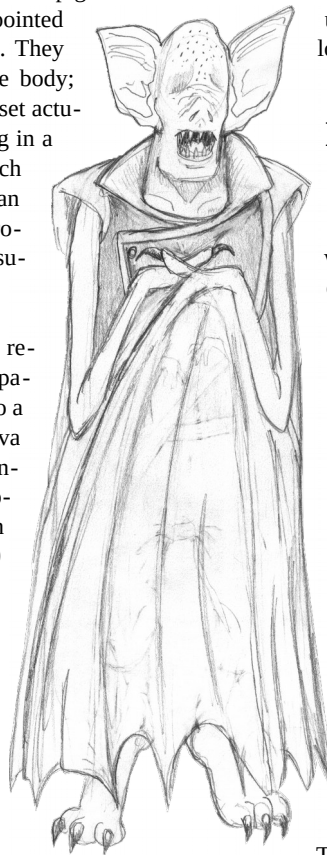
Doivarken are exclusively carnivores, and they vastly prefer consuming the flesh of intelligent creatures, but will settle for any meat when hunger sets in. They will only begin to eat a creature if it lives. Their teeth and digestive system support eating all parts of a creature: flesh, bone, fur, and all, whether the creature is diseased or healthy. Their bellies distend after a good meal and they exhibit a sort of meat intoxication. In addition to dining on living tissue, doivarken are known to enjoy all sorts of psychoactive substances, including alcohol, narcotics, and hallucinogens.

Society

Amongst doivarken, it's everyone for themselves. Law is irrelevant. Doivarken tend to only cooperate when forced to do so by someone strong (whether doivarki or otherwise), and even then, these loose alliances only last as long as it takes for someone to overthrow (likely eat) the one in charge. Doivarken keep no traditions and celebrate every warm meal.

The only real assurance about doivarken behavior is that a parent will rigorously instruct its progeny about anything it knows for up to five years before they part ways, and at that point, "you're on your own, kid."

Doivarken adore magic, and will attempt to experiment with the arcane frequently. Being naturally blind, they cannot read and have no use for writing, so sorcery is largely self-taught. Doivarken sometimes use magic to dominate and enslave particularly useful creatures, for instance as body guards, servants, or hunters. Slaves can also be used for refreshment, as a doivarken can safely drain a pint of blood from an enslaved creature every six weeks.



Language

Doivarken have no spoken language, and they communicate exclusively with telepathy. Creatures who have heard a doivarken speak to their mind described the language as gibberish. It would be basically impossible to duplicate the sounds in audible speech. Doivarken are able to learn additional languages to use telepathically, and often times this knowledge comes from enslaved creatures.

Relations

No creature in its right mind would think it could befriend a doivarken, if it believes that they even *exist!* However, particularly nefarious or callous people might see no problem with cooperating with, or even commanding one, given its obedience. To a doivarken, everyone is potentially a meal.

Occupations

Doivarken are almost always spellcasters. It's not uncommon to also find herbalists, apothecaries, and chemists among them. Doivarken have no use for money, really, since you'd find almost no one who would willingly do business with them, so any occupation is going to be a means to an end to procure warm bodies. You can find doivarken in the ranks of the Blades of Morrak who deem the Immortal of madness to be more deserving of a blood offering than themselves.

Combat

Doivarken favor stealth and cunning over brawn. Therefore, it's much more likely that they'll lay a trap for opponents rather than engaging them in melee combat. Their chaotic minds make the way of the martial artist difficult or impossible, although most are pretty good at grabbing creatures while they chow down. Since doivarken are almost always spellcasters, it's rare to find one who prefers weapons over a volley of spells, but when push comes to shove, a doivarken sticks to tooth and claw. Doivarken on the battlefield are basically unheard of, since most wars are fought during the daytime, and it would take a considerable leader to organize a sizable number of doivarken were they to fight after sundown.

Motivations

It's no secret the driving force behind a doivarken is to fill its belly. Good motivations for a doivarken: finding an excellent food source, destroy the competition, or locate secret magic to expand its arsenal. It might even just delight in spreading chaos and insanity in its wake.

Attribute Limits

Presence:	8	Psyche:	12
Persuasion:	12	Self-Control:	8

Powers

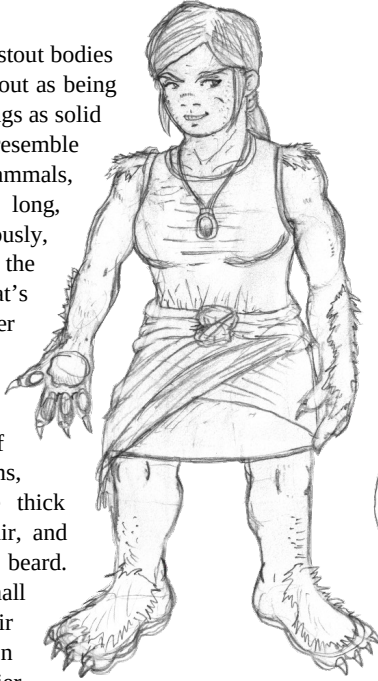
- **Carnivore** – Doivarken have a mouth full of pointy, razor-sharp teeth. Their bite attack deals 2 Harm, takes 3 AP, and uses the Hand-to-hand skill.
- **Sunburn** – Sunlight is *poisonous* to the nocturnal doivarken. If they're outdoors with any skin exposed while the sun is up, every minute they must make a Stamina check at DL 20 or move down the Knockout Track. Once unconscious, they gain the *poisoned* condition. *Doivarki Sun Poisoning* is considered a Level One poison, so they suffer 1 point of damage every round. The only antidote is darkness.
- **Telepathy** – The doivarken speak without words. They can communicate using any language they know, directly to another intelligent creature's mind, at will, without any possibility of eavesdropping. This ability is limited to a range of 10 feet for every point of Psyche.
- **Land of the Blind** – Doivarken permanently gain the *blinded* condition, which renders them immune to any effect that requires sight, such as Flare. Even though they lack eyes, doivarken can "see" perfectly well even in complete darkness by using their hearing, scent, and heat sensory systems.
- **Ravenous** – If a doivarken feasts upon a living creature, it can consume its very life force. When it lands a bite attack and deals damage, it can heal its own HP for the same amount by spending 1 MP.
- **Chaos Made Flesh** – Originally hailing from a swirling realm of pandemonium in the Deep Worlds, the doivarken can steel themselves from mutative magic. They receive a +2 bonus on Resilience checks.

Evengar

Legend holds that the **evengar** (singular: *evengar*, adjectival: *evengaran*) were hewn from mountain stone by *Krendar the Defender*. Utilizing their innate connection with earth and rock, they carved out two massive city-states from under and above the mountains, Thoindyn and Disdarban, which remain to this day. Like the stone from which they were made, evengar are stubborn, resolute, persistent, and steadfast.

Physiology

The evengar are marked by stout bodies and tough skin which they tout as being leftovers from their beginnings as solid rock. Their hands and feet resemble the paws of burrowing mammals, with leathery pads, and long, tough claws. Most famously, evengar are hairier than the other races, with hair that's coarse and bristly like badger fur, usually in black, brown, or red. Evengar have especially thick patches of hair on top of their hands, feet, forearms, and shoulders. They have thick eyebrows, copious body hair, and males grow a short, bushy beard. Their eyes are typically small and colored brown, and their noses are flat and round. In addition, they have pointier teeth than humans. An evengar begins maturing around 20 years of age and is considered an adult by the time he reaches 30. They live for several human lifetimes; many evengar reach the age of 200, but some have lived as long as 300 years.



Size

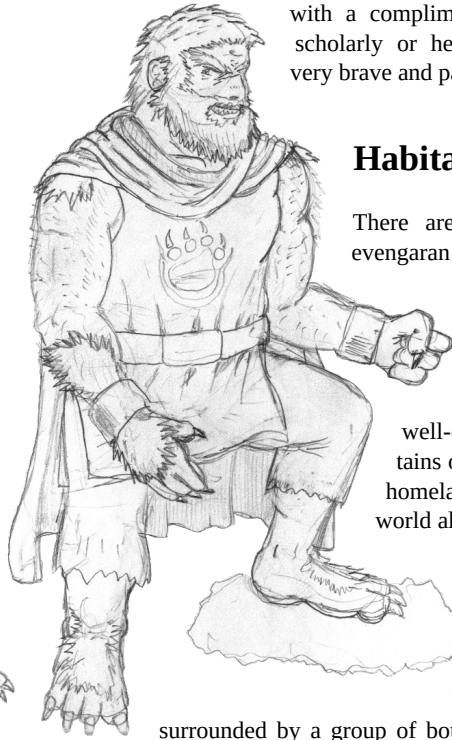
Evengar are generally shorter than humans; they tend to stand between 4' and 5' tall. Despite their height, they're naturally muscular, and weigh in around 150 to 200 pounds. Their Size score is 0.

Appearance

Evengar can be found wearing tunics made of leather or sturdy cloth. Women sometimes wear dresses. Adventurers are found in chain mail or heavy armor under a surcoat. Evengar will adorn themselves with bracelets, rings, amulets, and earrings crafted of the fine rocks and metals that they mine. They don't wear shoes as their feet are tough enough to withstand the most rugged terrain.

Personality

As mentioned above, evengar are stubborn and resolute, but also loyal and persistent. They are famously known as a warrior race, concerned with bravery, honor, and glory in battle. Evengar value friendships and family, but are cautious and suspicious around strangers. They can be quick to anger and slow to forgiveness. Evengar are boastful and proud, but rarely lie, and all evengar can point out another's good points along with the bad (in fact, many evengar make it a practice to give an insult along with a compliment). Evengar are not often scholarly or headsmart, but they are often very brave and patient.



Habitat

There are two massive subterranean evengaran city-states, Disdarban and Thoindyn. Many evengar make their homes here among the ancient halls of stone. Other evengar take up residence on the surface in well-crafted homes in the mountains or hills. Still others leave their homeland to live throughout the world alongside other races.

Evengar homes are usually entirely carved out of rock and earth. Those on the surface are usually built into the side of a cliff or surrounded by a group of boulders. Humans describe surface evengar homes as extremely well-made but a little uncomfortable, and they regard the evengaran homeland as awe inspiring and majestic.

Diet

Given their preferred habitat of on top of the mountains or under them, evengar do not usually perform much farming. Instead, they are known to relish the cheese and meat of mountain goats, as well as things they can grow in the ground: potatoes, carrots, radishes, and the like. The evengar are famously known to craft dishes using subterranean insects and worms; they take pride that their very diet makes "cowardly races" ill at the sight. The evengar are excellent brewers and distillers, renowned for their tasty ales and spirits.

Society

The eldest of their race earn seats on the Council of Stone: the advisors to the king and a legislature with limited powers. Ultimately, evengar are led by the Evengar King, currently Khimzal the Brave, who takes up residence in Disdarban. Evengar maintain a deep-rooted code of honor and deal out harsh criminal punishment to those who sully their family name with dishonor.

The evengar celebrate births by presenting the child at a feast held in a massive stone hall. They regard the coming of a child as something the Immortals have mined from eternity. Evengar mate for life and have a strong sense of familial loyalty. They celebrate marriages with gifts to the happy couple in the form of weapons, jewelry, and other things their friends and family have crafted by hand. Evengar see death as a natural occurrence, and embrace it with reverence as a chance to reunite with the stone from which they came. Evengaran funerals are respectful occasions where the deceased is entombed in a family crypt of stone.

Language

The Evengaran language is harsh and intimidating. Their writing system uses runic characters which represent consonant–vowel pairs. The language has a simple but strict grammar. Other races who travel or trade tend to pick up a little Evengaran.

Relations

Evengar get along well with humans and relate to the firnoy’s enjoyment of good food and drink. Evengar mostly see vidari as flighty and fragile. They regard the apsarava as vulgar and without inhibition. It’s been many centuries since the evengar and apsarava were in open war, but the former are always itching for a good fight. They find the shou and the kulgeris to be formidable opponents or allies, and greatly respect the strength and battle prowess of both races. They respect the wisdom, patience, and work ethic of maghashi, but think they’re a bit cowardly. As for jurens, evengar find their unbending pacifism to be laughable, but they know not to pick a fight with one.

Occupations

Dig, build, and carve: these are the most frequent skills an evengar possesses. Many evengar belong to a working or merchant class. Great occupations for an evengar would include engineer, sculptor, smith, jeweler, or miner. Other jobs an evengar might consider include brewer, bodyguard, or guide.

Combat

Evengar are combative adepts and make great warriors or even earth mages. They tend to fight with the tools of their trade: hammers, picks, axes, or their bare claws. Evengar are relentless in battle, relying on bravery and durability to crush their enemies. They wait for the right moment and then give it all they have. To die a glorious death in the tide of war would honor your family name for eons to come.

Motivations

Excellent motivations for an evengar would include creating a magnum opus (their life’s work), studying under a great artist or artisan, finding distant family, or simply protecting the ones closest to them.

Attribute Limits

Endurance:	12	Intellect:	8
Agility:	8	Courage:	12

Powers

- **Tunnel Vision** – Evengar have developed sight in pitch darkness after generations of mining underground. They can see perfectly well even in the absence of light.
- **Landscapers** – Evengar have clawed hands useful for digging: they receive a +1 bonus on Might checks to dig with their bare hands. They also can use these claws as a weapon. Evengar Claws cause 2 Harm, take 3 AP, and use the Hand-to-hand skill.
- **Well Grounded** – Evengar have a connection to the earth—literally. Their tough feet, paw pads, and claws allow them to traverse difficult terrain at their normal speed; they are immune to the *hampered* condition if caused by terrain.

Origin Powers. Choose **one** of the following.

- **Dungeon Delvers** – It’s a piece of cake for an evengar to find their way out of an underground dwelling. They receive a +2 bonus on Search to navigate when underground.
- **Highlanders** – Life is tough up in the mountains and they work hard at it. Evengar receive a +2 bonus on Stamina to resist exhaustion.

Societal Powers. Choose **one** of the following.

- **Crafty** – When evengar feel their creative itch, and they sit down to create or repair an object (be it a sculpture, a weapon, a piece of jewelry, or something similar), they receive a +2 bonus on the Craft check.
- **Moral Compass** – Evengar place their honor above most everything and keep their impulses in check. They receive a +2 bonus to Virtue. “Nah, I’m good.”
- **Warrior Race** – Yes, it is a very good day to die. Evengar are ready to go in guns blazing. They receive a +1 bonus to Intimide and Taunt.

Firnoy

Legend holds that in a divine fluke, the **firnoy** (singular: *firna*, adjectival: *firnic*) were created by *Zif the Father of Chance*. Like their maker, they put a great deal of faith in luck. Firnoy are amiable creatures and enjoy celebrations, good food and drink, jokes, and friendships.

Physiology

They've got bright eyes and slightly pointed ears. Most firnoy are crowned with curly hair. Hair and eye color as well as skin tone range greatly in firnoy by region. The bodies of firnoy are covered with short fur. Humans describe them as "fuzzy" like a peach. They have a prehensile tail which grows to be as long as they are tall, and as strong as any other limb. A *firna* starts to come of age around 20 and is considered an adult by 25. Firnoy typically live just slightly longer than humans. Their lifespan averages about 100 years, but the oldest was said to have cheated death for 140.

Size

Firnoy are *right* short, usually 3' to 4' tall, and on average weigh 50 to 70 lbs. A *firna* is considered Size -1.

Because of their small stature, firnoy cannot ride horses effectively (though ponies or donkeys serve just fine).

Appearance

Plenty of firnoy prefer simple and functional clothes and footwear, but others love their jewels and finery. It's rare to find a firnoy without a hat while performing their livelihood. Travelers employ cloaks of wool or cotton to resist the elements, and lots of firnoy prefer to hold a parasol with their tails.

Personality

Few love a good laugh as much as a *firna*. Practical jokes are a widespread tradition and firnoy enjoy being on either end of one. In this arena, most firnoy prefer harmless mischief to outright cruelty. Firnoy have an insatiable curiosity that lands them in trouble. It only worsens with age, which is why firnoy youths view their elders as busybodies and gossips. Firnoy are excitable and speak quickly when their interest is piqued. Their small stature and simple demeanor make them less noticeable in a crowd than a human, but in close conversation, most people tend to find them endearing. The

majority of firnoy are optimists and make a point to look on the bright side.

Most firnoy are collectors; they love pocketing small trinkets and keepsakes, some even do it legally. Pretty much all of them have some useless object tucked away at home because of a story that goes with it, or a potentially important object they can't bear to throw away until they remember why they held onto it. Firnoy don't mind lost items due to the belief that either "it'll turn up" or "we'll just find another one." Because of this, firnoy love to gamble, and will wager bets on anything convenient.

- "I'll bet ya sixpence the sun don't go down today."
- "You're on!"

Habitat

Firnoy live in cozy wooden and earth cottages grouped into villages, small towns, or neighborhoods in big cities. Because of their size, homes built by the firnoy are quite small, so larger folks have a tough time moving in. Most are happy with a comfortable place to hang their hat and put up their feet, the ability to enjoy a conversation and a meal before bed, and a warm blanket at night.

Diet

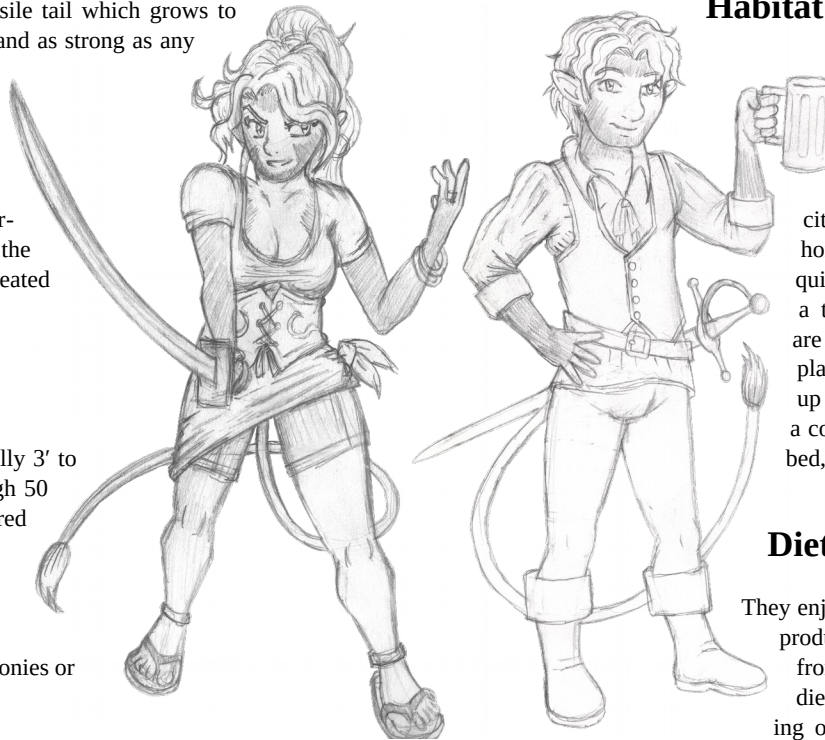
They enjoy fine foods they either produce themselves or discover from other races. Firnoy have a diet similar to humans, consisting of produce, grain, and meats.

They are also excellent beekeepers and bottle the sweetest honey and can produce smooth, rich meads.

Society

Firnoy are scattered throughout the world, and while there may be small settlements occupied entirely by firnoy, there aren't any nations ruled by them. Most are too preoccupied with curiosities to worry about mundane tasks like the governing of nations. That said, *firnic* towns are generally run by an elected mayor or a local council.

Since firnoy will party at the drop of the hat, the momentous occasions in life are especially good reasons for a crapulous celebration. Firnoy have a *Welcoming* for the birth of a new child, giant wedding feasts wherein the entire village or town is invited, and a *Departing* wake for the deceased. Firnoy usually mate for life and bear an average of 3 children.



Language

Firnoy have no racial language of their own, so they speak the languages of the regions where they live. They do, however, come up with the most bizarre slang words. Sometimes a firma will invent a word as a practical joke to see how many people will carry it on. Daggers referred to as *pig stickers*, and big fists referred to as *festival hams* are some examples of their work.

Relations

Firnoy will sometimes travel in small groups of close friends, but occasionally tag along individually with a group of “bigger folk.” Due in part to their happy-go-lucky demeanor, firnoy can get along well with any of the races. Some humans or apsarava find firnoy annoying, laughable, or dismissable, but others realize what a boon they can be, or at least amusing comrades. Vidari think of firnoy as helpful, charming, and full of life. Evengar—themselves standing just slightly taller than firnoy—have no problem with the “wee fellas,” but some may find them rash. Firnoy and kulgeris have few things in common, and fewer things to offer the other. Firnoy and shou get along famously; both curious, energetic, and have tails. Maghashi and firnoy also get along well; both hard-working, wise, and peace-loving. Jurens and firnoy make great traveling companions, the former serving as the vehicle, the latter serving as the entertainment.

Occupations

Many firnoy take to farming, beekeeping, or animal care. Some enjoy the life of a merchant which goes well with the firmic tendency to collect useless items. Thanks to their overwhelming love for culinary delights, firnoy make the best chefs; it won't be uncommon to find a renowned firma chef in the employ of a human noble. Because of their tails and small stature, they can also make great handymen, acrobats, or spies.

Combat

On the field of battle, firnoy excel as duelists and marksmen. Scholars and mages are very, *very* rare among firnoy. With the aid of a tail, firnoy have the option of essentially fighting with three hands, so a firma could hold a shield and two weapons, a shield and a two-handed weapon, or three one-handed weapons. Firnoy prefer metallic weapons and armor, and tend to favor bladed and piercing weapons over bludgeoning weapons.

Weapons designed to be held by a firma are smaller than their human-sized counterparts, so they deal out less damage (see *Appendix I: Size & Weapon Damage* for differences between weapons for creatures of different Sizes.) In addition, weapons designed for larger creatures are much harder for firnoy to wield (see *Chapter 11: Equipment* regarding weapon Muscle requirements).

Motivations

The curiosity of firnoy is probably the driving force behind leaving the village. Their goals range from the simple (perform the greatest prank ever, throw parties to be remembered) to the nigh-unattainable (find the Rapier of Zif). Firnoy adventurers would delight in any goal which would result in a hearty laugh or a great celebration.

Attribute Limits

Muscle:	8	Presence:	8
Charm:	12	Insight:	12

Powers

- **Lucky Stiff** – Firnoy have supernatural good luck. A firma can spend 2 MP to add a +1 bonus to any roll. This takes no AP to perform.
- **Tail Tail** – Firnoy have a prehensile tail, which is as long as they are tall. It's just as strong as either of their arms, and can even hold a weapon. Actions performed using a firma's tail take the same penalties as their non-dominant hand.
- **Counterweight** – A long tail grants a firma excellent balance. Firnoy receive a +2 bonus to Gymnastics when balance is involved.

Societal Powers. Choose **one** of the following.

- **Inquiring Minds** – Firnoy are naturally curious. Their nosiness and prying nature grants them a little more bravery than most. They receive a +2 bonus to Guts checks.
- **Busy Hands** – Analytical minds and speedy fingers make finoy competent machinists, saboteurs, escapists, and shoplifters. They receive a +1 bonus to both Thievery and Machinery.
- **Wonder Chef** – It's hard to be a bad cook in a society that adores food. Firnoy receive a +2 bonus to Craft checks related to making food, beverages, utensils, and cookware.

Humans

It is held that *Loelir the Lady of Light* first sculpted the race of **humans** out of clay. She instilled them with a sense of drive not possessed by the other races. As a result, humans strive to greatness during their mere decades of life. Having been created by the Immortal of light, humans cannot see in the dark and their children fear dark places.

Physiology

The race of humans begin adolescence at around 13, and are considered adults by the time they reach 16 or 17. Humans live about 80 years on average, but some have been rumored to live as long as 120 years, and at that point, they're wrinkly, feeble old fogies, mumbling to people that aren't there. As far as hair, eye, and skin color, this varies greatly depending on the region of birth. Humans in the frosty north are typically fair-skinned with fair hair. Humans in the tropical south have darker skin, hair, and eyes.

Humans are able to reproduce with *apsarava* as well as *vidari*. Whichever race mothers the child is the deciding factor in the race of the offspring. A female human who mates with a male *vidara* conceives a human child whose natural lifespan is doubled. A female *vidara* who mates with a human male conceives a *vidara* child whose natural lifespan is halved. Humans and *apsarava* have similar lifespans. Tell-tale signs of mixed heritage could include height, ear shape, and hair, eye, and skin color.

Size

Human height varies more widely than that of other races, but males average about 5'8", human females average about 5'3". Human height is known to vary by region, but outliers occur constantly. Humans are Size 0.

Appearance

The appearance of humans is heavily dependent on the locale. The human world is filled to the brim with countless fashion styles, materials, and customs. Humans from one region may seem quite foolishly or strangely dressed to those from another. That said, a universal constant seems to exist among humans: money talks, so the rich are well-dressed by most standards. Human combatants and adventurers just love shields and armor. Societies which practice advanced metallurgy are often the home of noisy plate armor and weighty metal shields.

Personality

Humans are first and foremost ambitious; they strive to greatness and set lofty goals. Whether the events of their lives allow them to continue behaving this way is another story. Humans often lack the age-instilled wisdom of the longer-lived races having at the most 120 years to experience all the world has to offer (often much less). Humans vary in behavior much more than any of the other races and cover the full range from righteous, honorable heroes to despicable,

sinister tyrants. Lastly, humans are the only race to fear what they do not understand.

Habitat

Humans live in all manner of places depending on region from stone halls to thatched-roof cottages. Their homes are usually made from nearby materials, and often consist of a mixture of stone and wood, wealth and availability allowing. Humans also build vast cities and fortresses where a great number live together. Humans can be found in any climate: windswept plains, scorching desert, frozen tundra, sandy beaches, steaming jungles, forested wilderness, or stony mountains.

It's not uncommon to find humans living in the *evengaran* city states or in the *vidari* nations. On the other hand, it's rare to find humans living among villages of *kulgeris*, *maghashi*, and *shou*.

Diet

Humans enjoy a balanced diet of meats, eggs, dairy, fruits, nuts, grain, and vegetables: anything they can harvest or raise. They also love their substance use, so most human towns aren't complete without drinking, smoking, or dosing.

Society

Humans in each region have developed their own style of government and society. Some humans answer to a king, others answer to a council. Humans take to science far easier than the other races, for they are not as gifted with magic.

Humans observe the birth of their children by hosting great celebrations with family and friends. Humans worldwide have an average of 2 children, but some families are huge, and others nonexistent. Weddings are a time of great joy and are attended by the newlyweds' close family and friends with copious amounts of delectable dishes and fine wines. Humans greet death with a solemn and reverent attitude, many grieve and weep for their lost loved one and the vast amount of time that must be spent until they meet again in the afterlife. Humans bury or burn the deceased to allow them to return to the earth and clay from which they came.

Language

Humans speak many dozens of languages throughout *Halestia*. In recent centuries, a common tongue has been spread through the world, and while some people still speak, write, and understand the old tongues, pretty much anyone can speak at least a bit of the common language of humans.

Relations

The versatility of humans allows them to get along well with any of the other races, if they don't mind being called soft by the *kulgeris* or weak by the *evengar*. Out of all the sentient races of *Halestia*,

they are most like the firmoy, for both take to farming, herding, and merchanting.

Occupations

If they put their minds to it, humans can be great at pretty much anything. Many are able-bodied laborers, skilled artisans, or hardened soldiers. Because of their affinity for science, humans dominate the ranks of chemists, astronomers, and inventors.

Combat

The human race is a wildcard in the game of warfare. Humans can unite beneath a banner, gathering any number of talents and hindrances together, while life and death hangs in the balance. It's this variety of skills that makes them effective, as successful warfare requires many different strengths, from strategy to firepower. Rank and file humans favor many kinds of weapons, especially depending on the resources available for construction. Humans fight with basically anything that could hurt somebody, especially a weapon that's lying around. Swords, spears, and polearms are extremely common for soldiers, but humans also invented the crossbow, gunpowder, and the firearm.

Motivations

Humans aspire to lofty goals thanks to their ambitious nature. Acquiring power or wealth, exploring unknown places, vanquishing their enemies, or simply meeting challenges head-on are common ambitions among the human race. They also possess personal motivations such as protecting their loved ones, making a name for themselves, and just getting enjoyment out of life.

Attribute Limits

The Attribute Limits for all humans is normal (10).

Powers

- **Immutable** – Due to their industrious nature, and many humans' aversion to magic, they receive +1 to Magic Defense.
- **Workaholic** – Humans receive the first rank in their first Occupation for free since they are quick learners and hard workers.
- **Versatile** – Spread throughout the world and subject to all manner of different environments and upbringings, humans have the potential for just about anything. Humans may choose any one Trump worth 2 points, or any two Trumps worth 1 point. While the cost may be waived, the requirements and incompatibilities listed are still applicable.

Societal Powers: Choose **one** of the following.

- **District Managers** – Humans like to be in charge. Many of them crave power, authority, or social standing, and some are actually pretty good at it. They receive a +2 bonus to Leadership.

- **Innovative** – Where you find humans, you'll find technology. Many humans are skillful tinkerers, machinists, mechanics, and saboteurs. They receive a +2 bonus to Machinery.
- **Fight or Flight** – Humans are often anxious, fearful, reactionary creatures. This inner unrest gives them an early chance to run for their lives or land the first blow. They receive a +2 bonus to Reaction.

Jurens

The largest bipedal creatures on Halestia are the **jurens** (singular: *juren*, adjectival: *jureni*). Their era of prosperity has faded under the march of time, but nevertheless they carry on. They believe that Vicia, the Lady of Fate, has instilled in them a spirit sensitive to the flows of time, and they remain the most competent astronomers. They are intelligent, strong, and peaceful.

Physiology

They're built stocky, with short necks and thick limbs. Their skin is a coppery or golden color, and their hair is always dark. Their eyes are small in comparison to their head, and jet black. Adolescence begins at age 20, and they're considered adults by 30. Jurens generally live not more than 200 years.

Size

Jurens tower over the other races. A juren toddler is the size of a full-grown human. An adult juren, on average, stands up to an impressive 18' tall and can weigh 6,000 pounds. They're considered Size 5.

Due to their size, they have a very slow metabolism, and move only as fast as a human at walking speed. Being so huge, they dole out bigger hits, and they make harder falls. Their size isn't always a boon as a juren will have *great* difficulty fitting into buildings and underground. ("Table for five, please. Oh, and some space out back for the juren.")



Appearance

Both male and female jurens enjoy long, braided hair. Males sometimes grow facial

hair. Both genders don ornate jewelry made out of precious metals, but the amount of materials needed is many times more than what smaller humanoids use. Their wardrobe is usually limited to the pelts of enormous animals, so leather and fur are common motifs. Some wealthy jurens commission huge garments out of silks and linen, but it requires smaller workers to get it done. Their pacifistic demeanor means that very few wear armor, but ancient suits of jureni armor are still hidden throughout the world. Most jurens keep a massive hat that repels rain and snow.

Personality

A juren is first and foremost intelligent. They're great problem solvers and critical thinkers. Secondly, they're overall quite peace-

ful. Jurens enjoy a good laugh and to see their loved ones attain goals. They always fully analyze all aspects of a situation before they form an opinion. They're analytical but not cold, and many stories circulate of jurens as Good Samaritans. "Here, let me help you with that downed tree in the road." A juren probably won't be picking any fights, but they'll be glad to defend themselves or a loved one (whether they're their own size or smaller).

Habitat

After their settlements were conquered by the ancient Dominion of Nivorios, and their people enslaved, the jureni cities were left to crumble and none are inhabited in this day and age. Jurens live a lonely existence. Their numbers continue to dwindle and many make a living in isolated jobs. Most jurens sleep under the stars to watch the cosmos fly by.

Diet

Jurens are enormous and their dietary needs are just as big. They began life as hunter-gatherers, but their extreme size forced them to hunt only the flesh and eggs of enormous creatures: whales, rocs, mammoths, and the giant reptiles common in the old world. Over the millennia, they took to farming. These days, jurens still hunt large creatures of the land and sea, and they also tend to farm crops which grow to huge size, like melons, gourds, and squashes.

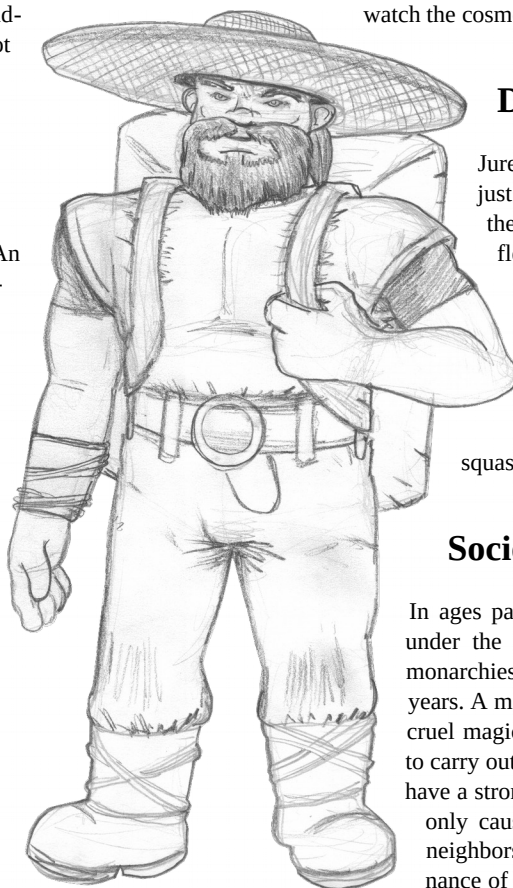
Society

In ages past, jurens congregated in city-states and lived under the rule of kings and queens. These once great monarchies haven't been seen for nearly fifteen thousand years. A memory lingers in the stories of their people: that cruel magic was once used to control their great strength to carry out the will of a mad tyrant. As a result, the jurens have a strong cultural sense of nonviolence; being warlike only causes suffering. This attitude makes them great neighbors, and they live quite happily under the governance of the realms in which they live—so long as they can live without oppression.

In fact, one of the only times jurens will let loose their brute strength is to neutralize an *ogui*—a twisted, monstrous juren from the ancient days. Since *ogui* cannot venture into the daylight, they remain in huge caverns underground and in other dark places. *Ogui* are rarely seen in the world, and the jurens are happy to help keep it that way.

Language

In the far past, the jurens had a complex system of hieroglyphics, which they used to record language, mathematics, and astronomical events. Upon the end of their reign, the Jureni language was largely



abandoned, but much of it still exists in ruins. The spoken language is all but extinct.

Relations

Pacifism has its benefits, and effortless friendships is one of them. They are particularly compatible with maghashi, who are tall, strong, hardworking, and peaceful. Juren tend to see kulgeris as savage, and regard evengar (and to a lesser extent, humans) as too aggressive, but bear them no ill will. Firnoy make interesting companions, as they can fit in a juren's front pocket and travel in style. Jurens recall ancient history where they were enslaved by the apsarava, so some jurens might be wary of them, but most know the sins of the father aren't necessarily the sins of the son. They get along very well with anyone who can stay up late to stargaze, like the nocturnal vidari and shou.

Occupations

Their massive size is a great boon for many businesses. A juren can find great work as a laborer, dock hand, shipwright, or lumberjack. Most popularly, jurens are couriers or porters, and travel the wilderness with massive packs full of cargo.

Combat

It is extraordinarily rare to find a juren who enjoys battle. Their keen intellect makes most want to serve as strategists rather than warriors. However, some juren are spellcasters. Those who practice magic typically prefer Perceptive and Warding spells. Jurens don't craft weaponry, but they do need huge tools for their livelihoods or to hunt: nets, axes, bows and arrows, spears, clubs, and hammers.

Motivations

Jurens are often searching for something. Good juren motivations usually involve locating something intangible. Historical knowledge, witnessing famous places firsthand, or maybe even mastering space and time itself. ...Or perhaps just friends to share the long roads.

Attribute Limits

Intellect:	12	Persuasion:	8
Curring:	8	Courage:	12

Powers

- **Temporal Adept** – Jurens are very conscious of the flow of time. Using celestial bodies and plain old gut feeling, Jurens can determine the exact time until sunrise or sunset. They can also determine cardinal direction very easily. They receive a +2 bonus to Search checks to navigate above ground.
- **Unrelenting**: A juren is capable of walking extremely long distances, even while carrying a load. +4 to Stamina to avoid any movement-related exhaustion.

- **Written in the Stars** – Throughout history, jurens have looked to the heavens to forecast impending doom. If a juren can see the stars in the night sky, he receives a +2 bonus to Clairvoyance checks to precognitively determine whether an action will end badly or has ended badly.

Societal Powers: Choose **one** of the following.

- **Calculating** – The concepts behind mathematics, astronomy, and physics are the stock-in-trade of jurens. They receive a +2 to Craft checks involving any kind of calculations or measurements. Typically, this is applicable to big projects like engineering and construction.
- **Stout Body, Stout Mind** – Jurens are keenly aware of their own destructive power. Each and every movement is carefully planned before its execution. They receive a +2 bonus to Mind Control checks.
- **Beastmasters** – For millennia, the jurens have been domesticating creatures of gigantic size and leveraging their abilities as beasts of burden. Perhaps it's their peaceful nature, their imposing stature, or their vast intellect. In any case, they receive a +2 bonus to Animal Control checks.

Kulgeris

The **kulgeris** (singular: *kulgeri*, adjectival *kulgeric*) are a brutish race of reptilian humanoids. They can survive quite happily in any environment: desert, tundra, jungle, swamp, plains, and forest. They're strong, tough, and straightforward. It's said that Traldiv *the Dagger in the Night* was responsible for their creation. Most kulgeris don't seem to care either way.

Physiology

Kulgeris are ectothermic; they regulate their body temperature via environmental means. When they find themselves dangerously hot or cold, they'll nap in the sunlight or the shade, gather warmth from a fire, or take a dip in a cool stream. They're also pretty big creatures. Females often grow to be larger than males, usually between 7'6" and 8'6", males between 7' and 8'. Kulgeris are covered in tough hide, thick scales, and beefy muscles; they weigh in excess of 300 pounds. They have a tail that usually drags on the ground behind them, but it can deliver a brutal slap to an opponent in a pinch. Kulgeris come of age at 10 and live about 70 or 80 years. Their skin molts every other year, so you may find one with big patches of dead scales they pick and scratch relentlessly.

Size

Kulgeris are taller and heavier than most races. Females often grow to be larger than males, usually between 7'6" and 8'6", males between 7' and 8'. They weigh in excess of 300 pounds. Kulgeris are considered Size 1. Because of their hefty frames, kulgeris cannot ride most horses (but they could climb aboard bigger beasts).

Appearance

The first thing you might notice about a kulgeri is the lack of clothing. You'd probably see one wearing armor, but in their downtime, kulgeris shun the concept of clothes. The first reason is their tolerance to temperature extremes. The second reason is kulgeris, being decidedly reptilian, have no external reproductive organs (nor mammary glands, for that matter), and since their cloaca is hidden beneath the tail, there is no reason for such modesty. That being said, kulgeris enjoy jewelry and such decorations, but their scaly hide is simply too thick for piercings. Additionally, kulgeris are known for body painting, especially before battle or adventuring.

Personality

Good descriptors of a common kulgeri: ruthless, cruel, and fierce. Many kulgeris are impatient and prefer to solve challenges with brute force and tenacity. They love a good fight, especially one with no holds barred. Kulgeris aren't opposed to negotiation and bargaining, but it's a tough job to talk one down from a conflict unless

there's something to be gained. The concepts of friendship and romance are alien to the kulgeris, but they keenly understand loyalty and cooperation. A group of united kulgeris is frightening indeed. Kulgeris are usually arrogant, harsh, and blunt. They won't use three words when one will do. Additionally, most kulgeris are superstitious and wary of the unnatural.

Habitat

Kulgeris can tolerate many different environments and they're known for their adaptable building skills. Clans of kulgeris set up villages and defensible forts made of brick and mortar, lumber, and to a small extent stonework. Their engineering skills pale in comparison to the evengar, but their structures are certainly solid. A lone kulgeri or a small group might be found living in caves for short periods, or using simple tents constructed from wood and animal hide. Kulgeris typically sleep on reed mats. They do use chairs, but craft them without backs to accommodate their large tails.

Diet

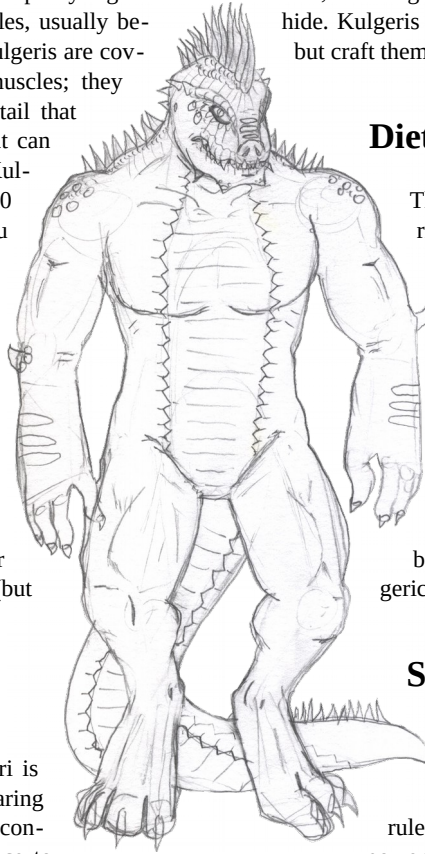
They are solely carnivorous and can eat raw meat right off the bone, but they certainly don't mind cooking it. The amount of bacteria swimming around in their mouths allow them to feed even on carrion without issue. There is no cultural taboo on eating the flesh of sentient creatures, even other kulgeris. Indeed, depending on the circumstances of a kulgeri's death, he might be eaten by his fellow clansmen, or left outdoors to rot. Kulgeris pretty much never hunt and kill people just to eat them, but hunger is a very powerful spice. As a result of their diet, bone is one of the most prevalent materials in kulgeric society.

Society

Kulgeric society is universally a gynarchy; all clan leaders are women. Rule is usually passed via family lines, but formal challenges to rule do happen. Males do hold lesser positions of power. It varies from clan to clan the specifics of government, but most of the time, a chieftess employs no council of officers, and makes all decisions on her own.

Kulgeris will mate (often times violently), but do not marry. A mating female lays an egg which is guarded in a warmed place in the home. Incubation usually lasts about 100 days. A female may give birth to 2-5 total children in her lifetime, often times by different fathers. A kulgeri mother is fiercely protective of her young.

The kulgeris pay little to no attention to the Immortals nor to any other powers-that-be.



Language

The spoken form of the Kulgeric language is both guttural and hissing. Its written form is a cuneiform script. Few outside the kulgeric race ever learn this language, and fewer still learn its system of writing.

Relations

Humans and kulgeris are sometimes business partners, as both work hard for the money, but usually humans are too emotional. Kulgeris are baffled by vidari (both love and art are highly confusing). They respect evengar for their formidable battle strength, but have great trouble understanding their concepts of glory and honor. Most find it easy to understand the apsaravan delight in life's pleasures, but passion is an enigma. Firnoy offer little to kulgeris aside from a snack, but they're reportedly too bitter. The shou actually make great partners, but are often opponents when competing for food sources. Most kulgeris are frustrated by maghashi reliance on diplomacy, but know to avoid the horns of one angered. They think jurens spend too much time thinking and wasting their massive strength.

Occupations

The kulgeris are heavyweight die-hards at home in any climate. They excel where brute strength is needed: laborers, bodyguards, bouncers, and porters. Their ferocity makes them devastating hunters and mercenaries. The kulgeris' distance from the supernatural means that spellcasters are exceedingly rare.

Combat

Kulgeris tend to favor simple weapons: primarily spears and bludgeons. Their great strength and girth lend themselves to grabs and holds. A smack from their tail is just as powerful as any punch. In ranged combat, they prefer anything they can hurl with their bare hands. They're too big for nearly all breeds of horse, but rumors abound of the strange creatures kulgeris ride into battle: bears, rhinos, elephants, and giant reptiles.

Weapons designed to be held by a kulgeri are bigger than their human-sized counterparts, so they deal out more damage (see *Appendix I: Size & Weapon Damage* for differences between weapons for creatures of different Sizes.) In addition, weapons designed for smaller creatures are easier for kulgeris to wield (see *Chapter 11: Equipment* regarding weapon Muscle requirements).

Motivations

What gets a kulgeri out of bed in the morning? Usually it's hunger, or a paycheck. Kulgeris leave home to seek out bragging rights: to be the strongest, the toughest, the meanest. A kulgeri adventurer usually just wants to line her pockets and increase her kill count. Kulgeris are known for holding grudges, and vengeance is a great motivator.

Attribute Limits

Muscle:	12	Psyche:	8
Endurance:	12	Courage:	8

Powers

- **Cold Blood:** A kulgeri's ectothermy grants the ability to operate in extreme temperatures. They can resist hypothermia and hyperthermia much easier than weak, soft-skinned races. They receive a +8 to Stamina checks dealing with hot or cold temperature. The downside is that kulgeris suffer reduced mobility, taking -2 to Dodge, Dash, Gymnastics, and Thievery in such temperatures, but stave off that pesky Knockout.
- **With Teeth:** Kulgeris have sharp, pointy chompers. A bite attack causes 2 Harm, takes 3AP, and uses the Hand-to-hand skill.
- **Germ Warfare:** Kulgeris harbor extremely virulent bacteria in their mouths and digestive tracts. In addition to the obvious *primary* damage from a kulgeri bite, bite wounds without proper treatment will become horribly infected (treat as a Level 3 Disease with a Vitality DL of 14, as detailed in the Life and Death chapter). Victims could face gangrene, amputation, and even death (kulgeris themselves are immune to bacterial infection from a kulgeri bite).
- **Tip the Scales:** The hide of a kulgeri sports tough scales, granting an innate +2 to Guard.

Societal Powers: Choose **one** of the following.

- **Wily** – Kulgeris are pretty accomplished tacticians and they don't mince words. They receive a +2 bonus to Discern.
- **Maritime** – More than any other sentient race, kulgeris are at home in the water. Those from the coasts and river lands learn to employ their tail while swimming, and they receive a +2 bonus to Might and Dash to do so.
- **Iron Gut** – Kulgeris eat all kinds of meat in varying stages of decay. They're known to have cast iron stomachs. They receive a +2 bonus to Vitality to avoid nausea and food-borne disease.

Maghashi

Amongst the flows of mana ride the peaceful spirits of the **maghashi** (singular: *maghashi*, adjectival: *maghashi*). They enjoy a tribal existence and celebrate a rich heritage of herbalism and magic. Having a maghashi as a friend grants a you a wise, loyal hard-worker who excels at talking you out of bad ideas.

Physiology

Maghashi are unculigrades—they have hooved feet, reminiscent of bipedal bulls or goats. They have large, curling horns like a ram's which protrude from the crown of the head. Their ears are short and resemble those of a deer or a lamb. They have a slender, flat nose, and almond-shaped eyes which come in colors from dark brown to bright gold. As natural herbivores, the maghashi have flat teeth. Either gender could be found with long wavy or curly hair, which is almost always brown, but there have been some with black and auburn. Maghashi have sleek fur covering their lower halves. Males tend to have beards, especially elders. Young maghashi bear freckles on their face and shoulders, and spots on their leg fur. These markings begin to gradually fade once the bearer reaches adulthood, which is around 15. Maghashi live just slightly less than humans on average, usually not more than 70 years.

Size

Their stature is slightly taller than a human's: males are on average 6'4", females 5'9". In addition, the maghashi that call mountainous terrain their home tend to be slim and agile, while the maghashi that live in the plains and lowlands are often very stout, tall, and strong. All maghashi are considered Size 0.

Appearance

The maghashi are forbidden to wear the hides and furs of animals. The clothing they do wear is predominantly cotton, linen, hemp, or silk. The typical maghashi is found wearing a loincloth. Some wear vests, and many females can be found with a simple band around the chest. In cold weather, a maghashi enjoys a scarf or a mantle. They prefer jewelry of solid metals, like iron, copper, silver, and gold. The maghashi are especially fond of piercings, most popularly the ears and septum. They have no use for footwear as their cloven hooves are suited to any terrain.

Personality

Maghashi are calm and very often wise. Their culture is built on the traits of respect, willpower, patience, and peace; they make excellent arbiters. A maghashi usually loves friendly challenges like sports, competitions, and games, and you'll likely not find one a sore loser. They love good, hard manual labor and cheerfully do so for those in need, especially loved ones. They are discouraged by those who don't pull their own weight. In fact, most of their morality comes from fairness. The maghashi's noted calmness and precise beliefs often keep them from being the life of the party, but they excel at close friendships. It is very difficult to raise a maghashi's ire, but once done, revenge will come—all things in life are worth the wait.

Habitat

A tribe of maghashi can be found amongst a semipermanent or permanent settlement. The most popular form of architecture amongst these villages is the wigwam, a wooden domed structure providing excellent refuge from all types of weather. The maghashi of the plains tend to cover their wigwams of reeds and brush, whereas the mountainous maghashi prefer fir boughs and bark. In the lowlands, these settlements are built adjacent to crop fields. In the mountains, the villages are interspersed amongst terraced beds.

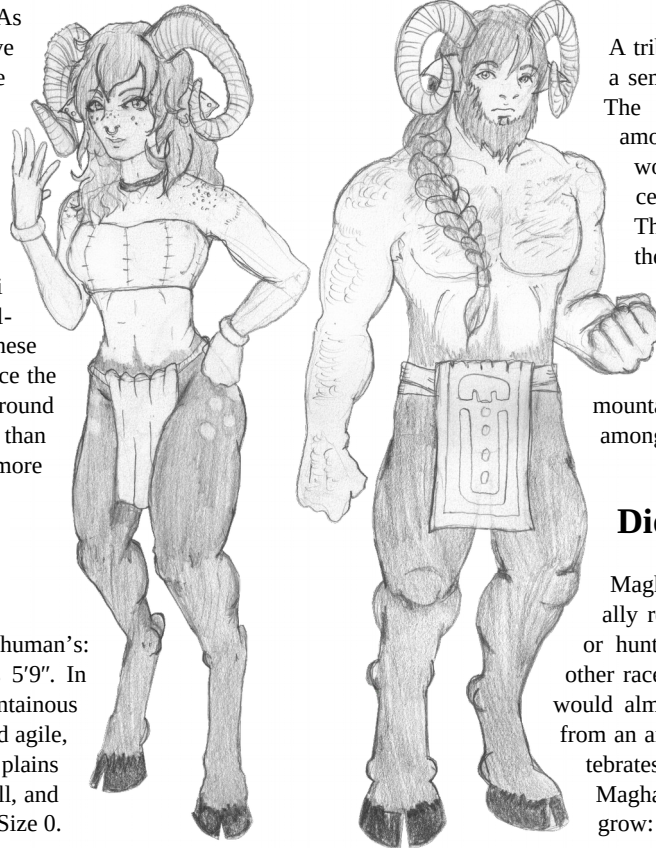
Diet

Maghashi are brought up to unconditionally respect wildlife and don't domesticate or hunt animals. While they don't chastise other races for their use of animal goods, they would almost universally refuse goods derived from an animal (here, we really only mean vertebrates) unless it meant life or death. Maghashi subsist on anything they can grow: mostly fruits, vegetables, and grains.

Society

The law system of maghashi is one founded on reciprocal justice. Perpetrators of crimes receive punishments equal to the severity of their offense. Fairness and equality are important to maghashi. Each tribe elects a leader for a fixed period who enacts decisions made by the tribe in a direct democratic way.

A few maghashi marriages are arranged, especially between tribes. Most maghashi, however, marry for love, and do so for life. Most families try for 1–3 offspring. Feasts are held to celebrate a new birth in a village. Death rituals are an important part of maghashi culture for many reasons. First and foremost, maghashi honor their ancestors as powerful spirits, so a tribe member's death must be met with proper respect. The dead are buried with important possessions



and gifts from loved ones. Many tribes believe the dead actively protect and watch the living.

Language

The Maghashi written language is logographic; there exist nearly 1,000 characters that each represent a single word. Each character is pronounced in one to three syllables. The spoken language is described by non-native speakers as ornate and specific. Many healers and herbalists learn the Maghashi language to be able to research their craft, as some medicinal secrets are recorded in maghashi tomes.

Relations

Their peaceful nature grants good rapport with most of the other races. They think of some humans as far too warlike. They disapprove of the evengar love for battle, but they do appreciate their sense of family and honor. Kulgeris are particularly troublesome to get along with, both for their aggressive nature and their dining habits.

Romances with non-maghashi are rare, but have happened with humans and apsarava, and if you can get over the size difference, vi-dari. Naturally, none of these unions can produce offspring.

Occupations

Renown for their mastery over the chemical and medicinal properties of plants, fungi, and minerals, the maghashi make excellent herbalists, chemists, apothecaries, and healers. Their rustic lifestyle makes them well suited to wilderness craft, and might partake in the livelihood of a guide, porter, or ranger. You might find a few maghashi in the ranks of the Wilders. Their love of hard work makes them natural farmers or laborers.

Combat

The culture of the maghashi is interwoven with magic and many have an aptitude for the arcane, particularly Perceptive magic. They are a peaceful people, but many are taught forms of martial defense. Maghashi have been noted to wield bludgeoning weapons, especially wooden ones. They also employ their horns and powerful legs for close-quarters combat.

Motivations

A maghashi might leave his tribe to refine his character or perfect his trade. Good motivations for a maghashi might pertain to herbalism or medicine, such as curing a rare affliction, or formulating the perfect drug. Others might look to peace and wisdom, such as uniting warring factions, or serving as a sage.

Attribute Limits

Insight:	12	Charm:	8
Cunning:	8	Self-Control:	12

Powers

- **Horn Player:** A maghashi's horns can be used to ram opponents. This is a hand-to-hand attack with a Harm of 3, usually as part of a charge. A horn bash used to destroy an object grants an additional +2 bonus to the Might check.
- **Hustle:** Maghashi have powerful, hooved legs. They gain a +2 to Dash checks.

Origin Powers: Choose **one** of the following:

- **Beefcake:** Maghashi of the plains receive +2 to Might checks when pushing, pulling, or carrying a load.
- **Going Up:** Maghashi of the mountains receive +2 to Grip checks when climbing rocky surfaces.

Societal Powers. Choose **one** of the following:

- **Doctor. Doctor.:** Maghashi know their way around the medicinal arts. They receive a +2 to any Craft or Healing check that deals with a medicinal compound, like medication, antidotes, or anti-venoms.
- **Infectious Opinion:** A maghashi's sense of peace and natural inclination for wisdom grants her an innate knack for getting someone to see her way. Add +2 to any Negotiate check to change another's mood.
- **Sane Defaults:** A maghashi remains rooted in the simple joys of life. They receive a +2 to Sanity checks as they realize that the uncommon is just another facet of existence.

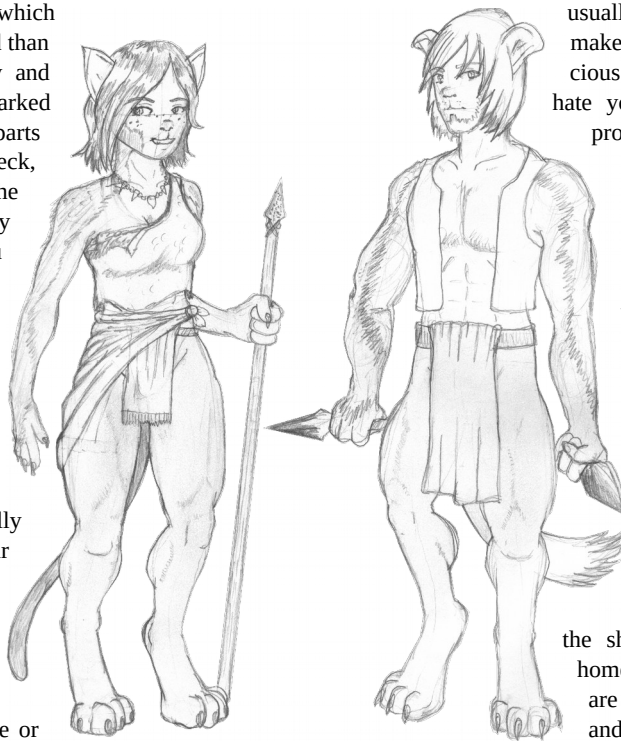
Shou

Legends concur that the masters of the wild are the **shou** (singular: *shou*, adjectival: *shou*). They are an animalistic people awakened from the beasts by Inashayle. Like their animal predecessors, the shou have keen instincts and remarkable deftness. A human nursery rhyme tells “If away from cities you go, you’ll find the packs of shou.”

Physiology

The most readily identifiable feature about the shou is that they are digitigrade—they walk on their toes like dogs or cats. They have tails with limited motion usually less than the length of an arm.

They bear large, slightly pointed ears, which face forward and sit higher on the head than a human’s. Their noses are leathery and kept moist, and their upper lip has a marked cleft. All shou have soft fur covering parts of their bodies, notably the cheeks, neck, shoulders, hands, tail, feet, and along the sides of the arms. They also have silky hair on their heads which many shou keep chin-length or shorter. Their hair, fur, and skin share the same color, often in shades of blond, gray, brown, and tan, with very rare occurrences of black or white. Their eyes have vertical slits, with a reflective membrane for great eyesight at night when they are most active. Eye color amongst shou is generally gold, brown, and green. They have four digits with small claws on their hands and feet. Shou bear sharp teeth and large canines. A majority of shou carry the appearance of something between a dog and a cat, but some have features which are decidedly one or the other (for instance, feline-looking shou may have spots and a long, sleek tail, whereas a canine-looking shou may have slightly droopy ears and a thick tail).



Shou adolescence begins at 8 and they reach adulthood by 11. The shou lead short lives and tend not to live for more than 50 or 60 years.

Size

Adult shou tend to vary in height between 4’6” and 5’6”, with males usually taller. They’re considered Size 0.

Appearance

A shou can typically be seen wearing simple clothes made primarily from fur or leather, but also some fabrics. They favor tunics, loin-cloths, vests, and shawls. The shou don wooly ponchos in harsh weather. Many enjoy wearing jewelry (typically necklaces, hair-

clips, and tight bracelets) crafted from the remains of hunted animals to give their respect. Elders and important pack members are known to wear headdresses. A shou’s feet are normally bare as their leathery paw pads provide enough support, although shou in colder climates wear boots for warmth.

Personality

Shou are brave fighters and hunters who delight in the chase. While not studious or infinitely wise, they are instead blessed by a spiritual calm. The shou are reverent toward nature and the unseen world, but tend not to be intimate with magic. They are observant and wily. Their nimble feet grant them a devotion to the art of dance. A majority of shou ceremony and tradition feature complex dances. A shou

tends to be both skeptical and curious, and can usually keep very calm under fire. A shou makes for a faithful companion and a tenacious—often successful—opponent. “Don’t hate your enemies; defeat them” is a shou proverb.

Habitat

Shou are often nomadic as a result of the waxing and waning of natural resources. Their homes are temporary, portable conical tents, being constructed of long wooden poles and covered with thick animal hides. They’re remarkably dry in wet weather, resistant to wind, cool in the warm season, and warm in the cool season.

The floor of these dwellings is typically hide as well. Shou are completely at home in the wild. In city life, the shou see little purpose in ostentatious homes; they prefer function over form, and are perfectly happy anywhere that’s warm and dry.

Diet

The shou are hunter-gatherers and tend to eat more meat, eggs, and other sources of protein than anything else, but also enjoy the grown bounties of the land. They make good fishermen as well as hunters. The shou are absolutely opposed to scavenging, nor would they consume the flesh of sentient beings. They are also known to partake of psychoactive concoctions derived from such natural resources as herbs, grasses, and fungi. These substances figure heavily into the ceremonies and deep spiritual fabric their people share.

Society

A settlement of shou is referred to as a pack and is comprised of several families. Each pack is led by an *Alpha Pair*: a mated couple who assumes authority by popular agreement or sometimes a display of prowess. It varies from pack to pack whether the Alpha Pair govern justly or cruelly. Infrequently, many packs meet up in a con-

vocation or *moot* to negotiate and arrange trade agreements and other treaties. These events are marked by celebration and ceremony. Few shou are put to death for offenses. Instead, dishonored pack members are banished from the pack, and it is taboo of for another pack to “adopt” a rogue shou.

When a shou comes of age, he leaves the pack for a time to complete a rite of passage the shou call the *Finding Hunt*. For one to three years, a young shou will learn trades and skills away from the pack. Part of the challenge of the Finding Hunt is to locate the pack upon completion.

The shou are blessed with fertility. Females are fertile for at least 30 years and give birth to 2–6 young *at a time*, but tend not to mate again while raising young. The shou don’t necessarily mate for life, but a mating pair generally assumes parental responsibilities until the young reach adolescence. While there is certainly delicate ceremony involved between potential mating shou, no public wedding ceremony is part of their culture. Deceased shou are burned by funeral pyre; burial grounds do not suit their nomadic ways. Funeral ceremonies involve bestial howling to guide the deceased on their way.

Language

Others who have learned to speak Shou describe it as soft. The language lacks hard consonant sounds like *K* and *D*. The language has no plurals, no verb conjugation, and no verb tense; it is exceedingly simple for most other races to learn. The Shou language is written using Evengaran runes.

Relations

Their innate mental stability grants the shou the ability to get along very well with any race. They are the least like the maghashi, but have no explicit issues with them. While their skill in hunting and battle is similar to kulgeris’, they’re appalled by the latter’s scavenging practices.

Romantic relationships with non-shou do sometimes occur. These are usually with either apsarava or vidari, and to a lesser extent with humans (most humans regard the shou as too bestial). In none of these cases is reproduction possible.

Occupations

As a creature at home in the wild lands with great speed, a shou makes an excellent hunter, trapper, messenger, scout, ranger, and guide. A shou might also find aptitude in the show business as a dancer or acrobat. Their ability to see at night, excellent hearing, and nimble frames make them devastating assassins, spies, and thieves. Many shou are found amongst the Wilders.

Combat

During battle and war, the shou are remarkable tacticians, and favor indirect means to vanquish their foes, especially the depletion of their opponents’ supplies and resources. Shou tend not to practice

magic, but most connect with the spiritual world and could make excellent martial artists. The shou favor sharp, one-handed weapons, such as spears or knives, or their own hands.

Motivations

A shou might pick up skills and experiences on a Finding Hunt that pique her interest and persuade her to leave for good. Some might even be so interesting that she never returns in the first place. A shou’s natural curiosity is a driving force in many motivations. Great goals for a shou character: hunt a legendary beast, explore uncharted lands, or locate a loved one who never returned from her Finding Hunt.

Attribute Limits

Agility:	12	Insight:	8
Intellect:	8	Psyche:	12

Powers

- **Night Child:** Being primarily nocturnal, the shou possess the same reflective layer behind their retinas as many species of animals. They can see well in all but pitch darkness.
- **Keen Senses:** The shou have impressive smell and hearing, receiving a +4 to Perception checks involving these senses. They can also hear sounds one octave higher than humans.
- **Balanced Beastie:** Shou are nimble and dexterous. They tend to land on their feet, leap good distances, and tumble about with ease. They gain a +2 bonus to Gymnastics.

Societal Powers: Choose **one** of the following.

- **Attuned Spirit** – The shou have one foot in the spiritual door. A shou receives a +2 to Clairvoyance to detect the presence of supernatural phenomena.
- **Hightail It** – A shou on the hunt is trained to run like a bat out of hell. They receive a +2 bonus to Dash while pursuing a creature or being pursued by a creature.
- **Predator** – Shou can stalk their prey for miles. They receive a +2 bonus to Search while tracking a creature, and are capable of doing so over surprising distances and at their full Speed.

Vidari

After the Great War of Immortals, *Alnarya the Star Dancer* wept for a full year. From her tears sprouted the massive forests of Gartania and there she gave life to the **vidari** (singular: *vidara*, adjectival: *vidari*). They were created as a beautiful and captivating race with keen senses and sensitive hearts, taught the song of magic from the dragons, and were gifted with art and love from Alnarya.

Physiology

Vidari are as beautiful and youthful as they are graceful and agile. They have long, pointed ears usually 5 to 7 inches in length. Most wear wavy or curly hair, in white or blond, which feels like fine silk. They have fair skin and alluring eyes found in blues and greens. All vidari bear thick eyelashes and big doe eyes. They begin maturing around age 50 and are considered adults by age 75. Most humans who have met a vidara would describe them as appearing like a young adult. This sort of youthful beauty engenders more androgyny in their race than in others. A vidara could appear entirely masculine, entirely feminine, or some portion of each.

Vidari can live for many human lifetimes. They're known to naturally live at least 700 years, but some have lived as long as a thousand (hidden sorcery might even extend *that* number).

Vidari are able to reproduce with humans as well as apsarava. Whichever race conceives the child is the deciding factor in the race of the offspring. A female human or apsarava who mates with a male vidara conceives a human or apsaravan child whose natural lifespan is doubled. A female vidara who mates with a human or apsarava male conceives a vidara child whose natural lifespan is halved. Tell-tale signs of mixed heritage could include height, ear shape, and hair, eye, and skin color.

Size

Vidari females aren't generally taller than 5', and males not more than 5'4". On average, they weigh slightly less than a typical human of the same size. All vidari are considered Size 0.

Appearance

The average vidara is adorned in robes or gowns made of silk or fine linens, and the colors they choose are meant to honor the seasons. Travelers wear lavish hooded cloaks. Vidari fashion involves intricate embroidery, lace, and beading. Many wear rings, circlets, or necklaces made of pearls, wood, horn, or amber. Few wear earrings

as they claim it interferes with their keen hearing. All vidari enjoy embellishing themselves with flowers. Depending on personal preference, one might don a boutonniere, a flower crown, or a corsage.

Personality

Vidari are passionate and enjoy life and laughter; many seek out all kinds of experiences and knowledge. They cite their gifts from the Immortal of love as the drive for their behavior. They are often playful and sympathetic, ready to bear the burdens of others. Vidari are mostly kind and polite, some even altruistic. They aren't without anger, as the desire to protect those they love burns strong in their hearts.

Vidari are nocturnal and enjoy basking in the dusk, moonlight, and dawn, but suffer no ill effects for venturing out in the light of day.

Habitat

The vidari live in great numbers in their homelands, the forest nation of Gartania and the island nation of Ardeste.

Vidari cities are built from natural materials: predominantly wood, stone, and metal. They are always lush with greenery and life, dotted with breathtaking gardens and groves. Their homes are warm and inviting. Human visitors to vidari cities always describe them as feeling ethereal or divine—truly spiritual places filled with the bounty of life.

Vidari can be found throughout the world living alongside the other races, although some choose to live in solitude in forests or wilderness, nurturing the quiet life there.

Diet

Vidari enjoy food from the natural world, primarily nuts, fruits, and vegetables—in fact vidari produce is among the finest in the world. They are not at all opposed to eating meat, in fact, vidari make it a point to hunt and fish to keep animal populations in control. Vidari also produce and consume unspeakably tasty wines and ciders.

Society

Vidari have a strong sense of community, service, and volunteerism. Sustainability is important to them, so they are happiest in balance with their surroundings. Most importantly, vidari celebrate life through art, song, and magic.

The vidari nations operate as semi-direct democracies. Day to day governance is carried out by elected representatives, but citizens may raise their voices together to enact change—literally. Votes are collected all at once: the *yeas* sing one note, the *nays* another. Even trials are conducted in this manner. Royalty and nobility are present



in vidari society, but their members serve in diplomatic or sagacious roles, rather than authoritarian ones.

Vidari mate for life and revere new birth. Vidari have been known to marry members of other races, but their vastly longer lifespans introduce challenges. All of life's important events are greeted with song. Births are celebrated with visitations by friends, family, and other town citizens. Marriages are a time of great celebration: feasts, dancing, and gift-giving, for the vidari consider romance the best way to personify the love of Alnarya. Marriage without love is unheard of. If vidari have children, they tend to have no more than three.

Language

The vidari language is described by humans as moving and beautiful. The words of the language are comprised of groups of syllables sung at specific notes, so to hear a vidari public speech would be very much like a concert solo. It is rare for other races to master the form, but many human scholars do learn the language. Their written language is a cursive script and looks as beautiful as it sounds.

Relations

Vidari make caring friends—the kind whose shoulder you'd want to cry on. Vidari are comforting and empathetic, develop friendships quickly, and keep them indefinitely. Vidari enjoy the passion of the apsarava, and the potential for goodness in humans. They identify with the positive demeanor of firmoy and maghashi. Vidari are the least like kulgeris, whose near lack of positive emotion is unthinkable. They get along well with the shou; both are nocturnal and make great dancers.

Occupations

Many vidari learn to sing, dance, play an instrument, or paint at a young age. Natural occupations for a vidara could include herbalist, guide, scout, artist, winemaker, or minstrel. The Songweavers sport several talented vidari musicians. Many of the Voices of Light are vidari women.

Combat

Vidari love archery and magic, and it is not uncommon to find an adventurer that practices one or both of these. They favor light armor, and while they prefer ranged combat, they excel at using melee weapons that involve a measure of grace and agility, like fencing swords. Vidari are surprisingly effective on the battlefield, and they use the terrain to their advantage.

Motivations

Vidari adventurers feel the wanderlust to experience the world. They typically pass human settlements unseen, either at night or under cover of forest. Goals that might take a vidara outside their home could deal with discovery (find a lost hymn to Alnarya, seek out the world's finest bow, learn high magic), or with friends and love (seek

out a soul mate, ascend the ranks of the Songweavers, locate a lost sibling).

Attribute Limits

Endurance:	8	Presence:	12
Charm:	8	Agility:	12

Powers

- **Nocturnal** – As beings of the natural world and friends to the moons and stars, vidari can see clearly if above-ground at night. They are just as blind in the dark as men while indoors and underground.
- **Vidari Cunning** – Big doe eyes and long ears have their advantages. The vidari have powerful vision and hearing, receiving a +4 to Perception checks using these senses.

Origin Powers: Choose **one** of the following.

- **Well of Life** – In the distant past, vidari from the island nation of Ardeste waged war on the Empire of Everliving. To this day, Ardeste vidari receive a +2 bonus to Mettle.
- **Sylvan Bounty** – Vidari from the lush forests of Gartania are experts at wilderness craft. They receive a +2 bonus to Search to gather food, water, or resources in the wilderness, and they can do so moving at their full Speed.

Societal Powers: Choose **one** of the following.

- **The Talent** – Vidari excel at all manner of performing arts. It's uncommon to find one who doesn't sing, dance, act, or play an instrument. They receive a +2 bonus to Perform.
- **Sweet Emotion** – Vidari possess a supernatural insight into the well-being of their loved ones at a distance. They receive a +2 bonus to Clairvoyance checks involving emotive transmission.
- **Well Read** – With a staggering lifespan, vidari are capable of collecting a vast wealth of knowledge, and recalling it with ease. They receive a +2 to Lore checks.

5. SKILLS



Skills are the very bread and butter of doing something in this role-playing game. Skills represent your character's knowledge, training, and specialties in comparison to everyone else. While a person may be able to perform a skill, even be decently good at it, a character with ranks in a skill is exceptionally and heroically good at it.

Your GM will ask you to "make a Perception check," or "roll Reaction." This is your cue to pull out your dice and get to work!

Skill Ranks

Thirty-six skills are listed on the front of your character sheet. You can make a roll for any of these skills whether you have ranks in them or not. There are also three types of advanced skills, all located on the back of your sheet: *weapon styles*, *magic elements*, and *spirit motions*.

- Weapon styles are used in the *Attack Roll* explained in *Chapter 10: Combat*. You can wield any weapon in combat even without ranks in the corresponding weapon style.
- Magic elements are included in the *Casting Roll* explained in *Chapter 13: Magic*. You must have ranks in an element to cast magic spells using it.
- Spirit motions are added to the *Focus Roll* explained in *Chapter 16: Spirit*. You must have ranks in a motion to perform spirit arts using it.

You can gain new skill ranks in exchange for Expoints. You can buy 1 rank for 2 Expoints. You cannot normally exceed 10 ranks in any one skill. If you gain the "Legendary Skill" trump (see *Chapter 7: Trumps*), you may exceed 10 ranks in one skill of your choice.

Remember, skills represent knowledge or practical experience your character earns. She doesn't just slay a dragon and wake up the next day with inexplicable knowledge of opening locks. Like all upgrades to your character, work with your GM to plan what your character learns and how she learns it. At minimum, your character

has zero chance of learning a skill without available instructions, mentors, or loads of trial and error.

The Skill Check

A skill check is a roll to test a character's ability in a specific task. Each of the thirty-six skills on your character sheet represents a different action that characters can attempt. Every skill is associated with one of the twelve attributes. For example, Search is used to locate things and is associated with Cunning.

The sum of the die roll, skill ranks, attribute points, and any applicable bonuses is your total result for the check. If you take any penalties to the check, you must deduct them from your result. For example, someone with the "Scrawny" fault takes a -2 penalty to Might checks.

You can make a skill check even if you don't have any ranks in the skill. Just don't expect the result to be too high. Some of the skills in this chapter allow you to use equipment to gain an easy bonus on your roll—if you can track down and acquire the tools, that is.

Pass or Fail

The object is to roll the highest number possible. Depending on the skill you're using and how you're using it, there may be different criteria to determine success. Basically, there are three types of rolls.

Power rolls

The number you roll translates directly into some kind of result. For instance, as detailed later in this chapter, you can make a Dash check to run faster than usual. The higher your roll, the faster your speed. You can make a Might check to hurl a rock. The higher your roll, the further it lands.

Difficulty rolls

You have to meet or exceed a number determined by the GM called a *Difficulty Level* (or *DL*). If your result is less than the Difficulty Level, your character fails for that attempt at the task. For instance, you can make a Machinery check to pick a lock. The more complicated the lock, the higher the DL. You can make a Perception check to spot a drop of blood on someone's collar. The tinier the stain, the higher the DL.

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Opposed rolls

These are the result of the player wanting to perform an action against another character or creature in the game. Your result is compared to the result of a roll made by another player or the GM. Whoever rolls highest wins the check. In the event of a tie, whomever is considered the defender wins the check. For instance, you can make a Disguise check to impersonate someone, but others can make a Discern check to figure it out. You can make a Stealth check to hide your trail, but a pursuer can make a Search check to follow you.

You may voluntarily fail a skill check if you care to. In this case, you don't have to roll at all. However, you do have to accept the in-game consequences.

As detailed in *Chapter 2: How to Play*, when you roll a 1, it's a Critical Failure, and you fail horribly. When you roll a 10, it's a Critical Success, and you can roll again, adding the new number to the 10 you just rolled.

Retries

Who doesn't want a re-do when a roll goes sour? The good news is that you've got the option to do this! As mentioned in *Chapter 2: How to Play*, you can spend a Fate Point and either re-roll your attempt or force an ally or opponent to re-roll. See the description for each skill, as some allow a character to retry indefinitely.

Target

When you choose to make an opposed roll, the creature whom the roll affects is called the *target*. This is the case for all opposed rolls in this game, including Attack Rolls, Casting Rolls, and Focus Rolls.

Many skills listed in this chapter can alter a target's *disposition* towards another creature, force a target to lose or gain *conditions*, inflict *damage* on a target, or move a target down the *Knockout Track*. The target's *nature* or gained conditions may provide immunity to certain uses of skills. For instance, the Animal Control skill can only affect *bestial* targets, and every target with the *unfeeling* condition will be unfazed by your Intimidate check. All of these terms are explained fully in *Chapter 9: Life and Death*.

Difficulty Levels

A *Difficulty Level* (or *DL*) is the minimum target for success when making difficulty rolls. The lower the number, the easier it is to complete the task. Many skills have some example DLs listed, but the GM should ultimately decide this number. As a quick tip, increase the DL by 5 for each major obstacle in the way of completing the task. Minor obstacles should increase it by 1 or 2. Effects that are helpful should similarly reduce it by the same amounts. The following table gives some examples of DLs and who might be able to meet them.

Example Difficulty Levels

DL	Who could do it?
0	Anyone
5	Even the village idiot
10	Your average person
15	Only people with related experience
20	Experts
25	Very lucky experts
30	One with maximum human potential
35	Someone with powers beyond human
40	A legendary hero (or villain)

Stupidly Impossible Tasks

Sometimes you might want to do something that absolutely defies all rhyme, reason, or logical sense. But even physics and logic are just guidelines in a fantasy game. DLs of ridiculous tasks should be 40 or higher and made by your GM.

You might decide you want to try Climbing up an inverted, slippery, solid-marble wall. Your GM laughs audibly and says the DL for such a mockery of physics is 80.

This chapter won't list any DLs over 40. Since you can probably come up with far more ludicrous tasks than we can, we'll leave it up to your GM to choose their DLs.

Time

Some skill checks are instantaneous. That is, used during combat, they cost no Action Points (see *Chapter 10: Combat*). Some skills are used as part of another action in combat. Some skills have AP costs inherently. A few can take days or weeks. Each skill entry may detail the amount of time, if any, the skill takes to use.

Take Your Time

Slow and steady wins the race. On skill checks that carry no penalties for failure and your character is in no immediate danger, you can choose to "take your time" and use "10" as if you had rolled it (this does not count as a Critical Success).

Taking your time takes a while! In game terms, your character keeps trying until the check is done perfectly. Usually, this means multiplying the time required for a single attempt by 10 or more.

Example

Bryan's character Phineas needs to hide in a warehouse so he can eavesdrop on a conversation that will take place in an hour. His bonus to this check including his attribute and skill ranks is +9. He decides to *Take the Best* for a result of 19, and the GM describes that Phineas takes almost 20 minutes finding and constructing the perfect hiding place, from which he observes the conversation without detection.

Skills

Animal Control

+ *Charm*

In short: command critters. A character with ranks in Animal Control is a comrade to furry creatures everywhere, whether they obey the call of the wild or live comfortably in our homes. You can use this skill to get on their good side, make them listen, and even issue commands.

In order to use Animal Control, the beast needs to be able to at least see, hear, or touch you. This skill can only be used against creatures of a *bestial* Nature, meaning you can't use it on *legendary* creatures, *undead* animals, or *humanoids* (no matter how stupid, ugly, or hairy they are).

Calming

(*difficulty*)

You can placate nearby animals and encourage them to resist the effects of a failed Guts, Mind Control, Sanity, or Virtue check. If the result of your Animal Control check exceeds the DL the animal needed to surpass, any consequences of their failed check are avoided. You can calm one animal for each rank of Animal Control (e.g. 6 ranks; 6 animals).

Calming animals doesn't take any AP, since it happens in response to some other combatant's action. You can perform this action as many times per encounter as you wish, but each additional try adds a -1 penalty to your roll.

Befriending

(*opposed*)

You can make an Animal Control check to enhance your relationship with an animal and improve its Disposition toward you. Wild animals are generally going to begin as *neutral* or *malign*. Domesticated animals are often *friendly* or *neutral*. Depending on training, some domesticated animals would start as *malign* (e.g. guard dogs).

To make a furry friend, roll an Animal Control check opposed by the creature's Discern check. If your result is higher, you may improve their Disposition. For each 5 points of difference, you improve the creature's Disposition by one level. If your check is a Critical Failure, you actually worsen their Disposition by one level. You can only attempt this once per day per animal. Each attempt generally takes a few minutes.

Training

(*difficulty*)

This skill can be used to train domesticated or intelligent animals with one or more commands. Teaching an animal a command usually takes 5–7 days. If the check fails, the animal must be trained for an additional period and the check retried. If you have nowhere else to be, you can *Take the Best* on this check.

An intelligent animal (i.e. one that has an Intellect score of 2) like a rat, cat, dog, horse, or dolphin can learn several commands, sometimes dozens. Less intelligent animals like lizards can only learn a handful—usually just two or three. A domesticated animal can learn any of the following commands, or new ones with your GM's approval.

These have a DL of 20 to teach

Sick 'Em

The animal will attack whatever you point out, but animals will not attack anything unnatural without extra coaxing.

Guard

The animal will stay and defend itself, you, someone you point out, or an object.

Track

The animal can track by scent (if capable).

These have a DL of 16 to teach

Fetch

The animal will go get what you point out, or the first thing it sees if no specifics are given. You can point out an object or a person.

Search

The animal will go where you point and look for anything odd (or something specific if capable of tracking by scent).

Tricks

The animal can perform the usual stupid pet tricks.

Work

The animal will pull or bear a load.

These have a DL of 12 to teach.

Come

The animal will go to wherever you are.

Down

The animal will back off and lay down out of harm's way.

Go

The animal will go to wherever you point.

Heel

The animal will follow and remain close.

Sit

The animal will sit down where it is (if its physiology allows for it).

Stay

The animal will remain where you point until you return and won't provoke any passersby.

Once a command has been taught, getting an animal to perform a command requires a DL 10 Animal Control check (the character who trained it can skip the check). Animals will only accept commands from creatures with whom they have a *neutral* or better Disposition.

Instructing

(*opposed*)

You can use this skill to corral, guide, and direct creatures you meet that *haven't* been trained. This could be steering a raccoon into a cage, leading some sheep into a barn, or forcing a mountain lion to stay put. Since complicated commands require several days of patient training, the only commands you can issue are those with a DL of 12 or less to teach.

Make an Animal Control check against their Mind Control check. If your result is higher, the animal follows your command. An animal will not follow a command that puts it in harm's way unless it has been specifically trained to do so.

To be able to issue commands to an animal, its Disposition must be *neutral* or better. Anything worse, and your only choice is to scare it

off, which requires an Intimidate check instead. If an animal has been elevated to the *friendly* Disposition, it will follow any reasonable command it can understand without you having to roll.

Riding (difficulty)

The Animal Control skill is also used when riding an animal suited for mounted travel or combat. If it has the strength to carry you, any wild animal that has been elevated to the *friendly* Disposition will let you climb aboard. Any domesticated animal bred for riding only needs to have a *neutral* Disposition toward you. Once you're in the saddle, the more complex the request, the higher the DL. Below are a few examples:

Example	DL
Guide mount in proper direction	5
Encourage mount to change speed	10
Urge mount to leap (failure results in being thrown)	15

If you ride a mount into combat that hasn't been bred for war, it has to make a Guts check against a DL of 20 or flee in terror. Thankfully, you can calm a mount who fails this check as detailed above.

You need to make an Animal Control check if you try to push your mount past its limits, such as walking or galloping to the point of exhaustion, or forcing it to carry more weight than it's used to. Any time a mount has to make a Stamina check, you have to make an Animal Control check against the same DL to keep it moving. If you fail a check, the animal refuses to continue and comes to a halt. You can read more about overland movement and its Knockout effects in *Chapter 12: Adventures*.

Bluff + Persuasion

In short: lie. Characters with ranks in the Bluff skill are fake as hell. They weasel their way out of trouble with baldfaced deceptions. Most people exhibit physiological responses when they lie, so part of a good Bluff check represents your ability to suppress these signals. If you want to win at cards, stay out of prison, or run for public office, you have to lie like a rug.

Deceiving (opposed)

A Bluff check can be used to look another character in the eyes and lie to their face. Anybody can try to fib, but a solid Bluff check makes it believable. Bluff can be used to mislead others for many purposes including passage ("I'm the emperor, you fool! Let me pass!"), false innocence ("It was like that when I got here"), or boasting ("I'm dating the prince").

Tell your lie and make a Bluff check. The creature to whom you tell this lie makes a Discern check. If their result meets or exceeds yours, they don't believe you. If your result is highest, they buy it hook, line, and sinker. While you can't retry a failed Bluff check (fool me once...), you can try a different Bluff on the same subject (fool me twice...).

Feinting (opposed)

You can lie with attacks just as well as you can with words. See the "Feinting" entry in the *Tactics* section of *Chapter 10: Combat*. If a

character is difficult to hit due to an impressive Evasion Roll, you can make a Bluff check to create an opening in their defense. This takes as much AP as using the weapon normally does. The defender makes a Discern check. If your result is highest, the difference between the results can be added to your next Attack Roll.

Distracting (opposed)

You can use this Skill to force any *elemental*, *humanoid*, or *legendary* creature to lose focus and look away. For instance, by pointing adamantly and shrieking "what the hell is that?" This presents a brief opening for Stealth or Thievery checks while their attention is drawn away. Make a Bluff check opposed by their Discern check. If your result is highest, the other creature looks off toward the nonexistent disturbance and gains the *distracted* condition for a single round. If your opponent rolls a Critical Failure, they gawk at nothing for one round—the first attack that comes their way during this time catches them *wide-eyed* (see *Chapter 10: Combat*).

Craft + Intellect

In short: make a thing. When you get that creative itch, the Craft skill lets you scratch it. Craft is used when a character wants to make something from raw materials or repair an existing creation. Your creative itch might come in the form of ammunition, knots, medicines, weapons, meals, suits of armor, or works of art. You might even require a set of tools or a specialized workshop to produce your creation. The ability to find the tools of the trade and a place suitable for making the item is sometimes as difficult as acquiring the knowledge to construct the thing in the first place.

Your GM has the final say on whether you can attempt to create any given thing, but any creation reasonably within the purview your character's Occupations should be fair game.

Creating Objects (difficulty)

Anybody can try their hand at crafting, but it's only the extremely lucky or the very experienced who can make something truly remarkable. The bonus from ranks in an Occupation relevant to the item being made are what separate the amateurs from the masters. The higher the DL, the more complicated or intricate the item is (or its creation process). For every 5 points away from the DL to create the item (either up or down), the quality of the item is affected. Unlike most skill checks, a failed Craft check still results in an item being created—it just sucks. This table demonstrates how the difference between the roll and the DL affect the quality.

Difference	Quality
-10	Awful (easily ruined, unbearable, sickening)
-5	Not great (sub-par, bland, boring)
0	Normal (completely average and functional)
+5	Good (above-average, attractive, memorable)
+10	Outstanding (desirable, durable, well-performing)
+15	Perfect (flawless, highly valued, coveted, powerful)
+20	Legendary (rumored far and wide, actively sought after, priceless, nearly impossible to copy)

Each time you roll a Craft check to create a work, any materials involved in the construction are consumed. As a result, you cannot *Take the Best* on this check unless you have a stockpile of materials

and oodles of time. Afterwards, you'll have lots of attempts of varying quality lying around. Critical Failures are usually pretty comical when creating items (you've dumped the entire pepper shaker into the stew, you've sewn the sleeve on inside-out, or your wooden spoon has a hole in it). Depending on the creation's size and complexity, it could take minutes, hours, days, months, or even years to produce a single item.

Your creations could be sold, gifted, kept in your home, or copied and disseminated throughout the world. Below are some ideas for things to create during your adventures.

Art

You can produce decorative works of art that are painstakingly assembled from raw materials, such as paintings, sculptures, or pottery.

Buildings

You can create structures from an outhouse to a palace, or even the blueprints to do so.

Cloth, Clothing, and Jewelry

You can weave fabric and tapestries, forge jewelry, sew garments, and assemble shoes and hats. After all, it's not who you know, it's how you dress.

Food and Drink

You can assemble any food or beverage, such as preparing meals, baking bread, distilling spirits, brewing ale, or pressing wine.

Gear

You can make anything listed in the *Gear* section of *Chapter 11: Equipment* and any other object of a utilitarian nature.

Medicines and Antidotes

Using the ingredients in the natural world, you can craft medicines such as salves, pills, and teas, which combat or cure disease. You can also create an antidote, antitoxin, or antivenom using a chemical countering agent. See both the "Diseases" and "Poisons" entries in the *Damage and Death* section of *Chapter 4: Life and Death*.

Hazards

To keep your enemies at bay, you can create obstacles and traps. This works just as well on the battlefield as it does deep in the dungeons.

Trade Goods

You can collect crops and refine them into useful goods, like molasses, sugar, resin, rubber, coffee, leather, or honey.

Vehicles

The voyage is half the fun. You can build wagons, carriages, ships, and anything else that gets you from point A to point B.

Weapons and Armor

Pretty much anything can be used as a weapon or a shield if you're willing to improvise, but when a tool of war is forged with talent, that's something special indeed. When forging weapons and armor, the *ornate* and *well-made* modifications both require a Craft check at least 5 points above the DL. The *cheap* modification results from a Craft check at least 5 points below the DL. See the *Modifications* section in *Chapter 11: Equipment*.

Composing Works (power)

You can make a Craft check to express your creativity. It's not about your creation's comprised materials, it's about the idea itself. The bonus from ranks in an Occupation relevant to the composition are what distinguish the masters from the amateurs. The higher your result, the more sophisticated, profound, and admirable your composition. A result of 5 produces a truly horrendous flop. A result of 10

is fair at best. A result of 15 is decent but nothing special. A result of 20 is notable. A result of 25 is awe-inspiring. A result of 30 is the best of its kind, used as an example for others to follow. Here are a few possible categories of ideas to express.

Design

You can arrange things in a pleasing or effective manner. This includes architecture, drawing, and decorating.

Literature

You can produce written works, such as jokes, poems, plays, or books. The pen is sometimes mightier than the sword.

Music

You can weave together arrangements of music. These could be instrumental, vocal, or both.

Strategy

You can formulate plans and tactics for game, sport, or warfare—valued by chess players, quarterbacks, and generals alike.

You can *Take the Best* on this check, but the time involved to get it "just right" is staggering, plus you'll have lots of balled up drafts in the wastebasket.

A creative work is sometimes the set of instructions for yourself or another character. For instance, a musician can play your song with a Perform check. A carpenter could make a Craft check to build your blueprints.

Fixing Objects (difficulty)

Once broken, many things just can't be fixed. However, for the myriad of things that can be, you can make a Craft check to make them as good as new. If you meet or exceed the original DL required to create the item, you can repair it. If you fail the check, you ruin your materials. A Critical Failure further harms the object. You must have a sufficient amount of the required materials on-hand, which depends on the severity of the damage. The amount of time to make the repair varies as well.

Repairing Degradation (difficulty)

Along the road to adventure, your weapon, shield, or suit of armor could see enough battle that it loses its effectiveness (see the "Degradation" entry in the *Defending* section of *Chapter 10: Combat*). To repair the Degradation an item has received, you must make a Craft check at a DL of 15. If you meet or exceed the DL, the item is repaired. A failure uses up your materials, but leaves the item degraded. A Critical Failure incurs an additional level of Degradation.

To calculate the repair cost, divide the purchase price by the equipment bonus. For example, *Chapter 11: Equipment* lists a longsword for 225s, and its damage bonus is 5. Therefore, you would pay an artisan 45s to repair a single level of Degradation. If you're doing it yourself, you only pay for materials, which is half the purchase cost, so 22s 50¢ per level of Degradation.

Tying Knots (power)

You can use this skill to tie somebody up, splice ropes together, or secure an object. Make a Craft check, adding in any relevant Occupation bonus. The result of your roll becomes the DL required to escape the bindings (with Thievery) or burst through them (with Might).

If you're tying up a creature, the creature you're tying up has to accept willingly or have gained the *paralyzed*, *immobilized*, or *unconscious* conditions. It takes several rounds to finish binding a creature. So long as you're not in a hurry, and the creature to be bound can't stop you, you can choose to retry as often as you like, or to *Take the Best* on this check, which requires up to 5 minutes.

You don't need to roll anything to untie knots tied by someone else (so long as you're not bound by them), such as a ship's rigging. It just takes time. A decent rule of thumb is one round per point of the Craft check result.

Clairvoyance + Psyche

In short: extrasensory perception. Put in terms of science, it represents a character's ability to observe objects, actions, or events removed in space or time—those phenomena which are just beyond normal cognition. Whenever someone says "I've got a bad feeling about this," it's the Clairvoyance skill at work. A talented clairvoyant could feel if a loved one is in trouble, the presence of supernatural forces, or the sudden violent death of a large number of people somewhere far away.

One Clairvoyance check takes no time, however a second attempt, trying to perceive something you did not previously, takes 3 AP.

Sensing Remotely (power)

By turning the knobs on your mental radio, you can tune into the emotional broadcasts from other beings at a distance. The signal strength is *much* stronger when the transmission originates from people you know, or when a great number of people are transmitting the same thing at once. From a vast distance you can see, hear, or feel when a sibling dies, an archenemy gains power, or an orphanage burns to cinders.

Roll a Clairvoyance check. The higher the result, the more accurate your interpretation. A roll of 5 means you're not close *at all*. A roll of 15 means you're pretty close. A roll of 30 means you've got it *exactly*, down to their location, outfit, and HP. Although, if the signal is weak (due to extreme distance) or you don't have much of a personal connection to the minds involved, the GM should offer up fewer details.

Divining Knowledge (power)

You can use Clairvoyance to glean information about the past or future. This manifests as a good or bad feeling about a course of action: whether it has already gone badly or will go badly. Retrocognition points your emotions toward the past and allows you to ascertain whether your friends across the country succeeded in their mission. Precognition directs your feelings to the future and reveals

whether your plan of attack will fail horribly. The higher the result of your Clairvoyance check, the more detailed and specific your feelings on the matter. Anything under a roll of 15 is basically "reply hazy."

Divining the outcome of events can be done in your waking hours or through your dreams. The visions that invade your dreams are warnings of the future or important revelations about the past. The GM will ask you for a Clairvoyance check while your character sleeps. If you roll poorly, you won't even remember the dream. You'll be pelted with a sense of foreboding, but no clarity. "You feel like this man is familiar, but you can't remember from where," or "It feels like this tragedy has happened before. You feel like you should have known how to stop it, however, you didn't." Oooh, harsh.

Sensing the Supernatural (power)

You can identify the presence of supernatural phenomenon just as easily as you can feel the warmth of a summer day. Clairvoyance is used to enact your mediumship and decipher the comings and goings of the spirit world. Use it to pinpoint haunted houses, reveal spirits' desires, and identify that a coma patient's astral body is elsewhere. The higher your result, the more accurate your interpretations.

A result of 15 confirms the presence (or absence) of spiritual activity. A result of 20 gets you some details (e.g. "what do they want?"). A result of 25 gets you specifics (e.g. names and powers). A result of 30 is equivalent to sitting down to coffee with the spirits involved and hearing the whole story.

Dash + Muscle

In short: book it. Sometimes in life, an all-powerful, monstrous creature looms up before us, and we're forced to turn tail and run to the hills. Other times, a nefarious foe has liberated you of your coin purse and you must pursue. The Dash skill is the weapon of choice for triathlon participants and cowards.

Any natural means of locomotion your character may employ, be it running, climbing, flying, or swimming is valid for Dashing.

If you gain the *hampered* condition, you move at half speed, which means you must divide the result of your Dash checks in half.

Chasing (opposed)

If you're running from the police, a bear, or an assailant, you've got two or more creatures competing for speed. Each participant in the chase makes a Dash check. The character with the highest result is the fastest. If the chaser has the bigger roll, they overtake the pur-



Some World Records

Let's see how Dash checks stand up to actual world records.

Event	Formula	Roll	Speed	World Record
Walking	Roll	5	5 ft/sec	—
100 meter dash	Roll	30	30 ft/sec	34 ft/sec
Marathon	Roll / 2	30	15 mph	13 mph
Mile run	Roll / 2	30	15 mph	16 mph

sued. If the pursued has the bigger roll, they escape and leave their chasers in the dust.

Hurrying (power)

All races in this book start with a Speed of 10, meaning they can cover 10 feet per Action Point in combat. If you want to try and go faster than that, you can roll a Dash check. The result of the check dictates the character’s velocity. The higher the result, the shorter the time it will take to finish.

If want to sprint at full speed, using all available energy, as fast as you possibly can, roll a Dash check. The result equals your velocity in feet per second. So a roll of 5 is 5 feet per second (3.4 mph, average human walking speed); a roll of 30 is 30 feet per second (20.5 mph).

Trying to Dash at full speed for more than a few moments is incredibly draining. Your GM should have you roll a Stamina check to keep going past your limits at that speed.

Long distance running is a different story. If you’re running more than a quarter mile, your velocity is *half* your roll in miles per hour. A roll of 5 is 2.5 miles per hour; a roll of 30 is 15 miles per hour.

Humans are much slower at swimming than running, and very, very slow at climbing. We couldn’t find any world records for human flight.

Discern + *Insight*

In short: figure it out. Discern is all about sizing up a person or situation. A powerful general stands high over a battlefield deducing his opponent’s objectives. A judge hears a defendant’s case, and then determines if he’s telling the truth. A powerful wizard sees through the disguise of an assassin posing as one of his servants. All of these are perfect examples of the use of the Discern skill.

You can’t retry Discern checks; you either figure it out or you don’t. However, you can try to Discern something different about the same subject.

Revealing Deception (opposed)

When another character attempts to deceive you, using either a Bluff or Disguise check, you must make a Discern check to see through their falsehoods. If you meet or exceed the other character’s check, you can tell fact from fiction. If your result is lowest, you believe the lie, but it doesn’t necessarily mean that you trust the liar wholeheartedly.

When someone impersonates a specific character, and you actually *know* the person being portrayed, you gain a bonus to your Discern check. This is based on your Disposition toward the one being impersonated.

Example	Bonus
Benign/Malign	+2
Friendly/Hostile	+6
Enamored/Hateful	+8

Understanding Intent (power)

You can make a Discern check to figure out others’ mood, goals, motivation, or reasoning. By reading body language, tone of voice, behavior, and other social clues, you can figure out why a person is performing an action, how they’re feeling about a situation, or what their next move may be. The higher your roll, the more specific or accurate your gut feeling. This works just as well in combat as it does conversation, and it works just as well for allies as it does enemies.

If your result is 5 or higher, you can determine a creature’s Disposition toward another yourself or another creature. Unless, of course, they’re hiding their true feelings, in which case you need to reveal their deception as described above.

Analyzing Strategy (opposed)

You can ascertain the strategy of entire armies. If your Discern check exceeds the commander’s Leadership check, you can determine a single aspect of the battle strategy before it unfolds. Some of the possible information one could Discern from battles include: a place, object, or person a combatant is guarding; the next plan of attack; a likely escape or fall-back point.

Maintain Disposition (opposed)

When another character attempts to improve your feelings about himself or another, you can decline the friend request. You must make a Discern check to oppose a Negotiate, Perform, or Seduce check made to improve your Disposition. Creatures of a *bestial* nature must make a Discern check to oppose an Animal Control check for the same purpose.

If your result meets or exceeds theirs, your Disposition remains unaffected. If their result is higher, your Disposition improves one level for each 5 points of difference. If the opponent makes a Critical Failure, your Disposition toward them actually worsens one level.

A character can also attempt to worsen your bond deliberately. They make a Taunt check to worsen your Disposition and you must make a Discern check to avoid being offended. If your result meets or exceeds theirs, your Disposition remains unaffected. If their result is higher, your Disposition worsens one level for each 5 points of difference.

Disguise + *Presence*

In short: play dress-up. If a character wants to look like someone else, or at least not look like herself, the Disguise skill is a necessary tool. The fugitive blending in with the locals, the super spy posing as the (recently, tragically deceased) king, and the undercover martial artist gathering secrets from a rival clan all make use of the Disguise check to its fullest.

Be careful when you’re incognito—people might expect specific knowledge of you. Often times you’ll need to be good at both Bluff and Lore to *really* sell that you’re someone else.

Impersonating (opposed)

You can make a Disguise check to assume the guise of another, whether that's a specific person, a class of person (e.g. aristocrat, commoner), or a type of occupation (e.g. city guard, beggar). It's all about how you carry yourself: your demeanor, your voice, your mannerisms. You may be able to look like somebody else, but without ranks in Disguise or points in Presence, you probably won't be fooling anybody.

Gather together your outfit and make a Disguise check. As long as you're adopting that persona, people you meet get a chance to see through your charade. They make Discern checks against your original Disguise check. If yours is higher, your new persona is convincing. If they meet or exceed your roll, they figure out that you're pretending ("Is that a wig?"). You can't retry a failed Disguise check, but you could go find a different outfit and try that one instead.

The following table lists situational bonuses and penalties to the Disguise check.

Situation	Check
Different gender	-2
Different race	-4
Per point of Size difference	-5
Employing a Disguise Kit	+4

Penalties and bonuses are cumulative. For example, a male firna, 4 feet tall and 60 pounds (Size -1), with a Disguise Kit, attempting to pass for a female kulgeri, 8 feet tall and 300 pounds (Size 1), would take a -12 penalty to Disguise.

Collecting Information (difficulty)

The Disguise skill can also be used to blend in for the purposes of recon and gathering intelligence. Instead of actively conversing with the populace, you conform to the dress code and hide in plain sight, soaking up the topics of conversation. In this case, an average and forgettable appearance is a good thing while you eavesdrop. The higher the result, the more obscure the information you can gather. Hiding among the populace takes several hours. If you opt to *Take the Best* on this check, it could take days.

Example	DL
The location of major landmarks, names of local celebrities	5
Current events, rumors, and gossip	10
The location of a specific individual, item, or place	15
Guarded, illegal, or illicit information (e.g. where to buy stolen goods, how to break into a particular building)	20
Highly secret, personal, or valuable information (e.g. who the king's mistress is, where the rebel hideout is, the route the princess takes when she ventures into the city)	30

Dodge + Agility

In short: get out of the way. Those who excel at Dodging are rather difficult to hit. Every incoming attack a character notices be thwarted with a successful Dodge check. Less agile combatants may instead elect to evade attacks by parrying, but not all dangers can be smacked away with a weapon!

Evading Attacks (opposed)

When another combatant attacks you, and you see it coming, you have a free chance to defend yourself. Even from arrows and fireballs. See the *Defending* section of *Chapter 10: Combat*. Your enemy rolls an attack, and you make an Evasion Roll, which is either a Dodge or a Parry. If your Evasion Roll meets or exceeds the Attack Roll, the attack misses.

If you have gained the *prone* condition or the *grabbed* condition, you take a -4 penalty to Evasion Rolls. If you have gained the *immobilized* condition, or the *unconscious* condition, you automatically fail Evasion Rolls. You also automatically fail the Evasion Roll when an attack catches you *wide-eyed* (see *Chapter 10: Combat*).

Characters who fail to remove themselves from harm's way need to roll a Guard check to see exactly how much hurt gets laid out.

Avoiding Hazards (difficulty)

The GM can institute a DL for a danger that has no opposed roll, like a collapsing ceiling beam, or arrows from that devious trap you just triggered. If you can't get out of the way, it could mean you have to roll a Guard check to determine the damage done. A hazard could have other effects, like a deadly poison, a stream of corrosive acid, or it might just kill you outright.

For instance, if your adventuring party springs a trap and the floor collapses, the GM might ask for a Dodge check at a DL of 15. The characters who pass the check leap to safety. Those who fail plummet into the darkness below.

Grip + Muscle

In short: hang on. Awe your onlookers with your fearsome wall-scaling abilities. Clutch onto a bucking bronco. Catch a wet bar of soap. Any great feat of strength using your hands and fingers only (or feet and toes, for that matter) is what the Grip skill is all about. Grip can be used to effectively ascend or descend vertical distances as well as maintain solid holds on objects or creatures.

Climbing (difficulty)

You can roll a Grip check to climb out of a pit, up a tree, down a cliff, over the city walls, or across a ledge. The tougher the surface is to climb, the higher the DL.

The ladder into a tree house should be DL 5, and a sheer cliff face should be DL 30. A smooth, flat surface is basically impossible for mortals to Climb short of using magic spells. If you use climbing equipment, you gain a +4 bonus to the Grip check. A device such as magnetic boots, while not magical, allow for climbing of flat, metal surfaces at a DL of 10.

If you fail the check, you fall from your starting point. Not so bad at the bottom, but deadly from the top. See the Guard skill about falling damage.

Depending on how far you're climbing, your GM may ask you for Stamina checks or risk falling. If you're trying to go especially fast

(or at least faster than someone else), you'll also want to roll a Dash check. If you're carrying something or someone, you also want to roll a Might check.

Once you start climbing, you gain the *grabbed* condition (in this case you're wrestling the wall). It's really hard to climb and fight at the same time. A character cannot perform any action that requires the use of two hands (e.g. swing a greatsword) unless, say, the character has more than one set of arms.

Catching (difficulty)

If you want to snatch something out of the air as it zooms past, you can roll a Grip check. The tougher the object is to grab, like being slippery or heavy, the higher the DL. The object needs to be within arm's reach, otherwise you have to roll a Gymnastics or Dash check to get near it first.

If you're climbing, you can try to catch an object or creature that falls from above you. If you fail, whatever it was continues falling. If you roll a Critical Failure, you follow suit in proper arm-flailing fashion.

Grabbing (opposed)

You can roll a Grip check to grab onto another creature ("Get over here!"). Any time you try to grab a creature, combat begins and the GM should make everyone roll Reaction. See the "Grabbing" entry in the *Tactics* section of *Chapter 10: Combat*. Your opponent can prevent or escape your Grab by surpassing your Grip check with a Might check (if they're strong) or a Thievery check (if they're agile). As long as you have a hold on them, you both gain the *grabbed* condition.

Contests of strength between creatures of different Size favor the larger creature. In these opposed combat rolls, the larger creature gains a +4 bonus for each point of Size difference. Thus, if a kulgeri attempts to Grab a firmoy, the kulgeri receives a +8 bonus to his Grip check.

Disarming (opposed)

You and another combatant can vie for the same held object ("It's my locknar"). If you make a successful Called Shot attack to the defender's held object, you make opposed Grip checks. Whoever has the strongest grasp gets to keep it. See the "Disarming" entry in the *Tactics* section of *Chapter 10: Combat*.

If a larger creature attempts to disarm a smaller one, the larger one receives a +4 bonus to this check for each point of Size difference.

Resisting Disarms (opposed)

When someone tries to disarm you in combat, you roll a Grip check and they roll either a Thievery check (if they use a weapon) or a Grip check (if they use hand-to-hand). See the "Disarming" entry in the *Tactics* section of *Chapter 10: Combat*. Certain types of weapons, especially those that require two hands to use, grant a +2 bonus to the Grip check. If you meet or exceed the opponent, you keep your weapon.

If a smaller creature attempts to disarm a larger one, the larger one receives a +4 bonus to this check for each point of Size difference.

Guard + *Endurance*

In short: take a hit. If Dodge gets you out of the way of damage, Guard's your buddy once you've screwed that up.

Resisting Damage (opposed)

When you receive an attack in combat (and you're aware of it), you get to make an Evasion Roll to get out of the way. If that fails, your opponent makes a Damage Roll and you make a Guard Roll. If you're wearing armor, you can add the armor's bonus to your Guard check. If you meet or exceed the incoming Damage Roll, you don't lose any HP.

If the Damage Roll is higher than your Guard Roll, you deduct the difference from your HP. See the "Guard" entry in the *Defending* section of *Chapter 10: Combat*. A Critical Failure of a Guard Roll actually causes harm to any armor you're wearing. See the "Degradation" entry in the *Defending* section of *Chapter 10: Combat* for more information.

In addition to attacks from opponents, you also use Guard to resist damage from hazards, like a spiked pit. A very well-equipped and tough hero might be able to fall in a pit trap and have the metal spikes below clang harmlessly off her armor.

Landing (power)

You can use a Gymnastics check to soften a fall, removing 5 feet of distance per 5 points of the roll. Whatever distance remains calls for a Guard roll.

Make a Guard check excluding worn armor (unless you have some kind of *miracle armor* that protects against falls). For every 5 points of your result (to a maximum of 25 points), you can subtract 10 feet from the distance fallen and move one stage down the Knockout Track. You cannot subtract more than half of the remaining distance. If you're already suffering Knockout Track penalties, you're limited to subtracting 10 feet for each remaining stage. For example, if you're at stage 3 on the Knockout Track, you must subtract a maximum of 20 feet.

Use the remaining distance to calculate the damage you take. For every 5 feet, you take 5 points of damage. Your own mass is a factor as well. For every 10 feet, you take damage equal to your Size. Creatures bigger than Size 0 take more falling damage, creatures smaller than Size 0 take less falling damage.

Falling Example

Drinnin and Skorna are knocked from a cliff ledge 80 feet above a rocky beach.

Shrieking and flailing, Drinnin rolls 16 for Gymnastics. He's left with 65. He then gets a 20 on his Guard Roll. Even though this is enough to subtract 40 feet, he can't subtract more than half, so this converts 32 feet into 4 steps down the Knockout Track. 33 remains, so he takes 30 damage. Luckily, Drinnin

has 35 hit points. Drinnin smacks into the rocks below, dazed and injured, but clinging onto life with 5 HP.

Skorna, on the other hand, rolls 20 for Gymnastics. She's left with 60. She makes 12 on her Guard Roll. This converts 20 feet into 2 steps down the Knockout Track. 40 remains. Sadly, Skorna only has 30 HP, so she hits the rocks like a trashbag full of ham.

Guts + Courage

In short: be brave. When danger rears its ugly head(s), some fight, some take flight, and some pee their pants. Guts checks are called for when a creature or situation is particularly terrifying. Situations like encountering a towering monster which could swallow people whole, facing off single-handedly against an army, or overcoming the object of a character's phobia in order to move forward are terrifying.

Overcoming Fear (difficulty)

We all have to face our fears sometimes. Make a Guts check to amass your resolve, grit your teeth, and press on. The scarier the situation, the higher the DL.

Example	DL
Bumps in the night	5
Entering combat without experience	10
Dangerous situations (e.g. firefighting)	15
Facing your phobia	20

If you fail the check, you refuse to proceed and cower hopelessly until it goes away. It's not that you're frozen in place—you can certainly defend yourself—it's just that your allies will have to drag you kicking and screaming into or past the source of your fear. If your check is a Critical Failure, you turn tail and run for safety.

When you ride a mount into combat that hasn't been bred for war, it has to make a Guts check against a DL of 20 or flee in terror. You can make an Animal Control to placate a mount that fails this check.

Fear, or terror, is different from horror in that terror is usually acute and short-lived and once the object of the terror has passed, the character continues on as normal. The effects of something horrifying, on the other hand, affects a character's notions of reality and can be felt for days, years, or a lifetime. The Sanity Skill is used to deal with horrifying situations.

Resisting Coercion (opposed)

You must make a Guts check when a creature uses Intimidate to coerce you into following its instructions. If your result meets or exceeds the Intimidate check, you patently refuse. If your result is lowest, you give into their demands out of fear. As soon as they leave your presence, your Disposition toward them falls one level.

Resisting Intimidate (opposed)

Guts checks are also used to oppose a creature's attempt to demoralize you with an Intimidate check. If your result meets or exceeds the Intimidate check, you stand your ground. If your result is lowest, you gain the *rattled* condition. If your check is a Critical Failure, you are compelled to surrender or flee the fight immediately.

Resisting Spells (opposed)

Certain spells can be overcome with a Guts check, for instance You and What Army? and Demoralize. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Guts check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Gymnastics + Agility

In short: move or steady your body. The Gymnastics skill is used to determine a character's ability to balance, leap, cartwheel, dive, flip, tumble, somersault, kip-up, roll, and other acrobatic maneuvers.

Balancing and Tumbling (difficulty)

When you find yourself on a tightrope or pitching ship, you can roll a Gymnastics check to steady your weight and keep from falling. Similarly, you can use this skill to land a couple of cartwheels and a back handspring. If you're a gymnast or a break dancer, this usage of Gymnastics is for you. The higher the DL, the more difficult the maneuver. Staying balanced in a sailboat might be DL 5, whereas a flawless Olympic floor routine might be DL 30.

Balance is important in the saddle, too! With a DL 12, you can steady yourself while mounted if you're trying to line up a shot. With a DL 18, you can roll safely from the back of a mount slain in battle and prevent yourself from being trapped underneath.

If you gain the *prone* condition, it takes 2 AP to stand up. However, you can use Gymnastics to kip up from the ground in 1 AP with a DL 15.

You can use Gymnastics to slip right past a foe blocking your way, but it's risky. Make a Gymnastics check if you try to pass through the space occupied by an opponent. The DL is 20. For every point of difference in Size from the creature you're prancing past, you receive a +2 bonus on the Gymnastics check. It's easier for a bigger creature to vault over a smaller one, and it's easier for a smaller one to dive under a larger one. This means a human gets +10 on the check if they're tumbling past a juren, and a kulgeri gets +4 on the check if they're leaping over a firmoy. If you fail the check, your movement stops adjacent to your opponent.

Resisting a Trip (opposed)

You can roll a Gymnastics check to keep from being tripped. See the "Tripping" entry in the *Tactics* section of *Chapter 10: Combat*. To try to knock you down, your opponent rolls a Might check. If your Gymnastics check meets or exceeds their Might, you remain standing. If you fail, you gain the *prone* condition.

Contests of strength between creatures of different Size favor the larger creature. In these opposed combat rolls, the larger creature gains a +4 bonus for each point of Size difference. Thus, if a firnoy attempts to Trip a kulgeri, the kulgeri receives a +8 bonus to his Gymnastics check.

Vertical Jump

(power)

Leap over a fence or out of a pit. The result of the skill check divided by 4 equals the height the character can jump. Thus, if the character rolls a 30, they can jump 7.5 feet.

High Jump
DLs

DL	Feet
5	1.25
10	2.5
15	3.75
20	5
25	6.25
30	7.5

Characters need a good running start to gain sufficient momentum to jump this high. If you don't build up enough speed beforehand, the result should be divided by 5.

Horizontal Jump

(power)

You can roll a Gymnastics check to leap across an open chasm or from rooftop to rooftop. The result of the skill check equals the number of feet the character can move. Thus, if a character rolls a 30, they can jump 30 feet.

Characters need a good running start to gain sufficient momentum to jump this far. If you don't build up enough speed beforehand, the say that the result should be halved.

Landing

(power)

Gymnastics can be used to soften a fall (for instance, by righting yourself in mid-air, grasping an awning, or tumbling properly once you land). For every 5 points of your Gymnastics check, you can subtract 5 feet from the distance fallen. If there's anything left over, you can make a Guard check to turn some of the falling damage into steps down the Knockout Track. The rest comes straight out of your HP.

Healing

+ *Intellect*

In short: nurture life. While anyone can swing a sword, throw a punch, or just mess folks up in general, it takes someone with a lot of know-how to properly stitch a living thing back together again. Organisms are complex machines that require maintenance just like any other. The field of medicine and healing comprises several occupations including botanist, herbalist, surgeon, doctor, nurse, medic, mortician, veterinarian, and chemist.

A Healing Kit can be employed when treating a *bestial*, *humanoid*, or *legendary* creature (see *Chapter 11: Equipment*). Each usage of a

Healing Kit grants a +4 bonus to the check, and a Healing Kit can be used in this manner 5 times.

Operating

You can make a Healing check to perform any complicated medical procedure, like amputating a limb, performing an autopsy, removing or repairing a damaged organ, or delivering a baby. The DL should be 15 or more. The higher the DL, the more risky or complex the operation. These kind of procedures last minutes to hours. If you fail the check, you endanger the health of the patient. If you roll a Critical Failure, you inflict permanent harm on the patient, cause their death, or at the very least incur a medical malpractice suit.

Healing Damage

(difficulty)

A Healing check can be used to attend a creature overnight to heal inflicted damage. The DL is 10. For every point of success, the patient receives one HP beyond the amount she would normally heal (their own Endurance + Vitality). You can only attend to one creature in this manner per night.

Dressing Wounds

(difficulty)

You can use your surgical skills to aid yourself or another creature with the *bleeding* condition. The DL is 10. For every point of success, one point of bleeding damage is removed. Healing a bleeding wound takes 6 AP.

Cultivating Plants

(difficulty)

Some folks have a green thumb; others don't. You can make a Healing check to nurture plant life and foster its healthy growth. This includes such tasks as transplants, pruning, weeding, and irrigation. The more fragile or malnourished the plants, the higher the DL. If you meet or exceed the DL, the plants continue to grow healthily. If you fail the check, the plants deteriorate. If your Healing check is a Critical Failure, the plants soon wilt and die. You may *Take the Best* on this check if you want to take your time to get it right, and many professional green thumbs do, such as farmers, botanists, herbalists, and gardeners.

Intimidate

+ *Presence*

In short: compel through fear. Street thugs and interrogators have one thing in common: an ability to cow others to do things. Using Intimidate puts the ball in your court (whether or not you've actually *got game* or not). This check doesn't necessarily mean a growl, scream, or overt display of power. Sometimes a meaningful glance at the bloody weapon at your side is enough. Those who you successfully cow are much, much more likely to do what you ask.



Some World Records

Let's see how Gymnastics checks stand up to actual world records for the long and high jump.

Event	Formula	Roll of 30	World Record
Long jump	Roll	30 ft	29.36 ft
Standing long jump	Roll / 2	15 ft	12 ft
Vertical jump	Roll / 4	7.5 ft	8 ft
Standing vertical jump	Roll / 5	6 ft	6 ft

Scaring (opposed)

You can use Intimidate during combat to instill a sense of fear into a single opponent. Make an Intimidate check opposed by the creature's Guts check. If your check is higher, the creature gains the *rattled* condition (meaning it takes a -2 penalty on all rolls during the encounter). If the creature's check is a Critical Failure, they surrender or flee the fight immediately.

Intimidating another combatant takes 4 AP. A single opponent can only be intimidated in this manner once per encounter. You may attempt to Intimidate any creature that hasn't gained the *unfeeling* condition. Most *bestial* creatures that fail the check will attempt to run from you regardless of a Critical Failure, but if they're backed into a corner or otherwise incapable of fleeing, the claws come out and they defend themselves at all costs.

Coercing (opposed)

Whether it's torture, armed robbery, or law enforcement, you can make an Intimidate check to force an unwilling creature to follow your instructions. There's no point in coercing allies into obeying your commands—anyone whose Disposition is *benign* or better will help you anyway. Make an Intimidate check opposed by their Guts check. If your check is higher, the creature gives into your demands out of fear. Each attempt generally takes a few minutes. As soon as you leave their presence, their Disposition toward you falls one level. You may attempt to coerce any creature of an *elemental*, *humanoid*, or *legendary* Nature. You may also attempt to coerce any *fabricated*, *plantlike*, or *undead* creature with an Intellect higher than 1.

You need to present tangible consequences for their refusal to comply, like threats of punishment, violence, retribution, or sabotage, and you need to be capable of "making good" on those threats. You can't use this skill to force a creature to endanger itself. Be careful when you bully others into submission. It's possible you'll attract the attention of the authorities or garner resentment and vengeance from dangerous people.

In combat, you can coerce your opponent into surrendering, holding their fire, or letting you go. This action takes 4 AP. See the "Diplomacy" entry in the *Socializing* section of *Chapter 10: Combat*.

Leadership + *Charm*

In short: take command. Characters with ranks in Leadership have an unshakable aura of confidence and authority about them. All great generals, kings, and ringleaders make use of this Skill. You can use it to motivate others into action or calm them in a pinch.

You may use Leadership against any creature of an *elemental*, *humanoid*, or *legendary* Nature. You may also use Leadership against any *fabricated*, *plantlike*, or *undead* creature with an Intellect higher than 1.

Motivating (difficulty)

Your unwavering morale is a comfort to others in the face of adversity. You can use this Skill to galvanize those nearby to resist the effects of a failed Guts, Sanity, Mind Control, or Virtue check. Make a

Leadership check and a rousing call: "snap out of it!", "pull yourselves together!", or "don't listen to them!" If the result of your Leadership check exceeds the DL the ally needed to surpass, any consequences of their failed check are avoided. You can calm one creature for each rank of Leadership (e.g. 3 ranks; 3 comrades).

Motivating allies doesn't take any AP, since it happens in response to some other combatant's action. You can perform this action as many times per encounter as you wish, but each additional try adds a -1 penalty to your roll.

Taking Charge (opposed)

When danger rears its ugly head, folks tend to look your way to assume control. Whether the wisdom to make the right choice comes from your own ability to Discern or from a trusted advisor, your eminence convinces others that your commands *must* be the right course of action. Make a Leadership check opposed by their Mind Control check. If your check is higher, the creature respects your authority and executes any of your instructions. Unlike other Skill checks which coax others into following suggestions, you can use Leadership to issue commands that endanger those you're commanding. So long as the situation is dire and the loss of life and limb is a certainty, those who submit to your command will endanger themselves for the greater good. Each attempt generally takes a few minutes. Once you part ways, they'll carry out any final orders to the best of their ability.

Your own allies don't need to be commanded—anyone whose Disposition is *friendly* or better will follow you to death and glory. Creatures whose Disposition is *benign* or *neutral* might need the extra coaxing, though. Anyone whose Disposition is *malign* or worse automatically passes their Mind Control check ("You're not the boss of me!") unless your orders will directly benefit their own interests. If you have ties to an organization and hold a formal position of power, you don't need to make a Leadership check to issue commands to your subordinates unless your requests are grossly outside the organization's motives.

In combat, you can command your opponent to surrender, hold their fire, or let you go. This action takes 4 AP. See the "Diplomacy" entry in the *Socializing* section of *Chapter 10: Combat*.

Recruiting (opposed)

You can use this Skill to recruit any creature with a Disposition of *neutral* or better into your retinue (see the "Retinue" entry in the *Fame and Fortune* section of *Chapter 12: Adventures*). As long as your proposition doesn't contradict the creature's Motivation, Alignment, or personal obligations and responsibilities, make opposed Leadership checks to hash out the details. If your result is higher, they join the club. If their result meets or exceeds yours, they turn you down. You can attempt this once per day per creature. Each attempt generally takes a few minutes.

Enlisting a character into your retinue grants you a direct report that follows your orders as long as they're pleased with the arrangement and you compensate them fairly—that means you need things like loose cash, food, housing, supplies, mentorship, or a share of the profits. From the moment you enlist their services, they serve you however you deem fit: tagging along, guarding the base, or cleaning your apartment. If you successfully recruit a character with their

own retinue, you gain all of the forces who wish to remain and pledge their loyalty.

Concealing Strategy (opposed)

Once you and your strategists have devised combat plans, you can make sure the orders are carried out in such a way that your opponents cannot successfully analyze the actions of your military. Make a Leadership check. Any opponents can make a Discern check to interpret your plans based on the behavior of your units. If their result is higher, they figure out one aspect of your plans. Some of the possible information one could Discern from battles include: a place, object, or person a combatant is guarding; the next plan of attack; a likely escape or fall-back point.

Lore + Insight

In short: know the answer. Knowledge is power to those who know. Those with ranks in Lore are learned scholars, unquestionable fountainheads of knowledge, and the people you always want on your team for trivia night. Lore is used any time a character wants knowledge on a subject. Often heard around the game table is “do I know about that?”

Attaining ranks in this skill could mean your character has learned memory improvement and concentration techniques, or maybe they had an all-night cram session with intravenous caffeine and piles of books. You can most certainly add any Occupation ranks to Lore checks when the knowledge is related to your profession.

Lore checks take no time at all; your character either instantaneously knows about a topic or not. If you fail a Lore check, you don’t know the answer. If you roll a Critical Failure, you come up with an incorrect answer that you believe wholeheartedly. You can’t retry failed Lore checks, nor can you *Take the Best* on Lore checks.

Recalling Facts (difficulty)

You can make a Lore check to recall historical facts, scientific properties, and theoretical analysis of a person, place, or thing. The higher the DL, the more obscure or ancient the information is.

Example	DL
Something trite (fish don’t have hair; deserts are dry)	5
Common information (a king’s length of reign; the rumors surrounding a notorious place of mystery)	10
Somewhat uncommon information (vampires cannot see their reflections; the traditions on a major holiday in a distant country)	15
Fairly uncommon or professional information (the family tree of a noble; the cure for a rare disease; the vulnerabilities of a giant slime; the names of all blood vessels in a reptile)	20
Extremely specific or forgotten information (the secret password to open a long abandoned fortress; an ancient queen’s tea preferences; the requirements of any single Ritual)	30
“How do you know that?” (the names of all past owners of a particular non-magical walking stick; the tenets and laws of a minor secret society you’ve never joined; the resting place of a purposefully-hidden relic)	40

Identifying (difficulty)

Leveraging your vast memory, you can roll a Lore check to identify objects, creatures, and phenomena you encounter (or even those described to you). This skill check comes in handy when you’re foraging in the wilderness, stalking celebrities, or taking inventory of all the nifty gizmos you just hauled out of that haunted mine. The more obscure, secretive, or foreign the thing to identify, the higher the DL.

There’s more to identify about a humanoid than just a proper name. By recognizing the weapons, armor, clothes, or equipment carried by someone, as well as the appearance of these items, you can infer someone’s occupation, nationality, affluence, or proficiency (e.g. the expensive clothes they wear indicate they practice fire magic and hail from the south).

You can also analyze an organism’s symptoms to produce a medical diagnosis. This could range from simple observation to chemical tests of samples, and it works just as well for discovering what ails the sick as it does for spotting botanical diseases. Even if you correctly diagnose the illness in question, it may or may not have a treatment. If you’re too late, you can use the Healing skill to perform an autopsy to determine a cause of death.

Estimating (power)

You can roll a Lore check to formulate professional opinions about a topic by using any available data. The higher the result, the more precise your estimation. A roll of 5 means you’re not close *at all*, a roll of 15 means you’re pretty close, a roll of 30 means you’ve got it *exactly* down to the last detail.

You don’t need any ranks in an Occupation to make these kind of estimations, but they certainly help. Below are some ideas for types of estimations you might encounter.

Appraisals

If you watch the market, you get a sense when the price is right. You can determine the quality of an object and project its monetary worth simply by inspecting it. You can also put a fair market price on any given item or service you might need to locate.

Evaluations

You can determine suitability or efficiency of an object, such as the speed of a sailboat, the structural safety of a building, or the disrepair of a suit of armor. You can also size up a creature, such as estimating its proximity to death, its skillfulness at a given task, or its natural talents and weaknesses.

Forecasts

Based on the current conditions, you can estimate the time until sunrise or sunset, forecast the weather, predict the cycle of celestial events, and anticipate the tides. You can ascertain the best times to hike, sail, fish, and hunt, as well as the best days to plant and harvest.

Requirements

You can estimate the resources necessary for something, like the length of time it would take six laborers to harvest an acre of corn, or the volume of black powder necessary to safely blow the dungeon door.

Remembering Events (difficulty)

A Lore check can also be used to remember details about past events you experienced. The DL for a Lore check to recall past events depends on the length of time since the event and how noticeable the detail you wish to recall was. At the GM's discretion, your character may remember something important without a check.

Example	DL
Your name	0
The name of the tavern where you ate three days ago	5
The birthdays of loved ones	10
The lyrics to a song you haven't heard in ten years	20
What you had for breakfast on a specific date 20 years ago	30

If your character didn't perceive the event when it occurred, she won't have a memory of it. For instance, if everyone in your party succeeded on a Perception check to notice the mayor had red eyes, but you failed the check and nobody told you, you wouldn't know about it in the first place.

Lucidity + Psyche

In short: dis illusions. While Clairvoyance is about seeing or feeling things on a supernatural level, Lucidity is about seeing through things which do not exist at all: illusions. Phenomena that doctor the input to your five senses call for a Lucidity check to determine if the character will experience things as they actually are and not as they were altered to be.

Identifying Hallucinations (difficulty)

None of this is real... or is it? Sometimes it's tough to tell. You can make a Lucidity check to realize you're dreaming or hallucinating. There are numerous conditions that could induce hallucinations: deep sleep, extreme stress, disease, poison, psychoactive substances, and being plain old *nuts*.

Realizing you're dreaming may not be so hard when you're under the covers at home, but it's way tougher when you're deeply se-dated. The more powerful the reason for the hallucinations, the higher the DL to see through them.

If you meet or exceed the DL, you realize it's make believe. If you fail the check, you keep right on deluding yourself. The GM should offer up additional chances to come to your senses any time the hal-lucination requires you to further suspend your disbelief. For in-stance, if you're having a conversation with a hallucination, and the bartender keeps insisting there's no one sitting next to you, that's a good time for another roll.

Resisting Spells (opposed)

Many *illusory* spells can be defeated with a Lucidity check, for in-stance Diversion and Shadow Puppet. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Lucidity check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Note that you must first be aware of the illusion in order to see be-yond it. If there's an illusory dog bark that you doesn't hear in the first place, there's no grounds for disproving it.

Machinery + Intellect

In short: master machines. The Machinery skill is used to operate, tinker, maintain, circumvent, or sabotage mechanical devices and obstacles of all complexities. This skill is extremely useful for the mechanically inclined, and can allow a player to perform all sorts of handy tasks.

If you make use of tools that are specifically geared for the task (e.g. lock picks), you gain a +4 bonus to the Machinery check.

Unlocking (difficulty)

You can roll a Machinery check to open locks on chests, doors, chains, manacles, and the like. The more complex the lock, the higher the DL. Simple locks carry a DL of 15.

If you're in no rush, and there are no penalties for failure, you can try your Machinery check as often as you like, or simply *Take the Best*. However, some locks can be outfitted with traps that spring in the event of a failed Machinery check. If you're in combat, an un-lock attempt takes 6 AP.

Disabling Obstacles (difficulty)

A Machinery check can be used to disarm traps, diffuse bombs, and subvert machines. The more durable and complex the obstacle, the higher the DL.

If you meet or exceed the DL, the obstacle is disabled. If you sur-pass the DL by 5, you can leave the obstacle seemingly untouched. If you surpass the DL by 10 or more, you can re-set it after your party has passed by. If you're in no rush, and there are no penalties for failure, you can try your Machinery check as often as you like, or simply *Take the Best*. However, some obstacles carry penalties for failure, like blowing up in your face. Different obstacles take dif-ferent amounts of time to circumvent, often 1 minute or more.

Operating Machines (difficulty)

A Machinery check can also be used to operate working devices safely and effectively. The more counterintuitive or complicated the device, the higher the DL. If you fail the check, you can't seem to get the hang of it (e.g. you steer in the wrong direction). If your Ma-chinery check is a Critical Failure, the device breaks down.

In some cases, you and another character will make opposed Ma-chinery checks, such as a vehicle chase.

Performing Maintenance (difficulty)

You can roll a Machinery check to keep machinery in working or-der. The more intricate, complicated, or damaged the device, the higher the DL. If you meet or exceed the DL, the device resumes normal operation. If you fail the check, the device remains in need of attention. If your Machinery check is a Critical Failure, the device breaks down entirely.

Device maintenance could take minutes to hours, so trying to do so in combat is ill-advised.

Mettle + Courage

In short: “what curse?” Mettle is a measure of temerity, fortitude, and rebellion of spirit. Mettle checks are called upon in opposition to curses and supernatural harm. A better way to think of this skill is Guard of the spirit; a tangible supernatural toughness.

Repelling the Supernatural (difficulty)

You can make a Mettle check to stave off a supernatural assault on your being. Many such hazards lie along the road to adventure: ancient curses, ki manipulation, spirit possessions, and corrupting jewelry forged by evil entities. The more irresistible the harm, the higher the DL.

The Hands of Fate special power describes a killing touch which is opposed by a Mettle check (see *Chapter 9: Special Powers*). If the killing touch lands and damage is dealt, you must make a Mettle check against a DL of 5 plus the amount of damage you took. If you fail this check, you die instantly.

Resisting Spells (opposed)

Most *stygian* spells can be overcome with a Mettle check, for instance Steal Strength and Inflict Pain. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Mettle check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Might + Muscle

In short: be strong. Might represents great feats of strength: picking things up, bursting through bonds, prying a chest open, hurling a rock, breaking down a door, or opening a stuck jar lid. The physically inclined, the professional athlete, the hired brawn: all users of the Might skill. It can be used to push, pull, throw, lift, and smash. In the descriptions below where you see the phrase “if a character rolls a 30,” take that to mean a character with a Muscle of 10, 10 ranks in Might, and who rolls a 10: the limit of human achievement.

The example DLs and distance listed here are calculated for creatures of average human weight and height: between 100–250 lbs., and between 5–7 feet. Characters who are much smaller or much bigger should take into account their own weight (e.g. an elephant weighing 6 tons should be able to break down a portcullis that a sin-

gle human cannot), and their own height (e.g. a lemur should only be able to throw a marble so far).

Push/Pull/Lift (difficulty)

Your character may need to push, pull, or hoist a willing ally or other heavy object. The heavier the thing, the higher the DL. During combat, using your brawn to move an object or willing creature takes 3 AP.

- Generally speaking, a character should be able to briefly lift its own weight from the ground with a DL 10, twice its weight at DL 20, and three times its weight at DL 30.
- If lifting from beneath an object, DL 10 is 150% of its weight, DL 20 is three times its weight, and DL 30 is 450% its weight. A character attempting to regularly lift more than its own weight has to be concerned about the stress it puts on the body—especially to the skeleton and internal organs.

Trying to carry a very heavy object (anything bigger than 20–30% of your body weight) for more than a few moments requires a Stamina check. You also gain the *hindered* condition since you can’t move as fast so long as you’re carrying it. You may also be denied the use of one or both hands.

Throwing (power)

Your character may need to throw a weapon to a comrade or a bomb to an enemy. The result of the roll determines the distance you can throw the weight. Throwing objects in combat takes 3 AP.

- For a light-weight object that can fit in the hand (an apple, a baseball, a dagger), the result of the roll times 15 should be the number of feet the object is thrown. Thus, if a character rolls a 30, the object can be thrown 450 feet.
- If you have a relatively light object (20 pounds or less) and a good amount of momentum, the result of the roll times 10 should be the number of feet thrown. A traditional Olympic games hammer weighs 16 pounds. An Olympic javelin weighs just under 2 pounds. Thus, if a character rolls a 30, they can toss either 300 feet.
- A shot put weighs the same as the hammer, but it gets much less momentum. For a toss with less momentum, the roll times 2.5 should equal the number of feet thrown. Thus, if a character rolls a 30, they can toss a 16 pound shot 75 feet.
- Obviously, a heavy object can be thrown much shorter a distance. For a 60 pound object, the result of the roll should be the number of feet thrown. Thus, if a character rolls a 30, they can toss a 60 pound weight 30 feet.

i Some World Records

Nox the human knight is a huge, well-built soldier, weighing 300 lbs. Let’s see how Might checks of 30 for this character stand up to actual world records.

Event	Formula	Rolls a 30	World Record
Dead lift	Weight × (Roll / 10)	900 lbs	1,015 lbs
Squat	Weight × (Roll / 6 ⅔)	1,350 lbs	1,268 lbs
Baseball throw	Roll × 15	450 ft	445 ft
Hammer throw	Roll × 10	300 ft	286 ft
Javelin throw	Roll × 10	300 ft	297 ft
Shot put	Roll × 2.5	75 ft	76 ft
56 lb weight throw	Roll × 1.5	45 ft	50 ft

Breaking Objects (difficulty)

You can use your brute strength to pry open chests, bash open doors, burst through chains, or manhandle a set of manacles. The DL here deals with the solidness or fortitude of the object in question. A thin glass window might be DL 5, and the iron door to your cell might be DL 30. Creatures should include their Size Muscle Bonus in this roll if the object is meant for a creature of a different Size (for instance, a juren is trying to bust his pal out of prison: a tiny human-sized prison with tiny human-sized doors). Breaking objects with a Might check takes 3 AP.

Any time you find yourself completely tied up, you gain the *immobilized* condition. The good news is that you can burst from your rope bonds with a successful Might check. The better you're tied up, the higher the DL. In this case, the DL is taken from the Craft check of the character who tied you up.

Dealing Damage (opposed)

To deal damage to creatures and objects during combat, you must make a Damage Roll which involves your ranks in Might for weapons that are used in melee or that are thrown. See the "Using a weapon" entry in the *Attacking* section of *Chapter 10: Combat*. Each weapon has its own AP cost and its own Harm bonus to the Damage Roll. In addition, your Muscle, Might, Size, and the weapon's Harm are used to determine the *Weighted Damage* score for damage rolls you make with that weapon.

Combative Tactics (opposed)

A Might check can be used for many different actions in combat. See the *Tactics* section of *Chapter 10: Combat* for details on the actions summarized below.

- Move or drag a creature you have held in a Grab.
- Slam an opponent to shove them away from you.
- Escape an opponent's Grab.
- Trip an opponent to knock them prone.
- Resist an opponent's Slam or Trip attempt.

Contests of strength between creatures of different sizes favor the larger creature. In these opposed combat rolls, the larger creature gains a +4 bonus for each point of Size difference. Thus, if a firmoy attempts to Slam a kulgeri, the kulgeri receives a +8 bonus to his Might check to resist the Slam.

Mind Control + *Self-Control*

In short: stay yourself. In this game, there exist not only hazards to one's body, but hazards to one's mind as well. Mind Control is a function of willpower and mental resolve. It can be used to focus on a difficult task amidst bothering conditions. It can also be used to subvert the attempts of those who would seek to trespass into your mind and soul and control your actions. If someone tries to brain-wash you, tell them you are dry-clean only.

Resisting Manipulation (opposed)

You must make a Mind Control check to avoid being commanded or manipulated into following someone's instructions. They make ei-

ther a Leadership or a Negotiate check. If your result meets or exceeds theirs, you reject their request entirely. If your result is lowest, you see things their way and follow along.

If they make a Negotiate check, they can't suggest that you do anything that endangers you. They also can't suggest anything that goes against your Motivation, Alignment, or personal obligations and responsibilities.

If they make a Leadership check and the situation is dire, they *can* endanger you with their commands. You automatically succeed this check if your Disposition toward them is *malign* or worse (unless their request directly benefits your interests).

Resisting Enthralment (opposed)

You must also make a Mind Control check when another character uses Perform to draw your attention. If you meet or exceed the other character's check, you remain alert. If your result is lowest, you gain the *distracted* condition while the performance is underway. If your Mind Control check is a Critical Failure, you gain the *wide-eyed* condition for the duration of the performance.

Resisting Spells (opposed)

Many *compulsory* spells can be avoided with a Mind Control check, for instance Hear Thoughts and Sleep. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Mind Control check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Negotiate + *Persuasion*

In short: talk it out. Diplomats, lawyers, politicians, and merchants are master Negotiators. This Skill represents the ability to haggle, debate, and discuss a topic with another creature in order to change their mind. Negotiate is used to appeal to someone's sense of reason or goodness—peace negotiations, getting out of trouble, and so forth.

You may use Negotiate against any creature of an *elemental*, *humanoid*, or *legendary* Nature. You may also use Negotiate against any *fabricated*, *plantlike*, or *undead* creature with an Intellect higher than 1.

Suggesting (opposed)

You can use this Skill to appeal to someone's sense of reason and offer up suggestions. When the situation calls for grace, etiquette, intellectual debate, salesmanship, or formalities, Negotiate can be used to get others to see things *your* way. Make a Negotiate check opposed by their Mind Control check. If your result is highest, they take your suggestions to heart and act accordingly. Your recommendations can't directly endanger them nor force them to do anything against their Alignment, Motivation, or personal obligations and responsibilities. For instance, you could convince a guard to let you through, but you can't convince him to leave his post.

There's no point in persuading allies into following your suggestions—anyone whose Disposition is *benign* or better will help you anyway. Creatures whose Disposition is *neutral* or worse will need

some convincing, so your argument should be based in logic. In essence, you're persuading them that your point of view is preferable to theirs. Each attempt generally takes a few minutes.

In combat, you can suggest that your opponent surrenders, holds their fire, or lets you go. This action takes 4 AP. See the "Diplomacy" entry in the *Socializing* section of *Chapter 10: Combat*.

Interceding (opposed)

While Seduce and Perform can be used to improve another creature's Disposition toward yourself, Negotiate can be used to improve another creature's Disposition toward someone else. It's even possible to reconcile the conflict between bitter enemies. To improve a creature's Disposition toward another creature, make a Negotiate check. They make a Discern check. If your result is higher, you may improve their Disposition. For each 5 points of difference, you improve the creature's Disposition towards any creature you choose by one level. If your check is Critical Failure, you actually worsen their Disposition by one level. You can only attempt this once per day per creature. Each attempt generally takes a few minutes.

Haggling (power)

"This looks defective. I'll take it off your hands for a discount."

Using Negotiate, a character can attempt to haggle with a merchant for several minutes in order to purchase goods or services at a lower cost. Make opposed Negotiate checks. If the buyer's result is highest, the difference between the rolls multiplied by two is the percentage offered as a discount.

Haggling Example

Phineas and a merchant are discussing the price for a bound tome.

Phineas rolls a 26 for Negotiate. The GM doesn't have stats for the merchant, but assumes a result of 15. The difference in the results is 11.

The merchant offers a 22% discount to purchase the item. The GM pulls out her calculator.

Perception + *Cunning*

In short: sense it. Characters with ranks in Perception are cognitive masters, picking up the sounds, smells, and sights that the rest of us don't or can't. This skill can be used to see or hear stealthy characters, witness your change purse being snatched away, eavesdrop on conversations, overhear the faint sounds around you, notice minute details of an object, or realize you forgot deodorant.

If you gain the *distracted* condition, you take a -4 penalty to Perception checks as your attention is fixated on something other than your surroundings. You also take a penalty to your Perception check if you're surrounded by impediments to your senses. Moderately poor conditions (like a patch of fog or a noisy marketplace) impose

a -4 penalty. Extremely poor conditions (like inky darkness or a riot) impose a -8 penalty.

The GM might want to inform those who roll successful checks what their characters perceived in private or with notes. Doing this helps any players who didn't meet the DL role-play truthfully, as they weren't privy to the successful result.

Observing Stimuli (difficulty)

You can make a Perception check to pick up on anything that can stimulate your senses. The higher the DL, the less noticeable the stimuli (e.g. further away, fainter, shorter in duration, more obstacles in between). Perception checks can involve any of the five physical senses.

The DL to perceive stimuli increases by 1 for every 10 feet of distance away from you. You can't perceive sights and smells separated by solid walls, but you can definitely perceive sounds that way. The DL increases by 4 if it's on the other side of a wooden wall or door, and the DL increases by 8 if it's on the other side of a stone or metal wall or door.

One Perception check takes no time at all, however a second attempt, trying to see or hear something you did not previously, takes 3 AP. If time isn't an issue, such as when the thing to perceive is stationary or constant, you can *Take the Best* on this check.

Measuring (power)

This skill can be used to count and measure anything that can be perceived with any of the five senses. You could add up the number of troops on a battlefield, gauge the distance across a chasm, deduce the number of hot peppers added to the stew, or judge the size of a distant wolf pack by its howls. The higher your result, the more accurate your measurement. A roll of 5 means you're not close at all, a roll of 15 means you're pretty close, a roll of 30 means you've got it exactly down to the last decimal place. The same distance penalties listed above apply to this check as well.

Detecting Stealth (opposed)

You must make a Perception check to notice the opponent creeping up behind you or the monster hiding under your bed. If your Perception check meets or exceeds the opposing Stealth check, you notice them. If the Stealth check is higher, you have no idea they're nearby, and gain the *wide-eyed* condition against the first attack from the sneaky fellow.

You must subtract your Size from this roll, as it's easier to notice a larger creature and harder to notice a smaller one. For example, a firma is hiding from a juren. The firma gets +1 to his Stealth check, while the juren takes -5 to his Perception.

Realizing Theft (opposed)

When someone tries to take an item from your person without your knowledge, you get to make a Perception check to notice them before they nab your stuff. If you meet or exceed the opposing Thievery check, you spot the pickpocket and get a chance to hold onto your object. What happens next is up to you, but if the thief wants

the item badly enough, combat begins and they'll have to try prying it from your person.

Perform + *Presence*

In short: present. All the world's a stage and you're the star—or so your *prima donna* attitude would suggest. Characters with ranks in Perform are “the talent” and are superbly good at entertaining others. Such a trade can be used to lighten moods and create diversions.

When you buy a rank in Perform, your character also gets the added bonus of learning a new performing art (e.g. tuba, dance, singing, mimicry, coitus, comedy). Ask your GM if a particular performing art is applicable in your campaign. Usually, you'll need to be trained in an art of performing if you want to make effective use of it for the purposes described below—it's hard to move hearts when you stink at the clarinet. Ranks in an Occupation specific to a means of performing (e.g. violinist, comedian, actor) are always applicable to Perform rolls involving that talent, and obviate the need to buy a rank in Perform to learn the talent.

Entertaining (power)

If you want to impress your audiences, move them to tears, and incite a standing ovation, you're the headliner so you'd better nail it. Make a Perform check. The higher the result, the better your performance. Anything lower than a result of 15 is considered amateur hour. A result of 20 is notable and enjoyable. A result of 25 is absolutely stellar and memorable. A result of 30 is legendary and guarantees your spot in the minstrel hall of fame.

If you're performing in a group (e.g. a band, a symphony orchestra, the cast of a play), everyone has to make Perform checks. You can take the average to determine the quality of the performance. Even though a player with a high roll may stand out (e.g. with a guitar solo or a monologue in the spotlight), the entire production suffers because of those with low rolls.

You can't retry Perform checks unless you want to do the act over again, and no audience would stay for a rerun after they've exhausted their supply of tomatoes to throw. Especially high Perform checks, on the other hand, will attract all kinds of attention from the upper echelons of society, both good (an invitation to play for the emperor) and bad (a record deal).

Befriending (opposed)

You can make a Perform check to build a relationship with a creature and improve its Disposition toward you. Essentially, your performance impresses them enough to fall in love with your talent. To gain a groupie, roll a Perform check opposed by the creature's Discern check. If your result is higher, you may improve their Disposition. For each 5 points of difference, you improve the creature's Disposition by one level. If your check is a Critical Failure, you actually worsen their Disposition by one level.

You can only attempt this once per day per creature. Each attempt generally takes a few minutes. You may attempt to befriend any creature of an *elemental*, *humanoid*, or *legendary* Nature. You may also attempt to befriend any *fabricated*, *plantlike*, or *undead* creature with an Intellect higher than 1.

Enthralling (opposed)

With a high enough Perform check, you can capture the gaze of others and keep them fixated on you. Roll a Perform check opposed by their Mind Control check. If your result is higher, you mesmerize them and they gain the *distracted* condition. If your opponent rolls a Critical Failure, they gain the *wide-eyed* condition against anyone but you.

The effects of your performance can last up to 10 minutes, but you must perform the whole time. If your performance ceases or something else catches the opponent's attention, the effect ends. You may attempt to enthrall the same types of creatures as listed in the “Befriending” section.

Reaction + *Courage*

In short: get ready. Reaction represents how on top of things your character is, and how ready to take immediate action. When a potentially hazardous situation arises, a Reaction roll is used to determine in what order each participant can act.

Joining Combat (power)

When combat begins, your GM will tell you to roll Reaction. The higher the roll, the sooner you can act. The character with the highest Reaction check result gets to review every other combatant's plans and then act first, the character with the second highest acts second, and so on down the line. More information about the involvement of Reaction in combat order can be found in *Chapter 10: Combat*.

Acting Quickly (difficulty)

Reaction is also used to respond quickly enough to confront some sort of danger. This isn't the ability to move out of the way, that's what Dodge is for. Quite the opposite; this is the ability to endanger yourself for some kind of benefit. The faster you need to act, the higher the DL. The consequences of failure are often high, but the rewards are often worth it.

Let's say your adventuring party is scaling a cliff wall and someone above you drops an important item. If you succeed on a Reaction check, you gain a brief moment in which you can make a Grip check to catch it. Here's another example: some scaffolding falls from a high place and plummets toward a child on the street below. With a high enough Reaction check, you get the chance to make a Dash check to snatch her up and deliver her to safety before the laws of gravity spell her doom.

If you fail a Reaction check, time runs out and trouble befalls you, and the GM should be creative with the consequences. For instance, if you fail the check to save an old man from an oncoming horse, you don't reach him in time. On the other hand... if you roll a Critical Failure, maybe you can manage to push him out of the way only to get trampled yourself.

Resilience

+ *Self-Control*

In short: body control. Resilience is a measure of a character's inner fortitude, the ability to shrug off magic which distorts a target's body. Many Any supernatural phenomenon which alters a character's physical being is opposed by a Resilience check: teleportation, shapeshifting, petrification, disintegration, or psychokinetic clothing removal.

Avoiding Transformation

(*difficulty*)

You can use Resilience to shrug off those phenomenon that mutate your body into something else. For instance, the Therianthrope special power calls for a Resilience check to keep your human form. The harder it is to resist the transformation, the higher the DL.

Your GM can serve up all kinds of wild events that would call for this: a mad scientist's ray of disintegration, a mysterious bottled solution that shrinks you to minuscule proportions, or an alien symbiote that's slowly repurposing your body.

Resisting Spells

(*opposed*)

Many *mutative* spells and *transportive* spells can be avoided with a Resilience check, for instance Banish and Petrify. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Resilience check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Sanity

+ *Psyche*

In short: don't go crazy. There are those possessed of spiritual clarity strong enough to shrug off the bizarre, grotesque, and unnatural as though commonplace. These souls have hardened their minds against the unspeakable aspects of the universe.

Remain Sane

(*difficulty*)

The Sanity skill is a person's primary weapon against horrifying situations or unnerving supernatural oddities: extra-dimensional beings, mutilated corpses, visions of the end of the world, twisted scientific experiments, or reduced-calorie fast food. Anything which threatens to break a character's understanding of reality calls for a Sanity check. The more horrifying the phenomenon, the higher the DL.

What happens when you fail a Sanity check? Well, that's as complicated as you and the GM want it to be. Perhaps a temporary penalty to certain rolls is enough. On the other hand, your mind could crumble under the pressure, granting you a brand new neurological condition, mental illness, or straight jacket.

Resisting Spells

(*opposed*)

Some *compulsory* spells and *illusory* spells can be avoided with a Sanity check, for instance Cacophony and Insanity. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Sanity check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Search

+ *Cunning*

In short: find it. Looking for something? It's always in the last place you look. The Search skill is a favorite of detectives, thieves, wilderness guides, and anyone who is lost. You can use a Search check to follow a set of tracks, find your way, scour for items in rubble, or root around the house for your missing keys.

Tracking

(*opposed*)

You can pursue creatures by following their tracks on the ground as well as by locating nearby clues, like broken twigs and trampled grass. If your Search check exceeds the pursued creature's Stealth check, you can successfully follow the trail. Each time the trail is broken, such as by crossing a stream, or stepping out of a meadow and onto a rocky hill, the creature being chased can make another Stealth check, while the tracker is forced to make another Search check to pick up the new trail. If you're following a group of creatures, beating the lowest Stealth check can reveal where they went, but beating the highest Stealth check will reveal exactly how many creatures are together.

You must subtract your Size from this roll, as it's easier to track a larger creature and harder to track a smaller one. For example, a firna is tracking a juren. The firna gets +1 to his Search check, while the juren takes -5 to his Stealth.

As long as you're actively following tracks, you gain the *hampered* condition, as you can't move at full speed while analyzing the environment. If you try to move at your normal speed, you take a -10 penalty on the Search check. If you try to make a Dash check while tracking, you take a -20 penalty on the Search check.

You take a -1 penalty to the Search check for each day since the trail was created. You also take -1 for each hour of rainfall. You take -5 for each inch of snowfall.

Navigating

(*difficulty*)

A Search check can be used to navigate and find direction. This is done by following trail markers, reading a map, or leveraging the sun, moon, and stars. The higher the DL, the more likely you'll get lost. It's perilous to lose your way in the wilderness, deep underground, or out at sea. You could also make a Search check to escape from an unfamiliar place, like a prison or a dungeon.

If you have a map, you gain a +4 bonus to this check. If you have a compass as well, you gain an additional +4. A compass on its own will let you determine cardinal direction with no check, but without a reference for landmarks, it can't help you find your way any easier.

Locating

(*difficulty*)

You can make a Search check to rifle through a place to locate an object. This could be finding a lost child in the woods, a gem in a desk drawer, an ally among the debris of a collapsed ceiling, or the correct book in a library of thousands. You can also preemptively locate hidden obstacles along your route. This includes spiked pits along the trail, poisoned needles on the doorknob, and arrow slits in the wall. The more well-hidden the object, the higher the DL.

Camouflaged traps and accidentally hidden objects have their own DLs, however items that have been *purposefully* hidden require opposed rolls. The character who hides the object makes a Stealth roll. If your Search check exceeds the Stealth check, you locate the object.

It takes 6 AP to thoroughly examine an area sized about your height on each side. The bigger the total area you need to scour, the longer it will take. If an entire group is searching for an object, each participant who meets or exceeds the DL helps to cut down the total time it takes. Divide the time it would take one person to search the area by the total number of successful Search checks. For example, if it would take a single character one hour to search a given chamber, then it would only take 15 minutes if four allies passed their Search checks.

If you're competing against another character to locate an object as quickly as you can, roll opposed Search checks. The highest check that meets or exceeds the DL finds the object first. If you're in combat, the first character to pass the check on their turn locates the object first.

Seduce + Charm

In short: entice them. For you, it *doesn't* take more than a smile. Characters with ranks in Seduce could charm the pants off anybody. It helps you make bribes, forge friendships, and "meet hot singles in your area *now*." Courtesans, spies, and crime bosses are natural born users of the Seduce skill.

You may use Seduce against any creature of an *elemental*, *humanoid*, or *legendary* Nature. You may also attempt to use Seduce against any *fabricated*, *plantlike*, or *undead* creature with an Intellect higher than 1.

Tempting (opposed)

While you can use an Intimidate check to coerce someone into action, you can use a Seduce check to lure them into following your suggestions (or following you home) in return for a reward. There's no point in tempting allies into obeying your commands—anyone whose Disposition is *benign* or better will help you anyway. Make a Seduce check opposed by their Virtue check. If your check is higher, the creature gives into temptation and follows your advice despite their better judgement. Each attempt generally takes a few minutes. Once you leave, they may come to regret what they've done at your behest, but their Disposition toward you isn't changed.

For this to be carried out successfully, you need to present desirable rewards for their compliance. If you're trying to get a politician to back your cause, bring a sack full of coins. To recruit nobles into your conquering army, offer them positions of power. You can even offer up your services as a reward, as most people need things done for them (or *to* them, you pervert). Be careful when you tempt others into submission. Bribery, adultery, and prostitution might be crimes depending on your location.

In combat, you can tempt your opponent into surrendering, holding their fire, or letting you go. This action takes 4 AP. See the "Diplomacy" entry in the *Socializing* section of *Chapter 10: Combat*.

Befriending (opposed)

Strangers are just friends you haven't met yet; it's easy to make friends when you're charming! You can even get a sworn enemy to change their mind about you. To improve another creature's Disposition toward you, make a Seduce check. They roll a Virtue check. If your result is higher, you may improve their Disposition. For each 5 points of difference, you improve the creature's Disposition by one level. If your check is a Critical Failure, you actually worsen their Disposition by one level. You can only attempt this once per day per creature. Each attempt generally takes a few minutes.

Alluring (opposed)

By turning up the charm and shooting an inviting smile across the room, you can capture the gaze of another and keep them fixated on you. Roll a Seduce check opposed by their Virtue check. If your result is higher, they can't help but look your way and gain the *distractions* condition. If your opponent rolls a Critical Failure, they gain the *wide-eyed* condition against anyone but you.

The effects last for up to a minute, as long as they're allured by your personality. If something interrupts your flirtation and catches your opponent's attention, the effects end.

Collecting Information (difficulty)

You can make a Seduce check to gather the names on others' lips. Through your engaging and charismatic behavior, you flit and flirt about town as a social butterfly, expertly turning the conversation to the topics you're interested in. The higher the result, the more obscure the information you can gather. Visiting with the populace takes several hours. If you opt to *Take the Best* on this check, it could take days.

Example	DL
The location of major landmarks, names of local celebrities	5
Current events, rumors, and gossip	10
The location of a specific individual, item, or place	15
Guarded, illegal, or illicit information (e.g. where to buy stolen goods, how to break into a particular building)	20
Highly secret, personal, or valuable information (e.g. who the king's mistress is, where the rebel hideout is, the route the princess takes when she ventures into the city)	30

Stamina + Endurance

In short: tough it out. The Stamina skill is used when a character is performing strenuous activity. Many environmental effects require a Stamina check to shrug off, such as extreme heat, cold, thin air, or no air. Performing strenuous activity for longer than usual will also require one. Survivalists, backpackers, and free-divers would make heavy use of the Stamina skill.

Any time you're trying to push your body past its natural endurance limits will call for a Stamina check. In general, if you're trying to avoid moving down the Knockout Track, increased Stamina is your best defense.

Resisting Knockout (difficulty)

When you get hit with a concussive force, you have to make a Stamina check against a variable DL to avoid moving one stage down the Knockout Track. This includes taking a Called Shot to the head or abdomen in combat (see *Chapter 10: Combat*), the effects of the Artful Dodger trump (see *Chapter 7: Trumps*), and proximity to an explosion, like someone hurling a black powder grenade (see *Chapter 11: Equipment*).

If your result is lower than the DL, you move one stage down the Knockout Track. On a Critical Failure, you move all the way down the Knockout Track and immediately gain the *unconscious* condition.

Contests of strength between creatures of different sizes favor the larger creature. In these opposed combat rolls, the larger creature gains a +4 bonus for each point of Size difference. Thus, if a firmo sucker punches a kulgeri in the liver, the kulgeri receives a +8 bonus to his Stamina check to resist the effects.

Staying Power (difficulty)

As detailed in *Chapter 4: Life and Death*, the *tiring* version of Stamina Drain comes into play whenever you want to perform any physical activity for an extended period of time, for example hiking, running, laboring, climbing, swimming, and staying awake. You have to make recurring Stamina checks as long as you continue the exertion or wakefulness. The DL for each additional check is higher than the last. Each failed Stamina check moves you one stage down the Knockout Track, but you can keep going until you collapse. Once you reach stage 5, you gain the *unconscious* condition.

For example, marching more than 8 hours will subject you to Stamina Drain (DL 15; +1 every hour; tiring). The challenge is even more difficult if you're trying to jog with all your stuff. In this case, you can only go for 4 hours before you're subject to Stamina Drain (DL 18; +2 every hour; tiring).

Surviving Extremes (difficulty)

The *lethal* version of Stamina Drain has far more serious consequences. You have to make recurring Stamina checks as long as you're subjected to the following life-threatening conditions: *dehydrated*, *exposed*, *starving*, and *suffocating*. The DL for each additional check is higher than the last. Each failed Stamina check moves you one stage down the Knockout Track. Once you reach stage 5, you gain the *unconscious* condition. If you remain subject to the danger and fail another check, you die.

For example, when someone chokes you in combat you gain the *suffocating* condition and become subject to Stamina Drain (DL 15; +1 every round; lethal).

Clothing, equipment, and gear meant to counter the effects of the environment, like heavy winter cloaks, sunscreen, or airy white linen robes, grant a +4 to the Stamina check.

Resisting Spells (opposed)

Certain spells with physically taxing effects can be defended against using a Stamina check, for instance Thunder and Flare. In this case,

you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Stamina check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Stealth + *Cunning*

In short: avoid detection. A wise man once said: "the primary element of a surprise attack is *surprise*." A character with ranks in Stealth knows the best place to stash herself when the chips hit the fan, and knows which floorboards are the squeaky ones when sneaking down a hallway. This skill can be used to tiptoe past the imperial guards, hide among the shadows, stash the evidence, ditch a tail, or follow someone through a dark alley.

You must subtract your Size from Stealth checks because it's easier for smaller creatures to avoid notice and harder for larger ones. This applies to all uses of this skill. For example, a firma is hiding from a juren. The firma gets +1 to her Stealth check, while the juren takes -5 to her Perception.

Hiding (opposed)

You can use this skill to hide yourself from prying eyes. Pick a hiding spot and make a Stealth check. It takes a Perception check for someone to notice you there. If your Stealth check is higher, they have no idea you're nearby, and gain the *wide-eyed* condition against your first attack. If their Perception check meets or exceeds your Stealth check, they notice you.

In order to prevent oneself from being seen, one needs an actual hiding place. You cannot hide while being directly observed. You'll need some kind of diversion to make observers look elsewhere, for instance, a friend's Perform, Seduce, or Taunt. You could also try to make a Bluff check ("What in the world could *that* be?"). A shadow will do as a place to hide, but if the opponent attempting to perceive you can see in the dark or in low light, it's just as useless as if you were in the middle of the room. Any ranged attack you make while hiding will reveal your location.

Stashing (opposed)

You can also use this skill to hide an object (or several objects, you dirty smuggler). Choose a hiding place for the object and make a Stealth roll. The result of your roll becomes the DL required to locate the object in the future (with Search). The object's Size must be subtracted from your Stealth roll, meaning a small object grants you a bonus, and a large object imposes a penalty.

Sneaking (opposed)

You can make a Stealth check to sneak past other creatures without being noticed. Anyone who wants to notice you creep by must make a Perception check. If your Stealth check is higher, they are oblivious to your movement. If their Perception check meets or exceeds your Stealth check, they notice you.

As long as you're sneaking, you gain the *hampered* condition, as you can't move at full speed while avoiding detection. If you try to move at your normal speed, you take a -10 penalty on the Stealth check. If you try to make a Dash check while sneaking, you take a -20 penalty on the Stealth check.

Covering Tracks (opposed)

To escape from someone following your trail, you can make a Stealth check to cover up your tracks. Your pursuer makes a Search check. If they exceed your Stealth check, they can successfully follow the trail. Each time the trail is broken, such as by crossing a stream, or stepping out of a meadow and onto a rocky hill, the you can make another Stealth check, while the tracker is forced to make another Search check to pick up the new trail. If you're moving together with a group, everyone must make Stealth checks. Your pursuers can follow if they exceed the lowest Stealth check, but they can't tell how many of you there are unless they beat the highest Stealth check.

Favorable terrain grants bonuses to your Stealth check, while unfavorable terrain imposes penalties.

Situation	Check
Extremely soft terrain (e.g. mud, snow, wet sand)	-8
Soft terrain (e.g. desert, farmland)	-4
Normal terrain (e.g. plains, forest)	+0
Firm terrain (e.g. gravel)	+4
Extremely firm terrain (e.g. stone, wood planks)	+8

Taunt + Persuasion

In short: provoke. Taunt is similar to Intimidate in certain regards. Instead of an imposing demeanor, a character with ranks in Taunt uses a litany of verbal jeers and jabs to upset opponents. While intimidation instills fear, taunting entices anger, which quickly leads to slip-ups.

Taunting another character in combat takes 4 AP. You may attempt to Taunt any creature that hasn't gained the *unfeeling* condition.

Tormenting (opposed)

During combat, you can use Taunt to incite rage from a single opponent, increasing their chances of mistakes and carelessness. Make a Taunt check opposed by the opponent's Virtue check. If your result is highest, your rude gestures and stinging comments hit their mark, and they're *pissed*. They gain the *rattled* condition. A single opponent can only be intimidated in this manner once per encounter.

Taunt and Intimidate are incompatible: you're either frightening a person, or you're ridiculing them, so the penalties do not stack.

Signaling (opposed)

You can also use this skill to steal an opponent's attention. Make a Taunt check opposed by their Virtue check. If your result exceeds theirs, they look your way with great annoyance and gain the *distracted* condition. If your opponent rolls a Critical Failure, they gain the *wide-eyed* condition against anyone but you. The effects last a single round.

Instead of imposing the *distracted* condition for one round, you can opt to turn an opponent's violence toward yourself, drawing it away from an ally. This is extremely useful when a comrade is outnumbered or outmatched.

Alienating (opposed)

A good insult can make sworn enemies out of close friends. Make a Taunt check opposed by their Discern check. If your result is highest, you may worsen their Disposition toward you. For each 5 points of difference, you worsen the creature's Disposition by one level. You can only attempt this once per day per creature.

Thievery + Agility

In short: swiping and release. This skill isn't as nefarious as it sounds. Thievery represents the art of legerdemain, pilfering, and escape artistry. This skill can be used to draw a small weapon unnoticed, snatch an item away from a table, pick someone's pocket, and other movements that require the hand to be faster than the eye. It can also be used to slip out of tight bonds or another character's Grab.

Stealing (opposed)

It's like taking candy from a baby! Except a wallet is usually more valuable than candy. You can roll a Thievery check to deprive someone of their coin purse, swipe an object from a merchant stall, or slide the ring off the countess' finger, all without being noticed. The victim of the theft rolls a Perception check. If your Thievery check is higher, the item is yours. If their Perception check meets or exceeds your Thievery check, they immediately spot what you're doing and get a chance to hold onto the item. If you still want it, you can begin combat and make a Grip check to take it.

You really can't swipe or hide an object that someone is actively watching. You'll need some kind of diversion to make them look elsewhere, for instance, a friend's Perform, Seduce, or Taunt.

If the object is very small or otherwise easy to conceal (e.g. a marble, a dagger, four aces), you gain a +2 bonus on the Thievery check. If the object is large, heavy, or otherwise very noticeable (e.g. a Dachshund, an axe, a sack of potatoes, a longsword), you take a -4 penalty on the Thievery check.

Disarming (opposed)

You can use a Thievery check to knock the weapon out of someone's hand. Essentially, you're using your own weapon as a tool to swipe the other. Your opponent must roll a Grip check. See the "Disarming" entry in the *Tactics* section of *Chapter 10: Combat*. If your Thievery check beats their Grip check, you knock the weapon to the ground. Certain types of weapons, for instance whips and chains, grant a bonus to the Disarm check.

Escaping a Grab (opposed)

You can roll a Thievery check to escape another creature's Grab. See the "Grabbing" entry in the *Tactics* section of *Chapter 10: Combat*. Using Thievery to escape from a Grab takes 3 AP. To try to pin you down, your opponent rolls a Grip check. If your Thievery check meets or exceeds their Grip, you're free of the Grab.

Escaping Obstacles

(difficulty)

When you're trapped between a rock and a hard place, you can wriggle your way out. You could be wearing manacles, beneath a net, or stuck in a chimney. The tighter the hold on you or the more sophisticated the obstacle, the higher the DL to escape.

Any time you find yourself completely tied up, you gain the *immobilized* condition. The good news is that you can slip out of your rope bonds with a successful Thievery check. The better you're tied up, the higher the DL. In this case, the DL is taken from the Craft check of the character who tied you up.

Translate

+ *Insight*

In short: read, write, and speak. For all you cunning linguists out there, the Translate skill brings you what you enjoy most: figuring out all them funny words! Translate can be used to get the gist of writing or speech that you otherwise don't understand. It is also used to communicate with beings who don't speak or understand your language. Just as Discern is used to determine intent through behavior, Translate is used to determine intent through communication.

Your character starts the game knowing the "Common" language as well as a single language from their homeland. When you buy a rank in Translate, your character gets the added bonus of learning to speak, read, and write in a new language. Once you have learned a language, there is no need to roll a Translate check when reading or speaking that language. Talk to your GM about which languages might be available for your character to learn.

If you fail a Translate check, you don't know the interpretation. If you roll a Critical Failure, you come up with an incorrect answer that you believe wholeheartedly. You can't retry failed Translate checks, nor can you *Take the Best* on Translate checks.

Deciphering Text

(power)

You can make a Translate check to decipher the meaning of a passage of text. This could be an old engraving, an ancient moldy scroll, or the sign over a tavern in a distant land. Characters should include ranks from an Occupation which is relevant to the translation (e.g. a scribe perusing an old tome, a diplomat validating treaties, a chemist reading the label on that weird vial of goo you brought back from an adventure). The higher the result, the more accurate your interpretation.

Example	Result
You're not even close	5
You understand a tiny part of it	10
You get a general impression	15
You understand most of it, save for some details	20
You understand its correct literal translation, but idioms are lost on you	25
You've got it exactly down to the cultural references and word inflection	30

If the text is illegible to any degree, or the writing is vastly different from anything you've ever seen before, your GM should give you a penalty on the Translate check. The amount of time it takes to perform the translation certainly depends on the amount of text there is

to translate. It takes about 1 minute to translate a page of text verbally and 5–10 minutes to neatly transcribe one.

Communicating

(power)

A Translate check comes in handy when you want to convey or interpret a spoken message in a language you don't speak. This involves analyzing or leveraging the tone of voice, body language, pantomime, and even drawings in the dirt. The higher the result, the more accurate your interpretation. The above table lists suitable examples and results for this usage of Translate as well.

Using Translate to communicate verbally could take as much time as needed to get the message across. Combat is not the place to conduct linguistics studies, but simple and important directives can be communicated just as easily as regular speech, and can be done without using AP. Anything complicated or detailed that requires your full attention would require you to spend 4 AP per attempt.

Determining Origin

(power)

By analyzing the precise details of a person's speech patterns and vocabulary, you can roll a Translate check to determine the speaker's linguistic origins. You can also perceive socioeconomic status and infer someone's occupation, nationality, affluence, or proficiency (e.g. the soft vowels indicate they come from money, spent years sailing, and hail from the northeast). The higher the result of your Translate check, the more accurate your pinpointing. A roll of 5 means you're not close *at all*, a roll of 15 means you're close but not specific, a roll of 30 means you've got it *exactly* down to the street address of their birthplace.

Using Translate to glean origin details takes no time at all; you either get it or you don't. However, you need to be able to hear your target clearly, so the GM may ask for a Perception check in case the sound is too far away. Characters with the *deafened* condition or who fail the Perception check automatically fail the Translate check.

Lipreading

(power)

Through careful observation of someone's mouth as they speak, you can attempt to interpret the words you cannot hear. Make a Translate check. The higher your roll, the more accurate your interpretation. However, if you don't already speak the language, you won't know the meaning and can't attempt to guess without the sound.

Using Translate to eavesdrop on distant conversations takes as much time as the conversation itself does. You must pay complete attention, so your GM should ask for a Perception check in case there are obstacles or distance between you and the speaker.

Virtue

+ *Self-Control*

In short: abstain. Those who strengthen the Virtue skill are effectively able to resist temptation. While it doesn't necessarily represent a strong moral code, it does infer a character has strong force of will over their impulses. Virtuous characters are prudent. They're able to reign in their natural reactions when provoked, solicited, tempted, or coaxed.

Exercise Restraint

(difficulty)

You must make a Virtue check when a situation calls for you to show a little control. Sure, that priceless urn *looks* tempting, but should you really take it? Yeah, you may have your mother's killer at gunpoint, but should you really pull the trigger? Even though the queen just insulted your husband, is it wise to slap her? Any time your better judgement needs to interject, you need to make a Virtue check. The more tantalizing the thing is, the higher the DL.

If most people could say no, it's DL 10. If you need to think about it, it's DL 15. Anything very enticing is at least DL 20. If you'd gouge out your own eyes to make it happen, it's DL 30 or more.

If you have a predisposition to desire the temptation (e.g. a kleptomaniac vs. a wallet, a recovering alcoholic vs. a drink), you take a -5 penalty to the Virtue check.

Resisting Temptation

(opposed)

A creature can chat you up for a few minutes and then offer you an enticing reward in exchange for your cooperation. If the reward is something you'd want, they make a Seduce check while you make a Virtue check. If your result meets or exceeds theirs, you have no problem turning down their offer. If your result is lowest, you give into temptation and cooperate (despite your better judgement). An ally may be able to turn you away from a bad decision with a good Leadership roll.

Resisting Torment

(opposed)

During combat, an opponent can throw insults your way in an attempt to enrage you to the point that you start making careless mistakes. They roll a Taunt check. You roll a Virtue check. If your result meets or exceeds theirs, you maintain composure. If your result is lowest, your anger overwhelms you and you gain the *rattled* condition.

Resisting Distraction

(opposed)

You must also make a Virtue check when another character uses Seduce or Taunt to draw your attention. If you meet or exceed the other character's check, you remain alert. If your result is lowest, you gain the *distracted* condition. If you roll a Critical Failure, you gain the *wide-eyed* condition.

If the opponent rolls Seduce: the effect lasts up to a minute, as long as they keep up their alluring behavior. If the creature rolls Taunt: the effects last for a single round. During this time, if something catches your attention and interrupts the opponent's attempt, like being attacked or being distracted by someone else, the effects end.

Resisting Spells

(opposed)

Many *compulsory* spells can be averted with a Virtue check, for instance Befriend and Pheromones. In this case, you may add any points in Magic Defense to this roll. The mage makes a Casting Roll. You make a Virtue check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Vitality

+ Endurance

In short: stay healthy. The Vitality skill is used when a character is fighting off disease, poisons, tranquilizers, and sickness. This skill essentially represents your ability to flex your immune system and physical composure. If you want to get on all of the carnival rides, even the spinning ones, Vitality is for you.

Healing

A character heals an amount of HP equal to the sum of their Endurance and Vitality for each full night of rest. No roll is required.

Resisting Illness

(difficulty)

You can make a Vitality check to ward off illness. Each illness presents its own DL to resist—the higher the DL, the more unavoidable the illness.

You might need to overcome motion sickness. Someone may have replaced your milkshake with chocolate laxatives. Maybe you're sailing a quarantine ship. Whatever the case, if you meet or exceed the DL, you remain healthy. If you fail the check, you contract the illness in question and move one stage down the Knockout Track for each level of severity (see the "Illness" entry in the *Adventurers Beware* section of *Chapter 9: Life and Death*).

A *fightable* illness allows an unhealthy character to combat the illness at repeated intervals. Each illness will list this frequency (e.g. *fightable every 12 hours*). A successful check releases one stage of the Knockout Track blocked by the illness. A Critical Failure blocks *an additional* stage of the Knockout Track. Once all Knockout Track penalties are removed, the creature makes a full recovery.

A *limited* illness, on the other hand, will go away on its own (assuming you live through it).

Resisting Poison

(difficulty)

You can also make a Vitality check to tough out poison. Each poisonous substance has its own DL—the higher the DL, the more toxic the poison. Some poisons enter the bloodstream through injury, some must be imbibed, and some can simply be absorbed through contact with the skin.

If you meet or exceed the DL, you resist the poison. Otherwise, you gain the *poisoned* condition and begin taking a set amount of damage every round (see the "Poisons" entry in the *Adventurers Beware* section of *Chapter 9: Life and Death*). Each round you remain poisoned, you make an additional Vitality check. If you succeed, you can ignore the effects of the poison for that round. Each poison has a set duration.

Characters can use the Craft skill to create an antidote, antitoxin, or antivenom capable of counteracting the poison coursing through your veins.

Resisting Spells

(opposed)

Certain spells call for a Vitality check to resist, for instance Disease, Poison, and Sicken. In this case, you may add any points in Magic

Defense to this roll. The mage makes a Casting Roll. You make a Vitality check. If your result meets or exceeds the Casting Roll, you elude the effects of the spell.

Advanced Skills

In addition to the skills listed above, there are three special types of skill ranks: Occupations, weapon skills and elemental skills.

Occupation

The only place where success comes before work is the dictionary. A character can use his skill ranks in an Occupation to perform a trick of the trade, make a quick buck, or dazzle onlookers with occupational knowledge.

When you buy ranks in a specific Occupation, you are allowed to use the ranks as a bonus to a check that's related to your occupation. For example, if a character has 3 ranks in Occupation and has chosen the livelihood of Sailor, the GM may allow that player to conditionally apply the +3 on Search checks for navigating, Craft checks for knot tying, Grip checks to climb ropes and rope ladders, and Dash and Might checks for swimming. As always, ask your GM if your Occupation bonus applies to a check.

Most characters have learned some skill or trade along the way. For instance, a sneaky type may have once been a locksmith, or a strong type may have been a blacksmith. Occupations need to be specific; *doctor* isn't specific enough, but *surgeon* is. The list below provides some example occupations, but feel free to come up with your own and run it by your GM.

- Apothecary
- Aviator
- Brewer
- Carpenter
- Cartographer
- Chef
- Cooper
- Farmer
- Fisher
- Gambler
- Guard
- Herbalist
- Hunter
- Merchant
- Metal smith
- Miller
- Miner
- Lawyer
- Potter
- Preacher
- Printer
- Sailor
- Scribe
- Surgeon
- Tailor/Cobbler
- Tinkerer
- Weaver

Weapon Style

Ranks in a weapon skill represent intense training your character has devoted to a particular category of weapon.

- Hand-to-hand (e.g. unarmed combat, brass knuckles)
- Daggers (e.g. knife, stiletto, sai)
- One-handed Straight Swords (e.g. gladius, longsword)
- Two-handed Straight Swords (e.g. katana, bastard sword)
- Curved Blades (e.g. sickle, cutlass, falchion)
- Fencing Swords (e.g. rapier, estoc, saber)
- One-handed Bludgeons (e.g. club, warhammer, mace)
- Two-handed Bludgeons (e.g. maul, flail, morningstar)
- One-handed Axes (e.g. tomahawk, hatchet, kama)
- Two-handed Axes (e.g. pickaxe, executioner)
- Polearms (e.g. staff, scythe, glaive)

- Spears (e.g. javelin, trident, pitchfork)
- Thrown (e.g. shuriken, boomerang, chakram, javelin)
- Whips
- Chains
- Bows
- Crossbows
- Firearms
- Shields
- Magic (e.g. attack spells)
- Specialized/Unique (each weapon would have its own skill)

A character's ranks in the weapon figure into combat maneuvers, such as attacking, parrying, disarming, and the like. See the Combat chapter for more details on the use of Weapon skill in combative rolls.

It is important to note that a character does not need to have ranks in a weapon to use it in combat, nor does the character take minuses for trying to use an unfamiliar weapon. Obviously, Attack Rolls with a weapon in which the character has no ranks will be fairly low.

If a character is unarmed and in danger, it makes perfect sense to pick up and wield whatever is nearby that could be considered painful to an attacker. Improvised weaponry uses the weapon skill that is closest to the object. The leg of a bar stool is similar to a club. A broken bottle is similar to a dagger. A wet towel is similar to a whip.

Magic Element

Magic spells are powered by an element. Some spells can be powered by multiple elements. After you purchase the Spellcasting special power, you can buy ranks in any of the elements you are able to learn.

- Air
- Dark
- Earth
- Electricity
- Fire
- Ice
- Light
- Metal
- Ruin
- Slime
- Verdance
- Water

You can add your ranks in an element to to both Casting Rolls and rolls to defend against the spell. Depending on the spell, your number of ranks in the element which powers it may affect the length of time it lasts or how big an area it can cover. See the Magic chapter for more details on casting and resisting spells.

Spirit Motion

(tbd)

6. TRUMPS



he dazzling powers belonging to the hero of legend and the sinister abilities possessed by the villain of whispered rumors are represented in the Immortal Legacy game by *trumps*. Trumps are extraordinary talents and properties that a character can attain either at character creation or as the game progresses.

Trumps can be purchased like skills for a certain number of Expoints. Instead of a set number, each trump lists its own cost. For example, the “Trivia Whiz” trump costs four Expoints.

A character has no limit on the number of trumps he can possess; the only limit is the number of Expoints earned during the game. Listed below are the Trumps available for purchase.

Physical Trumps

Physical trumps are those that beef up a character’s body. Everything from heightened senses to poison or disease immunity.

Ambidexterity

You can use either hand for many different tasks, including combat, with no penalties for using your nondominant hand,

although you will still prefer one hand over the other for most tasks. If you have trained to use Dual Weapons, the weapons can be used interchangeably in either hand.

- **Incompatible with:** Unarmed

Anchor

3

You are one tough son-of-a-gun to budge once you get planted. You receive a +4 bonus to Gymnastics and Might checks to resist attempts to move you or knock you prone. This includes the Slam and Trip combat tactics, as well as being moved while in a Grab. This doesn’t necessarily mean your character is obese, maybe just dense or well balanced. Consider a career in wrestling.

- **Incompatible with:** Featherweight and Lousy Balance

Attractive

2/4/6

You are remarkably easy on the eyes, kid. A two point version of this trump makes you **Attractive**. For four points, your features fall into all the right places and you are considered **Beautiful**. Six points ranks you as **Stunning**: you possess the face and body of a deity whose very countenance steals hearts and melts away anger—get used to being ogled. Your looks grant you a respective +1, +2, or +3 bonus on Leadership and Seduce checks based on your level of attractiveness.

4

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Those who are marked by a facial Battle Scar may not be more than Attractive, and anyone suffering from a Deformity may only be Beautiful or Stunning if the aberration is easily concealed. Also see restrictions on Old.

- **Incompatible with:** Unremarkable, Shady, and Unappealing

Back in the Saddle

1

You might as well have been born in the saddle (though how that is possible, we're not sure). You might not necessarily have a way with animals, but you sure have a way with mounts. You receive a +2 bonus to Animal Control checks made to ride a mount.

You do not receive this bonus when riding the subject of an Animal Enmity Fault. In that case, you would take the full penalties of the Fault.

Bloodhound

4

Your sense of smell is much more highly developed than the average for your race. You notice odors that others are unaware of, and recognize smell differences between which no one else can differentiate. This means that you are even capable of tracking particularly aromatic creatures or objects over short distances by smell alone. It also means you'll notice immediately if your companions forget to bathe. You gain a +2 bonus to Search and Perception checks for which your keen sense of smell could prove helpful.

- **Incompatible with:** Broken Sniffer

Chameleon

4

Patience and camouflage are your stock-in-trade. You have mastered the art of staying in one position, effectively motionless, for long periods of time and then creeping forward unnoticed. You gain a +2 bonus to Stealth and Disguise checks.

- **Incompatible with:** Clumsy, Easily Distracted, Hyperactive, and Walking Target

Chem Resistant

3

Chemical agents of any sort are severely reduced in efficiency when used upon you, but beware: this trump limits the effectiveness of beneficial drugs as well, from anesthetics to healing potions. Note that long-term drug abuse will result in a similar resistance to the specific drug in question, thus reinforcing the insidious cycle of addiction. When under the effects of a helpful or harmful chemical or alchemical substance you take one half (round down) the benefits, damage, or penalties normally incurred and the effective duration is halved.

- **Requires:** A minimum Endurance of 5

Contortionist

2

You can wriggle and bend like no other. Whenever held or bound, no matter how securely, you can always re-roll a failed Thievery check made to escape from bonds (though if this second check fails, you're out of luck).

- **Incompatible with:** some Deformities, Lame, Obese, Ancient, and Prehistoric

Ears of the Bat

4

You could hear a pin drop, couldn't you? In fact, your ears are so good that you perceive sounds one octave above and below the average range for your race. Your exceptional hearing assures you a +2 bonus on all Perception and Search checks which involve hearing.

- **Incompatible with:** Hearing Impaired and Deaf

Extra Padding

3

You have more, uhhh... *layers* than other people and your extra padding grants you some substantial benefits: you are immune to any attack or power which relies on the manipulation of pressure points to get the job done (i.e. the Hands of Fate special power). Simply put, they just can't get to your pressure points. Hee-hee, that tickles!

Goes well with: Anchor, Little Piggy, Massive, and Obese

Fast Healer

6

Your body repairs damage at a much faster rate than others, perhaps due to metabolism, some supernatural effect, or a close connection with the planet. In game terms, you heal twice as many Health Points in the same amount of time as others. Don't hold your breath waiting for that arm to grow back, though.

- **Incompatible with:** Slow Healer, *fabricated* creatures, *undead* creatures

Featherweight

3

You are considerably lighter and more compact than you appear, and your weight is evenly distributed. You find climbing easy and gain a +2 bonus to Grip checks for climbing. Additionally, the Might DL to hoist, carry, or toss you is -2.

- **Incompatible with:** Anchor, Dead Weight, Massive, and Obese (you might be lighter than you look, but you're still hefty!)

Feline Balance

2

You are as graceful as a cat. You gain a +2 bonus to Gymnastics checks. Whenever you fall and take no damage, you land on your feet (and don't gain the *prone* condition).

- **Incompatible with:** Clumsy, Lame, and Lousy Balance
- **Requires:** A minimum Agility of 6

Hale

2

Your immune system is working overtime. This means that you are highly if not completely resistant to even the most powerful diseases. You receive a +4 bonus to Vitality for resisting any type of disease. Your body, however, regards *any* intrusion as a direct assault, and will violently reject any form of transplant, transfusion, symbiote, or implant, whether supernatural or technological in nature.

- **Incompatible with:** Sickly
- **Requires:** A minimum Endurance of 5

Hawk Eyes

4

You could pick out a polar bear on an ice flow in the midst of a snowstorm at a hundred yards. You gain a +2 bonus to all Perception and Search checks which rely on vision, and you suffer only half the distance penalties with ranged weapons.

- **Incompatible with:** Poor Vision, and Blind

Immutable

2

You are possessed of a hardiness of body and spirit which defies the powers which would seek to change you, mold you, and transform you. You receive a +2 bonus to Resilience. This should make it easier to survive or reject metamorphosis and transformation, such as spells of the *mutative* essence. Often found in the company of Hale.

- **Incompatible with:** Mercurial
- **Requires:** A minimum Self-Control of 5

Iron Grip

4

You are gifted with a bone-crushing grip. You gain a +4 bonus to Grip checks, both in and out of combat. You never drop a weapon or item, even on a Critical Failure. Your handshake will impress those who respect strength and cow those who fear it.

- **Incompatible with:** Frail, Scrawny, and Unarmed
- **Requires:** A minimum Muscle of 6

Massive

4

You are just plain *huge*—you're one Size higher than the norm for your species. For example, an adult human (normally Size 0) is now Size 1, over 7 feet tall and more than 300 pounds. You're easier to hit, but your hits are way harder (puny runts and their tiny weapons!) There are disadvantages to being gigantic: difficulty fitting into clothing and armor (costs twice normal amount) and being targeted by bellicose drunks and would-be tough guys everywhere you go, to name a few.

The Massive trump is often found in the company of Little Piggy, Walking Target, and Brawler.

- **Incompatible with:** Featherweight, Scrawny, Unremarkable, and Vertically Challenged

Pickpocket

2

No valuable item is safe around you because with the application of a little distraction and a great deal of manual dexterity, you can get your hands on just about anything. You receive a +2 bonus to Thievery checks dealing with pickpocketing or the careful swiping of an item.

- **Incompatible with:** Clumsy, Unarmed, Angel on Your Shoulder

Poison Immunity

4

Through natural or supernatural means, you are completely immune to poisons of any kind, even magical spells that bestow similar effects. In game terms, you cannot gain the *poisoned* condition. Perhaps you can chalk it up to the years of a small amount of poison in your morning coffee, or maybe someone up there just likes you. Immunity, it should be said, does not grant awareness. For instance, if you drink a goblet of poisoned wine, you would have no idea there was a vile toxin within (unless the poison tastes remarkably different than the substance in which it's placed). This trump does not work against nerve toxins, hazardous chemicals, or the like as Chem Resistant does.

- **Requires:** A minimum Endurance of 5

Seafaring

4

You are totally at home in the water, able to careen elegantly through waves and currents. In fact, you've spent so much time submerged, you have developed an understanding of the life that dwells there. You receive a +2 to Might and Dash for swimming purposes, a +2 to Animal Control with aquatic creatures, and a +1 to Stamina checks made while holding your breath underwater. Watch out for wrinkly fingers.

- **Incompatible with:** Dead Weight

Shadow Warrior

4

You move through the shadows like a soft breath of air, and know how to strike from the darkness to deadly effect. You gain a +2 bonus to Stealth and Dash checks. They'll never know what slit 'em.

- **Incompatible with:** Clumsy, Lame, and Walking Target

Speedy Reflexes

4

Your brain is wired to your body a little better than most. When you spot trouble coming, you're quick to either draw your weapon or get the hell out of the way. You receive a +2 bonus to Reaction and Dodge checks.

- **Incompatible with:** Clumsy
- **Requires:** A minimum Agility of 4

Tempered

1

Like good steel put through searing flame, you have become more durable by surviving past wounds. For every point you spend, you may add one Health Point to your maximum.

Unremarkable

4

There's absolutely nothing about you that catches the eye. Unless you dress or act to attract attention, you can disappear into a crowd without even trying, and people tend to forget you as soon as you leave their sight. Even your friends and relatives are hard-pressed to provide more than the most general details of your physical description. While it sounds boring, being the epitome of average offers definite benefits in dangerous times. It is nearly impossible to track or identify you based solely upon your appearance, and you gain a +2 bonus to Stealth, Thievery, and Disguise rolls while in a crowd (at least 15 people). Finally, foes will tend to underestimate you in battle, and in any situation where someone is choosing a target at random to attack, you'll be last picked. Note that these bonuses may be negated by your race or ethnicity—the blandest-looking evengar will still stand out in a human village.

This trump is compatible with Missing Hand/Arm or Poor Vision (for a missing eye) only if a reasonably real-looking prosthetic conceals the absent appendage or organ.

- **Incompatible with:** Attractive, Aura of Decay, any prominent Battle Scar, or Deformity, Blind, Girl/Guy Magnet, Lame, Massive, Mistaken Identity, Obese, Shady, Stage Presence, Unappealing, Unarmed, Vertically Challenged, or Walking Target
- **Requires:** A maximum Presence of 5

Workhorse

3

You can bring all of the groceries inside in a single trip. You receive a +2 bonus on Might checks for pushing, pulling, lift-

ing, carrying, or throwing heavy objects. Additionally, when carrying a willing creature, you don't gain the *hampered* condition.

- **Incompatible with:** Sluggard and Scrawny
- **Requires:** A minimum Endurance of 5

Mental Trumps

Mental trumps deal with souping up a character's mind. Trumps numbered here include everything from improved memory and knowledge to specific skill bonuses.

City Slicker

6

You are the Tarzan of the urban jungle, and it is only in the hustle and bustle of a crowd that you do your best work. In any heavily populated environment you perform the following skills at a +2 bonus: Thievery, Stealth, and Disguise. Great for criminal types.

- **Incompatible with:** Mountain Man

Compos Mentis

2

Your psyche and mental health are especially sound. You can look into the depths of depravity and madness and come out unscathed. You receive a +2 bonus to Sanity.

- **Incompatible with:** Masochist, Non Compos Mentis, Nightmares, Phobia, Sadist, and Twitchy
- **Requires:** A minimum Psyche of 5

Daredevil

3

You are thrilled by the prospect of risky and challenging tasks. You gain a +4 bonus for any skill check where failure would result in your immediate and inexorable death (jumping a chasm, charging single-handedly into countless enemies, taunting a foe surely beyond your ability to fight, running through a burning building, jumping in front of a stampede, etc). Note that Daredevils have little respect for danger to their own persons (see Foolhardy) but can be deterred from their courses if the danger applies to others. Go between them? Are you crazy?!

- **Incompatible with:** Coward, and Combat Shy
- **Requires:** A minimum Courage of 6

Driven

4

You are deeply, almost inhumanly determined to succeed at all costs. You may re-roll one failed roll each session and then only to directly further the end(s) to which you are driven—this represents an incredibly steadfast reserve of physical and mental ability, exerted only in dire circumstances.

However, as a driven character, *any* circumstance where your goals are in jeopardy is dire, and you *must* do all you can to thwart such

circumstances—you may never hold back. You are willing (though not necessarily eager) to sacrifice everything, including comrades, friends, and loved ones, to assure victory. Note that the this character may or may not be willing to sacrifice himself, depending on his individual goals—although sometimes, a sacrifice is not of the flesh, but of the soul... if you believe in the soul. Many Driven characters do not, nor do they believe in chance—you make your own luck, they would say.

While appropriate for a villain, this trump was designed with a hero in mind—a tragic hero. As such it requires a serious and skilled role-player, and the GM must be judicious about allowing its use.

Driven works very well in conjunction with Fearless, Callous, Vengeful, Beyond Good and Evil, Called, Chaos Knight, or Fallen.

- **Incompatible with:** Perspective, Peacemaker, Pacifist, Soft Hearted, Sluggard, Coward, and any Attack Restriction

Fearless

2

It might be said that your spine has a little extra stiffness. You gain a +2 bonus to Guts.

- **Incompatible with:** Combat Shy, Coward, Flighty, and Phobia

Getaway Driver

1

Behind the wheel is where you feel most comfortable, even if those riding with you don't feel comfortable at all. In any case, your driving skills are beyond compare. You receive a +2 bonus to Machinery checks made to operate vehicles of all types. Possible side effects: a severe aversion to sitting in the backseat. "Shotgun!"

- **Incompatible with:** Blind, Poor Vision, Technophobe, and Unarmed

Jack of All Trades

6

Even as a child you were bright, and you've always picked up all kinds of vocations with ease. For any skill in which you have no ranks, you can add a +1 bonus to any checks with it.

Jack of all Trades is sometimes found in the company of Master of None.

- **Requires:** A minimum Intellect of 5

Manhunter

2

You have special training in tracking down beings of a certain race—you know their appearances, tendencies, and patterns, as well as where they can commonly be found. You receive a +2 bonus to Lore pertaining to your chosen race, and a +2 bonus to all rolls involved in tracking down a specific member of that race (commonly Search). Good for lawmen, bounty hunters, and assassins.

This Trump may be taken for each of the different sentient races (but not for animal species).

Mechanic

2

You are technologically apt and can wrangle all manner of complex clockwork contraptions (say *that* three times fast). You gain a +2 bonus to Machinery checks.

- **Incompatible with:** Technophobe

Mind over Matter

2

Even when you're wracked with pain and exhaustion, none of it matters in your mind. During times of physical duress, you grit your teeth, steel your mind, and trudge through. You receive a +2 bonus on Stamina checks.

- **Incompatible with:** Wimp

Mountain Man

6

You are well-versed in the ways of the wilderness. You gain a +2 bonus to Grip, Stamina, and Animal Control while outside of civilization. Long matted beard and smelly animal pelts optional.

- **Incompatible with:** City Slicker and Sluggard

Perspective

2

Even under the most distressing circumstances, you maintain the long view—"things can always get worse," you often find yourself saying. Cynical and sour people will hate your unflagging imperturbability, but others will be heartened by your perennially calm and cool demeanor. Due to this remarkable grounding, you gain a +2 bonus to Virtue checks. Often possessed by: gurus, cannabis enthusiasts, surfers, and congenital idiots.

- **Incompatible with:** Angel on Your Shoulder, Berserker, Beyond Good and Evil, Called, Chaos Knight, Devil on Your Shoulder, Driven, Fallen, Indomitable, Short Fuse, and Vengeful.

Photographic Memory

3

You remember everything perfectly and can conjure up vivid details from past events. You automatically pass any Lore check made to remember your own experiences. This allows you to recall specific details that you, as a player, have forgotten, but that your character would remember.

A person may have both a Photographic Memory and a Terrible Memory—the result of a disorganized mind. Some details stick out, and for no good reason, but others fade away.

Amnesiacs are even more fun: you can remember nothing up to a certain point, but have excellent recall for everything subsequent to that time.

- **Incompatible with:** Easily Distracted

Pioneer

4

You're an explorer, a guide, and a scout. The world is your frontier, and your mission is to explore strange, new places, to seek out new life and new civilizations, and to boldly go. All this love of discovery has caused you to develop a resistance to harsh environs and an innate gift to communicate with unfamiliar peoples. You gain a +2 bonus to Translate and Stamina.

Skeptic

4

The old adage says "believe none of what you hear and only half of what you see." You are skeptical not only of what others present to you, but of your own senses and concept of reality. You receive a +2 bonus on Discern and Lucidity checks.

- **Incompatible with:** Gullible

Strategist

4

The pawns are set and the game is on. Inside your cunning mind, dozens of complex maneuvers and agendas swim freely. Well-meaning Strategists use their mental prowess to the benefit of the group, granting them an out for any possible situation. Sinister Strategists might have hidden agendas that would bring about the overthrow of their superiors. Formulate a plan, and write down the steps involved. Submit your hidden strategies to your GM, or discuss them openly with your allies. If given time to plan ahead and any necessary tools/resources, you gain a +2 bonus on any given task on your list. If events arise outside of your plan, you do not receive the bonus on those tasks.

Works well with Obsessive-compulsive disorder, and makes a challenging but funny combination with Easily Distracted.

- **Incompatible with:** Hyperactive

Tech Medic

5

When people say "first aid," they mean you; in the field of medicine, you're kind of a big deal. Whether you're operating, resuscitating, or prescribing, you're doing so with an innate acumen of the trade. You receive a +2 to Healing checks, as well as +2 to Machinery when attempting to repair a mechanical prosthetic or organ, and even when operating on *fabricated* creatures. You also use your knowledge of the body's processes to help yourself, and receive a +2 to Vitality checks.

- **Incompatible with:** Blind, Clumsy, Sadist, and Unarmed

Trivia Whiz

4

You have accumulated bits of Lore from everywhere and anything, resulting either from intense scholarly research, real-world experience, or a mixture of both. Those around you see you as

a well spring of useful (and sometimes useless) information. Because you know at least a little about a lot, you are adept at making things which are untrue (as far as you know, at least) sound convincing. You gain a +2 bonus to Lore checks as well as Bluff checks.

Some who seek knowledge so avidly will be reluctant to pursue the way of the blade, and make good Peacemakers or Pacifists.

- **Incompatible with:** Uneducated

Vigilant Mind

2

Your brain is locked up tighter than a mental hospital. People find it very hard to get inside your head. You know without a doubt which thoughts are your own and see others' attempts at magical and mental manipulation for what they are. You receive a +2 bonus to Mind Control.

- **Incompatible with:** Vulnerable Mind

Social Trumps

Social trumps augment a character's capacity for interpersonal relations (take that as you will). These trumps range from making more friends to affecting the behavior of those around you.

Ally

1

You got someone looking out for you, chum: your brother, sister, best buddy, boss, second cousin's roommate's boyfriend, whatever. Point is, if you need some backup, they're right behind you. Unlike a Contact, an Ally has no specialized knowledge, but will be happy to help you in any way they can. Allies are great resources when you need a place to lay low, some cash on loan, or simple assistance.

This trump may be taken multiple times, but each Ally must have an established connection to you, and be approved by the GM. As with many social trumps and faults, you may purchase more than one Ally, and Allies might even be gained during an adventure directly because of a character's actions, and themselves be part of the larger story.

Animal Kinship

2

Certain animals like you, although your feelings about them are your own to decide. Pick a type of animal (wolves, giraffes, camels, lions, snakes, rats, cats, dogs, elephants, etc.); on all attempts to communicate, control, or otherwise interact with those animals, you gain a +4 bonus, and beasts will frequently seek you out for aid, advice, or simple companionship. They may even come to your aid. You can take this trump more than once, each time for a different type of animal.

- **Incompatible with:** Animal Enmity when dealing with the chosen species, Aura of Decay, Sadist, and Twitchy

Born to Haggle

2

Let's make a deal! When haggling over the price of goods or services, you receive a +2 bonus to the Negotiate check, but only when buying or selling items for yourself. The thrill of hammering out a deal is lost when you are doing it for someone else.

In areas where you are Notorious, this bonus does not apply.

- **Incompatible with:** Shady, Honest Abe, and Gullible

Bully

4

"Hey twerp, gimme your KISS tickets!" You are especially good at using your attitude and body language to strike fear into the hearts of those you dislike, and provoke them into recklessness. You receive a +2 bonus to Intimidate and Taunt checks. Just because you can be a bully doesn't mean you have to act like a jerk all the time (just sayin').

- **Incompatible with:** Coward, Laughable, Pacifist, and Soft Hearted

Connection

1-5

You have ties to a particular organization, be it lawful or no, and that organization looks favorably on you. The power of the organization determines the point value of this trump. A minor merchant house in your hometown or a small bandit group might be one point, a thieves' guild or the law enforcement in a sizable city might be three points, and a large and powerful political or military organization would be five. Since you are a member of this organization, you gain access to the grounds belonging to the group as well as any resources which are available to members.

Contact

1

You may not be the ultimate hookup, but you have a friend or two. Well, not necessarily a friend either. Let's just say you have somebody you can call when you need something. This person is a contact, a colleague, a confederate. The exact nature and personality of the contact must be worked out before the contact can be used in game-play, hence, it's not a "get out of jail free" card. Unlike an Ally, a Contact is fairly specialized in one area and is in no way obliged to do you any favors (i.e. they still need proper motivation). Work the nature of the contact out with the GM. The GM reserves the right to refuse to allow certain contacts.

Professors from your days of academia, people you only know from a business card, or fellow military personnel make good contacts.

Everybody's Best Friend

4

You are eminently likable. All but the most cold and inhuman beings react positively to you, and you're equally at home having tea with an Abbot in his study or buying a round for the local rogues at the cheapest watering-hole in town. Whether you're a gen-

uinely great person or a cunning manipulator, the results are the same: it is hard to dislike you. Strangers you meet start out with a Disposition of *benign* (instead of *neutral*).

- **Incompatible with:** Beyond Good and Evil, Callous, Hyperactive, Mistaken Identity, Mute, Notorious, Prehistoric, Shady, Stinky, and Twitchy
- **Requires:** A minimum Charm of 6

Famous

6

Can we say groupies anyone? You are known far and wide as some sort of icon. You might be a town hero, a glitzy bard, or a fork-tongued politician. Perhaps your family is well-respected, or maybe you had a prestigious Mentor. All that's got to be said is people know who *you* is, directly or indirectly. Within a given city or area of your choice, you gain a +2 bonus to Negotiate, Bluff, and Seduce, and people generally strive to please you. A canny GM will use this to his own advantage, however, as townspeople come to the character for help, advice, marriage proposals, favors, repay old debts to the character's mentor, etc. Unstoppable fans will bring undesirable attention to you and find embarrassing and unwanted ways to try and win your affections. Just about everyone in your immediate geographical area has at least heard of you. Outside of this area, however, your bonuses do not apply.

- **Incompatible with:** Notorious

Favor

1-5

Someone owes you something. Perhaps they owe you a simple favor, money, their life, or something you once lent to them or they took from you. How they pay you back is questionable, according to the GM's desires. Perhaps the miserly count whose life you save, instead of dropping you a hefty reward offers you the hand of his repugnant or boorish daughter. Refusal could mean the count's enmity or worse. Difficulties can arise; however, the GM should keep in mind that something good should come out of the deal. After all, the player did pay for a reward somehow. The Favor (particularly those of high value) may be paid out in a series of smaller boons or one lump sum, but sooner or later it will be discharged, and further attempts to collect on a settled debt will likely arouse anger. As noted elsewhere, with varying point values of faults/trumps, the severity dictates that point value. All final decisions are up to the GM.

Inspirational

3

You can inspire great acts of heroics in your allies thanks to a rousing voice and an exciting air about you. In fact, your buddies are encouraged by your presence alone. As long as you're within arm's reach, the ally of your choice receives a +2 bonus to Guts and Virtue.

Goes well with Bodyguard and Swarm Fighter. Makes an interesting combination with Indomitable.

- **Incompatible with:** Bummer, Coward, and Laughable
- **Requires:** A minimum Presence of 5

Jeeves

8

Jeeves is slang for a retainer, someone who serves you in some function. Your particular Jeeves need not be called Jeeves and need not be a domestic servant. Bodyguards, butlers, maids, squires, lackeys, henchmen, mad scientists' hunchbacked assistants, and personal accountants all apply. However, there is the small task of paying the Jeeves or in the very least, setting the terms of employment and living up to them (Jeeves also make excellent hostages, GM's). See the Adventures chapter for information on acquiring a retinue.

Mentor

1-5

You have a powerful and reliable ally in the one who served as your tutor or trainer. After all your years of apprenticeship and tutelage, you have become respectable in your own right in a chosen art, craft or skill, but your mentor is someone to whom you can defer in times of need or responsibility. The mentor is mainly a source of guidance and wisdom but may also take a more active role in assisting you. Like Allies, a Mentor cares for you, and like Contacts, a Mentor has specific knowledge and skill. A low point value means that your mentor is either on your same wavelength in terms of power or not far above. The mentor will not be able to help much with matters of tremendous importance or is limited in some way. A high point value reflects that your mentor is the master of a domain. They are wise, powerful, and influential and you possess a powerful ally in them. Work with your GM to determine the details of your Mentor, and then paint the fence.

Natural Leader

4

People flock to you for guidance and leadership. Perhaps you are what they expect; perhaps their trust is misplaced and you will use their devotion selfishly, or you want none of the responsibility of being a leader. Regardless, you have a knack for attracting followers, and you gain a +2 bonus to Leadership checks and may re-roll one failed Leadership check per session. Naturally, a player with this trump should role-play through the role of gracious leader well.

- **Incompatible with:** Bummer
- **Requires:** A minimum Charm of 6

Oh Snap!

2

You've studied up on the most appropriate insults and unnerving things to say to your opponents. When you make a Taunt check against an opponent who loses the opposed roll and gains the *rattled* condition as a result, the opponent takes a -4 penalty to all rolls instead of the usual -2. You must be able to communicate verbally with your opponent in an understood language to make them *this* pissed off.

- **Incompatible with:** Mute, Soft Hearted, and Speech Impediment
- **Requires:** A minimum of 3 ranks in Taunt

Peacemaker

3

Acts of violence deeply offend you, and you always seek a peaceful resolution to any conflict. You gain a +4 bonus to any Negotiate, Seduce, or Leadership check made to urge enemies to cease hostilities in a fight.

Goes well with Pacifist, Animal Kinship, Attractive, and Everybody's Best Friend.

- **Incompatible with:** Chaos Knight, Driven, Sadist, Speech Impediment

Posse

3

You're the extra muscle, the *Yes Man*, or the hired goon. You might not be the face of the party, but your presence bolsters your allies. So long as you stand within arm's reach, the ally of your choice gains a +2 bonus to Intimidate and Taunt.

Goes well with Shady. Makes an amusing combination with Famous, since you might be the recognizable one, but your pal is the one to *really* fear.

If you are a Child, this bonus only applies to other children.

- **Incompatible with:** Scrawny and Laughable

Race's Ardor

3

According to members of a specific race, you have a certain something about you that is endearing or admirable. You receive a +2 bonus to Negotiate, Leadership, and Seduce checks against members of that race.

- **Incompatible with:** Race's Enmity (when dealing with the chosen race) and Shady.

Silver Tongue

4

You have a wicked tongue and cutting humor that can both charm and annoy others. You receive a +2 bonus to Taunt and Bluff checks. You've got a career in politics... or used-car sales.

- **Incompatible with:** Deaf, Honest Abe, Mute, and Speech Impediment
- **Requires:** A minimum Persuasion of 6

Stage Presence

4

It's hard to say exactly what it is... but you *got it*. You project an undeniable aura of glamor, confidence, and command, which grants you a +2 bonus to Perform and Seduce checks. When you walk into the room, people will notice and heads will turn, but you will be remembered and thus easy to identify and track.

- **Incompatible with:** Shady, Twitchy, Two Bit Hack, and Unremarkable
- **Requires:** A minimum Presence of 6

Wealth

1

You have at least a little money. This trump is a measure of your funds, kiddo, whether it's in cold, hard cash or in the liquidation of belongings and such. At one point you got a piggy bank with a few spare dollars for a rainy day. At five points you are one sickly rich bastard and people wish they were you for all the things money can buy these days. Maybe you inherited a huge estate. Perhaps you have a keen business sense. Or perhaps you are just such a penny pincher that you still wear the same out of style clothing you did when you started that savings account. This Trump is especially valuable to adventurers and such who, with no stable income mostly, rely on saved cash. Each point of Wealth purchased gives the character 1,000s. Pimp hat and leopard print sofa not included.

Purchasing the Wealth trump gives a character coinage. Once this coinage is spent, in part or in whole, it is gone, and will not just magically reappear. Characters can take this Trump as many times as they like.

Note: While this Trump is most commonly (and advisedly) taken at character creation, it may also be taken mid-campaign if the GM allows for suitable circumstances. Something along the lines of a rich relative passing away with no other suitable family to pass the liquidated assets along to, or a heretofore mundane item suddenly being revealed as a priceless heirloom both make for reasonable reasons why a character would be thousands of crowns richer. The sudden discovery of a large amount of cash laying around would fit, but windfalls like these rarely come without strings: the kind of strings which get people killed. An extremely generous mentor or lover might also work, but there should be an established precedent for such an event, like a Loved One or Mentor in the character's background.

Wingman

3

Even though you *yourself* might not necessarily be a gifted socialite, you've got a real talent for helping your friends become the life of the party! Whatever your strategy, just by standing within arm's reach, the ally of your choice gains a +2 bonus to Negotiate and Seduce.

Goes well with Everybody's Best Friend. Makes an amusing combination with Unappealing, as it might just be the fact that your own ugly mug makes your friend seem all the more enticing.

In areas where you are Notorious, this bonus does not apply. ("Why should we listen to *them*?")

- **Incompatible with:** Nymphomaniac and Shady

You Know a Guy...?

6

Let's face it; your little black book is something on the far side of ridiculous—you have friends in all sorts of places. Whenever the need arises (maybe the party needs some equipment, an inside scoop on someone, or a spy) you can make a Charm + Lore roll against a Difficulty determined by the GM. If successful, it means you know someone applicable to the situation that owes you a favor. Roll a d10. On a 1–4, the appropriate contact is very minor and unrelated really (a friend of a friend of a friend). On a 5–7, the contact is directly related to the situation, but is low on the proverbial ladder. On an 8–9, the contact holds moderate importance and power and on a 10, the contact is not only very reliable and valid, but also can get you more than you asked for. As in all matters, the GM is adjudicator and will define the nature of the contact.

This is a more masterful version of Contact.

Combat Trumps

Combat trumps give your character that extra *oomph* when the punches get thrown. These trumps offer everything from bonuses for different combat styles to possession of nifty gadgets.

Artful Dodger

4

Sometimes the best offense is a good defense. You have a way of evading your opponents' attacks in a way that puts them in harmful positions. Your foes may literally fall on their swords. If you win a Dodge against an opponent's Attack, the opponent must make a Stamina check against your Dodge result. Failure moves them one step down the Knockout Track. For instance, if Akare rolls a 13 on his Attack, and Skorna rolls a 15 on her Dodge, Akare must make a Stamina check of 15, or else his attack puts him off balance and he collides with a wall.

You may only use a Artful Dodger once per round for each time you purchase the Trump. For instance, if Skorna spends 8 XP to purchase this trump twice, she can Artfully Dodge the first two attacks that come her way in a round.

- **Incompatible with:** Clumsy
- **Requires:** A minimum Agility of 6

Backstabber

2

Some call you an opportunist. Others call you a shifty, mean-spirited bastard. Just about everyone would rather call you ally than foe, however. You are an expert at taking advantage of the surprise and shock of foes in combat. Whenever you attack an opponent who has gained the *wide-eyed* condition, you get a +2 bonus on the Damage Roll.

While not incompatible with Hyperactive, it sure makes things hard on you when you can't sit still long enough to spring your deadly traps. Also, taking Stupefied means you can dish it out, but you can't take it.

- **Incompatible with:** Blind, Walking Target, Soft Hearted, Combat Shy, Pacifist,

Banisher

4

The denizens of the Sea of Thought who make magic possible pose less of a threat to you than to others. However you achieved it, you've become familiar with their strengths and limitations. You receive a +2 bonus to Attack and Evasion Rolls against creatures of an *elemental* nature.

Blight

4

Some folks have a green thumb, but you go in the opposite direction. You may not be a harvester of sorrow, but you certainly know how to fight things that grow. You receive a +2 bonus to Attack and Evasion Rolls against creatures of an *plantlike* nature.

Goes well with Aura of Decay.

Blind-Fighting

8

You have the ability to effectively engage in hand-to-hand combat without the use of your sight. This incredible feat is accomplished by relying upon your other senses, training, and natural instincts to determine where your opponent is and how she is moving. Fighting in a noisy, crowded environment is much more difficult than fighting one-on-one in a quiet place, however, and the GM should impose penalties to your Attack rolls in any such circumstances. And while you can attempt to use ranged weapons at distance without your eyes, you take at minimum a -4 penalty to Attack (more depending on range). Keep in mind that failing to hit your mark could also mean striking your allies.

You don't actually need to be permanently blind to make use of this trump. For instance, when sighted characters fight in pitch darkness.

- **Incompatible with:** Coward and Combat Shy
- **Requires:** A minimum of Rank 6 in at least one weapon skill, Ears of the Bat, and Sixth Sense

Bodyguard

5

You are devoted to protecting those around you, and you are quite adept at it. At the beginning of battle, nominate a ward. For the rest of the battle, as long as you are guarding your ward, and that ward is the victim of an attack, you may attempt to parry the blow instead of the ward.

- **Incompatible with:** Callous, Coward, Combat Shy, Straight-Shooter, and Unarmed

Brawler

2

The rowdier and dirtier a fight is, the better you like it. Whether it's a classic barroom fracas or a muddy infantry struggle,

you're at your best in crowd combat, so add a +2 bonus to your Attacks while you're outnumbered at least two-to-one.

- **Incompatible with:** Combat Shy, Coward, Duelist, Overwhelmed, Straight-Shooter, and Swarm Fighter

Catch Missile

3

You can opt to grab projectiles out of the air instead of deflecting them out of the way. After a successful parry using the Hand-to-Hand weapon skill, you hold the ranged weapon in your hand instead of knocking it aside. You cannot catch high velocity projectiles like bullets or cannonballs. Also note that it is absolutely impossible to catch magic spells, and we're mad at you for even considering it.

- **Incompatible with:** Coward, Clumsy, and Unarmed
- **Requires:** Missile Swat and a minimum Agility of 8

Counterattack

4

Always waiting for just the right moment, keeping an eye on your enemy's combat style, you strike when a perfect opportunity presents itself. If you successfully parry an opponent's attack, you can make an immediate attack against the foe using any weapon you're holding, even if it's not your turn.

Each time you purchase this trump, you may use a Counterattack once per round. For instance, if Akare spends 8 XP to purchase this trump twice, he can Counterattack the first two attacks that come his way in a round.

- **Incompatible with:** Coward, Clumsy, Combat Shy, and Straight-Shooter
- **Requires:** A minimum Agility of 6

Death Knell

4

When the dead rise again, who ya gonna call? It's you, apparently. You could be a warrior priest, a shaman, or maybe you just delight in vanquishing the restless dead. You receive a +2 bonus to Attack and Evasion Rolls against creatures of an *undead* nature.

Destructive

2

Smashing and breaking inanimate objects brings a smile to your face. The boards may not fight back, but you're covering your bases just in case your wizard opponent would make them do so. You receive a +2 bonus on Damage Rolls to destroy objects.

Dismantler

4

For when the metal ones decide to come for you—and they will. You're a natural in combat with seemingly-living objects like automatons, robots, and golems. You receive a +2 bonus to Attack and Evasion Rolls against creatures of a *fabricated* nature.

Sometimes found in the company of Technophobe.

Dragonslayer

You are quite accomplished when fighting creatures of legend. Perhaps you're seeking fame, trophies, or rare ingredients. Regardless: unicorns, dragons, and griffons beware. You receive a +2 bonus to Attack and Evasion Rolls against creatures of a *legendary* nature.

Dual Weapons

4

You have blended the art of fighting with an additional weapon into your current fighting style. Each round, if you make an attack with a weapon in your dominant hand, you may make a single attack with the weapon in your nondominant hand without using any AP. The weapon with the higher AP cost must be used in your dominant hand. Remember that any actions you make with your nondominant hand are penalized as normal (-4); you must take Ambidexterity for maximum effectiveness with this trump. You may take this trump more than once; each time you do, you may make an additional attack using your nondominant hand for each attack with your dominant hand.

- **Incompatible with:** Coward, Combat Shy, Missing Hand/Arm, Unarmed
- **Requires:** 6 Ranks in at least one one-handed weapon skill

Duelist

2

Your fighting style is elegant, graceful, and designed to reduce single foes to cutlets with ease. Unfortunately it didn't take less organized battles into account. While engaged with a single foe, you gain a +2 bonus to your Attack Roll. However, this bonus is lost in the chaos of a large brawl.

- **Incompatible with:** Brawler, Coward, Combat Shy, Overzealous, Straight-Shooter, and Swarm Fighter

Going the Distance

3

Your projectiles fly like none other's—they strike terror and sharp pointy things into the hearts of your opponents. Any ranged weapon, thrown or fired, can sail up to 50% past its maximum range with no penalties.

Combine with Chameleon, Shadow Warrior, and Hawk Eyes for the ultimate sniper.

- **Incompatible with:** Blind, Combat Shy, Poor Vision
- **Requires:** A minimum of 5 ranks in a ranged weapon

Hard Hitter

2

When you knock somebody down, they ain't gettin' back up. You know just where to hit folks to make it *really* hurt. Whenever you roll a Critical Success on an Attack Roll, you add an extra +2 bonus to your Damage Roll.

Sadist and Keep 'em Coming are good pairings for this trump.

- **Incompatible with:** Coward, Combat Shy, Pacifist, and Soft Hearted

Hasty Reload

2

Fire rounds as fast as you like; you are an expert at reloading. Just a moment's inconvenience and you are ready to put a slew of holes in a new batch of targets. Choose either *crossbows* or *firearms*: cut the time for reloading these kinds of weapons in half.

- **Incompatible with:** Battle Brute, Clumsy, Missing Hand/Arm, and Unarmed
- **Requires:** A minimum of 5 ranks in the weapon skill

Haymaker

With one good swing from your bludgeoning weapon of choice, you can hit like a locomotive and knock somebody's lights out. When attempting the knockout action in combat, your opponent gains the *unconscious* condition any time they fail the Stamina check—not just on a Critical Failure.

- **Incompatible with:** Coward, Combat Shy, and Straight-Shooter.
- **Requires:** A minimum Muscle of 5

I Know Your Flaws

2

Because of your extensive study and/or experience in dealing with (and likely fighting) a particular race of people, you have also learned where the flaws in their defensive are located. Pick a humanoid race (listed in *Chapter 5*): you receive a +2 bonus to Damage Rolls against members of that race. You can take this trump more than once, each time for a different race.

I Know Your Tricks

2

You have studied a particular race of people so well that you can anticipate their behaviors and instincts in combat. Pick a humanoid race: you receive a +2 bonus to Evasion Rolls against members of that race. You can take this trump more than once, each time for a different race.

Item of Value

1–10

You own something worth holding onto, and it need not be expressly combat-oriented. A magical wand, a portable hole, the holy tablets describing the fate of the world, a large ceremonial wooden horse, a sword that takes a bite out of crime, or even a decanter of never-ending ale. Suggestions welcome, but alas, the GM gets the final say on whether it is allowed.

One point is something minor, almost trivial, but fun. 3 points gets you something that definitely comes in handy. 5 points buys a major something or other (doohickey? dingus?) 7 points secures something that is more important than your measly little life. 10 points gets you

something worth many lives to many people. Careful, someone might come after it...

Typically, for each point of this Trump purchased, a character would receive a +1 bonus to a specific roll when using the item. For instance, if a character had an 3 point Item of Value which was a magical pendant in the shape of a shark's fin, the character might receive a +3 bonus to Might checks to swim while wearing the pendant. If the character had a 6 point Item in the form of robotic arms the character might receive a +2 bonus to Grip and Might as well as +2 to the damage of hand-to-hand attacks.

Keep 'Em Coming

3

Any time you land an attack that directly incapacitates an opponent, you can turn and make a single attack against any opponent adjacent to you using any weapon you're holding. You can do this once for each time you purchase this trump and only if each of the previous enemies becomes incapacitated. In addition to dying, any condition which prevents the opponent from attacking counts as incapacitation, such as *immobilized*, *paralyzed*, or *unconscious*.

- **Incompatible with:** Coward, Combat Shy, and Straight-Shooter

Last Chance

2

Through sneakiness or luck, in a dramatic situation you always have one item of ammunition left, whether it be an arrow, bullet, dart, dagger, etc. At the final confrontation with the bad guy, you will always get that last chance to put one through the villain's eye. Doesn't mean you'll hit, though.

Combine this with Quick Draw to maximize your potential for last-minute heroics.

Missile Swat

3

Ranged projectiles are like bad insults: easily deflected. You may attempt to parry incoming projectiles with weapons other than a shield.

- **Incompatible with:** Combat Shy, Coward, Clumsy, and Unarmed
- **Requires:** A minimum of 5 Ranks in the weapon used to parry and a minimum Agility of 6

Momentum

4

You know how to put great force behind your attacks. Any time you charge and move at least 10 feet, add +4 to your Damage Roll instead of the usual +2. This bonus does not apply to mounted combat.

- **Incompatible with:** Coward, Lame, and Combat Shy

Mounted Charge

2

Because of your extensive training with horses and combat, you have developed a devastating horseback charge which shatters the ranks of your foes. When mounted on horseback and delivering a charge, you deal +4 damage instead of the regular +2.

- **Incompatible with:** Animal Enmity with the mount, Clumsy, Combat Shy, and Straight-Shooter
- **Requires:** 5 ranks in Animal Control

Mounted Defense

2

You are one with your mount, acting instinctively to protect one another. You may parry attacks which are directed at your mount with a +2 bonus.

- **Incompatible with:** Animal Enmity with the mount, Combat Shy, and Straight-Shooter
- **Requires:** 5 ranks in Animal Control

Mounted Smite

2

Because of your extensive training with horses and combat, you have developed a devastating mounted melee attack which shatters the ranks of your foes as you rain blows down on them. When mounted on horseback you deal +2 damage.

- **Incompatible with:** Animal Enmity with the mount, Clumsy, Combat Shy, and Straight-Shooter
- **Requires:** 5 ranks in Animal Control

Nimble Combatant

3

Through intense training and discipline, you've managed to train your mind and body to work quicker in combat. You gain an extra Action Point. This trump can be taken repeatedly, but make sure to watch out for your poky allies, who won't be moving as fast as you.

- **Incompatible with:** Coward, Combat Shy, Poky Combatant, and Sluggard
- **Requires:** A minimum Agility of 6

Poacher

4

You are especially formidable when hunting and attacking animals. You know their behaviors, weaknesses, and tendencies, maybe better than you recognize your own. You receive a +2 bonus to Attack and Evasion Rolls against creatures of a *bestial* nature.

Precision

2

Your aim is incredible. You like to show off your skill by firing at an apple on a friend's head at 100 paces, or slicing a hu-

man hair in two. In simple terms, all of your ranged Attack Rolls receive a +2 bonus.

Sometimes found in the company of Straight-Shooter

- **Incompatible with:** Blind, Combat Shy, and Poor Vision

Quick Draw

2

Even in the midst of mortal combat, you always seem to have a weapon or item handy. It costs you no action points to ready any object you have on your person, be it a potion from your satchel, a sling-stone from your pocket, or a broadsword strapped across your back.

- **Incompatible with:** Clumsy and Combat Shy

Roundhouse

3

When surrounded by 3 or more opponents, you can hold your weapon and spin in a fashion that can strike all of them once. Make a single attack against each opponent. If you're holding more than one weapon, you must choose which one you are using. This attack takes double the number of Action Points to perform, as compared to a single attack.

- **Incompatible with:** Coward, Combat Shy, Overwhelmed, and Straight-Shooter
- **Requires:** A minimum Agility of 6

Sidestep

3

You know how to turn an opponent's momentum against him. Whenever a Charge is performed against you and you successfully Dodge, you can make a free Trip attempt against the attacker. You don't receive an attempt to Trip if you Parry the charge.

- **Incompatible with:** Clumsy
- **Requires:** A minimum Agility of 5

Stranglehold

3

You know just how to get opponents in a restraining hold and more effectively put the hurt on them. You gain a +4 bonus to Damage when in an opposed Grab with an enemy.

- **Incompatible with:** Coward, Combat Shy, Frail, Straight-Shooter, and Unarmed
- **Requires:** A minimum of 3 ranks in the Hand-to-hand Weapon Skill

Suplex

3

Your massive strength gives way to a powerful offensive maneuver; the ability to pick up your foes and slam them to the ground. Anytime you attack and deal damage while in an opposed Grab, you can make free a Slam or Trip attempt.

- **Incompatible with:** Coward, Combat Shy, Frail, Straight-Shooter, and Unarmed
- **Requires:** Stranglehold and a minimum Muscle of 6

Swarm Fighter

2

While you might not mind the glory in taking down a foe single-handedly, you greatly enjoy every chance you get to overwhelm an enemy under a barrage of strikes from you and your allies. When there are others helping you beat down a single opponent, your strikes find their marks much more easily in the confusion. Add a +2 bonus to your Attack Rolls when you have at least one other ally attacking your target.

- **Incompatible with:** Brawler, Combat Shy, Coward, Duelist, and Uncooperative

Vengeful

3

Anytime you are wronged, you insist on obtaining your revenge. You always hold a grudge, and sooner or later, you will exact your inexorable retribution. While this may take the form of anything from relatively harmless practical jokes to the destruction of your target's relationships, business, or life, what you truly live for is to stand triumphant over their helpless form at the end of your next combat. Whenever you fight an opponent you have fought before, you receive a +2 bonus to your Attack Rolls.

- **Incompatible with:** Perspective

With Me!

3

Once per combat you can shout a rallying cry to your comrades, calling for action on your order. The affected characters will act on your Reaction turn in the Reaction order. You may affect one ally for each rank you have in Leadership.

- **Incompatible with:** Bummer, Coward, Combat Shy, Flighty, Mute, and Sluggard

Magic Trumps

Magic trumps grant your character more masterful magic. Everything from bonuses to spell offense or defending, all the way to casting two spells at once.

Antisound

4

Through immersion in the vibrations of sound waves put out by your song voice, you've figured out how to nullify the sound waves from other sources. Any spell whose effects are based on sound can be nullified. For example, the spells Cacophony, Suggest, and Thunder, as well as any spell cast using spellsong. Make a Perform check against the Casting Roll from the source of the sound. If you succeed, any harmful effects to you or other creatures are completely negated.

- **Requires:** Spellsong

Ballistic Talisman

3

Normally, when using a *talisman* (a single-use magic item; see the Magic chapter), you need to touch your foes to make them subject to the effects of the spells within. After hours of arduous practice with these, you no longer need to fight your foes hand-to-hand. You can throw a talisman at targets up to 30 feet away by making an Attack Roll using the *Thrown* weapon skill.

- **Requires:** A minimum of 2 ranks in the Thrown weapon skill

Botanical Song

3

With constant study of the flows of magic among living tissue, you can learn to recognize all living organisms as a creature. Using your Spellsong ability, you can take any spell that is listed as affecting a creature and make it work exactly the same against a creature with a *plantlike* nature.

- **Requires:** Spellsong

Dance Macabre

4

Songs accompany the passed into the grave. Magic gives rise to the foul creations that rise up from the grave. Surely magic songs can affect these abominations of nature. Your spells delivered as spellsongs can now affect creatures with an *undead* nature just like they could affect any living being.

- **Requires:** Spellsong

Draw Magic

3

The tingling impulses of mana brushing your fingers while you clutch single-use magic items inspired you to learn the art of Drawing, or simply, how to pull the mana from a disposable item back into your Magic Points pool. For example, if the item contains an Intensity 4 spell, you can draw up to 4 MP from it. When an item is completely drained, it becomes totally mundane and ordinary. You cannot draw more mana than your MP total, and you cannot draw from items that are not single-use. Draining an item takes 3 AP.

Focus Casting

4

Many mages prefer to channel their mana through an object rather than their own bodies. It allows the caster to focus their power and direct and amplify spells. The most common foci are staves and wands, but any kind of object that can be held or worn in hand will do (e.g. a glove, a ring). You must pick a specific object to be your focus and align with it. It takes seven days of spellcasting with the focus to align. If you are ever without the focus, or are aligning to it, you take -4 to any Casting Roll. With an aligned focus, the mage can add +4 to any Casting Roll. When using a focus (whether aligned or not), the mage is exempt from both reciting

spell incantations and performing gestures. If the focus is ever permanently destroyed or lost (or you find a shiny, new one), you must align with another and begin the seven days of alignment again.

Remember that drawing a focus from a stored place takes at least one Action Point. Choosing a weapon as a focus is acceptable, but attacking with the weapon and casting simultaneously is mentally impossible.

Fork Spell

6

After firing off spells repeatedly for so long, you realized how to make a spell split, or fork, and essentially cast it twice. This maneuver requires double the Magic Points of a single casting, but still only consumes the normal amount of Action Points. You can use the forked spell against different targets or twice on the same target.

- **Requires:** A minimum of 6 points in your Casting Attribute

Item Party

3

Activating single-use magic items is kind of your thing. In fact, you've done it so much that you taught yourself to activate multiple items simultaneously. Each time you purchase this trump, you can activate an additional single-use magic item whenever you spend the AP to activate just one. This means you can trigger several inkantations, chow down on a mouth full of pabula, shatter a handful of runestones, lob a sack of spellbombs, or shove a fist full of talismans onto an opponent.

Magic Defense

2

You possess a natural fortitude against magical power. This could be due to such causes as divine intervention, bloodline, or powerful enchantment. For each point of Magic Defense you buy, you may add it to save rolls made in opposition to Casting Rolls.

Mana Grenade

3

Realizing the ferocious potential of the stagnant levels of Intensity sitting inside single-use magic items, you researched the ability to make the mana stored within violently explode. This ability could also be used on physical mana. Making an Attack Roll containing your ranks in the *Thrown* weapon skill, you can hurl an item through the air. When it strikes a solid surface, the mana stored within bursts and anyone within 10 feet can attempt to Dodge. The Damage Roll includes Muscle (as the object is thrown) and the Harm dealt is 10 for every level of Intensity in the item (thus, an Intensity 4 item deals 40 Harm). Note that the effects of the spells stored within *do not* occur upon impact. If the attack misses, the item still explodes and cannot be used again. It takes 4 AP to activate and throw the item. Each time you purchase this trump, you can activate and throw another item simultaneously; for instance, buying the trump 3 times would allow you to activate and throw 3 explosive items for 4 AP (assuming that 3 items will fit in one hand).

- **Requires:** A minimum of 1 rank in the *Thrown* weapon skill

Mystic

1

Magic Points are used as raw fuel for spellcasting. They are the capacity within each mage to deliver frequent or powerful amounts of magic. To access additional reserves within themselves, magi may seek astral awareness through intense meditation, using it to enlarge their capacity for magic. Each time you purchase this trump, your MP score increases by 1.

Spellsong

3

Your song voice itself can shape and manipulate the flows of magic: this is the power of the *spellsong*. Spellsongs require no gesturing, and the incantation becomes more of an aria. Each time you purchase this trump, you can target an additional creature with the spellsong. If the spell has a target of self, additional targets must be allies. All spellsongs assume a distance of Near, even if the original spell states another distance.

Your targets must be able to hear you (deaf targets are immune and hearing impaired targets receive +4 on their saves). Likewise, creatures with the *mindless* condition are immune to the effects unless the spell is specifically targeted to that type of creature.

Your GM may restrict the spells which can be cast as songs, perhaps by spell essence or elemental school (see *Chapter 13: Magic*). A list of spellsongs may be specific to the campaign setting in which the game takes place. At the very least, a list should include spells of a Compulsory, Illusory, or Perceptive essence.

- **Incompatible with:** Mute and Speech Impediment
- **Requires:** The Spellcasting special power and your Casting Attribute must be Presence

Spell Adept

2

You're a natural, kid! (In the matters of spellcasting, that is.) Whether you received training for this sort of thing, or it just runs in your blood, you are especially good at casting spells powered by a certain element. Choose one of the 12 elements of magic. All your Casting Rolls in the chosen elemental skill get a +2 bonus. You can take this trump more than once, each time for a different element.

- **Incompatible with:** Magic Dunce

Spell Conditioning

2

Choose one allied spellcaster. Due to all the training in combat you've received with her, you've figured out how her spells fire and where; you know how to get out of the way of her area spells and shrug off her targeted ones. You receive a +4 bonus to save against your ally's spells.

Spell Swat

4

With this trump in your arsenal, you can actually parry spells. If your character is threatened by an impending Attack Spell (one that asks for a Dodge Roll to avoid), you can attempt to parry it instead of dodging it.

- **Incompatible with:** Coward and Clumsy
- **Requires:** Missile Swat, a minimum of 6 Ranks in the weapon used to parry, a minimum Agility of 6, and 1 point of Magic Defense

Supernatural Trumps

Supernatural trumps allow your character access to amazing and sometimes spooky traits: everything from sleeping less to a ghostly mentor.

Aura of Destruction

4

The entropic forces of the world have gifted you with a penchant for taking the world apart, either violently or methodically. You have learned to channel this power outwards into the world, particularly into the world of inanimate objects. You receive a +2 bonus to Might and Machinery checks relating to dismantling things, destroying things, or breaking things open.

Goes hand in hand with Aura of Decay.

Delivered

2

Somebody up there likes you! It seems as though a mantle of spiritual protection that repels the supernatural envelops your person. Come hell or high water, you've got your galoshes. You receive a +2 bonus to Mettle checks.

- **Incompatible with:** Damned

Enlightened

1

Spirit Points are used to power supernatural abilities. They are the pool of raw energy that spiritualists harness and improve over time. To access additional reserves within themselves, these artists of spirit power may seek enlightenment through intense meditation, using it to enlarge their capacity for spiritual power. Each time you purchase this trump, your SP score increases by 1.

Ghostly Guide

2

Your mentor or role model is no longer alive, but that hasn't stopped him from tutoring you. The ghostly mentor may choose who is able to perceive him and is completely immaterial, thus useless in combat situations. The spirit mentor's function is simply to give advice and guide you and is only present in situations the GM deems acceptable.

Gift of Nature

1-6

You have been blessed with the *Boon of Nature*: an animalistic or plantlike feature or attribute. You might begin to sprout horns ideal for head area armor or thrashing enemies, grow wings to fly from dangerous situations, develop slimy skin like a toad, or a tail that helps to balance like a cat. Perhaps you are gifted with photosynthesis and no longer need to eat. The exact points value and effects are left up to the GM. The Gift may be given at birth or a character may receive it in the course of his life. The Gift reflects an unusual potential or destiny and is seen in many omens and prophecies.

The points cost of the Gift determines its usefulness in game: if a player opts for eagle's talons to be used in combat, and works with the GM to determine this as a 3 point Gift, the character would receive a +3 bonus to hand to hand damage. If the player asked for frog legs as a 6 point Gift, he or she would receive +6 to Gymnastics (for jumping) or Dodge, or +3 to both.

- **Incompatible with:** Aura of Decay and Chaos Knight

Legendary Skill

5

Your aptitude for a particular activity sends uncanny tales forth from the mouths of minstrels everywhere. Whether through inhuman amounts of practice, or divine inspiration, you have a skill beyond the limits of mortals. With this trump, you can buy more than 10 ranks in any one skill (including weapon skills). Your GM must approve the purchase of this trump, as the power it represents is a very rare thing. This trump also includes the eleventh skill point; no need to buy it separately.

- **Requires:** The skill to improve is already maxed out at 10 ranks.

Nine Lives

20

Someone or something is looking out for you, for you have been blessed with narrow escapes and death defying luck. Each time (up to nine, naturally) you are dealt a fatal blow, you are simply rendered unconscious or manage to barely pull through somehow (a comrade might rescue you, the villain's weapon might break, or an earthquake might rock the scene). Once your nine lives are gone, though, you're as dead as everyone else. You can only ever purchase this Trump once.

Oracle

3

You are able to predict and interpret the signs and omens sent by the stars, the gods, or perhaps by the planet herself. At times in the story determined by the GM, you will be visited by strange dreams, visions, sounds, or prophecies. The GM should make you roll not only a Clairvoyance check to see if you recognize it for what it is in the first place, but also a Lore check to see how well you receive and interpret the prophecy. This roll can be kept secret and made by the GM herself if she does not want you aware that a prophecy/omen was offered.

- **Incompatible with:** Beyond Good and Evil

Regeneration

5

While you may not be hard to put down, you rarely stay down long. Your wounds close of their own accord, and foreign objects are pushed from your body as it knits itself back together. This may be due to a primordial connection with the planet's natural energies, the sudden emergence of a latent magical power, the result of a government weapons experiment, or simply because you are a certified bad-ass. This means two things. First, you regain HP at a much faster rate than most people, but at the cost of MP. You regain 1 HP per round for each time you take this Trump. For each 5 HP regained in this way, you are drained of 1 MP. When you run out of MP, you cease to regenerate until you rest.

Second, loss of limb need not be permanent. A character with the Regeneration Trump can re-attach missing hands, legs, arms or... other appendages... like toes! In fact, it is not required that the re-attached appendages are the character's own. The limb(s) in question must, however, be humanoid and contain all the necessary skeletal components (bones will fuse, but not regenerate). For instance, Michelle's regenerative character Skorna is fighting a savage cannibal near a cliff. Skorna gets her arm chopped off at the elbow by a swing of her opponent's axe. Alas! Skorna's arm falls off the cliff, never to be seen again, much to the dismay of both of them. This doesn't stop Skorna, who slays her opponent with a slash to the throat from the axe in her other hand. Skorna then amputates her foe's arm and reattaches it to her own. Generally, this aspect of regeneration doesn't have anything to do with how many HP the character has. The GM has final call on how long reattaching and regaining use of limbs takes.

Fast Healer and Regeneration *are* compatible, but their effects are exclusive (Fast Healer does not cause Regeneration to heal double the HP).

- **Incompatible with:** Battle Scar, Unarmed, Missing Hand/Arm, Poor Vision (when missing an eye), Slow Healer, Aura of Decay. Also incompatible with *Fabricated* creatures and *Undead* creatures
- **Requires:** A minimum Self-Control of 4

Sixth Sense

4

You have very short-range latent psychic ability. Your hackles prickle whenever an unknown or threatening presence lurks nearby, warning you of possible danger. As a result, it's extremely difficult to ambush you. You gain a +2 bonus to Clairvoyance and Perception checks.

Goes very well with Speedy Reflexes. Excess use of your danger sense might turn you a little Twitchy.

- **Incompatible with:** Stupefied

Sleep Control

4/8

Through natural bonding with the cosmos, a blessing from an outside force, or whatever, you require little or no sleep.

Sleep Less

4 Points. Your body gets by normally on only 4 hours of restful sleep.

Sleepless

8 points. You don't sleep but receive all normal rest (including healing, magic and spirit point restoration, etc.). Your GM should tell you if there are drawbacks to no sleep, for instance, eating twice as much, or the need to rest your eyes even though you don't slumber.

- **Incompatible with:** Narcolepsy
- **Requires:** A minimum Self-Control of 5

Supernatural Attribute

9

Through some mystical force, one of your attributes has been magnified beyond the normal scope of your race. Perhaps the spirit of Jaeis has gifted you with wisdom beyond mortal understanding, your god has blessed you with unshakable faith, or you have made a pact with the forces of Entropy that vastly increases your strength. Any of your twelve base statistics may be altered this way, although the GM must always explicitly approve of a Supernatural Attribute, as such power is rare and mighty, indeed. This trump gives you the first point past your racial limit—you do not need to buy it separately.

- **Requires:** The Attribute in question is already at maximum normal level for your race (10 for Humans)

7. FAULTS



Ill of us have our own embarrassments from time to time. Some habitually screw things up for themselves or their friends. Faults are the Immortal Legacy way of representing a character's shortcomings and flaws. Faults, the exact opposite of Trumps, can be assembled at character creation or amassed as the game progresses.

When you select Faults for your character, you receive Expoints in return to spend on anything you'd like: Attribute points, Skill ranks, Trumps, and Special Power ranks. Each Fault lists the Expoint bonus it provides.

A GM may tell you that your character inherits a Fault because of in-game events. Say your character has his or her hand unjustly lobbed off and the GM tells you to inherit the Fault "Missing Hand" and the 5 Expoints it grants you. The GM can't just go around lobbing off hands arbitrarily, but if it happened due to a failed Defense Roll in combat with the story's villain, that's legit.

In the event you tire of a Fault which can be cured, overcome, or repaired, you must first earn the experience required to "buy back" the Fault, thus erasing the Fault and balancing the checkbook, so to speak, with regards to the Expoints it granted you. Also, you may have to secure in-game resources to overcome the Fault and role-play through the process. Some generous GMs might allow you to overcome a Fault before you have spent the Expoints to buy it back, but this isn't really a good idea unless people's enjoyment of the game is in a real pinch because of it.

A character has no limit on the number of Faults he or she can possess, however, more Faults make for difficult gameplay. Sure, you

could play an old, one-eyed, lame, one-armed, obese, retired soldier with a nasty facial scar, but your in-game penalties would be *massive*. Listed below are the Faults available to you.

Physical Faults

Physical Faults provide difficulties and disabilities to your character's body: everything from missing limbs to poor senses.

Addict

4/8

You just can't quit the juice or whatever your particular vice may be. For an addiction to something easily procured such as food, caffeine, alcohol, tobacco products, or gambling, this Fault is worth four points. For an intense addiction to expensive and hard-to-find substances or situations, such as addiction to the blood of a powerful and exotic creature, or dependence on a potent drug or chemicals, the bonus is eight XP. The addiction should prove an ever present menace, not only to the character whom it afflicts, but also to that character's comrades and loved ones. Note that the long-term chemically-addicted usually develop a resistance to their drug of choice reducing the potency and duration of the high to half, thus requiring more frequent use of larger amounts of the product to achieve the same effect. Any benefits usually gained from a vice are halved (round down) in the case of the addict. Each day an addict must indulge in their vice. If they do not, they suffer a -2 or -4 penalty to all rolls until they once again indulge in their vice.

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Allergies

1–6

Allergies are a complication with the immune system which cause problematic, rapid reactions when an afflicted person comes in contact with a specific environmental substance, such as plant pollen or food items. An allergic reaction lasts as long as you're in contact with the allergen.

Ingested Allergens

For 1 point, you have a mild ingested allergy: you must ingest the allergen for it to have an effect. Reactions might include itching or rashes, mild swelling, nasal congestion, mild asthma, swelling of the tongue or face, nausea and similar gastrointestinal problems, or difficulty breathing. Sensitivity in this way to types of food (shellfish, eggs, milk, etc.) is common. You take a -1 to all rolls while having an allergic reaction.

For 2 points, you have a severe ingested allergy, and you are likely to experience the effects listed above plus have your airway completely constricted, fluid run into your lungs, and/or suffer full-blown anaphylactic shock. Not only do you suffer penalties to your rolls, you also take a point of damage each round you are under the effects of the attack.

Contact Allergens

For 2 points, you have a more serious allergy: one that is activated by contact with the allergen. You take a -1 to all rolls while having a contacted allergic reaction.

For 4 points, you have a severe contact allergy. Not only do you suffer penalties to your rolls, you also take a point of damage each round you are under the effects of the attack.

Area Allergens

For 3 points, you merely need to be within ten feet of the source of your allergy to suffer the ill effects. You take a -1 to all rolls while having an allergy attack.

For 6 points, you have a severe area allergy. Not only do you suffer penalties to your rolls, you also take a point of damage each round you are under the effects of the attack.

You may take this Fault multiple times. You may either choose a new source for your allergy (an allergen) or the same source, in which case the effects are cumulative.

Battle Scar

8

Long ago, you survived a wound that, by all accounts, should've killed you. To this day it has never quite healed right. You take 1 damage from your Battle Scar each round you are in combat.

- **Incompatible with:** (If Battle Scar is on face) Attractive, Unremarkable, and Regeneration

Blind

18

Whether through birth defect or accident, you have completely lost your sight. You automatically fail Perception and Search checks which rely on sight alone and take a -2 penalty to those checks when sight is a factor. You may not move safely at more than a walking speed and you will have a hard time with many skills, most particularly those for which you cannot take your time and use your hands to guide you (-2 to those checks). You also cannot fight effectively (-8 Penalty to all Combat rolls) without special training (the Blind-Fighting trump) or the aid of magic, and are considered Confused while in combat. Note that the GM should only allow experienced players to play blind characters as it takes a lot of patience and ingenuity to keep them going. On the plus side, you can't be fooled by purely visual illusions.

- **Incompatible with:** Backstabber, Getaway Driver, Going the Distance, Hawk Eyes, Poor Vision, Precision, Tech Medic, and Unremarkable.

Broken Sniffer

4

Your sense of smell is greatly handicapped. While the root cause is probably a neurological problem, it could also be a minor curse. You take a -2 to Perception and Search checks which rely in any way on your sense of smell or taste.

Anosmia. Your sense of smell is completely absent. You don't perceive any odors nor register the flavors of any foods. Our advice: join a circus, become a skunk trainer. Somebody has to do it.

Parosmia. Parosmia is the incorrect interpretation of odors and flavors. You perceive pleasant odors as reminiscent of burning flesh, fish, vomit, or garbage. Sometimes particularly flavorful food will taste the same as it smells—terrible.

Phantosmia. Phantosmia causes you to perceive odors that aren't there. You often, inexplicably, smell mystery odors reminiscent of rancid milk, lavender, moldy earth, coffee beans, or manure.

- **Incompatible with:** Bloodhound

Child

4

You are considered immature by the standards of your race and culture, and as such, you are not a fully intelligent, autonomous being in the eyes of most adults. Until you mature, you'll have a hard time interacting with adult society and will very rarely be taken seriously. You take a -4 penalty on Leadership, Bluff, Negotiate, and Intimidate when interacting with adults. Countering this, you enjoy a +4 bonus on these same checks with other children. And due to the fact that you're not yet fully grown, your maximum allowed points in Muscle and Endurance is 7.

- **Incompatible with:** Massive and Old

Clumsy

8

Butterfingers. Fumblelina. They've called you that, among other things, ever since you were a kid, and they're right. Your failures always seem to create the most spectacularly counterproductive results. When you trip, stumble, or sneeze, it's sure to overturn priceless artifacts, awaken sleeping monsters, and bring guards running. Whenever you critically fail an attack roll or a skill check, and you don't pass the DL of the skill check, you take the difference as damage. You fail to pick a lock: you somehow manage to lodge the pick in your hand; you fail to climb a tree, you fall and stab your leg with a rock. Are you sure adventuring is the life for you?

- **Incompatible with:** Artful Dodger, Catch Missile, Chameleon, Counterattack, Feline Balance, Hasty Reload, Missile Swat, Mounted Charge, Mounted Smite, Pickpocket, Quick Draw, Shadow Warrior, Sidestep, Speedy Reflexes, Spell Swat, Tech Medic, and the Weapon Savant Special Power. Practice any other Combat Trumps at the risk of your own limbs.

Dead Weight

4

You're stiff and heavy. While not necessarily slow, your rigid limbs just don't move as gracefully as others (-2 to Gymnastics and Dash) and when you hop in the water, your inconvenient weight makes you sink like a hammer (-2 to Might for swimming).

Usually found in the company of Anchor.

- **Incompatible with:** Contortionist, Featherweight, Feline Balance, and Seafaring.

Deaf

12

You are incapable of hearing: stone deaf. Among other obstacles, you automatically fail skill checks which rely on hearing alone and take a -2 penalty on those checks when hearing is a factor (usually checks like Perception, Search, Stealth, Discern, or Perform). Since you will not hear comrades' shouted warnings, you take a -1 penalty to Reaction. You will not understand talkers if their lips cannot be observed, and you also have a hard time speaking out loud to others, as you cannot hear your own voice. As a player, you must learn not to rely upon the speech of your fellow PCs, which (like the Blind Fault) may be too restrictive for less serious or experienced gamers.

- **Incompatible with:** Chameleon, Ears of the Bat, Shadow Warrior, Hearing Impaired, and Silver Tongue

Deformity

2/4/6

You bear the physical markings of genetic mutation, a growth disorder, an irregular birth, terrible burns, or other trauma. For two points you are considered **Deformed**. You possess a minor physical deformity which bothers those around you. Typical two point deformities would include an extra finger on your right hand, an iris with no pigment, or hugely crooked teeth.

For four points you are **Twisted**. Your appearance is disturbing and strange. Typical four point deformities would include a clawed hand, a hunched back, backwards kneecaps, the visage of the Phantom of the Opera, or a misshapen head.

For six points you are **Monstrous**. You resemble a bestial, inhuman thing, regardless of what purity and warmth lies within you, and people often run from you or attack you. Typical six point deformities would include leprosy, wild mutations, writhing tentacles sprouting from your body, fur and fangs, or the physique of the Elephant Man.

Depending on your type of Deformity, you suffer a -1, -2, or -3 to Seduce and Disguise checks.

Interesting combinations include Massive, Cursed, Owned, Hunted, Shady, etc.

- **Incompatible with:** Attractive, Unremarkable, Everybodys Best Friend, and Girl/Guy Magnet. Some deformities make life difficult or impossible for a Contortionist.

Frail

2

You bruise and break easily. As a result, you take a permanent -2 penalty on your Guard Rolls for your inability to take a good hit. Consider a life of modeling.

- **Incompatible with:** Iron Grip, Stranglehold, Suplex, and Tough as Nails. Also incompatible with the Hands of Fate Special Power.

Hearing Impaired

6

While not Deaf, you don't hear so well. You take a -2 penalty to all checks for which hearing is a factor (typically Perception, Search, Translate, etc). You are completely deaf to high-pitched sounds, such as the whistle of an approaching arrow or a beeping time bomb.

Note on hearing correction: As with vision-correction, there are some devices which can amplify sounds and correct a character's hearing, effectively negating the penalties suggested above, but only while the device is worn. These items are even harder to find and more expensive than vision-corrective items and may be non-existent in some stories. Anytime a character with a hearing-corrective device rolls a Critical Failure, the device is lost and the character must spend time searching for it, during which time the usual hearing-related penalties return.

- **Incompatible with:** Ears of the Bat, and Deaf.

Hyperactive

4

Kid, you just can't sit still. To the annoyance of those around you, you're constantly pacing, fidgeting, cracking your knuckles, tapping your feet, humming, and generally expending energy any way you can. You take a -1 to Stealth and Disguise due to your inability to remain still. Anyone who has to spend significant

10/12

time with you will react poorly towards you once your condition becomes apparent. Boredom is your mortal enemy—whenever you are forced to lay in wait for a foe in order to surprise them, you must make a Virtue roll (DL 15) to calm yourself long enough to spring the trap. If you fail, you reveal yourself too soon and the surprise is ruined (the enemies will not be caught wide-eyed). Keeping still for anything longer than fifteen minutes is utter agony (you will look as though you're about to explode).

Combine with Easily Distracted for ADHD. Hyperactive also goes well with Laughable.

- **Incompatible with:** Chameleon, Everybody's Best Friend, Shadow Warrior, Sluggard, and Strategist.

Lame

4/8

One or both of your legs have suffered serious trauma. If one leg is lame, this fault is worth four points and you walk with a noticeable limp. You permanently gain the *hampered* condition. For 8 points, both your legs are nearly inoperative, running is impossible for you (you automatically fail Dash checks involving the use of your legs), and you must walk with assistance, e.g. a cane, braces, magic, or a wheelchair (if such resources/technology are available). If you are deprived of your assistance, you gain the *prone* condition and must be carried by an ally to move.

- **Incompatible with:** Contortionist, Feline Balance, Momentum, Shadow Warrior, and Unremarkable.

Little Piggy

3

While not necessarily overweight or large (in many cases, it's the little guys that eat so much), you eat twice as much per day as might be expected, perhaps due to a high metabolism. You are rarely seen without something edible in your hand. In areas where food is in short supply, you may be perceived as a glutton (-1 penalty to Seduce and Negotiate rolls). Anything food related (room and board, rations, ale, etc.) costs twice as much for you.

Lousy Balance

3

When people call you a pushover, they mean it literally. Perhaps you have two left feet, maybe literally. You take a -4 penalty to opposed rolls against any attempts to push, trip, move, toss, lift, drag, or knock you down. Have a nice trip, see you next fall.

- **Incompatible with:** Anchor, Feline Balance

Mercurial

2

Your body gives over very easily to outside forces when it comes to metamorphosis and transformation. You take a -2 penalty to Resilience.

- **Incompatible with:** Immutable

Missing Hand/Arm

Your hand was amputated, sliced off in deadly combat, or withered to a useless husk. You take a -2 penalty to any skills requiring the use of both hands such as Grip, Might, Machinery, and Disguise. Additionally, you are unable to wield 2-handed weapons.

For 10 points, your character is deprived of the use of a hand. You can still use the affected arm in combat, if a special device is crafted for you with an attached weapon, and a shield can always be strapped to your arm. For 12 points, the character is either missing the arm from the elbow down, or missing it entirely.

If the player decides to take this Fault after a story begins (giving the GM permission to lob off the poor thing), and if the lost appendage was on the dominant side, you suffer penalties to *all* rolls involving the use of either hand until the GM deems it a long enough period to adjust to the trauma, or unless you possess the Ambidexterity Trump.

- **Incompatible with:** Unremarkable (unless a convincing prosthetic is used), Dual Weapons, Hasty Reload, Regeneration, and Unarmed.

Mute

10

Your vocal chords are absent or nonfunctional, and verbal communication is impossible for you. Special sign languages are your only possibility for detailed communication with most beings, although mind magic or divination may aid you. You automatically fail skill checks which require speech (though if pantomime or writing will suffice, the check may still be attempted in that way) and you may not attempt to use diplomacy to end hostilities (you may still Intimidate and Taunt, however). The player must learn to communicate with other PCs nonverbally, which is a real challenge. Like Blind and Deaf, only gamers who really intend to role-play this Fault thoroughly should consider creating a Mute character.

- **Incompatible with:** Everybody's Best Friend, Inspirational, Oh Snap!, Silver Tongue, Speech Impediment, Spellsong, and With Me!.

Narcolepsy

6

A person with Narcolepsy is likely to become drowsy or to fall asleep, often at inappropriate times and places. Due to a slight malfunction in the brain and the pattern of sleep during the night, a character will suffer intermittent bouts of slumber throughout the day, and waking during the night. Whenever the character rolls a Critical Failure, he or she immediately falls asleep until their next turn.

This fault is especially dangerous when mixed with either Clumsy or Magic Dunce.

- **Incompatible with:** Sleep Control

Obese

10

You are significantly and unhealthily overweight—you weigh double the normal weight for your height and species. You tire more quickly than average and anyone attempting to carry you or assist you in moving takes a -4 on the check. When making a Grip (while climbing), Dodge, Gymnastics, or Stealth check, you take a -2 penalty. Those who respect physical fitness will feel contempt towards you. The malnourished will feel jealousy. You also take a -2 penalty to Thievery checks to escape bonds.

Let it be noted that you'll need to find a sturdy mount and most mounts will not carry you for long.

Obese is likely found in the company of Little Piggy, Extra Padding, and Sluggard.

- **Incompatible with:** Contortionist, Featherweight, and Unremarkable.

Old

The opposite extreme of the Child fault. You are considered past your prime for your race and culture, although the exact effects of this Fault depend upon your level of age, as follows:

Over the Hill

4

You've passed the midpoint of your lifespan, (50 years for humans) and those unburdened by age are beginning to doubt your capabilities (-1 penalty to Negotiate and Seduce against anyone at least 1 generation younger). You can still hold your own, but age is catching up to you: your Attribute Limits in Muscle, Agility, and Endurance is one fewer. You also have 1 fewer Action Point.

- **Incompatible with:** Child, Ancient, Prehistoric

Ancient

10

Time's ravages have left their mark on your face as well as your body, and your looks have suffered. By all accounts, you should be on death's doorstep. You are near the end of your race's average lifespan (75 for humans), and anyone younger than Over the Hill has little respect or patience for you (-2 penalty to Negotiate, Seduce and Intimidate). Those irresponsible young whippersnappers, still blessed with keen senses and supple joints... just wait till they're in your shoes, then they won't be so cocky. While your mind may still be sharp, your body isn't what it used to be: your Muscle, Agility, and Endurance Attribute Limits are now 3 fewer as well. You also have 2 fewer Action Points.

Exception to the Fault: in cultures where elders truly are revered, you will be honored and deferred to—however, you will be expected to provide wisdom, guidance, and leadership, whether you are wise and charismatic or not!

- **Incompatible with:** Contortionist, Child, Over the Hill, Prehistoric, Attractive:Stunning

Prehistoric

18

"Shut up, you old windbag." "Clyde, you warty lizard, you ain't but a day younger than I am!" "Don't matter, younger is younger."

By all accounts, you should've been dead years ago. You're well past the average lifespan of your race (90 for humans) and are considered by anyone younger than yourself (which is almost everyone) to be a doddering oldster, capable of little more than spooning mush into your toothless maw—you take a -3 penalty to Leadership, Negotiate, Seduce, and Intimidate with anyone who is your junior, and your Attribute Limits for Muscle, Agility, and Endurance are 5 fewer. You also have 3 fewer Action Points. Needless to say, you have a hard time scoring hot dates. In your favor, you are affected by the Exception noted above, and anyone who's been around as long as you have is bound to have some useful experience. Keep in mind the adage: "Old age and treachery will beat youth and enthusiasm every time."

- **Incompatible with:** Contortionist, Child, Over the Hill, Ancient, Everybody's Best Friend, Girl/Guy Magnet, Attractive:Beautiful, Attractive:Stunning

As if you needed any more reminders of your decrepitude, keep in mind that age is frequently accompanied by any number of Physical Faults, especially poor hearing and vision.

Poor Vision

5/10

You have significantly bad eyesight, in a time and place when vision correction is hard to come by. For five points, you are either Nearsighted or Farsighted.

Nearsighted

You have difficulty focusing on anything further away than your outstretched hand. Driving, sailing, or piloting a craft is difficult. You take a -1 penalty to all Perception, Discern, Machinery and ranged combat rolls beyond a distance of six feet away from you. Also, you tend not to see anything until it's right on top of you (-1 Reaction), meaning you will have difficulty identifying that ominous-looking approaching horseman and will fail to recognize even prominent landmarks until they're too close to be of much use, to name just a few problems.

Farsighted

Your long-distance vision is fine, but anything closer than six feet becomes a blur. You suffer a -1 penalty to Stealth, Search, Discern, Healing, and Machinery checks, plus all melee combat rolls. You also have trouble reading books or manipulating any small objects (e.g. needle and thread).

One Eyed

Characters with one eye could be considered to suffer from this Fault: the lack of depth perception and peripheral vision from having only one good eye is comparable to nearsightedness.

Barely Sighted

This version of the Fault is worth ten points and it is effectively a combination of Nearsighted and Farsighted. You don't see well at any distance, which is a death knell for a warrior but can be a fun

trait for a less combat-oriented character. Imagine a mage who, after burying himself in books for years, can barely see past the end of his nose. Envision him trying to throw spells at targets that are little more than blurs of color, or recognize friends and foes in a crowd, or press the right button on a complicated mechanism... great potential for humor and challenges. You cumulatively take all the penalties listed above. Expect the GM to make the most of your near-blindness.

Note on vision correction: devices which focus and correct vision such as eyeglasses and magical artifacts do exist, but they are painstakingly hand-crafted and the secrets of their design are not widely known. In some places, these devices may not be available. Certainly in fantasy-themed stories, these objects would be worth several times their weight in gold—perhaps your GM could even use it as the object of a quest. In more modern stories, these devices are more prevalent, but still not cheap. You can purchase vision correction with your character's money or through Item of Value, but remember that such things are easily lost, broken, or stolen, but not so readily replaced; anytime you roll a Critical Failure you lose your corrective item and must spend time searching for it, during which time all the vision-related penalties come back. Jinkies, where are my glasses?

- **Incompatible with:** Blind, Getaway Driver, Going the Distance, Hawk Eyes, Precision, Regeneration, and Unremarkable (if missing an eye or utilizing obvious vision correction in a culture where such items are rare).

Scrawny

1

Your physical ability is rather pathetic, isn't it? You have real trouble with carrying around your own equipment, you're the most ineffective laborer your friends have ever seen, and you're always the last one picked in dodge ball. It's not that you're lazy, you're just a weakling! You take a -2 penalty to Might checks for pushing, pulling, lifting, carrying, or throwing heavy objects.

- **Incompatible with:** Iron Grip, Massive, and Workhorse

Sickly

2

Maybe you're just a hypochondriac. Maybe your immune system is lazy, shrugging indifferently when bacteria run wild through your bloodstream. In effect, you are extremely susceptible to even the most pathetic pathogen. You take a -4 penalty to Vitality rolls for resisting any type of disease or illness. After a while, your allies will probably get tired of the "but I'm sick!" excuse. On the bright side, at least transplants are easy for you, as your body calmly and unconditionally accepts implants, transplants, symbiotes, and transfusions.

- Incompatible with: Hale

Slow Healer

6

You do not recover well from injury, healing only half as many Health Points as others in the same amount of time.

- **Incompatible with:** Fast Healer and Regeneration. Also incompatible with Fabricated creatures, Undead creatures

Speech Impediment

4

You suffer from an unfortunate inability to communicate smoothly. While far from mute, you may have a lisp, a stuttering problem, or broken, choppy speech. People to whom you speak strain to understand you. You take a -2 penalty to checks which rely on speech, though if the check can be attempted just as easily through non-verbal means, you are not penalized. Additionally, any spells you try to cast using spoken incantation take a -4 to the roll. Th-th-th-that's all, folks!

- **Incompatible with:** Mute, Inspirational, Oh Snap!, Peacemaker, Spellsong, Silver Tongue

Stinky

4/8

Man... you stink. Because of halitosis, body odor, a dip in the Swamp of Everlasting Flatulence, or who knows what else, you exude a rather unpleasant smell. You might even look beautiful, but it won't make up for the stink, and so folks will always keep their distance. As much as you may try, no amount of perfume or mouthwash in the world seems to be able to counter your unique aroma which wafts around you in a five foot radius. This fault brings penalties to the following skills unless the target is also stinky or cannot smell you: Animal Control, Negotiate, Seduce, and Disguise.

For 4 points, you have a slight odor, perhaps bad breath or minor body odor. You take -1 to the listed checks.

For 8 points, you reek: you have revolting breath and/or oppressive body odor. People sometimes gag or retch if around you for long. You take a -2 to the listed checks.

- **Incompatible with:** Everybody's Best Friend, Girl/Guy Magnet, and Unremarkable.

Unappealing

2/4/6

You've passed just "plain" and moved into the region of unattractive. Something about you turns others off, although just how much you turn them off varies. For two points, you are considered **Unappealing** to the point of homely, and you take a -1 penalty on Leadership and Seduce checks. Four points in this Fault buys the rank of **Ugly** and you must take a -2 penalty to those skills. **Grotesque** characters suffer a -3 penalty to those skills for a six point Fault.

- **Incompatible with:** Attractive, Girl/Guy Magnet, and Unremarkable

Unarmed

20

You possess no arms and cannot engage in any form of combat that requires the use of arms/hands. To inflict harm on an-

other creature you must kick, bite, head-butt, use your body as a ram, or perhaps employ magic. The Hand-to-hand weapon skill can still apply to your feet and head at no penalty. You automatically fail skill checks that require the use of hands and arms such as Grip, Grab, Might, Machinery, and some uses of Thievery for example). You swim poorly, are difficult to Disguise, and don't Seduce others easily. You take -2 on those checks. You cannot wear a backpack. You cannot wield most weapons. You also will have to learn a new way to shave and get someone to wipe for you. Look on the bright side; you can't be disarmed!

- **Incompatible with:** Ambidexterity, Bodyguard, Catch Missile, Dual Weapons, Hasty Reload, Getaway Driver, Girl/Guy Magnet, Iron Grip, Missing Hand/Arm, Missile Swat, Pickpocket, Regeneration, Stranglehold, Suplex, Tech Medic and Unremarkable. Also incompatible with the Hands of Fate Special Power.

Vertically Challenged

4

You are, well, short. Really short. You're one Size lower than the norm for your species. For example, an adult human (normally Size 0) is now Size -1, an underwhelming 4 feet 6 inches and 75 pounds. Sure, it's harder to hit you, but your hits aren't as hard. Plus, you suffer obstacles and indignities bigger folk never even consider. Must be *this* tall to ride.

- **Incompatible with:** Massive and Unremarkable

Walking Target

8

For whatever reason, you stick out in a group, and draw the eye of every sniper around. Ranged attackers choosing targets at random will always notice you first, and you take a -2 penalty to your Evasion Roll against ranged attacks. With all eyes on you, it is nearly impossible to act inconspicuous. In your case, the eye is faster than the hand, and the only thing you can pick from pockets is a fight. Whenever you try to duck out of sight, you sneeze, or otherwise trip and reveal yourself. Even slinking along quietly is a chore because of the change in your pocket, or those metal boots you just had to have. You take a -2 penalty to Stealth and Thievery. Those trying to track you by your description gain a +2 bonus. ("Oh, yeah, I remember that strange-looking guy... he rode off to the north yesterday morning.")

- **Incompatible with:** Backstabber, Chameleon, Shadow Warrior, and Unremarkable.

Mental Faults

Mental Faults impose penalties based on problems in your noggin: everything from behavioral disorders to full-blown mental illnesses.

Angel on Your Shoulder

2

You always know the difference between right and wrong, and no matter how much you might wish otherwise, a distracting little voice in the back of your mind scolds you when you

go for "wrong." Anytime you act in a manner which could be considered "wrong," "bad," "evil," or frowned upon, you must make a Virtue check of 15 or perform the task at -2 penalty. If, as a player, you lack a well-developed conscience, the GM can fill you in, but "wrong" typically has to do with breaking major laws or social norms for your race or culture. The real intent of this fault is to place limits on a character's behavior. Different races may have some separate and opposite moral viewpoints.

- **Incompatible with:** Beyond Good and Evil, Perspective, and Pickpocket

Avaricious

3

Greed is good. At least, it's good to you. You have a very strong desire to line your pockets, although what you do with your riches is up to your individual tastes. Be you a miser or spendthrift, you take a -2 penalty on Virtue checks to resist opportunities, even obviously dangerous ones (fun if you're also a Coward), that offer significant largess. You'll probably end up searching for treasure in every corner of a dungeon (or similar location where un-owned valuables might reasonably lie unclaimed), or looting every corpse you find—friend and foe alike. You cannot resist taking any *especially* valuable-looking object except by making a Virtue check (DL 15 or more, depending on value of item and circumstance). That golden, gem-encrusted urn must be worth a king's ransom, and even if you *know* it's booby-trapped, you've just got to have it...

Callous

4

The pains and trials of others are of no matter to you, and pleas are lost on your deaf ears. You will not care if something bad happens to your comrades, you will not help others for compassion or mercy's sake, and you sure as hell won't go easy on your enemies. You take a -2 penalty to Healing and Leadership checks. "Them's the breaks." It's not that you are without virtue. You simply don't have the capacity for engaging everyone's needs.

You may be Callous and have an Angel on Your Shoulder, but you'll be an incredibly conflicted individual, probably someone who shouts at himself and represses his good-natured instincts. And if a Callous character has an Attack Restriction or is a Peacemaker or Pacifist, it's *not* out of compassion.

- **Incompatible with:** Animal Kinship, Bodyguard, Everybody's Best Friend, and Soft Hearted

Code

6

Call it principle, discipline, honor, or duty; you live by a strict personal code—although this code is by no means necessarily good or ethical. Codes are made up of restrictions or objectives, called "tenets" usually three or more and up to as many as ten or even twenty. If your GM feels that your Code is less or more restrictive than what is typical, he may decide your Code is worth more or less Expoints.

Your particular code should be written out in detail so you know exactly what is and isn't within the bounds of your Code. Always wear

blue, tip 30% extra, never pay for drinks, never tell a lie, seduce a woman in every town, sing a paean during every battle, always fight lesser opponents blindfolded, find the man who killed your father and kill him with his own sword, obey a chivalric code of honor, steal one item from each person who slights you, never abandon your comrades, never harm an animal, do not trespass, eat no meat or dairy, burn the remains of fallen foes, abstain from witchcraft, and never travel by water are all good examples of tenets of a Code. You may deviate from your Code when under extreme duress, but until you can properly atone for your deviation, you take a -2 penalty to all rolls. As always, try to be inventive, but consult your GM to determine the exact value of your Code.

Note that Avaricious, Vengeful, Attack Restriction, Peacemaker, Pacifist, Called, and Chaos Knight essentially impose similar restraints to a Code, but are separate Trumps and Faults. A character may be Driven to accomplish his Code.

Coward

8

You can't stand the sight of blood—well, yours, anyway. You take a -4 penalty on Guts rolls, and you likewise take a -1 penalty on all offensive combat actions. This is because your entire attention is devoted to protecting yourself from harm: you gain a +1 bonus to your Evasion Roll (your buddies can fend for themselves). In any combat situation, you will likely flee at the earliest opportunity. You must make a Guts check at DL 10 or spend your actions in combat running away/seeking safety. If you cannot escape, you will surrender. Combat-oriented or courageous characters who know of your cowardice will certainly lose respect for you.

- **Incompatible with:** Hand-to-hand Combat, Blind-Fighting, Bodyguard, Bully, Brawler, Catch Missile, Counterattack, Daredevil, Destructive, Domino Strike, Driven, Dual Weapons, Duelist, Fearless, Foolhardy, Indomitable, Missile Swat, Momentum, Nimble Combatant, Real Hard Hitter, Roundhouse, Spell Swat, Stranglehold, Suplex, Swarm Fighter and With Me!. Also incompatible with the Special Powers Weapon Savant and Hands of Fate.

Devil on Your Shoulder

2

You are more aware of your darker impulses than most. It's not that you can't be good—you know all about good and evil—but your evil side is way cooler. You take a -2 penalty to Virtue checks to resist temptation, and the GM should tempt you frequently. See the Angel on Your Shoulder entry about racial and cultural morals.

Devil On Your Shoulder combined with Avaricious and Sadist makes for a real bastard of a character. When paired with Angel on Your Shoulder, this Fault makes characters act conflicted.

- **Incompatible with:** Beyond Good and Evil, Honest Abe, and Perspective.

Easily Distracted

4

Pay attention! You are a scatterbrain and your mind is easily taken off tasks at hand. It takes you at least an extra half as long (perhaps even two or three times as long) to do something repetitive, tedious, menial, or requiring concentration (e.g. chores, reading a novel, math homework). You'll need to make a Lore check anytime you need to focus on a complex memory (e.g. your lines in a play, the combination to the padlock on your shed). You're very likely to leave your domicile without some needed object, and you're just as likely to forget to do something routine (*did I lock the back door?*). Therefore, your GM is granting the privilege to have you roll a Mind Control check (or roll one for you in secret) against a DL of 10. Failure indicates a forgotten object or task. Finally, you also take a -2 to Negotiate because many times you just can't remember the exact point you were trying to make during a... where was I?

- **Incompatible with:** Chameleon and Photographic Memory.

Flighty

2

You aren't a coward exactly, but you certainly are easy to frighten. You take a -2 penalty on Guts.

- **Incompatible with:** Fearless, Indomitable, and With Me!

Foolhardy

3

You are an action junky; you're mentally incapable of turning down a challenging or risky task. You may not refuse or knowingly avoid a potentially hazardous action unless you succeed at a DL 15 Virtue check. Goes well with Daredevil.

- **Incompatible with:** Coward and Combat Shy

Gullible

4

You are very naïve and believe everything you're told. Perhaps you recognize your weakness, in which case you must be constantly on the lookout for someone who might try and take advantage of you. In order to separate truth from falsehood, you must make a Discern or Lucidity check—unfortunately, you take a -2 penalty to both of these. Oddly enough, the word *gullible* itself is not in the dictionary.

- **Incompatible with:** Born to Haggle and Skeptic.

Honest Abe

2/6

Are *you* a rotten liar! Maybe it's your upbringing, maybe it's a curse, but something has severely hampered your ability to fib or has rendered it non-existent.

Bad Liar: For 2 points, people always take what you say with a grain of salt and have a tough time believing anything that spills out of your mouth. On the other hand, maybe you're such a good per-

son, when you try to lie it sounds absolutely fake. You take a -2 to Bluff checks.

Honest Abe: For 6 points, you cannot make Bluff checks. You simply lack the capacity to speak anything but the truth, the whole truth, and nothing but the truth. In a situation where the honest truth would be detrimental, your allies will stomp on your foot or make all attempts to keep you silent. Stay out of the lawyer business and keep away from poker games.

- **Incompatible with:** Born to Hagggle, Devil on Your Shoulder, and Silver Tongue.

Indomitable

4

Your spirit and resolve are completely indomitable. It could be for any number of reasons, but the result is you *do not*, under *any* circumstances, voluntarily back down, give up, surrender, or retreat, despite all odds. While some might consider this a boon, most people know that there are many circumstances in which one might need to run away. Your incapability to retreat will cause all sorts of misadventures for your allies—that is if they don't leave you behind.

If you are compelled to run away from failing a Guts check against a magical or supernatural effect, however, you may turn your tail and run, though you'll despise yourself afterwards.

- **Incompatible with:** Flighty, Perspective and Coward.

Laughable

4

You are *easily* shrugged off as unimpressive. Your verbal jabs and body language don't communicate that you mean business. Maybe you're quirky, feeble, deeply strange, or slow on the uptake. Whatever the cause, it is so apparent that people have a hard time taking you seriously. You take a -2 penalty on Intimidate and Taunt checks.

Everyone except the Cowardly or other Laughables will repeatedly brush you off. However, just because you don't *seem* particularly dangerous doesn't mean you aren't, in some fashion.

Goes very well with Coward, Frail, Hyperactive, Scrawny, Sickly, Twitchy, Unhinged, and Wimp

- **Incompatible with:** Bully

Masochist

4

Pain isn't so bad. It's actually kinda... fun. This attitude, should it become apparent, will be considered anything from a minor quirk to a serious and repulsive sexual deviation, depending on the individuals and cultures you encounter. Anyone aware of your fetish (and for fun's sake, don't hide it too well) will react negatively towards you, except Nymphomaniacs and other Masochists. Sadists will be particularly irritated by you since you take all the fun out of being vicious. Because you enjoy pain and seek to prolong it,

and aren't sympathetic to others' hurts, you take a -2 penalty to Stamina and Healing checks.

- **Incompatible with:** Compos Mentis, Mind over Matter, and Wimp.

Master of None

6

You have joined a long list of people who have worked very hard only to get somewhere second. What's worse: you seem to be *good* at it. Whether you excel or not, you just can't seem to reach the pinnacle of your ability. You cannot exceed six ranks in any skill: your cap is at six ranks instead of the normal ten. Here's to your adventures in mediocrity!

Master of None goes well with Jack of All Trades

Nightmares

5

You are plagued by horrendous nightmares during sleep. You must make a Sanity roll at Difficulty 15 for each night you sleep. Failure indicates that you were unable to rest that night and spend the next day encumbered and exhausted until you can take the time to rest. While in this condition you are essentially carrying the weight of your fatigue: you take a -2 to perform any physical activity, and a -2 on Guts, Lucidity, and Mind Control. This penalty lasts until you can rest for a night undisturbed, and will increase by 2 every restless night. After long periods of time, these dreams can take a serious toll on your physical and mental health. If you begin to fail large amounts of consecutive rolls, the GM might give you a mental illness, a physical disability, or a reduction in stats. Not all is lost for those plagued by nightmares, because nightly, bizarre, mental torture grants a +2 on Clairvoyance, as you're more receptive to the supernatural.

- **Incompatible with:** Compos Mentis and Sleep Control: Sleepless

Non Compos Mentis

2

Meaning literally "not of sound mind." When it comes to securing the defenses of the mind against disturbance and trauma, your mind is woefully unprepared. You take a -2 penalty to Sanity. Post-Traumatic Stress Disorder is a typical early result of this condition, though it is certainly not restricted to those struggling with this Fault.

- **Incompatible with:** Compos Mentis

Phobia

4

You irrationally fear a specific object, activity, or situation. You are paralyzed whenever confronted with the object of your Phobia. You must make a Guts check at DL 20 to overcome the terror and get past the phobia, else you will seek the easiest and quickest way directly away from the object. Common Phobias include agoraphobia (fear of wide open spaces), arachnophobia (fear of spi-

ders and arachnids), necrophobia (fear of corpses and death), and zoophobia (fear of animals).

- **Incompatible with:** Compos Mentis and Fearless

Sadist

2

You are especially frightful in your pursuit of dealing out dollops of pain. Blood holds a strange fascination for you, and hurting others gives you an illicit thrill. In any situation where you must stay your hand against a foe, you must make a DL 15 Virtue check. If the foe is unarmed, unaware of your presence, or otherwise helpless, you take a -2 penalty on this check. Most reasonable beings will react to your sadism with fear and revulsion, but those disdainful of mercy will approve.

Works well with Callous.

- **Incompatible with:** Animal Kinship, Compos Mentis, Peacemaker, Pacifist, Soft Hearted, and Tech Medic.

Short Fuse

2

You're a loose cannon who flies off the handle very easily. You take a -2 penalty on all Virtue checks made against Taunts or to rein in temper and aggression.

- **Incompatible with:** Perspective

Sluggard

4

Anytime you have to break a sweat, you're furious. You will always attempt to get others to labor in your stead and when you absolutely have to work, you spend nearly as much time bitching and moaning as you do getting anything done: double the time spent and take a -4 penalty to perform any physical labor, excepting combat. Then you're too busy trying not to get killed to whine.

Sluggards in general will shun anything as intensive as combat training, but they're only lazy, not cowardly, so they may learn Combat Trumps, although the training process will take twice as long.

- **Incompatible with:** Driven, Hyperactive, Mountain Man, Nimble Combatant, With Me!, and Workhorse.

Soft Hearted

4

You cannot stand to see others suffer, especially innocents. On any skill checks which would result in collateral damage to innocents or cause another person great pain—including combat roles intended to deal damage, you take a -2 penalty as you are wracked with guilt. You could always just refuse to go through with that particular course of action or else try to stop it. If in the course of a combat you kill or horribly maim another being, or someone dies directly as a result of your actions, make a Sanity check at DL 15. Failure means you take a -2 penalty to all rolls for the rest of the day, and the memory will haunt you forever.

Goes well with Everybody's Best Friend, Pacifist, and Peacemaker.

- **Incompatible with:** Backstabber, Beyond Good and Evil, Bully, Callous, Chaos Knight, Driven, Hard Hitter, Oh Snap!, and Sadist.

Stupefied

4

When something catches you off-guard, you get bewildered and start swinging wildly at whatever seems dangerous. You aren't necessarily slow on the uptake or slow on the draw, but you are slow to recover your faculties. Whenever you are caught wide-eyed, you are considered Confused until the end of your turn.

- **Incompatible with:** Sixth Sense

Technophobe

2

You and machines just don't get along. You might be horrified or disgusted at the sight of something reasonably mechanical or electronic. On the other hand, you might really like machines, but try as you might, you just can't figure them out. You take a -2 to all Machinery checks. Get someone to fix that damn blinking clock on your VCR.

Often found in the company of Old.

- **Incompatible with:** Getaway Driver and Mechanic

Terrible Memory

4

What did you eat for breakfast? And what was this guy's name? It's all a mystery to you, because you can barely remember your own shoe-size, let alone anything important. You are afflicted by severely poor recall if not total memory loss. You take a -4 penalty to Lore. Also see the note on Photographic Memory.

An interesting way to utilize this Trump is to play an Amnesiac: either because of brain trauma or mental illness, you recall nothing about your life before a certain point in time (determined jointly by you and the GM; for maximum suspense, very close to the start of the storyline).

The creation of an Amnesiac character places a number of limitations on the player and opens many doors in the story; players should consult closely with the GM to determine the fair boundaries of what or who might pop up from the character's "old" life, and whether memory might ever be fully restored. For even more complication, the player might elect to let the GM herself decide the character's forgotten skills, trumps, faults, and history, so that they'll be as much as surprise to the player as to his character when they're revealed!

Twitchy

6

You have vague but intense fears that someone or something is out to get you. You never sit with your back to a doorway or window, always suspect you're being spied upon, feel unsafe

in crowds, and have a hard time trusting anyone. Your eyes never cease darting to every corner of a room, and even the slightest sound sets you off in a paroxysm of startlement.

Most people tend to avoid you, you annoying freak, and even animals are unnerved by your agitation. You take a -2 penalty to Animal Control, Seduce, and Perform. Have fun muttering to yourself and looking over your shoulder every two seconds.

Twitchy goes hand in hand with Hyperactive and stimulant Addiction. Twitchy can also result from a Sixth Sense that's gone off the rails.

- **Incompatible with:** Animal Kinship, Compos Mentis, Everybody's Best Friend, and Stage Presence

Two Bit Hack

4

You are wholly without creative talent. The critics despise you, for good reason, since you couldn't act, cook, paint, write, sing, or dance to save your life. You take a -2 penalty to all Craft and Perform checks.

- **Incompatible with:** Stage Presence

Uneducated

4

You were never educated properly as a child (or you simply resisted it successfully) and know little to nothing about scholarly studies. You take a -2 penalty to Lore and Translate checks. Note that your exclusion from institutional knowledge in no way makes you an idiot—your mental attributes do that.

- **Incompatible with:** Trivia Whiz

Unhinged

4

While not totally insane, you are slightly undone, just a little crazy. Illogical, whimsical, and weird things might seem perfectly rational to you, and vice-versa. Those around you will begin to doubt your grip on reality. Even while attempting to hold down small talk, your dementia becomes noticeable, slightly skewing your social interaction with strangers and comrades alike. You take a -2 penalty on Negotiate and Leadership checks. While most will react negatively, some people may find your quirks funny or refreshing.

Vulnerable Mind

2

Is it that you don't realize how easy it is to get inside your head, or just that you don't care? You are ridiculously easy to mentally dominate. You take a -2 penalty to Mind Control.

- **Incompatible with:** Vigilant Mind

Wimp

2

You're whinier than a five year old, do you know that? Pain and duress seems to affect you more than it should, and you have an underdeveloped ability to roll with the punches (literally). You take a -2 penalty to Stamina.

- **Incompatible with:** Masochist and Mind over Matter.

Social Faults

Social Faults cause hiccups in your interpersonal happenings. Among these you can find everything from closely-guarded secrets to noted relationships.

Animal Enmity

2

Animals of certain species find you especially irksome and act aggressively toward you. You take a -4 penalty on Animal Control checks against animals of a specific type, for instance wolves, foxes, elephants, apes, bears, rats, tigers, sharks, etc. If encounters with these animals turn violent, you can be assured they will go for you first, and when minding your own business, animals of this sort may seek you out to cause you ill.

- **Incompatible with:** Animal Kinship when dealing with the chosen species.

Bummer

2

You're not very upbeat, are you? You bring down the mood at every party and those around you are often depressed and/or annoyed at your incessant pessimism and depression. You take a -2 penalty on Leadership rolls. Those with chronic depression are often bummers, as are prudes, insurance salesmen, high school vice-principals, and stuffed gray burros.

- **Incompatible with:** Everybody's Best Friend, Inspirational, Natural Leader, and With Me!.

Debt

1-5

On the flip side of a Favor, you are now on the owing end of a debt. Debts figure in just like Favors, described above. A wise character will be savvy and perceptive of his debts to avoid being taken advantage of. The GM should make full use of this fault if taken, for eventually, everyone comes to collect.

Defector

2

Tying in nicely with the Hunted Fault, you have abandoned a tightly knit group who now consider you a liability due to the secrets they believe you might carry. You may or may not become the target of a hunt, but with certainty you may never return to or count on any member of that group. Without a doubt, everyone in

the group knows who you are and will be downright cruel to you, if not just unhelpful. An interesting character quirk would be a finicky coward, constantly joining and abandoning group after group of dangerous folks.

Dirty Little Secret

1-3

A dirty secret lurks in your closet as a skeleton, waiting to be unmasked. There is something not immediately obvious about you that you wish concealed from the public eye or from perhaps just one particular party. If the secret became known, you would be the subject of embarrassment, injury, or worse. A three point Fault would indicate that you did something worthy of being Hunted whereas a one point Secret probably reflects an unglamorous past or shady ties to illicit dealings.

Girl/Guy Magnet

3

While it may sound like a Trump, this Fault represents the unpleasant side of celebrity. Perhaps you're some sort of icon, good looking, suave, or debonair. Whatever the cause, you attract exactly the wrong sort of attention of many members of the opposite sex. Wherever you go, desperate, lovesick fans will fill the streets to beg for an autograph or a moment of "personal time" (you may be subject to Listen and Spot penalties as you're blinded and deafened by the hordes of your fans). You may be tempted to use your magnetism over them, but you will undoubtedly find yourself the target of widespread jealousy, angry spouses, jilted lovers, vengeful families, and psychotic stalkers. You can hardly ever "lay low" (you take a -2 to Disguise), are always being held up, and the tabloids of the day will line their pockets at your expense.

- **Incompatible with:** Most Deformities, Prehistoric, Shady, Stinky, Unappealing, Unarmed, and Unremarkable.

Hunted

1-5

You are the subject of a hunt by one or more persons or groups of persons – there may even be a price on your head. Maybe you stole from a crime family or acted disgracefully in front of a ruthless and petty king. Maybe you accidentally killed someone's loved one or perhaps you are a rogue mage. Whatever the case, you must constantly be on the move, concealing your identity to stay ahead of your pursuers.

Lecher

1

You are constantly on the alert for attractive members of the opposite sex (or your own, if you swing that way), and if attractive is in short supply, you're just going to have to lower your standards. You take a -2 penalty on Virtue checks against an Average or better-looking individual of your preferred gender, -3 if he/she is actively trying to seduce you.

- **Incompatible with:** Nymphomaniac.

Loved One

2

You have a significant other in your life that weighs dearly on your heart and is for that reason a bit of a liability. You will often find yourself returning home after journeys in strange and dangerous lands to run to the arms of your lover, take care of the children (if any), assuage fears, share stories and a piece of life. Your companions might become disgruntled with your responsibilities and ties to your loved ones. Perhaps your mother is dying and needs affection and a tonic to ease the pain. Maybe your spouse is captured by your Nemesis and is held for ransom or worse. Whatever the case, the loved one plays a large part in your emotional state and is, in many cases due simply to their unique involvement with you, placed in the path of danger.

Mentors Enmity

2

Somehow or another you've gained the aggression of your mentor/guardian. The mentor will no longer teach the initiate or apprentice (if you are still on that level) and will refuse to help you in any way. The mentor might even go out of his/her way to harm you, even if it is just to "teach you a lesson." An interesting plot device would be if the mentor still possessed items of yours that became necessary for the completion of some task.

Mistaken Identity

6

You look like someone else who is known to a large group of people, and is not well liked by them. Whatever crimes this person has committed in the past, whatever hearts they have broken, and whatever antics they get up to in the future, you will likely pay for them. Regardless, folks will have a hard time believing anything you say and keep a sharp eye on you: -2 penalty to Bluff and Thievery.

This Fault is often combined with Shady, Notorious, Nemesis, Hunted.

- **Incompatible with:** Everybody's Best Friend and Unremarkable.

Nemesis

1-6

Somewhere in your past, there arose a great conflict with another. At the heart of every story is a conflict of some sort and this, your nemesis, the enemy, the rival, is the source of antagonism for you. If the nemesis would better be categorized as a rival, it would be a one point fault. Someone at least as powerful and a challenge throughout the story for you might be a three point fault, and an overlord, someone with the power to crush you under his/her boot heel would be a six point fault. GMs should note that the greater the point value of the Nemesis, the more of an antithesis the enemy should be to the character, the tougher the foe should be and the longer he/she should continuously pop up in the storyline. Sometimes, though, a low point cost Nemesis can make for an interesting, if begrudgingly hesitant, ally later on.

Notorious

6

People round here just don't like you very much, do they? Don't get a complex now, you might have asked for it. Perhaps you brought soldiers to the town that left it a ruin? Maybe you knocked poison all over the beloved king's scampi? Is it possible that maybe you just got a bum rap? The public won't see it that way at least. People of a certain city or area dislike you and may seek to bring you harm if your identity is revealed to them. You take a -2 penalty to all Bluff, Negotiate, and Seduce rolls against those who know you and plenty of people do. Choose one city or area: you are considered Notorious to the people there. Even when you do manage to score successes with the common folk, the effect is somewhat diminished because folks just don't want to trust you.

Some characters are notorious by association: a mentor, best friend, member of your immediate family (or all of them) is widely known and generally reviled. You are likely to be held as no better than they. This instance could make a good partner to Mistaken Identity.

Other Trumps that improve your Social abilities may mitigate the bad reaction you get, but you'll never be entirely free of the stigma that surrounds your name.

Maximize your bad rep with Shady: even people who don't know you don't seem to like you!

- **Incompatible with:** Everybody's Best Friend and Famous.

Nymphomaniac

3

The more serious form of Lecher. As a nympho you consider it your *duty* to spread love to the world—or perhaps you just love gettin' it on. You must make a DL 15 Virtue roll to resist attempting to Seduce those around you, at a penalty of -2 vs. Attractive, -4 vs. Beautiful, and -6 vs. Stunning or a Girl/Guy Magnet, and while a strong rebuff gets the point across from most (you need attempt no further seduction if your first roll fails), a Girl/Guy Magnet or Stunning person will find him/herself the object of your constant attentions. Additionally, you *cannot* resist Seduction from a person of Average or better looks without spending a Fate point. However, your worldliness is superior to the Lecher's, so your difficulty on resisting all *other* Influence rolls by an Average or better member of your preferred sex is normal. Been there, done that. Many, many times.

- **Incompatible with:** Lecher

Owned

6

You belong to another character in the story. You may be slave, servant, pet, jester, gladiator, prostitute, butler—anything the mind of your owner can conceive. While your status may or may not be legal, it is binding. Your control over your own life is out of your hands and you retain no ability to choose anything for yourself unless your master allows it. Depending on the society and the personality of your owner, you may be allowed privileges comparable (or even above!) some free men, or you may be little more than a

beaten dog. In any case, if you escape your captivity, be assured that someone will hunt you down.

Another Fault that goes hand in hand with this one is Deformity.

Pesky Sidekick

6

You have attracted the attention of a character who seeks to help you, often in disastrous ways. This person sees herself as your sidekick, guardian angel, assistant or something similar. The sidekick is perpetually getting herself caught by the bad guys, "fixing" your prized possessions, and falling down wells. The Pesky Sidekick requires near-constant help instead of giving it, severely slowing the PC's progress. And it's all done in the name of good intentions. The pesky sidekick should be in a position which makes it hard to do away with her completely. If the sidekick is pushed away, they come back. If the sidekick is sent away on a nigh impossible, time consuming task, she will undoubtedly return, perhaps even triumphant, but with more trouble in tow than the spoils are worth. If the pest is killed, someone will want to take revenge on the PC, the PC may be put on trial, and the PC's reputation will be severely affected.

Pesky sidekicks can be wannabe heroes, strong-willed children, enamored strangers, or desperate hobos. A pesky sidekick might even become antagonistic towards other PCs out of jealousy, envy, or protection. Unlike the Loved One, the pesky sidekick does not respect personal boundaries or property, constantly seeks to be around the PC, and has very poor judgment.

Pesky sidekicks blend very well with characters who are famous or attractive. Pesky sidekicks should not be considered part of a PC's retinue and are never under a PC's control.

Race's Enmity

3

You don't get along well with members of a certain race. Either they don't seem to like something about you or you don't care for something about them, or the feeling is mutual. You take a -2 penalty on Negotiate, Seduce and Leadership checks against that race.

- **Incompatible with:** Everybody's Best Friend and Race's Ardor when dealing with the chosen race.

Rules Lawyer

0

Not only are you wrong, you're also a dick!

- **Incompatible with:** Everybody's Best Friend and Perspective

Shady

4

You don't make good impressions. In fact, you make decidedly bad ones. Those who see you immediately think less of you and see you as an unsavory element. They may avoid you, run from you, alert authorities as to your presence, spy on you, mock you, or attack you, but they will rarely help you. You may be de-

formed, scarred, branded as a criminal, or simply have an air about you that says you are no good. Strangers you meet start out with a Disposition of *malign*. Your comrades will probably want to keep you out of sight while negotiations are in order.

Interesting combinations include Massive, Cursed, Deformity, Unappealing, Owned, Hunted, etc.

- **Incompatible with:** Attractive, Born to Haggle, Everybody's Best Friend, Girl/Guy Magnet, Stage Presence, and Unremarkable.

Slack Spirited

3

There is something to be said for not getting caught up in the mob mentality, but you really swing the other direction, don't you? Whenever a comrade uses the Inspirational Trump or a Leadership-based Skill, you do not benefit from the effects.

Combat Faults

Combat Faults mangle what little skill in combat you have. Restrictions here number everything from attack restrictions to speed and skill reductions.

Attack Restriction

2/4

You will not attack or bear violence to a certain race, gender, social class, etc. This is a 2 point Fault if the specified group is fairly small (midgits, transvestites, monks of a certain order, dragons) and a 4 point Fault if the group is large (men or women, all religious figures, rodents). Note that any group larger than that would be considered a 5-point Code rather than just an Attack Restriction. If you somehow harm or fail to protect a member of your chosen group, you lose the ability to use Fate in combat for the following week, and more seriously, take a -2 penalty on *all* rolls until such time as you can sufficiently atone for your misdeed—this, however, is up to the GM.

- **Incompatible with:** Driven.

Battle Brute

4

You may be a monster up close, but sometimes it takes a while to get there. Guns are your bane, archers are a pain and "Hey! Somebody's throwin' stuff!" You take a -2 to ranged combat of any kind, including Attack Rolls for ranged attacks and Evasion Rolls against ranged attacks (which includes many damage-dealing magic spells). You may take this Fault more than once. The effects are cumulative.

- **Incompatible with:** Hasty Reload and Straight-Shooter

Combat Shy

3

You aren't really cut out for combat, although you aren't necessarily a Coward. But whether out of fear, nerves, or any of a hundred other reasons, everything moves too quickly to track while blood is flowing and people are fighting and dying all around you. Your palms sweat profusely, you mouth dries out, you flinch, stumble, lose sight of things. You can muster your courage, but you'll never be a great warrior—whenever you roll a Critical Failure in Combat, you automatically drop your weapon and stumble or slip, after which you are wide-eyed until your next turn.

A Combat Shy character *may* be a Berserker, and while berserking, he or she is not subject to the Combat Shy penalties.

- **Incompatible with:** Daredevil, Fearless, Foolhardy, and pretty much *every* combat trump. Also incompatible with the Special Powers Weapon Savant and Hands of Fate.

Glass Jaw

2

You just can't take a good hit. When receiving a successful blow from an opponent that is intended to move you down the Knockout Track, you skip the first step and start by receiving a -4 instead of the usual -2. Therefore, you pass out much quicker.

You can take this Fault up to four times, each time starting at a lower level on the Knockout Track. If you take this Fault twice, you start at -6. If you take this Fault three times, you start at -8. For four times, you simply collapse with a good sock to the jaw.

Overwhelmed

2

While you are adept at studying opponents and picking out their weaknesses in carefully constructed duels, the addition of numerous other combatants confuses you and overwhelms your fighting instincts. You take a -1 penalty to your Attacks when outnumbered. Goes well with Duelist.

- **Incompatible with:** Brawler and Roundhouse.

Overzealous

2

You are a very eager combatant. While very at home when taking on multiple opponents, your desire to cause mass havoc all around you leads you to be at a disadvantage when squaring off one-on-one with an adversary. You take a -1 to Attacks when only fighting one combatant. This Fault goes well with Brawler.

- **Incompatible with:** Duelist and Straight-Shooter.

Pacifist

4

You may defend yourself or another who is threatened by immediate physical harm, but you fight only to incapacitate, *never* to kill and will only fight so long as your opponents do not relent. At the commencement of any combat situation, you must make

a Sanity check against a DL of 15; otherwise, you must spend the first two rounds of combat attempting to persuade your attacker(s) to avoid bloodshed. During those two rounds, you may only perform defensive maneuvers or attempt to influence the combatants through socializing. It should be stated that convicted Pacifists usually won't let their comrades harm enemies unnecessarily, but Pacifists of a more private nature are simply concerned with their own actions.

A Pacifist can be trained in combat and thus learn Combat Trumps, although he will never use them to kill. It is possible in this way to create a character that has both extensive combat training and is an extreme Pacifist. This could be a great warrior who has forsaken the way of weapons and now lives only for peace, and is a fine, if challenging, character idea.

Goes well with Bodyguard, Missile Swat, and especially with Artful Dodger, since the opponent is actually hurting himself.

- **Incompatible with:** Backstabber, Bully, Chaos Knight, Counter-attack, Destructive, Domino Strike, Driven, Real Hard Hitter, Sadist, and Vengeful.

Poky Combatant

2

When they were handing out quick combat reflexes, you just weren't in line. You move slower than others in combat due to a reduced number of Action Points. You have one fewer Action Point than normal. You may take this fault more than once, but you can never have fewer than 1 Action Point. Better get used to life in the slow lane.

- **Incompatible with:** Nimble Combatant

Straight-Shooter

4

When you say "I've got your back," you mean *way* back. You dislike the chaos of melee combat and so hang back to cover your more confrontational comrades with suppressive fire. You take a -2 to any actions in melee combat (this includes Evasion Rolls and Guard Rolls). You may take this Fault more than once, and its effects are cumulative.

Sometimes found in the company of Precision.

- **Incompatible with:** Battle Brute, Brawler, Bodyguard, Counter-attack, Domino Strike, Duelist, Mounted Charge, Mounted Defense, Mounted Smite, Overzealous, Roundhouse, Stranglehold, Suplex. Also incompatible with the Hands of Fate Special Power.

Uncooperative

2

You don't share the limelight very well, do you? Or maybe it's that you have your fighting style and other people get in your way. In any case, you find your ability impaired whenever someone else is attacking the same target you are. It can be hard to coordinate your attacks when you don't know where your allies are heading with their techniques! You take a -1 penalty to your Attacks whenever you share a target with one of your allies. Works well with Duelist and sometimes Brawler.

- **Incompatible with:** Swarm Fighter.

Magic Faults

Magic Faults take the edge off your magic powers: everything from penalties to spellcasting to outright aversion to magic.

Magic Dunce

6

Whatever chapter in your magic book covers how to effectively and consistently activate your magic, you must have missed it. Your spells are more likely to blow up in your face than any other, even the beneficial ones. If you roll a 1 on a Casting Roll, you need to roll a Guard against the Casting Roll result. Any remaining difference is the damage you take.

For example, Phineas rolls a 1 on his Casting Roll, but the total is 12. His Guard Roll is only 7, so he takes 5 points of damage.

- **Requires:** The ability to cast spells

Mana Aversion

1/3/5

Mana can physically manifest itself in one of three forms of matter (solid, liquid, or gas). Whatever its form, you two just plain don't get along. You either don't like it, hate it, or it torments your mortal coil. For 1 point, you have a moderate aversion to mana in any form. You take -1 to all rolls when in contact with it. For 3 points, you are actually harmed by direct contact with it, taking 3 damage per round. Within 10 feet of mana, you take -2 to all rolls. For five points, you take 5 damage per round when within 15 feet of mana, and -3 to all rolls when within 30 feet. Consider a career in mage hunting.

Mana Block

1

Your magic potential is somewhat less than what you expected. Each time you take this Fault, you take a permanent -1 to your total Magic Points. This fault doesn't affect your original Spellcasting Attribute score.

- **Requires:** The ability to cast spells or use abilities that require MP.

School Sensitivity

3

Any magic from a particular school hits you in the spot that hurts, apparently, because you take a -4 to Saves against all spells within that school. Better bone up on Magic Defense, because you're boned otherwise.

You can take this Fault more than once, each time for a different school of magic.

Target Restriction

As opposed to an Attack Restriction, where you choose a group of people to not attack, a Target Restriction is completely beyond your control. A selected race is inexplicably immune to your magic. No matter how much you try, this incapability of your magic to affect them cannot be explained or removed. Better get used to carrying a backup weapon.

You can take this Fault more than once, each time for a different race.

- **Requires:** The ability to cast spells

Supernatural Faults

Supernatural Faults are the universe's way of playing a joke on you. Everything from curses, haunting, and spiritual disasters can be found here.

Aura of Decay

The Entropic, destructive forces of the universe have touched you. Plants wither under your feet, intelligent, naturally aligned animals are disturbed by your approach, trees groan in the wind, gears grind, and the earth itself seems sickened by your presence. This makes you easier to track, and severely hampers your ability to control animals around you, and makes stealth difficult to achieve. You take a -2 penalty to Stealth and Animal Control.

- **Incompatible with:** Animal Kinship, Called, Everybody's Best Friend, and Unremarkable.

Beyond Good and Evil

You are utterly, terribly free to shape your own destiny—you understand “good” and “evil” as simple, desperate human concepts, without any intrinsic value. You live by a set of laws entirely of your own making, but your bleak vision of the universe demands that you repudiate the hypocrisy and self-imposed ignorance of those around you. You are frightening, disturbing, and difficult to relate to: -2 penalty to Leadership, Negotiate, Seduce, and Perform. This feeling of drifting, anchorless, across an endless and empty sea is extremely hard on the psyche, and will result in *at least* one of the following, which should be purchased like any other Fault:

- Regular substance abuse (Addict), in an effort to blot out your awareness.
- Deep despair (Bummer), lack of any strong conviction, clinical depression. What's the use in fighting, when it's all pointless?
- Extreme cynicism (Callous) – the world's just one big joke and you're the only one smart enough to figure out the punch line. Why should you waste your time trying to save a world full of imbeciles?
- Mental Illnesses – Dementia, personality disorder, mania (Unhinged, Laughable). Your mind is unable to cope with lucidity

and the hollowness that accompanies it, so you live in delusions, instead. Or perhaps you simply snapped under the strain.

- Uncontrollable rage (Short Fuse, Berserker). What's wrong with everyone? Why can't they see? Why can't you forget? It's just so stupid and meaningless and frustrating... Argh!
- Fanaticism (Code and/or Driven). In an effort to create a single point of stability amidst the screaming chaos, you have given yourself completely to some cause or purpose, from which you will not and cannot deviate, for your sanity and your very being depend upon it. Your cause may be as noble or reprehensible as you wish, but you adhere to it with a tenacity that defies logic, reason, or love.
- **Incompatible with:** Angel on Your Shoulder or Devil on Your Shoulder, Called, Chaos Knight, Everybody's Best Friend, Fallen, Gullible, Oracle, Perspective, or Soft Hearted, and you may not buy additional Fate points as long as you remain Beyond Good and Evil.

Bleak Destiny

You are irrevocably destined for an unhappy end. Whether you will meet with tragic failure of epic proportions, an unheroic and embarrassing death, a quiet and painful one, or maybe an unjust one is up to the GM, and you may or may not know your fate. Perhaps you do know and you struggle nobly to avoid your fate ala Oedipus, each step only bringing your disgrace closer. Perhaps your confidence is shattered by the doom shrouding you, resulting in a self-imposed curse of purposeful failures. Maybe you meet your fate and as a result, come back as a ghost to haunt a character that seemingly abandoned you.

Essentially, in game terms, this gives the GM license to plan out in secret the fate of the character. A good story tool to introduce this Fault is the wandering mystic who reads the character's fortune and asks if she really wants to know what happens in the end. From them on, the GM should make a point to ensure the character becomes a tragic figure and meets a fitting and unnerving end, perhaps greatly affecting the other characters in the story. The GM can also tailor events and outcomes to suit a Bleak Destiny and is the final and absolute arbiter in any of the character's goals. This should not give the GM free reign to take out aggression on the character or torment him/her for amusement. Bleak Destiny ties in nicely with many other Supernatural Faults, such as Cursed and Haunted, but even the most heroic and noble of the Called have found themselves dying in shame and agony—that, after all, is the stuff tragedy is made of.

Called

There is a higher power in the universe, and it is good. You believe this with unwavering conviction, and you consider it your duty to uphold its tenets of light, life, and honor. You may be full of quiet determination or outspoken self-righteousness, but you know what's right and what's wrong, and you always do right. You must make a Virtue roll of 15 to commit any type of crime (breaking and entering, stealing, forgery, deceiving other “good” characters, etc.) “for a good cause” and more serious crimes (arson, wanton destruction, murder, etc.) you must spend a Fate point. Do this too often (GMs discretion, but unless the character is very adept at ratio-

nalizing, not more than twice), and you risk becoming Fallen. In addition, you feel compelled to fight darkness and decay in the world wherever you see it, and although many of the Called have been warriors, the cause is served nobly by teachers, healers, priests, and all other manner of people dedicated to life. Against Chaos Knights and most truly evil characters that recognize you as a moral crusader you gain a +2 bonus to Intimidate. If you're persistent enough, you're likely to become Hunted by the powers you're attempting to thwart.

Cowardly and Avaricious characters will have a hard time if they're Called, and Driven or Sadist Called characters will find themselves treading dangerously close to the edge—a challenging but fascinating combination.

- **Incompatible with:** Aura of Decay, Beyond Good and Evil, Chaos Knight, and Perspective.
- **Requires:** Angel on Your Shoulder.

Chaos Knight

7

An ancient maxim oft-repeated across the land follows: “When venturing into the shadows, straining your eyes to pierce the gloom, know that the darkness has eyes of its own... and beware that their gaze does not fall across you.” Those that have been touched by that gaze are known as Chaos Knights.

As a Chaos Knight, you believe that forces greater than yourself have marked you to serve their ends, and those ends are black and terrible indeed. You may revel in the license this grants you to pillage and burn, or you may struggle to retain your soul in despair, looking around you and seeing that all living things must go into dust, their beautiful works ruined and forgotten. Regardless, deep within, you know that all roads lead into the heart of an immense blackness that knows no mercy, no joy, and no hope. You feel disdain or pity for those who struggle to do good, willfully blind to the true nature of this world, and all worlds.

In game terms, you gain a +1 bonus to Taunt and Intimidate rolls once others realize your alignment, and your actions will certainly earn you much hate and fear from everyone besides other Chaos Knights and like-minded individuals. Your Bluff, Disguise, and Negotiate checks receive a -2 penalty. You may neither ascribe to nor support any causes except those whose end results are chaotic in nature—essentially, mayhem, bloodshed, and death. You are Hunted by the forces of justice, and other Chaos Knights recognize you instantly. Further, you are attuned to the ever-destructive will of Entropy, in whatever forms it assumes. In any situation where you are offered alternatives whose results will be distinctly “good” or “evil” you *must* always choose “evil”—if you are uncertain which paths are evil, the GM will tell you. You may only act against the pull of Entropy by making a personal sacrifice of tremendous proportions—only an incredible act of courage and willpower can change the course of your destiny, and even then, your reward for defying your dark masters will likely be horrible, indeed.

An Attack Restriction could cause some interesting conflict while Aura of Decay is an excellent companion to this fault. A Chaos Knight who attempts to redeem himself and survives will immediately become Hunted by his former allies.

- **Incompatible with:** Perspective, Soft Hearted, Pacifist, Peacemaker, Gift of Nature, Beyond Good and Evil, Called, Fallen.
- **Requires:** Devil on Your Shoulder and Hunted

Cursed

1–6

You are the target of continual bad luck. Depending on the magnitude of your misfortune, this is a minor or decidedly hazardous Fault. For instance, if you are mildly unlucky (1 pt), your gun frequently jams at inopportune times, or you might always get the smallest share of loot from a hoard. A moderate curse (3 pts) might mean you will lose something of importance or botch a critical task of some sort. A tragic or damning curse (usually of five or six points) might tie you to lose everything you once loved or be ultimately betrayed somehow.

Example: A vidara protector of a particular wood might be so cursed with a love of the dying, barren, wasting wood that she is unable to leave it (4 points).

A Curse may also take the form of another serious Fault, such as a Deformed visage, Clumsiness, uncontrollable Cowardice, Disaster Magnetism, etc.

Damned

2

Your spiritual defense is meager at best, making you a sitting duck for all kinds of hexes, jinxes, and curses. This vulnerability to the supernatural is sure to spell out your inescapable doom. You take a -2 penalty to Mettle checks.

Disaster Magnet

4

Wherever you go, catastrophe is sure to follow. This fault essentially grants the GM *carte blanche* to throw everything including the kitchen sink at you and your comrades. While he may not actually kill any of you directly through Disaster Magnetism, meteors, dimensional portals, tidal waves, and tribbles will likely reduce whole towns to piles of smoking rubble in your wake. You will undoubtedly be pursued by angry villagers and curious paranormal investigators, and anyone who recognizes you as a bona fide Disaster Magnet will react to you either as though you are a plague carrier (bad) or a tool to be manipulated (worse).

Fallen

8

Once you were Called, a beacon in the night to all who revere truth and justice. But in the course of your fight against Entropy and evil, you went a step too far, and toppled headlong over the edge. The Fallen tread many paths: you may try to leave your old life behind and start anew, but you shall always be haunted by the specter of your crimes. You may wander the world seeking atonement, fighting as hard or harder than you ever did when you were Called, desperate for forgiveness from the people and gods you wronged, and most of all from yourself. Or you may embrace the darkness, fanning its ember in your heart until it becomes an inferno, and wreaking more evil upon the world than many Chaos Knights. In any event, you suffer from the same psychological prob-

lems that plague those who are Beyond Good and Evil, and must choose at least one issue from that list (see above). Both the Called and Chaos Knights recognize you on sight, and they as well as champions of either side will hold you in mistrust once they know your past (-2 penalty to Leadership, Bluff, Negotiate, and Seduce).

- **Incompatible with:** Beyond Good and Evil, Chaos Knight, and Perspective.
- **Requires:** Both Angel on Your Shoulder and Devil on Your Shoulder

Haunted

5

You have gained the enmity of a wayward, lost, and belligerent spirit. Perhaps the spirit was someone whom you betrayed or killed. Perhaps it was a prior party member who blames you for its untimely demise or maybe even the ghost is a jealous and deceased lover of a fellow party member who holds you responsible for its unrequited love vows. Whatever the instance, you are the subject of the ghost's malevolence. The ghost will attempt to distract you during times of concentration, stand spookily over you during sleep, or might whisper or scream hurtful things at you during diplomatic or friendly engagements. The spirit will stop at nothing until its appetite for retribution is sated, which is likely never.

8. SPECIAL POWERS



edtime tales tell of the mysterious abilities held by legendary heroes and villains. The wizened old wizard who wields the power of sorcery. The humble martial artist who deals out justice through empowered fists. The spirit of rage in the berserk soldier who coldly cuts through lines of his enemies. A Special Power is a supernatural ability possessed of a character.

Purchasing

Special Powers have 5 ranks and each rank could be more costly than the previous. If a Special Power lists that its ranks cost 1, 2, 3, 4, and 5 Expoints, you end up spending 15 to attain all 5 ranks.

Note that each rank may carry requirements, such as a minimum number of ranks in a skill or attribute.

It is strongly recommended that a character not be allowed to buy more than one rank at once. For instance, a starting character cannot have more than one rank in a Special Power, nor can a player stockpile Expoints to purchase more than one rank at once. Like all rules, this can be waived at your GM's discretion, but it seems to help balance starting characters.

Special Powers

Below is the list of special powers, their ranks, prerequisites, and what increasing levels of the Power provides a character.

Berserker

When an enemy attacks you and deals damage, you must make a Virtue check at a DL of 15 or fly into an adrenaline-induced violent frenzy. You may spend a Fate point to avoid the frenzy and the Virtue check, you may also voluntarily fail the check. You remain Berserk for a number of rounds equal to your (temporarily enhanced) Endurance score, or until all combatants are disabled, whichever comes first. You may spend a Fate point to exit the Berserk frenzy.

In your rage, you *must* engage in combat; you may not use an item unless it has a direct offensive capability, you will always seek to

advance to melee range, and may not use ranged attacks while there are melee opponents to fight. You may under *no circumstances* back down, surrender, or flee.

You take a -4 to any Skill checks that are not combat-oriented with the exception of those augmented by your frenzy (anything under Muscle, Endurance, or Courage).

You will attack combatants hostile to you first, followed by whomever is at hand. Once you engage an enemy, you must attack it exclusively until it is dead (unless the enemy puts itself out of your reach). If there are no combatants left besides allies, you may make a second Virtue check. Allies can attempt to placate you using either a Leadership or Negotiate check against a DL of 18.

Each time you end a Berserk frenzy, you move one place down the Knockout Track as the process has exhausted your body. As is normal for impaired condition, the penalties go away once the character has rested.

Many other Trumps and Faults put a great strain on the Berserker character—in particular, Peacemaker/Pacifist and Called. Such a character may have to go to great lengths to atone for his actions while gripped by rage.

The bonuses listed below can exceed your normal racial limits.

Incompatible with: Perspective

1. Bloodlust

You gain a +2 bonus to your Muscle (and thus Damage rolls), Endurance (and thus Guard rolls), and Courage.



2. Bloodbath

Your bonuses while frenzied are: +4 to Muscle, Endurance, and Courage.



3. Carnage

Most think allies with Carnage are a liability. While going Berserk your bonuses are: +6 to Muscle, Endurance, and Courage. You are unable to speak in your Berserk state, except for guttural screams and growls.



4. Slaughter

+8 to Muscle, Endurance, and Courage.



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5. Massacre

A Berserker who can Massacre is a whispered nightmare among soldiers; a ruthless killing machine that stands on a mountain of corpses. You gain +10 to Muscle, Endurance, and Courage. You can keep attacking even if reduced to 0 Health Points with the expenditure of a Fate point. Nothing short of the disintegration of your body or severing of all of your limbs can cease your rage (even without a head, your body will still wildly flail at the nearest target).

5

Familiar

When the magic a mage wields becomes more of a partner than a servant, a unique phenomenon occurs. The mage can beseech the realm of magic to grant her the friendship of an elemental that manifests in the guise of an animal. Some call it a familiar spirit or animal guide. Others call it a faithful steed. Regardless of the name she gives it, the mage gains the company of a creature that follows her along on her adventures.

A familiar is considered a *legendary* creature (see *Nature* in *Chapter 4: Life and Death*). As the mage gains ranks in this Special Power, the potential Size, Intellect, and abilities of the familiar all increase. The owner of a familiar need not be a wizened old wizard or fiery sorcerer; an adept of the wilderness forms bonds with nature in mystical ways, also.

The mage must choose an elemental to bind to an animal. Mages must labor over the decision. An elemental will only be compatible with an animal similar to its qualities. For instance, an air elemental would prefer a bird to a snake, and a lightning elemental would prefer a cheetah to a turtle.

A mage can only recruit an elemental from one of the elements in which she has skill ranks. A mage with an Aura of Decay cannot recruit a verdance elemental. A mage who has Regeneration cannot recruit a ruin elemental. A mage who is Called cannot summon a dark elemental. A mage who has Fallen cannot summon a light elemental.

Despite their supernatural origins, familiars are flesh and blood, and can die in battle or be captured by enemies. The mage has the ability to call another when a familiar dies. The mage can also dismiss an existing familiar and call a replacement when she gains a new rank in this Special Power.

So long as the familiar is within 10 feet per rank in the element, the mage gains +1 to all rolls involving that Elemental Skill. If the elemental is next to you, you can parry attacks aimed at it.

Requires: At least 1 rank in an Elemental Skill.

1. Least Elemental

You call for aid, and a small friend answers. You can choose any animal Size -2 and below to be your familiar. It gains +1 to Intellect, Courage, and Magic Defense. It can communicate with any animal of its kind, and it can also understand any language you can.

2

2. Lesser Elemental

A faithful companion takes your side. You can choose any animal Size 0 and below to be your familiar. It gains an additional point in the listed stats, to a total of +2 to Intellect, Courage, and MDEF. It can also speak any language you can.

3

3. Greater Elemental

A sizable ally is at your command and has your trust. You can choose any animal Size 2 and below to be your familiar. It gains an additional point in the listed stats, to a total of +3 to Intellect, Courage, and MDEF. You can now telepathically communicate with the familiar at any distance.

4

4. Major Elemental

Your familiar weighs a metric ton or two. You can choose any animal Size 4 and below to be your familiar. It gains an additional point in the listed stats, to a total of +4 to Intellect, Courage, and MDEF. You can now, at any distance, share your familiar's senses: see through their eyes, hear through their ears, smell through their nostrils. As long as you concentrate, you perceive everything using your familiar's senses and not your own.

5

5. Arch-Elemental

The legends tell of your gigantic steed, cloaked in magic power, bearing its archmage proudly. You can now choose any animal Size 6 and below to be your familiar. It gains an additional point in the listed stats, to a total of +5 to Intellect, Courage, and MDEF. You can now use your familiar as a conduit to deliver magic. At any distance, you can target anything your familiar can see or touch with your spells.

6

Spellcasting

There are numbered in the world a people called spell weavers, sorcerers, witches, and other names, and you are one of them. You are a *mage* and are respected, feared, distrusted, and misunderstood by the common folk for good reason: you may wield tremendous arcane power.

1. Innocent Mage

These magi are known as Innocents. Their skill with magic is wild, untrained, and unrefined, but they carry a gift that requires honing. This rank allows you to cast any spell you know at Intensity 1.

1

2. Novice Mage

These magi are known as Novices. They show a talent for commanding magic, but have much to learn. They truly realize the insurmountable power available to them after lengthy practice. This rank allows you to cast any spell you know at Intensity 2.

2

3. Adept Mage

These magi are known as Adepts. At home amongst the flows of arcane power, the Adepts are well on their way to mastery of their craft. Years of dedication have sharpened their minds and souls. This rank allows you to cast any spell you know at Intensity 3.

4

4. Master Mage

These magi are known as Masters. They show nearly complete authority over sorcery itself. They teach the less experienced, they author new spells, they ask the pressing questions to unravel the secrets of magic. This rank allows you to cast any spell you know at Intensity 4.

7

5. Archmage

These magi are known as Archmagi. They are at one with magic and are exceedingly rare. An archmage has the power to leave a mark on history itself, be it a blemish or an adornment. This rank allows you to cast any spell you know at Intensity 5.

11

Spirit Artist

Grasshopper, you have been touched by the Spirit Realm and gained access to the ambient energy circling throughout the cosmos. As a *spirit artist*, you harness the very life force inherent in all things to achieve stunning displays of supernatural ability. Be you the warrior monk, the holy sword, or the merciful healer, it begins by honing the spirit (see *Chapter 16: Spirit*).

1. Spirit Initiate

The first tier of spirit artists are young in their talent. Their connection to the Spirit Realm remains weak but stable as they train. This rank allows you to perform any spirit art you know at Concentration 1.

1

2. Spirit Pupil

The second tier of spirit artists demonstrate clear potential. As they seek answers within themselves, they begin to understand the possibilities in manipulating the power of life itself. This rank allows you to perform any spirit art you know at Concentration 2.

2

3. Spirit Disciple

The third tier of spirit artists are constantly aware of their place in the continuous ebb and flow of *qi* (or whatever they choose to call it). Years of discipline have strengthened their abilities. This rank allows you to perform any spirit art you know at Concentration 3.

4

4. Spirit Mentor

The fourth tier of spirit artists are bound to the world beyond. Their staggering expertise in wielding spiritual forces enable them to instruct those willing to learn and to seek en-

7

lightenment from the powers that be. This rank allows you to perform any spirit art you know at Concentration 4.

5. Spirit Master

The fifth tier of spirit artists achieve complete mastery over their relationship with the Spirit Realm. They are immensely scarce and can divert the river of fate with their overwhelming power. This rank allows you to perform any spirit art you know at Concentration 5.

11

Therianthrope

Ancient tales speak of mysterious shape-shifters known as *Therianthropes*: people with supernatural powers who can assume the form of an animal. Some assume it to be a curse, the punishment for some moral indiscretion. Others guess it to be an affliction, a disease of sinister origin. Some cultures revere it as a privilege, a gift to walk between the worlds of animal and man.

Any sentient humanoid can be a Therianthrope. They typically seem a bit different from normal folk—slightly more perceptive, and with an air of brutality about them. The player must choose which animal is the one into which the character can transform, typically apex predators, and usually mammals. Therianthropes which transform into aquatic creatures (sharks, dolphins, etc.) can only do so when in water.

Therianthropes can either transform into the animal or a monstrous human/animal hybrid. The character must spend 2 Magic Points to begin the transformation, which takes 6 Action Points to complete. The character must spend 1 MP for each round spent in monstrous or animal form. Reverting to the original form takes 6 AP, but doesn't cost any MP. If the character runs out of MP or is killed while in monstrous or animal form, he or she immediately reverts to the original form. Since the transformation is decidedly magical in nature, the character cannot transform or remain transformed while inside of a Spell Ward or similar anti-magic field.

While in animal form, the character assumes the physical attributes, trumps, and faults of the animal itself. The character also receives the bonuses listed in the ranks below. While in monstrous form, the character keeps his or her own physical attributes, trumps, and faults, as well as the below bonuses. When the character transforms, anything being worn on the person (a backpack, clothing, armor) is “folded in” to the transformation and disappears, coming back when the character reverts. Anything the character is holding (e.g. a weapon) remains in hand. The character cannot cast spells while in animal form nor hold weapons. While in monstrous form, the character has no restrictions on holding equipment or spells. Attacks in monstrous or animal form using teeth, claws, horns, or whatever the creature has, use the Hand-to-hand skill.

If a GM wishes, and the campaign setting allows for it, the transformation may be affected by lunar events. For instance, the GM may allow the player to waive the MP requirement in the light of the full moon. Or perhaps, during the full moon, the character cannot control the transformation and *must* transform (maybe with sentient awareness, maybe not).

There is a little known weakness possessed by Therianthropes. Any weapon comprised partially or entirely of silver deals Tainted Damage to a Therianthrope. A character can be aware of this fact with a DL 20 Lore check.

Requires: Bloodhound and Animal Kinship with the type of transformation animal.

1. *The Critter Within*

5

You hear dog whistles and always need to trim your nails. The character receives a +1 bonus to Perception, Stealth, and Intimidate in any form. While in monstrous or animal form, the character receives a +1 bonus to Muscle, Agility, Endurance, and Courage. The character also receives a +1 bonus to the Harm of Hand-to-hand attacks while in monstrous or animal form.

2. *The Creature Within*

5

House pets and children shy away from you, and you always find shed fur on your equipment. The character receives a total bonus of +2 to Perception, Stealth, and Intimidate in any form. While in monstrous or animal form, the character receives a +2 bonus to Muscle, Agility, Endurance, and Courage. The character also receives a +2 bonus to the Harm of Hand-to-hand attacks while in monstrous or animal form.

3. *The Animal Within*

5

You scare cattle at your approach and can smell their fear. The character receives a total bonus of +3 to Perception, Stealth, and Intimidate in any form. While in monstrous or animal form, the character receives a +3 bonus to Muscle, Agility, Endurance, and Courage. The character also receives a +3 bonus to the Harm of Hand-to-hand attacks while in monstrous or animal form.

4. *The Beast Within*

5

No one goes outside during a full moon in your home town thanks to you. The character receives a total bonus of +4 to Perception, Stealth, and Intimidate in any form. While in monstrous or animal form, the character receives a +4 bonus to Muscle, Agility, Endurance, and Courage. The character also receives a +4 bonus to the Harm of Hand-to-hand attacks while in monstrous or animal form.

5. *The Monster Within*

5

You are a savage, wild thing of unspeakable ferocity, and bar patrons the world over will tell others of the night they saw you in the forest. The character receives a total bonus of +5 to Perception, Stealth, and Intimidate in any form. While in monstrous or animal form, the character receives a +5 bonus to Muscle, Agility, Endurance, and Courage. The character also receives a +5 bonus to the Harm of Hand-to-hand attacks while in monstrous or animal form.

Third Eye

You are possessed of a supernatural resistance or immunity to Illusions and deceptions of all kinds. Effectively, you automatically pass all Lucidity checks. Surely you must be blessed of higher powers, for this is a rare gift indeed. You can be Blind and have the Third Eye, for not all illusions are visual. Against deceptions which are not magical or supernatural in nature (e.g. a prosthetic disguise) you receive a +1 to your Discern check for each rank of Third Eye you purchase.

1. *Closed Eye*

3

Simple tricks and prestidigitations are foiled by you. You are immune to all Intensity 1 Illusion Spells and similar effects.

2. *Bleary Eye*

4

You can peer straight through cunning enchantments. You are immune to all Intensity 2 Illusion Spells and similar effects.

3. *Open Eye*

5

Powerful illusions are easily thrown aside by your piercing vision. You are immune to all Intensity 3 Illusion Spells and similar effects.

4. *Lidless Eye*

6

You can see through all but the most powerful magics. You are immune to all Intensity 4 Illusion Spells and similar effects.

5. *Shining Eye*

7

Some call you “The Seer,” others “The Veil Lifter,” or even “One Rooted in the Real.” You are unaffected by Illusions of any kind, up to and including Intensity 5 Illusion Spells and similar effects.

Weapon Savant

You and your weapon are like an artist and his brush. A weapon savant knows how to use her weapon-of-choice better than any other, and even the act of watching a master practicing her art in combat is enough to awe onlookers. For details on the bonuses listed here, consult the Combat chapter.

Incompatible with: Combat Shy, Clumsy, Coward

1. *Weapon Discipline*

2

You have trained many hours with your chosen weapon type. All that practice has paid off and you gain a +1 to the Harm score of the weapon.

Requires: A minimum of 6 ranks in the weapon

2. *Weapon Dedication*

3

Even those who are very familiar with your chosen weapon type regard you as more skilled than they will ever be. You gain an additional +1 to the Harm score of the weapon, to a total of +2. You also gain +1 to the Parry score.

Requires: A minimum of 7 ranks in the weapon

3. *Weapon Specialist*

4

You are nearly unrivaled in your region in regards to skill with your chosen weapon. Spectators gather whenever you're in combat. You gain an additional +1 to the Harm score of the weapon, to a total of +3. You also gain +1 against being disarmed, and +1 to Accuracy.

Requires: A minimum of 8 ranks in the weapon

4. *Weapon Master*

5

You can count on two hands the number of people as good as you in the world with your chosen weapon. Students beseech you to instruct them and damsels beg for you to fight in their honor. You gain an additional +1 to the Harm score of the weapon, to a total of +4. You also gain +1 to disarm someone with your weapon.

Requires: A minimum of 9 ranks in the weapon

5. *Weapon Wizard*

6

Minstrels will tell tales of you long after you die. You have met two or three people in the entire world who can meet or best you with the weapon you have chosen. People name fighting styles after you. You gain an additional +1 to the Harm score of the weapon, to a total of +5. You also gain an additional +1 to Accuracy, to a total of +2.

Requires: A minimum of 10 ranks in the weapon

9. LIFE AND DEATH



Optimists are known to repeat the tag line: “at least you still have your health!”

On the road to adventure, there are many ups and downs. The “downs” come in the form of enemies, aches, pains, and beatings. The “ups” come in the form of allies, rest, healing, and relaxation.

This chapter details them both. It

explains how creatures live and die, as well as the numerous physical conditions that can befall them in-between.

Losing Consciousness

Many circumstances can deplete your character's energy and even force them to black out, like a good sucker punch, complete exhaustion, high g-forces, illness, or tranquilizers. Some of these circumstances are downright lethal if left unchecked, like dehydration, suffocation, or hypothermia. Physically taxing effects in this game impose *knockout*.

The Knockout Track

The *Knockout Track* consists of five stages. Creatures who become increasingly exhausted, ill, concussed, or sedated move down the stages of the Knockout Track. Each consecutive stage instills harsher penalties to *all* skill checks, including Attack Rolls, Evasion Rolls, Damage Rolls, Guard Rolls, Casting Rolls, and Focus Rolls. Creatures who move down all five stages gain the *unconscious* condition (see the *Conditions* section below).

Knockout Track

Status	Penalty
Stage One	-2
Stage Two	-4
Stage Three	-6
Stage Four	-8
Stage Five	<i>Unconscious</i>

When your body takes a beating, you carry the fatigue until you get a good night's sleep. With a little rest, creatures can move back up the stages of the Knockout Track (see the *Resting and Recovery* section below). You can also shake exhaustion with drugs (see the *Contaminants* section of *Chapter 10: Science!*) or by calling on the powers that be (see *Chapter 17: Spirit Arts*).

Effects in this game can also *block* stages of the Knockout Track. This signifies that no amount of napping or coffee can unburden a creature of the blocked stages—the penalties remain so long as the creature continues to be subjected to the effect. When the creature is freed from the detrimental circumstances, the penalties vanish.

Stamina Drain

Exhausting actions and harsh environmental effects that chip away at your energy reserves cause *Stamina Drain*. Once your body surpasses its natural limits, you make a Stamina check (see *Chapter 6: Skills*). As long as the cause of the Stamina Drain persists, you must

repeat the Stamina check at regular intervals, and the DL increases each time. The results of a failure depend on whether the Stamina Drain is *tiring* or *lethal*.

Physical exertion which saps your energy imposes *tiring* Stamina Drain. If you fail a check against tiring Stamina Drain, you move one stage down the Knockout Track. Denying your body something it needs (e.g. air, food, water) imposes *lethal* Stamina Drain. Failing a check against lethal Stamina Drain blocks one stage of the Knockout Track.

If you gain the *unconscious* condition by moving down or blocking all five stages of the Knockout Track (regardless of cause) and then you fail a check against lethal Stamina Drain, your body gives up and you die outright.

Any effect in this game that imposes Stamina Drain will list the initial DL, the frequency of Stamina checks, the amount the DL increases each time, and whether the effect is lethal or tiring. For example, the *suffocating* condition described later in this chapter causes Stamina Drain [DL 15; +1 every round; lethal].

A creature can be subject to several different causes of Stamina Drain at once, possibly with different intervals (for instance, one effect repeats every day, another every hour).

Sustaining Injury

The world is filled with dangers that can injure your characters. Many times, these dangers are *other* characters. This section explains the loss of Health Points.

As mentioned in *Chapter 3: Character Creation*, a character's life force is measured in *Health Points* (or *HP*) and a creature's Size determines its starting *HP*.

Damage

When a character suffers an injury, he takes *damage*. Damage can be caused by the actions of foes in combat, bad luck, or naturally occurring hazards. Damage represents the extent of a character's sustained injuries. Bodily trauma can be inflicted using any of the following methods. However, some creatures may be resistant or immune to one or more of them.

- *Bludgeoning* damage results from the impact of a solid object, which causes blunt trauma. Hammer, meet nail.
- *Piercing* damage is caused by thrusting attacks with pointed objects, which inflict deep penetration wounds. Organ perforation, impalement, the works.
- *Slashing* damage follows chopping or slicing attacks with edged objects, which deliver wide incised wounds... or amputations.
- *Burning* damage is the product of acute exposure to extreme temperature, voltage, radioactivity, or corrosiveness. Accident-free for zero days.

- *Crushing* damage results from an application of heavy force, which compresses the body like a tube of toothpaste.
- *Bleeding* damage comes from profuse hemorrhaging, whether it's a wound that won't clot or a huge, thirsty mosquito.

You make a Guard check to resist lethal injuries. See the “Guard” entry in *Chapter 6: Skills*. The amount of incoming damage minus the result of your Guard check equals the amount of HP lost. When a character reaches 0 HP, he falls comatose. When a character drops below 0 HP, he dies. Cry you may, but die you must.

Continual Damage

Continual Damage inflicts HP loss at a recurring interval—it's the gift that keeps on giving. Unlike acute physical trauma doled out by sword thrusts and axe swings, Continual Damage is caused by more persistent circumstances, like bleeding to death or catching fire. As a result, most Continual Damage is considered either burning or bleeding damage.

Any effect in this game that imposes Continual Damage will list the amount of damage incurred, the duration between each occurrence, and the type of damage. For example, catching on fire (detailed later in this chapter) causes Continual Damage [4 HP per round; burning]. Even more if it spreads!

When each interval elapses, the damage comes directly out of the creature's HP, and no amount of Endurance, Guard, or Armor can help. Most effects that impose Continual Damage allow for the creature at risk to make a skill check to stave them off entirely or to neutralize them once active, and some effects expire on their own. A creature can be subject to several different types of Continual Damage at once, possibly with different intervals (for instance, one effect repeats every round, another every hour). Some effects can be compounded to impose more damage upon each occurrence.

Tainted Damage

Tainted Damage is a form of damage which cannot be removed through the normal fashion of resting and healing. It is so insidious that it must be healed by magical, supernatural, or highly specialized means. Tainted Damage is often caused by dark and destructive magic, the teeth and claws of certain legendary monsters, or cursed items and traps.

When a character suffers Tainted Damage the GM will point it out. The player should jot down somewhere obvious how much Tainted

Damage the character has accrued, since those lost HP will not be recovered in the normal way.

Some GMs decree that characters who die as a result of Tainted Damage cannot be resurrected, if that sort of thing is commonly practiced. Worse yet, too much Tainted Damage may cause you to rise from the grave with an unholly appetite.

Resting and Recovery

When your character rests peacefully, he regains a number of lost HP equal to his Endurance score plus his ranks in Vitality. Resting peacefully requires at least six hours of sleep in a non-hostile environment. Characters can never regain more than their maximum HP.

Poorly rested characters regain only half the normal amount of HP (rounded down). This occurs when your character sleeps less than 6 hours or is roused to arms during the night. Their body is simply too exhausted to heal correctly without a little help. You only regain HP when you rest. If you stay up all night, you can't regain any lost HP.

Healers

Injured characters can be tended by healers and medics overnight, which yields more HP recovery. The character attempting to administer overnight healing to the wounded one rolls a Healing check. See the *Healing* entry in *Chapter 6: Skills*. A healer cannot tend to more than one person per night. Their services can be paid for like any other trade.

Healing Items

The natural world is rich with verdant energy. Finding natural ingredients, like herbs and nectars, that can help in restoring a character's health is possible if you know what to look for. Legends tell of flowers that cure specific illnesses. Some say that the fruit of rare trees can heal in much the same way. If an adventurer is seeking it, she should be able to purchase things like naturally-derived salves, ointments, and poultices that can be applied to wounds (see the *Gear* section of *Chapter 11: Equipment*). A character who regains HP from a healing item still needs to rest that day unless the item specifically states that it is a substitute for rest.

Death in Your Game

When your character dies, there's no denying, it kind of sucks! Your dead character isn't playable anymore; you have to create a new one if you want to continue playing with the rest of the group. The main thing

to remember is not to get discouraged. This happens to even veteran players innumerable times. There are even some players who have come to embrace the fact that their characters never seem to last long. Just draw up a new character and keep playing—the reaper comes for us all eventually. And yet, Some GMs will allow for

things like resurrection, so maybe it isn't the end for your character. Often, however, these magical rites are costly and rarely performed. Maybe it was your clone that died. Maybe the Immortals brought you back to life. How you want to treat death in your game is up to you, your GM, and the other players.

Magic Points and Spirit Points

A well-rested character awakens to fully replenished MP and SP. Characters who rest poorly regain only half of their lost MP and SP.

“Mana,” as some characters refer to their MP scores, manifests physically in crystalline, liquid, or gaseous form throughout the world. If the character manages to locate mana, it can be used to regain MP. You can use crystalline mana in place of your own MP. Liquid or gaseous mana can be consumed or inhaled to replenish missing MP. Your GM can tell you how much MP each amount of mana restores.

“Qi,” as some characters refer to their SP scores, sometimes permeates spiritual places. Since the world is blanketed by the fabric of spirit power, folds and creases in this fabric cause concentrations of spiritual energy. You can regain SP by meditating peacefully in such a place. The longer your character does so, the more SP regained.

Adventurers Beware

All manner of things can go wrong out there on the road to adventure. Some of the following plights will conk you out, others kill.

Bleeding Out

A creature can sustain a wound so grievous that blood will continue to pour from it after the initial injury. Left untreated, a bleeding creature will eventually die of blood loss.

Only certain types of attacks can deliver a bleeding wound. A creature subjected to such a wound takes Continual Damage [1 HP per round; bleeding]. Every subsequent bleeding wound the creature receives compounds the problem and increases the damage per round by 1.

Characters can make a Healing check to apply pressure to the wounds and stop the hemorrhage. See the *Healing* entry in *Chapter 6: Skills* for more details. In addition, natural remedies exist, and characters can leverage any item which restores HP to immediately cease bleeding damage.

Catching Fire

Some like it hot, however most folks don't enjoy burning to death. All kinds of things can catch a creature on fire, for instance torches, chemicals, doctored-up weapons, or magic spells. When your body, hair, clothes, or equipment catch fire, you begin taking Continual Damage [4 HP per round; burning]. Every round you remain aflame, the fire spreads and increases the damage per round by 2.

Next comes the business of extinguishing oneself. Creatures who are partially aflame (i.e. taking 6 or less Continual Damage per round) can pour water over the affected area or cover it with heavy cloth and pat out the fire (which takes 3 AP). A creature who is completely engulfed in fire (i.e. taking 7 or more) must drop to the

ground and roll around or leap into a body of water (Which takes 6 AP).

Exertion

You can knowingly push your body past its limits when the need is great and your will is strong. Characters can decide to power through any act of physical exertion longer than their body has any right to. For example: walking, jogging, sprinting, swimming, climbing, or laboring. If you keep on doing whatever it is for too long, you fight Stamina Drain (and a whole bunch of lactic acid).

- Marching longer than 8 hours causes Stamina Drain (DL 15; +1 every hour; tiring).
- Jogging longer than 4 hours (accounting for short rest periods and additional water intake) causes Stamina Drain (DL 18; +2 every hour; tiring). You'll be sore as hell the next day.
- Sprinting longer than 1 minute (see the *Dash* skill in *Chapter 6: Skills*) causes Stamina Drain (DL 15; +1 every round; tiring).
- Carrying a heavy weight longer than 1 round (see the *Might* skill) causes Stamina Drain (DL 15; +1 every round; tiring).
- Performing a ritual longer than 8 hours (see *Chapter 15: Rituals*) causes Stamina Drain (DL 10; +1 every hour; tiring).
- If you're performing physical labor, the DL and frequency of increase varies depending on the job at hand.

Extreme Temperatures

The wilderness is a harsh mistress, and those who venture too far from civilization without sufficient protection from the elements assume the risk of dying before they reach their destinations. Whether it's extreme heat or extreme cold, characters subject to the weather risk Stamina Drain. The *only* way to remove these Knockout Track penalties is to seek shelter and heat up or cool down your body.

The *exposed* condition (see the *Conditions* section below) causes Stamina Drain (DL 15; +1 every hour; lethal). Without the ability to regulate your body temperature, death comes quickly as hypothermia or heat stroke set in. Once you fail a fifth check and reach stage 5 on the Knockout Track, you fall comatose. If you remain unprotected from the extreme temperatures and you fail a subsequent check, you perish in the great outdoors.

Falling

Being high above the ground isn't bad for your health on its own, but falling over the ledge sure as hell is. If you drop from a great height, death may greet you at the bottom.

1. One of the most important factors in falling damage is how you land. Make a Gymnastics check. For every 5 points of the result, subtract 5 feet from the distance fallen.
2. Another factor is your body's ability to resist injury. Make a Guard check. For every 5 points of the result, subtract up to 10 feet from the remaining distance in exchange for one stage on the Knockout Track. You cannot subtract more than half of the remaining distance. Once you reach stage 5 on the Knockout Track, you cannot deduct additional distance, no matter the total of the Guard check.

3. Use the remaining distance to calculate the damage you take. For every 5 feet, you take 5 points of *crushing* damage.
4. Your own mass is a factor as well. For every 10 feet, you take damage equal to your Size.
5. The final factor is what you hit. If you land on a soft surface, you take half damage.

Falling Example

You fall 70 feet. You make a Gymnastics check of 22. You can subtract 20 feet. 50 feet remain. You make a Guard check of 17. You can subtract 25 feet in exchange for 3 stages down the Knockout Track. 25 feet remain, so you take 25 crushing damage. If you're playing a human, your Size doesn't change the damage, but a kulgeri would take a total of 27 and a firna would take a total of 23. If you landed in freshly tilled earth, you would take half damage.

Hunger and Thirst

Characters can live the better part of a month without food, but you won't last a week without water. Starvation and dehydration are just as life-threatening as armed combat.

You can survive a full day without any food or water and not accrue penalties. Anything past that amount of time and your life begins to ebb away. You fight Stamina Drain so long as you go without sustenance. The *only* way to remove these Knockout Track penalties is to locate food or water.

The *dehydrated* condition causes Stamina Drain (DL 20; +1 every 12 hours; lethal). When you begin dying of thirst, all sorts of bodily processes begin breaking down. Once you fail a fifth check and reach stage 5 on the Knockout Track, you fall comatose. If no one comes to your aid and you fail a subsequent check, you succumb to dehydration and die, leaving behind a withered husk.

The *starving* condition causes Stamina Drain (DL 10; +1 every day; lethal). Without sufficient caloric intake, you begin to waste away, staring from sunken eyes and scratching the tight skin stretched over your protruding bones. Once you fail a fifth check and reach stage 5 on the Knockout Track, you fall comatose. If no one comes to your aid and you fail a subsequent check, you die of starvation.

Illness

Illness is an acute condition—it comes on suddenly and puts a strain on your body. Whether you're combating the flu, shock, motion sickness, or a hangover, illness can make even the simplest of tasks difficult thanks to symptoms like pain, fever, nausea, and fatigue. In this game, illness quantifies the burden imposed by afflictions, regardless of their causes, impacts, or cures. For instance, influenza is infectious, radiation sickness is environmental, and scurvy is dietary—wildly different pathologies, but they all take a toll on fragile mortal creatures.

The debilitating effects of an illness are represented by its *severity*, a number from 1–5. When a creature is subjected to an illness, it *must* make a Vitality check (see *Chapter 6: Skills*). If it fails the check,

the illness blocks one stage of the Knockout Track for each level of severity. The blocked stages remain in place for as long as the symptoms of the illness persist. In addition, an illness can impose other effects on the unhealthy creature, like conditions, Continual Damage, or penalties to specific skills.

Any illness in this game will list the initial DL to resist, and could list one or more of the following properties:

- *Progressive* – Increases in severity over time if left untreated. A progressive illness in this game will list the frequency of increase (e.g. *progressive every week*).
- *Fightable* – Creatures can eventually overpower the illness after successive Vitality checks (see *Resisting Illness* in the "Vitality" entry of *Chapter 6: Skills*). A *fightable* illness in this game will list the frequency a character can make an attempt to fend it off (e.g. *fightable every 6 hours*).
- *Limited* – A creature may be able to ride out the illness and fully recover without any assistance. A limited illness in this game will list the duration (e.g. *limited to 10 days*).
- *Curable* – An environmental, dietary, or medicinal cure exists that can eradicate the illness. A character can ascertain the cure with a successful Lore check and Craft medicine from raw ingredients. Each curable illness will list these DLs.
- *Treatable* – There is an environmental, dietary, or medicinal remedy that treats the symptoms of the illness and relieves some or all of the Knockout Track penalties for a brief time. As with cures, a Lore check formulates the remedy and a Craft check assembles the goods. Each treatable illness will list these DLs.
- *Operable* – A specific medical procedure, like surgery, can correct the illness. A character can operate with a successful Healing check (see *Chapter 6: Skills*). Each operable illness will list this DL.

A creature can suffer from multiple *different* illnesses simultaneously and the Knockout Track penalties should be combined. For instance, you could be seasick with bronchitis.

Illness makes lethal Stamina Drain (e.g. starvation, dehydration) much more difficult to survive. For example, if you contract a severity 3 illness (which blocks three stages of the Knockout Track), you only need to fail two Stamina checks to fall comatose. A third failure means death. If you contract a severity 5 illness (which renders you comatose on its own), a single failed Stamina check means death.

Suffocation

When a creature's body is deprived of oxygen, its brain starts shutting off. That's generally considered bad. If you can't breathe, you can hold your breath one minute for each point of Endurance you possess (thirty seconds per point if performing strenuous activity such as swimming or underwater combat). After this length of time, you quickly black out and asphyxiate.

You fight Stamina Drain so long as you go without air. The *only* way to remove these Knockout Track penalties is to regain the ability to breathe.

The *suffocating* condition causes Stamina Drain (DL 15; +1 every round; lethal). The lack of oxygen to the brain pulls a creature into a

permanent slumber. Once you fail a fifth check and reach stage 5 on the Knockout Track, you fall comatose. If you can't take in a breath and you fail a subsequent check, you turn an odd shade of blue and die, grasping at your throat, probably.

Wakefulness

When the sandman pays you a visit, you can tell him to come back later. We've probably all had to pull an all-nighter to get some vital task completed before a deadline. You can resist sleep one full day without any penalties. Afterwards, your body and will are at odds as you battle the urge to rest. You fight Stamina Drain so long as you forsake sleep, but the longer you stay awake, the more difficult it is to do much of anything.

Wakefulness causes Stamina Drain (DL 10; +1 every 12 hours; tiring). In addition to the physical and cognitive strain this puts on you, staying awake prevents you from regaining HP, MP, and SP as you normally would when you rest.

Contaminants

In the words of the great Socrates: "I just drank what?" Be careful of that goblet of wine, friend, it may have worse things in it than cheap merlot.

Pathogens, parasites, poisons, and pharmaceuticals are all invaders of the body responsible for a diverse array of what is mostly considered suffering. A Vitality check (see *Chapter 6: Skills*) is necessary to keep these forces from harming you. Some of these bodily guests do the polite thing and provide benefits to their hosts. Contaminants occur naturally or can be assembled by hand.

Concoctions

Apothecaries, physicians, herbalists, and kitchen witches can all forge remarkable substances from household ingredients. Nature itself produces material with medical uses from the very ground. Even beasts carry within them compounds known to heal or harm.

Creatures who ingest, inject, inhale, or imbibe these **concoctions** may experience physiological reactions. A creature subjected to a harmful concoction must make a Vitality check. If the result meets or exceeds the associated DL, the creature evades the negative effects.

The following categories represent a few types of concoctions. Each of these delivers a different kind of effect in dosed targets.

Antidote

Antidotes are solutions that neutralize poisons, toxins, or venoms. An antidote administered to a poisoned creature counteracts the harmful substance or removes it from the body—the associated Continual Damage ceases. Poisons are treated with chemical countering agents, so one antidote may apply to several poisons, whereas antitoxins or antivenoms are typically derived from the original toxin itself, so they combat toxins from a specific organism or cate-

gory of organisms. Some antidotes have negative side effects. Worse still, some poisons have no antidote.

Remedy

A *remedy* is a substance that treats the symptoms of an illness. Using ingredients from the natural world, you can craft remedies in many forms including salves, tablets, and herbal blends.

Medication

In this game, *medications* eradicate curable disease. Many compounds, from vegetables to mold, are known to fight infections, acting as all-natural antivirals, antibiotics, or antifungals. If a disease can be cured through medication, completing a course will rid a creature of the infection, whether that's a single dose or several administered regularly (depending on the disease).

Stimulant

A stimulant incites vigor, focus, and motivation. Depending on the dose, a stimulant user can ignore one or more stages of temporary Knockout Track penalties (i.e. those effects remedied by rest). Stimulants can also boost physical and mental performance, granting increased AP.

Sedative

A sedative reduces anxiety and encourages sleep. Sedated creatures move one or more stages down the Knockout Track and stay there as long as the dose is active. Sedatives are known to sap the body's energy, imposing decreased AP.

Paralytic

A paralytic agent attacks the nervous system and renders parts of the body inoperative. These compounds typically last minutes to hours, and can impose any of the following conditions: *blinded, deafened, hampered, muted, prone, paralyzed, suffocating*.

Psychoactive

A psychoactive substance affects the mind. The wilds are absolutely teeming with mind-altering fungus and plant life, but if foraging isn't for you, the right combination of chemicals can also do the trick. Psychoactive substances can impose any of the following conditions: *confused, distracted, mindless, rattled, unfeeling*.

Infectious Disease

In addition to the physical dangers of the world, characters are often accosted by the sniffles and other common ailments. When it comes to sickness and plague, running out of tissues is the least of your worries.

Infectious disease is just one type of illness. Creatures exposed to an invading pathogen *must* make a Vitality check to avoid infection. The more virulent the pathogen, the higher the DL. Many infectious diseases are contagious. That is, a healthy creature might contract the illness just by hanging around someone infected with it: breathing the same air, eating the same food, or touching the same objects.

Some pathogens require more specific transmission methods, like an exchange of blood or saliva.

Creatures who overpower a *fightable* disease, or outlast a *limited* disease may gain immunity once the initial infection is eradicated. This immunity could last for months, years, or indefinitely, depending on the disease in question.

Poison

Poison is a common weapon in the political world of kings and pawns. Then there are the exotic animals and monsters of the world with their natural venoms. Honestly, any substance in sufficient quantity is toxic. Some poisons enter the bloodstream through injury, some must be imbibed or inhaled, and some can be absorbed through contact with the skin. Poisons cause the body to break down from within.

Poison Levels

Level	Damage/Round
One	1
Two	2
Three	4
Four	8
Five	16

Any creature dosed with poison *must* make a Vitality check. If the Vitality check is a failure, the poison causes Continual Damage for its duration. You can make one subsequent Vitality check each round for the duration of the poison to resist its detrimental effects for that round.

Symbiotes

A **symbiote** is a creature that "visits" another creature's body (and if it likes the place, it just might move in). Some are commensalistic, causing beneficial effects, offering boosted strength, speed, sanity, durability, influence, or immunity. Others are parasitic, invading their host and thriving at its expense. A parasite could inject venom, impose illness, drain some vital resource (e.g. oxygen, blood, food, water, MP), lay eggs, or even take complete bodily control. There are also symbiotes which both assist *and* harm their hosts.

Most symbiotes by far are tiny. Many are invisible to the naked eye. Others are large enough to fight in combat. Regardless of its physical dimensions, when a symbiote bonds with or intrudes upon a potential host, the creature *must* make a Vitality check. Those who pass the check render their own bodies inhospitable and repulse, eject, or destroy the invading organism. Creatures who fail the check become easy prey and face the side effects, whether beneficial, detrimental, or some combination of the two. Most symbiotes remain until resources dry up. Some live for mere hours, but others endure for a lifetime. Some badass symbiotes can even outlive their host and seek a fresh one. A creature can serve as host to multiple symbiotes at a time—whether the tenants decide to share is a different story.

Condition

A *Condition* is a status that remains applied to your character for some length of time. This could be measured in rounds, minutes, hours, days, or years. Some conditions are permanent. Each condition could be caused by any number of factors, so this section will

list a condition's effects but not necessarily its causes or means of removal.

Blinded

Unable to see at all. Blind creatures automatically fail visual Perception checks and cannot benefit from or be harmed by spells, abilities or skill checks that rely on a creature with sight. Creatures without the Blind-Fighting trump are at a -8 to combat maneuvers.

Confused

Unable to tell friend from foe. Confused creatures have a fifty-fifty chance to mistake allies for opponents.

Deafened

Unable to hear. Deafened creatures automatically fail auditory Perception checks and cannot benefit from or be harmed by spells, abilities, or skill checks that rely on hearing.

Dehydrated

Dying of thirst. Without sufficient water, your body begins to desiccate. Dehydrated creatures are subject to Stamina Drain (DL 20; +1 every 12 hours; lethal).

Distracted

Unfocused on the present situation. A distracted creature is focused on something other than its surroundings and takes a -4 penalty on Perception checks. It's more difficult for them to realize someone is pickpocketing them, hiding near them, or sneaking up on them.

Exposed

Dying of extreme heat or cold. Once you're at the mercy of the elements and risk heat stroke or hypothermia, you become subject to Stamina Drain (DL 15; +1 every hour; lethal).

Formless

Without discernible anatomy. Formless creatures lack solid bodies. They behave as if composed of gas or liquid. A formless creature is only susceptible to *burning* damage—one cannot be harmed by *bludgeoning*, *piercing*, *slashing*, *crushing*, or *bleeding* damage. Formless creatures are also immune to the *grabbed*, *immobilized*, and *prone* conditions. A formless spellcaster cannot perform gestures and cannot recite incantations.

Grabbed

Held in a Grab by another creature, object, or force. A grabbed creature cannot use its movement Speed and takes -4 on Evasion Rolls.

Hampered

Unable to move at full speed. While a creature is hampered, its movement Speed is halved (so a creature with a Speed of 10 can only move 5 feet per AP). It must also divide the results of its Dash checks in half.

Immobilized

Heavily restrained by another creature, object, or force. An immobilized creature cannot use its movement Speed. It automatically fails Attack Rolls and Evasion Rolls. An immobilized spellcaster cannot perform gestures.

Incorporeal

Without physical matter; totally insubstantial. An incorporeal creature is not subject to normal laws of physics: one can pass through any substance and move in any direction at will. Physical attacks against them or from them always miss. However, magic spells which they cast or which target them function normally.

Invisible

Visually undetectable. Invisible creatures are nearly imperceptible to the naked eye thanks to uncanny camouflage or complete transparency. Invisible creatures receive a +10 bonus to Stealth checks made to hide (and they can do so in plain sight or while in motion).

Mindless

Lacking conscious thought. A mindless creature operates solely on natural instinct. It possesses no discernible sentience and no sense of reason. Mindless creatures are denied the use of any skill that requires some semblance of consciousness. It automatically fails rolls involving Intellect, Insight, Charm, Presence, or Persuasion. A creature with the mindless condition also gains the *unfeeling* condition.

Muted

Completely unable to speak. Creatures usually denied the use of the following skills at the GM's discretion: Taunt, Seduce, Leadership, Bluff, Negotiate, and sometimes Perform. A muted spellcaster cannot recite incantations; those who use Spellsong cannot cast at all.

Paralyzed

Unable to move at all. A paralyzed creature is completely still and may not engage in any action that requires physical movement. A paralyzed creature is also considered muted (see above).

Prone

Off your feet and on the ground. Prone creatures suffer a -4 penalty on Attack Rolls and Evasion Rolls until they stand up. It takes 2 AP to stand up from a prone position.

Rattled

Severely frightened, annoyed, angered, or upset. A *rattled* creature is disconcerted to the point that it negatively affects their actions, so they take -2 to all rolls.

Starving

Malnourished. A creature who hasn't consumed enough food is subject to Stamina Drain (DL 10; +1 every day; lethal).

Stunned

Physically stalled or in shock. Stunned creatures automatically go last in the Reaction order on their next turn.

Suffocating

Unable to breathe. Once a creature's oxygen supply is cut off, it becomes subject to Stamina Drain (DL 15; +1 every round; lethal).

Unconscious

Out cold or fast asleep. An unconscious creature is oblivious to its surroundings; its mind and body are disconnected. Unless the creature is animated by an outside force, it tends to remain stationary. An unconscious creature also gains the *wide-eyed* condition.

Unfeeling

Without emotion. Unfeeling creatures lack any capacity for feelings. They are immune to mental manipulation and can be neither crazed nor demoralized. An unfeeling creature automatically passes Guts, Mind Control, Sanity, and Virtue checks (meaning they are immune to the *distracted* and *rattled* conditions).

Disposition

A creature's *Disposition* describes its intent towards you. Any character you interact with or animal you encounter along your adventures operates under one of these seven Dispositions.

With a successful skill check or clever role-playing, you can improve another creature's Disposition. With a Critical Failure or detrimental behavior, you can worsen it. Aside from eventful in-game choices, several different skills can be used to alter Disposition (see the Animal Control, Negotiate, Perform, Seduce, and Taunt entries in *Chapter 6: Skills*). You can only try to change a creature's Disposition once per day, but if you do it well enough (or poor enough), you can push them more than one level at a time. The list below explains each level of Disposition starting from most positive to most negative.

Enamored

An enamored creature exists to bring you happiness. It would probably sacrifice itself if it could bring you an ounce of safety.

Friendly

A friendly creature will go out of its way to give you aid. Sometimes, it will help you at dire consequences to itself.

Benign

A benign creature is amicable and pleasant to you, and will lend aid, but won't help in any way that overly inconveniences it.

Neutral

A neutral creature has no disposition towards you; it doesn't wish you harm, nor does it wish to help you.

Malign

A malign creature generally wishes you ill will, but won't attack you without provocation.

Hostile

A hostile creature will go out of its way to harm you. In fact, it will most likely disregard its own safety to bring you pain.

Hateful

A hateful creature has one purpose in life: to end yours. It is almost a certainty that it will put its own life in danger to kill you.

Nature

There are many different kinds of creatures which may be encountered in the Immortal Legacy game. A creature's *Nature* details its immunities and vulnerabilities. Creatures without notable intelligence cannot be reasoned with and are typically immune to spells and effects that target the mind. Creatures which do not eat cannot be starved. Creatures which do not breathe cannot be suffocated. Creatures which do not sleep are productive.

Bestial

A *bestial* creature is a common animal: vertebrate or invertebrate. Their Intellect is usually 1, definitely no higher than 2. They can be influenced using Animal Control and Intimidate.

Elemental

An elemental creature is artificial intelligence composed of a pure element. When killed, elementals return to the Sea of Thought. Magic attacks of the opposite element deal Tainted Damage.

Immune to the following conditions: *dehydrated, exposed, paralyzed, starving, suffocating, unconscious*. Immune to Knockout Track penalties and Stamina Drain. Immune to bleeding damage, illness, and contaminants. Immune to Called Shots.

Fabricated

A *fabricated* creature is a nonliving, moving object. Many fabrications are *programmed* with responses to certain stimuli. They do not naturally heal damage, but they can be repaired. *Some* fabrications cannot regenerate MP naturally, but many have a pool of MP "installed" at their creation. This pool may or may not be rechargeable. If the fabrication has an Intellect of 1, it gains the *mindless* condition.

Immune to the following conditions: *dehydrated, exposed, paralyzed, starving, suffocating, unconscious*. Immune to Knockout Track penalties and Stamina Drain. Immune to bleeding damage, illness, and contaminants. Immune to death effects.

Humanoid

A *humanoid* creature is roughly person-shaped, but can vary in size. They usually have few or no magical abilities. Every race detailed in *Chapter 5: Races* is humanoid. They usually have few or no magical abilities.

Legendary

A *legendary* creature is a flesh-and-blood supernatural or extraordinary being with magical powers. All legendary creatures, regardless of appearance, have intelligence greater than that of beasts, therefore Animal Control is not used to influence them.

Plantlike

A *plantlike* creature is one which grows, often rooted and engaging in photosynthesis. If the plant has an Intellect of 1, it gains the *mindless* condition. They can be suffocated in an airless environment, but their physiology doesn't allow for strangulation. They do not sleep.

Immune to the following conditions: *paralyzed, unconscious*. Immune to Knockout Track penalties except for *lethal* Stamina Drain.

Undead

An *undead* creature was formerly-alive. Undead creatures with an Intellect of 1 gain the *mindless* condition. They do not naturally heal damage (unless they possess Regeneration), but can be repaired. They cannot regenerate MP, but may acquire them by other means (e.g. feeding on the living).

Immune to the following conditions: *dehydrated, exposed, paralyzed, starving, suffocating, unconscious*. Immune to Knockout Track penalties and Stamina Drain. Immune to Tainted Damage. Immune to bleeding damage, illness, and contaminants. Immune to Called Shots. Immune to death effects.

10. COMBAT



When the going gets rough, the rough get going. Sometimes all that can be done in a situation is to throw down the gloves and beat the snot out of someone. In the world of combat, some practice an art, some love a good fight, and still others turn tail and hide.

Combat in the Immortal Legacy game is a turn-based encounter


where the players face a common foe or group of foes, or possibly even each other. Combat begins when a hostile force is presented to the characters and ends when all hostile threats have been in some way subdued. Combat is divided into rounds: five second intervals within which the characters' actions take place. Combat may last one round (a very brief, possibly brutal combat) or many rounds (a drawn-out, attritional beat-down). When a character can take action in a combat depends on the results of a Reaction Check.

When the GM announces that a combat has begun, the first thing to do is establish the result of all the combatants' Reaction checks.

Reaction Order

To determine the order in which players take turns, each player, NPC, and opponent will roll **Reaction**. This is done by performing the following roll (the GM makes the Reaction checks for the opponents and NPCs).

Reaction Check


$$+ \text{CRG} + \text{Reaction}$$

The higher the resultant number, the more on top of things the character is considered to be. The GM should make note of the result of everyone's Reaction roll.

Before the first round of combat begins, starting with the lowest number, the GM should call on each participant to announce what he or she intends to do for that round. This way, the participants higher up in the order can decide their actions based on the intended actions of combat participants lower in the order. In layman's terms you see what other folks are doing and you act just a fraction of time ahead of them. The GM then calls on each participant in descending order and has them act out their turn.

In subsequent rounds, players take their turns in descending order without announcing their intentions first.

Some GMs prefer that Reaction is rolled only at the beginning of the combat encounter and intentions are announced only then. Others enjoy a new Reaction roll and announced actions at the beginning of every round. Your results may vary, and we encourage you to explore which you find is more enjoyable.

Reaction Order Example

"You burst into the room. The evil sorcerer Aelfin sits inside with an expression of shock on his face," Wes, the GM describes. "He picks up his wand from the table and aims in your direction. *Roll Reaction.*"

Jon rolls a 16 for Akare, James rolls a 20 for Nox, and Sara rolls a 12 for Celeste. In secret, the GM has rolled a 13 for Aelfin the evil sorcerer.

"Celeste had the lowest Reaction," Wes states. "What's she doing?"

"I'm going to cast Bless on Nox," Sara replies.

"Sounds good," Wes says. "What is Akare doing?"

"I'm going to duck and hide under the table to try and catch him wide-eyed," Jon states.

"Okay. Aelfin's wand begins to glow, he's about to cast dark magic. And Nox?" Wes asks.

"I'm going to go on the defensive while I wait for Celeste to cast her spell," James says.

"Okay, James, you get +6 to Evasion until your next turn," Wes continues. "Now, Aelfin casts his spell."

Wes makes a casting roll for Aelfin. Wes groans as he critically fails (rolls a 1). The players cheer aloud.

"Aelfin loses his concentration, and the spell fizzles out." Wes grimaces as he marks on a piece of paper that the MP involved was wasted. "You're all so lucky."

Afterwards, Akare makes a Stealth check, and Celeste casts her spell.

Rounds

Combat is divided into **rounds**, which are five second intervals of action. At the beginning of the first round, a player tells the GM what the character plans to do that round. Once all the players have announced their intended actions, the GM calls on the players to make rolls to determine whether or not their actions are successful, starting with the players who rolled highest for Reaction and working down. The GM narrates the success or failure of these actions as well as those of the NPCs. When all the combatants have attempted their action for the round, a new round starts.

Players should pay attention during combat. Your GM hates nothing more than to be asked "What do I see?" when it's your turn. Having players announce their actions at the beginning of the turn is also a

good way of preventing lengthy decision making at the beginning of a player's turn. As soon as your turn is over, start thinking about what to do next turn so that when the next round of combat comes around, you can announce your decision with authority!

Actions in Combat

In the thick of things, the actions your character can perform are only limited by your imagination. Any offensive action is guaranteed to need a roll, as are activities which would require the use of a skill.

Action Points (AP) represent the number of activities you can perform in combat. Every action you perform costs a specified number of Action Points, from swinging a sword, to launching a spell, to grabbing a monkey out of your pocket. Characters start off with 6 AP, but more can be acquired through the Nimble Combatant trump. On your turn, you may perform actions until you run out of Action Points. When a new round starts, your Action Points are replenished.

Here is a brief list of things a character might want to do in combat.

- Attack a combatant
- Go on the defensive
- Move somewhere
- Aid an injured ally
- Talk your way out of the situation
- Cast a spell
- Use a Special Power
- Retrieve and use an item
- Run away from battle
- Charge at a combatant
- Disarm a combatant of a weapon
- Perform a Feint
- Grab another combatant
- Intimidate a combatant
- Taunt a combatant
- Trip a combatant

This is by no means a complete list. You will ultimately come up with far more creative things to do while in combat than we can list here.

Moving

A character can spend Action Points to move around the area in which the combat is taking place: to close with foes or to escape them. The starting base Speed for player characters is 10, meaning 10 feet per AP spent. For instance, if Brian's character Phineas, an ambassador, is ambushed by enemies, and Brian spends all 6 of Phineas' AP, Phineas can move up to 60 ft. on his turn.

As noted in the Gymnastics skill, characters can tumble, roll, cartwheel, and breakdance right by their foes. If an opponent is blocking your way, make a Gymnastics check at a DL of 20. You get a +2 bonus on the check for each point of difference in Size from the opponent. Upon success, you can move right past them. Failure will put you smack dab in front of a hostile with the equivalent of a neon "Hit Me" sign.

If an obstacle or difficult terrain is between you and where you need to be, you can try to tough through it, but you gain the *hampered* condition, which means you move at half speed. You can also attempt a Gymnastics check to jump over it.

A character who is using Stealth gains the *hampered* condition. You can take a -10 on the check to move at full speed.

Multitasking

There are a number of actions you can perform *while* moving. Essentially, the AP involved overlap. Here are a few examples.

- Speak
- Draw a weapon
- Charge (see the *Tactics* section below)
- Retrieve an easily accessible item (e.g. from a belt pouch)
- Use a consumable item on yourself
- Take in the situation (e.g. Perception, Discern, Clairvoyance)

Anything quick that requires little or no concentration can be done while moving in combat. Talk to your GM about any other examples you have in mind.

Running Away

Nothing ruins your day like running into a hungry monster three times your size. Sometimes you just have to turn tail and get lost. Aside from the personal shame you might feel, there are no penalties for running away from a fight, that is, if you have a clear exit. If you have a free avenue for retreating, you can choose to flee on your turn. If your way is blocked, you'll have to mow through any opponents in the way of your escape. As noted above, you can make a Gymnastics check to roll around, under, or over your opponents preventing you from running away.

Note that any opponents higher than you in the Reaction order will be aware of your intent to run away and could possibly move to intercept and prevent you from doing so.


Attacking

As simple as it sounds, there are actually several ways to martially attack another combatant.

Using a Weapon

This is by far the simplest type of attack. To attack another combatant using a weapon, you must make an Attack Roll, which is composed of the following.

Attack Roll

 + CUN + Weapon skill + Accuracy - Size


Accuracy is a bonus added by the weapon itself. Certain modifications can be made to weapons to make them more accurate: expert craftsmanship, a magic spell, or a mounted scope, for example. Check the Equipment chapter for more details.

When creatures of different sizes engage in combat, the smaller one is harder to hit and inversely, the larger one is a bigger target. The Size gets subtracted from Attack Rolls. Therefore, a positive number is a penalty and a negative number is a bonus.

A straightforward Attack Roll is opposed by the opponent's Evasion Roll (see the next section on *Defending*). If the attacker's result is larger than the defender's, the attack hits, otherwise the defender evades.

Upon a successful hit, a second opposed roll occurs: the Damage Roll, which is composed of the following.

Damage Roll

 + MUS + Might + Harm + Weighted Damage

The *Harm* bonus comes from the weapon itself. Consult *Chapter 11: Equipment* for the specific Harm a weapon can deal.

The *Weighted Damage* is a bonus or penalty to the Damage Roll based on the attacker's Size (so it is quite literally *weighted*). The damage one can inflict is proportional to one's Size. Smaller creatures deal less damage; larger creatures deal more damage. Creatures of Size 0 have a Weighted Damage score of 0. To determine the Weighted Damage score for a character's weapon, add together the character's Muscle, Might, and Harm for the weapon in question. Take the sum and consult the table in *Appendix I: Size & Weighted Damage* to cross reference against the character's Size.

Ranged weapons which make use of a mechanism for firing ammunition (e.g. bows, crossbows, firearms) do not allow for the attacker's Muscle score nor Might ranks in the Damage Roll (nor can they be used to calculate the Weighted Damage score). Ranged weapons which are *thrown* do not carry this limitation.

A Damage Roll is opposed by the opponent's Guard Roll (see the next section on *Defending*). The difference between the attacker's roll and the defender's (if positive) is the amount of Health Points lost.

Example Attack Roll

Jon's character Akare angrily swings his short sword at Dustin's character Nox.

- Jon's Attack Roll is 19.
- Dustin's Dodge Roll is 17.
- Since the attack hits, Jon rolls Damage for 21.
- Dustin's Guard Roll is 16.

Nox takes 5 points of damage.

Each weapon lists a different amount of AP that is needed to use it. Large weapons require lots of AP to use. Small weapons, like daggers and knives, take very few AP. Speed and damage are trade-offs when choosing a weapon style. Smaller weapons can be used more but incur less damage. Larger weapons deal out higher damage, but take much longer to use.

Hand-to-Hand Combat

Hand-to-hand (H2H) denotes when one or more combatants are not armed with a separate weapon. Instead, they opt to fight with their own fists, feet, head and body. Hand-to-hand works exactly the same as using a weapon, save that certain maneuvers are only possible when fighting hand-to-hand and some actions are only possible when armed with a weapon. When making a hand-to-hand attack, the character uses the Hand-to-hand weapon skill.

Also, hand-to-hand combat isn't literal: it's quite possible to square off against someone with an ax or other weapon in this manner. Your opponent does not need to be fighting hand-to-hand as well.

Ranged Combat

There's more to life than sticking an opponent with a sword; there's also sticking them with an arrow! Ranged combat is well-suited for those who don't like being in the thick of things, or have unnaturally good aim.

As stated in the Attack Roll section, ranged attacks that use manufactured force, such as from bows and crossbows, do not factor in the character's Muscle nor Might to the Damage Roll. In the Equipment chapter, each ranged weapon lists in its description its range of accuracy. For every 10 feet past that, an attacker takes a -1 to the Attack Roll.

Ranged attacks that are thrown, for example knives, javelins, and shurikens, allow for Muscle and Might to be added to the Damage Roll. All thrown weaponry uses the *Thrown* weapon skill. Unless otherwise noted in their descriptions in the Equipment chapter, thrown weapons are accurate to about 30 feet. For every 10 feet past that, an attacker takes a -1 to the Attack Roll.

Shields are the only weapon which can parry ranged attacks without the *Missile Swat* trump.

Some thrown weaponry is explosive (e.g. grenades, water balloons, Spellbombs). These weapons have an area of effect and aren't typically thrown at a specific target. You can drop an explosive up to 5 feet away with no roll, but good luck avoiding it. Tossing an explosive at a specific area more than 5 feet away takes a standard Attack Roll. The exact spot assumes a Dodge Roll of 10. If the attacker rolls a Critical Failure, that's often bad news (it's a dud, it falls at your feet). If the attack misses, the explosive lands 5 feet away from the target in a random direction per point of difference in the roll.

Some ranged weapons *can* be used to parry, but not while being fired. For example, the GM describes that an enemy soldier is attacking Deidre's character Cyrilla. She attempts to parry using her longbow by blocking the sword with the long, wooden part of the bow. Note that most ranged weapons incur a notable penalty to the parry roll since most of the character's training in the weapon is for accuracy, not for melee usage.

Mashed Together

You might find that two separate rolls for any attack slows down the game. You might *not!* Two separate rolls definitely lends a hand in increased instances of “You hit him. Roll damage,” but then the defender aces the Guard Roll, and “Clang. No damage.”

We performed numerous tests—thousands, actually—of what happened if the attacker added together the Attack and Damage Rolls and the defender added together the Evasion and Guard Rolls. We found that consistently, about 55% of the time, the result was *exactly the same* as when the Attack Roll was compared to the Evasion Roll, then the Damage Roll was compared to the Guard Roll. And about 20% of the

time, the attack was still successful, but the amount of damage was different.

We’re all for shortcuts, and if you find that an attacker mashing their rolls together and a defender mashing their rolls together actually saves time, and you like the results, then by all means, do it all the time. It’s potay-to/po-tah-to and we *do* like mashed potatoes.

Two Weapons

So you want to carry two swords, do you? It’s not as easy as you might think, but it is rewarding. First off, you must pick your *dominant hand*: is your character right or left-handed? Whichever one you pick, the other hand is considered the *nondominant hand*. Since it’s so difficult to do anything complicated with your nondominant hand, any Attacks or Parries with a weapon in that hand take a –4 penalty. To eliminate this penalty, you can take the Ambidexterity Trump.

Even though you may be able to carry a weapon in each hand, you must still have the Action Points necessary to attack with each weapon individually. For instance, if you have a longsword in your right hand (which takes 4 AP) and a dagger in your left (which takes 2 AP), you need 6 AP to be able to attack with both. If you select the Dual Weapons Trump, you can attack once with the weapon in your nondominant hand without using any AP. In the case of the longsword–dagger scenario, a character with Dual Weapons would only need 4 AP to attack once with both weapons.

There are other concerns regarding two weapons. First, the character has to buy both weapons, which may present a challenge for the slightly impoverished. Second, for the most part, you can’t use a two-handed weapon in one hand, so no characters who Dual Wield executioner axes. Finally, if your character is using two different types of weapons, you have to consider how to distribute ranks into the Weapon Skill of each.

Defending

Any offensive action taken against you in combat is countered by an **Evasion Roll**, which is either a Dodge or a Parry at your option, although some hazards in combat and the environment specifically require one or the other. However, any impending attack allows for an Evasion Roll unless your character is paralyzed or unconscious.


If the attacker’s Attack Roll is higher than the defender’s Evasion Roll, the hit lands and then the attacker rolls for Damage (see the Guard section below).

When creatures of different sizes engage in combat, the smaller one is harder to hit and inversely, the larger one is a bigger target. The Size gets subtracted from Evasion Rolls. Therefore, a positive number is a penalty and a negative number is a bonus.

Dodge

A character who is quick on her feet can try to remove herself from the path of an opponent’s attack or hazard.


Dodge Roll


$$+ \text{AGI} + \text{Dodge} - \text{Size}$$

Parry

A character who may not be fleet of foot but is adept with a weapon can attempt to parry an attack or hazard out of the way.

Parry Attempt


$$+ \text{AGI} + \text{Weapon skill} + \text{Parry} - \text{Size}$$


The *parry* bonus comes from the weapon itself. Some weapons grant a bonus when used to parry, and some weapons actually present a penalty. Check the Equipment chapter for the parry bonus or penalty a weapon provides.

These rolls usually occur outside of your turn and therefore they take no Action Points to perform; they are a free response to an incoming attack.

Guard

When an attack successfully lands, the attacker rolls for Damage and the defender attempts to Guard.

Guard Roll


$$+ \text{END} + \text{Guard} + \text{Armor bonus}$$

The difference between the Damage Roll and the Guard Roll (if positive) is the amount of Health Points lost.

If the defending character has Magic Defense and the weapon being used to attack is magical, the magic bonus the attacker receives is subtracted from the defender's MDEF. If the defender has more Magic Defense than the attack has bonus points, the bonus doesn't apply, but the bonus to the attack is never negative.

Shields

Shields are an ancient way of protecting your vital bits. They're also utilitarian: some people would beat on their shields to insult their opponents or raise morale of troops. Larger shields make a good impromptu resting place or sled.

Shields don't give any bonuses to your armor score. Instead, you can use a shield to perform a Parry. Shields provide a bonus to your Parry Roll. If you put ranks in the Weapon Skill for *Shields* as per usual, you can add these ranks into your Parry Roll. Shields are the only weapon which allow you to parry ranged attacks without the *Missile Swat* trump.

On your turn, you can also make an attack with a shield. Shields, their bonus to Parry, Harm, and AP to use are listed in the Equipment chapter.

Degradation

When a weapon, shield, or suit of armor receives wear and tear in combat, it's considered **degraded**. Degradation occurs when a weapon or shield is used to parry and the player rolls a Critical Failure. Similarly, a suit of armor is degraded when the player rolls a Critical Failure on the Guard Roll.

When a piece of equipment becomes degraded, it takes a -1 penalty to its bonus (i.e. a weapon or shield will receive -1 to attack and parry, meanwhile armor will receive -1 to the Guard Roll). Equipment will continue to degrade in combat, incurring further stacked penalties. If the amount of degradation exceeds the bonus the equipment confers, it falls apart and is ruined.

Fortunately, a character can have any of their equipment repaired by a skilled artisan (perhaps even herself, given the facilities and resources). To repair one level of degradation, the cost is a fraction of the cost of the item. To calculate the repair cost, divide the purchase price by the equipment bonus. For example, as detailed in the Equipment chapter, leather armor costs 300s and it provides 3 points of armor bonus. The repair cost for each level of degradation on a suit of leather armor would therefore be 100s.

Bows, crossbows, and firearms are special cases. These weapons only have a single point of degradation. If they're used to parry and the player rolls a Critical Failure, the bowstring is cut or the mechanism becomes jammed. Bows are easy and inexpensive to re-string, however crossbows and firearms are complex devices which require specialized repair. Repairing a degraded firearm or crossbow incurs a cost of 20% of the purchase price.

Going on the Defensive

At times, one's only option is to brace for impact. You can defend yourself in combat and gain a bonus to your Evasion Roll. You can resolve yourself to taking no offensive action if only to cover your behind. For every Action Point you spend buckling down and defending yourself, you can add 1 to your evasive rolls until your next turn. For instance, if on your turn you spend 4 AP defending, you can add +4.

Cover

Cover refers to overturned tables, piles of debris, rows of barrels, columns, trees, castle crenelations, and just about anything large enough to partially hide behind. Cover can protect you from incoming attacks and hazards. When behind cover, you receive a bonus to your Dodge Rolls. Small cover, such as a barrel or short wall, which might only cover part of your character, grants a +2 bonus to Dodge. Large cover, such as would cover most of your character, grants a +4 bonus to Dodge. Anything which completely obscures a character prevents him or her from being targeted by most attacks unless that character emerges from behind it.

Wide-eyed

When a character or monster is caught completely unaware, it's known as **wide-eyed**. In game terms, a character who is wide-eyed automatically fails Evasion Rolls.

If a defending character doesn't realize the attacking character is there (either from a failed Perception, or the attacker is completely invisible), the defending character is wide-eyed. A character who has the Sixth Sense Trump cannot be caught wide-eyed.

Tactics

There's more to the art of warfare than simply taking turns making each other bleed. This section details some alternate methods of attack and defense.

Called Shot

Every Achilles has his heel. Humanoids in particular have lots of important squishy parts. Some monstrous creatures have far fewer. A *Called Shot* is an attack that targets a specific location on your opponent to exploit its weaknesses and disable it somehow. For instance, you want to shoot the gun out of someone's hand, or use a whip to slice open a spellcaster's tongue. One good swing to the liver or to the temple will drop most folks. These stunning weaknesses of anatomy can be exploited in combat to subdue your foes while keeping them alive... probably.

Making a Called Shot imposes a penalty to the Attack Roll. The smaller the body part, the higher the penalty. If your penalized Attack Roll beats the defender's Evasion Roll *and* you deal damage, the defender must make a Stamina check against a DL of 10 + any

damage dealt. If the defender's Stamina check is a failure, the body part is considered disabled and bad things happen. If it's a Critical Failure, even worse things happen. A surprise attack can tip the odds in your favor—an opponent with the *wide-eyed* condition who fails the Stamina check experiences the result of a Critical Failure. If the defender's Guard check to resist damage is a Critical Failure and the Stamina check to resist effects is *also* a Critical Failure, the GM might impose the penalty permanently or decide the body part in question is severed clean off.

In this case, Size matters. If a larger creature performs a Called Shot against a smaller creature, more damage will be dealt, which will raise the Stamina check DL. If a larger creature is the target of a Called Shot from a smaller creature, the larger one gains a +4 bonus to the Stamina check for every point of difference in Size. Creatures with a bonus large enough to meet or exceed the DL are not subject to any Critical Failure penalties listed below.

Head and Abdomen

A haymaker to the jaw or to the guts is a quick way to put somebody down, but it's tough to do in one blow. A Called Shot to the head or to the abdomen must be done with a bludgeoning weapon (including hand-to-hand) and imposes a -4 penalty to the Attack Roll. An opponent who fails the Stamina check moves one step down the Knockout Track. An opponent whose Stamina check is a Critical Failure moves *all* the way down the Knockout Track and immediately gains the *unconscious* condition.

Eyes and Ears

Here's mud in your eye! A Called Shot to the eye or to the ear imposes a -8 penalty to the Attack Roll. An opponent who fails the Stamina check temporarily loses use of the organ and gains the *distracted* condition until the damage is healed, not to mention a black eye or a ruptured eardrum. An opponent whose Stamina check is a Critical Failure also gains the *stunned* condition.

If both eyes become disabled, the defender gains the *blinded* condition. If both ears become disabled, the defender gains the *deafened* condition. Once the damage is healed, the defender's hearing and vision return to normal.

Tongue

This maneuver is quite hard to perform and somewhat unsettling to watch. A Called Shot to the tongue must be done with a slashing or piercing weapon and imposes a -8 penalty to the Attack Roll. An opponent who fails the Stamina check gains the *muted* condition until the damage is healed. An opponent whose Stamina check is a Critical Failure also gains the *bleeding* condition.

Hands

"I said drop it!" A Called Shot to the hand imposes a -4 penalty to the Attack Roll. An opponent who fails the Stamina check immediately drops any weapon or object held solely in that hand. He also takes a -2 penalty to Grip checks until the damage is healed. An opponent whose Stamina check is a Critical Failure loses use of the hand for any purpose as long as it remains damaged.

Legs

Most creatures are pretty ambulatory until they take an arrow to the knee. A Called Shot to the leg imposes a -2 penalty to the Attack Roll. An opponent who fails the Stamina check gains the *hindered* condition until the damage is healed. An opponent whose Stamina check is a Critical Failure trips and gains the *prone* condition, but can attempt to stand back up as long as they have a healthy leg to stand on.

If all of the defender's legs become disabled, the target gains the *prone* condition and won't be able to stand unassisted until the damage is healed.

Charging

Throwing caution to the wind, you can take up arms and run full-speed at an opponent, using the additional momentum to deal extra damage. You must move a minimum of 10 feet; a character can't charge to attack an opponent that's directly adjacent. When you announce a charge, you move *during* your attack. You may only charge once per turn, and you may only use a melee weapon.

For example, Michelle's character Skorna wants to charge at her foe. Using her war axe takes 5 AP, so with a speed of 10, she can run up to 50 feet during her attack.

Charging adds +2 to the Damage Roll. Since you're focusing on moving and not protecting yourself during a charge, you take a -2 penalty to Evasion Rolls.

Instead of attacking at the end of the charge, a character can attempt to Slam or Trip the defender (see the *Slamming* and *Tripping* sections below). The +2 bonus normally granted to the Damage Roll can instead be applied to the Might check.

Defending Against a Charge

If a defending character wields a polearm, she can attempt to parry the charge and deal damage. Using other weapons to parry a charge can potentially ward off the attack, but they deal no damage to the attacker. If the parry is successful (i.e. the Attack Roll is smaller than the Parry Roll) the defender can make a Damage Roll as if she had successfully attacked. Note that dealing damage in this manner does not require the defender to have the Counterattack trump.

If a defending character with the Sidestep Trump manages to completely Dodge out of the way of a charge, she can make a free Trip attempt against the attacker.

Disarming


You can try to smack or grab the weapon out of someone's hand. This obviously only works on manufactured weapons, and not those that are part of an opponent's body. For instance, working a sword out of someone's grasp can be done, but relieving an angry bear of its claws is unlikely. The held object doesn't need to be a weapon, a character can be disarmed of any object they hold in hand.

Any weapon can be used to disarm a defender, even ranged weaponry or your bare hands. Some weapons are better at disarming than others. A whip or chain is well-suited to this task; weapons such as these list a bonus in the Equipment chapter. Some weapons, specifically those that are held with two hands, are better at resisting a Disarm and list a resistance bonus.

With Another Weapon


First, the attacking character makes an Attack Roll. Targeting an opponent's possession is difficult, so this imposes a -2 penalty to the Attack Roll. Ranged weaponry incurs a penalty of -5 due to the extreme difficulty of hitting the held object at a distance. The defender makes an Evasion Roll as usual. If the attacker succeeds, he rolls a Disarm Attempt. This is a Thievery check plus any Disarm bonus granted by the weapon used. For example, a whip has a +3 bonus to Disarm.

Disarm Attempt

 + AGI + Thievery + Weapon's disarm bonus

The defender then tries to hold on. This is a Grip check plus any Disarm resistance bonus granted by the object held. For example, a scythe has a +2 resistance bonus because one holds it with two hands.

Defend against a Disarm

 + MUS + Grip + Weapon's disarm resistance bonus

If the attacker's result is greater than the defender's result, the defender's weapon falls to the ground.

Disarm Attempts between creatures of different Size favor the larger creature. In a Disarm Attempt, the larger creature gains a +4 bonus for each point of Size difference. Thus, if a firnoy attempts to Disarm a kulgeri, the kulgeri receives a +8 bonus to his Grip check to resist the Disarm. If a kulgeri attempts to Disarm a firnoy, the kulgeri receives a +8 bonus to his Thievery check.

Example

Josh's character Risp uses a whip to try to disarm an enemy who carries a scythe.

- Josh's Attack Roll (with penalty) is 22
- The enemy's Dodge result is 20
- Josh's Thievery result is a 15
- The enemy's Grip result is a 21

The enemy keeps his scythe (*damn it!*)

With Your Bare Hands

Disarming someone of an object without using a weapon works a little differently. As above, the attacking character makes a Called Shot against the held object, and the defender makes an Evasion

Roll. If the attacker succeeds, he simply rolls a Grip check. Hand-to-hand does not grant any bonus to Disarm.

The defender makes their own Grip check plus any Disarm resistance bonus granted by the object held. If the attacker's result is greater than the defender's result, the attacker snatches the object away from the defender.

Using your bare hands also allows you to try to snatch objects *worn* by the defender instead of just held, such as something in a pocket or pouch.

Similar to the previous section, barehanded Disarm Attempts between combatants of different Size favor the larger creature. The larger one receives a +4 bonus to the opposed Grip check for each point of Size difference.

Feinting

Feinting (not to be confused with *fainting*) is a great way for sneaky characters to get the up on their opponent. A quick fake-out in combat allows you to catch your opponent off-guard.

It takes as many AP to make a feint attempt as it does to use the weapon normally.

Roll a Bluff check. The opponent should oppose it with a Discern check. If the attacker's result is higher, the difference should be added to the attacker's next Attack Roll.

Example

Jon's character Akare wants to feint against a well-defended Nox, Dusty's character.

- Akare makes a Bluff check and gets 17 on the roll.
- Nox botches and only gets a 5.

Akare can add 12 to his next Attack Roll.

Grabbing

Sometimes you just gotta put someone on hold. Those skilled at hand-to-hand fighting are predisposed to the wrestling arts. It can be beneficial to incapacitate an enemy or pry something from their fingers.

Start a Grab

A Grab Attempt takes 3 AP, and an attacker must roll their normal Hand-to-hand Attack Roll. Defenders must roll an Evasion Roll as they normally would. If the attacker is successful, instead of rolling Damage, he rolls a Grip check. The defender must roll either a Might check (to shove his way out) or a Thievery check (to wriggle his way out) at his option. If the attacker's Grip is higher than the Defender's Might or Thievery, both combatants are considered *grabbed*. A grabbed creature cannot use its movement Speed and takes -4 on Evasion Rolls. An attacker must have a free hand to start a Grab. If you have two hands, you can have up to two opponents grabbed at once.

As noted in the Grip skill, Grab Attempts between creatures of different Size favor the larger creature. In a Grab Attempt, the larger creature gains a +4 bonus for each point of Size difference. Thus, if a human attempts to Grab a juren, the juren receives a +20 bonus to his Might or Thievery check to resist the Grab. If a juren attempts to Grab a human, the juren receives a +20 bonus to his Grip check.

Example

Tim's character Drinnin tries to get a hold of Michelle's character Skorna

- Drinnin's Hand-to-hand Attack Roll is a 19.
- Skorna's Evasion Roll is a 14.
- Drinnin's Grip check is 17.
- Skorna is stronger than she is agile, so she makes a Might check, but only rolls a 12.

Drinnin grabs Skorna. "You're goin' nowhere!"

While you're participating in a Grab, you can do pretty much anything that doesn't require you to move around or use both hands. You're free to make Attack Rolls against the other participant (or against any other combatant), as well as any tactics like a Disarm, Slam, or Trip. You can even cast spells.

After the Grab has been established, the attacker can perform any of the following special actions (either on the same turn if there's enough AP left, or on later turns).

- Release – 0 AP. The attacker is free to release the Grab at any time.
- Move – You can pick up the defender and drag or carry her along with you. Make opposed Might checks. If the attacker wins, he picks up the defender and carries her along at his full Speed.
- Immobilize – 3 AP. The attacker can use both hands to further restrain the defender. Make another Grab attempt (the attacker rolls Grip, the defender rolls either Might or Thievery). If the defender wins, the Grab is broken. If the attacker wins, the defender gains the *immobilized* condition. An *immobilized* creature cannot use its movement Speed. It automatically fails Attack Rolls and Evasion Rolls. An immobilized spellcaster cannot perform gestures (see the *Chapter 13: Magic*).

Once a defender is *immobilized*, the attacker can't use either hand, but they *can* perform any of the following special actions in addition to those listed above.

- Human Shield – 0 AP. The attacker uses the defender as Cover and receives +4 to Dodge.
- Hush – 0 AP. The attacker can cover the defender's mouth and keep them from speaking. The defender is considered *muted* as long as the attacker wishes.
- Squeeze – 3 AP. The attacker deals crushing damage using a normal hand-to-hand Damage Roll opposed by the target's Guard Roll. No Attack/Dodge is necessary.
- Choke – 3 AP. The attacker constricts the defender's airway, making it impossible to breathe. Make opposed Might checks. If the attacker wins, the defender gains the *suffocating* condition. If the defender breaks free of the Grab before falling unconscious, the penalties accrued from being choked immediately vanish. If the defender falls unconscious, the attacker has two options: let the defender drop prone or finish strangling them.

Escape a Grab

For 3 AP on her turn, a defender who is grabbed or immobilized can try to break free. Either a Might check or a Thievery check can be used for this purpose, rolled against the attacker's Grip. If the defending character inflicts damage against the attacker while in the Grab, she can add the amount of damage done to her next Might or Thievery check. Personal-area damage spells such as Dangerous Body work very nicely in this situation.

Any tactic that moves the attacker away from you breaks the Grab as well. For instance, you could Slam or Trip the attacker if you're not immobilized.

Cast a Net

Not to be confused with the percussion instrument. You may cast a net at an opponent instead of grabbing it directly. Any creature Size 4 and smaller can be ensnared in a typical net.

The attacker makes an Attack Roll with the *Net Weapon Skill*. The defender must make a Dodge roll. If the attacker succeeds, the defender is trapped beneath and considered grabbed.

A combat net weighs about 15 pounds, with small weights around its perimeter, so it's challenging to just shove off. A net can be escaped in one of three ways:

- Cut it off – a slashing Damage Roll greater than 6.
- Tear it apart – a Might check of 15.
- Wiggle from beneath – a Thievery check of 15.

Whips and Chains

You can use chains, whips, flails, ropes, or similar improvised objects to entangle your opponents. You can only ensnare combatants adjacent to you regardless of the reach of the weapon.

Using a tool or weapon for this purpose grants you a bonus to the Grip check. See the Equipment chapter for a list of suitable weapons and the bonuses they grant.

Slamming

“Mom, he pushed me!” Even kids know how to push and shove their way through a fight. You can Slam your opponents (or allies, for that matter) to move them away from you. No damage is incurred by a Slam.

The attacker makes an Attack Roll using the *Hand-to-hand* Weapon Skill and the defender makes an Evasion Roll. If the attack is successful, the attacker and defender make opposed Might checks.

As mentioned in the Might skill, Slam Attempts between combatants of different Size favor the larger creature. The larger one receives a +4 bonus to the opposed Might check for each point of Size difference. Thus, if a human attempts to Slam a firnoy, the human receives a +4 bonus to his Might check.


If the attacker's result exceeds the defender's result, he pushes the defender 5 feet away. If the attacker's result is more than 5 points higher than the defender's, he pushes him 10 feet away. If the defender rolls a Critical Failure, he gains the *prone* condition as well.

Tripping

Occasionally you want to pull the rug out from under an enemy. Tripping an opponent in combat is just an opposed roll. An attacker can trip with any melee weapon: you can yank his leg with a whip or chain, shove him down, or hit him in the ankle with a weapon in hand.

In all cases, the attacker makes an Attack Roll and the defender makes an Evasion Roll as usual. If successful, the attacker rolls a Trip Attempt instead of a Damage Roll. The defender, in place of a Guard Roll, makes either a Might check or a Gymnastics check to stay balanced.

Trip Attempt

 + MUS + Might + Weapon's trip bonus

As mentioned in the Might skill, Trip Attempts between combatants of different Size favor the larger creature. The larger one receives a +4 bonus to the this check for each point of Size difference. Thus, if a kulgeri attempts to Trip a firnoy, the kulgeri receives a +8 bonus to his Might check. If a firnoy attempts to trip a kulgeri, the kulgeri receives a +8 bonus to his Might or Gymnastics check to resist the Trip Attempt.

If the attacker's result is higher than the defender's result, the defender is tripped. No damage is incurred by a trip.

If the attacker's result is higher than the defender's result, the defender drops to the ground and gains the *prone* condition. Prone creatures suffer a -4 penalty on Attack Rolls and Evasion Rolls until they stand up. It takes 2 AP to stand up from a prone position.

Socializing

While “sticks and stones” may break their bones, words are pretty good, too. This section details some actions in combat that aren't strictly physical in nature.

Diplomacy

Sometimes words will work where swords cannot. If this is the case, a character can try to make a Skill check to enact a ceasefire. This tactic is popular among the martially-challenged and peace-minded: nobles, ambassadors, humble peasants, pacifists, and peacemakers. Using diplomacy to end a conflict doesn't necessarily mean your character is nice, however. A commanding “Stop this madness!” or “Surrender! You are outnumbered!” works just as well as “Please don't hurt us!” or “We have gold to offer, if an arrangement can be reached...” However, it should be noted that if you offer terms, you ought to be prepared to back them up or the conflict could start all over again! Diplomacy is especially useful when you and your companions are outnumbered, outgunned, weak and weary from previous combats, or all of the above.

Seeking a diplomatic resolution takes 4 AP and targets one opponent at a time. If you're fighting multiple opponents, they will all lay down their arms if you successfully arrange an armistice with the leader of their group. Of course, if it's a free-for-all and no one's in charge, you'll have to target each one individually. You have the choice of several Skills which can be used to end hostilities.

- Negotiate – “Suggesting.” With a bit of persuading, you can convince your opponent of the obvious advantages of *not* killing you. Maybe there's no problem with just letting you go. It's the only logical choice, really.
- Seduce – “Tempting.” As long as you promise a reward, you can tempt your opponent into holding their fire. Perhaps a kiss, a bag of silver, or the artifact you just found are enough to get them to put away their weapons.
- Intimidate – “Coercing.” By brandishing weapons or screaming in rage, you can threaten your opponent with dire consequences if they don't back off. Reinforce your threats with a hostage or two, ample firepower, and having nothing to lose.
- Leadership – “Taking Charge.” Using an air of authority, you can command your opponent to pack it in. As long as the cessation of

violence directly benefits their interests, you can make them understand that peace must be the only outcome.

With thoughtful role-playing, you may be able to stop a battle in its tracks without rolling any dice. For instance, if your opponent is battered, bloodied, and sees that you have his best friend on his knees staring at the business end of a sword, chances are the opponent will lay down his arms without you needing to roll an Intimidate check. The GM may decide that your plan is so solid that no checks are required.

Keep in mind that the GM may decide the opposite: that certain opponents are beyond negotiations. For instance, the villain who seeks revenge for the supposed murder of his brother, a vicious animal in the midst of a savage blood-lust, or a psychotic serial killer may be ruled immune to diplomacy, or at the very least gain a sizable bonus to their Skill check.

Characters with certain trumps or faults (Indomitable or Vengeful, for instance) may also be ruled immune or resistant to this tactic. Callous characters won't care if you have a hostage. Avaricious characters will always choose gold over their own blood.

Intimidating

As detailed in the Skills chapter, Intimidate can be used to instill fear into a single opponent. A target that fails its Guts check gains the *rattled* condition for the duration of the encounter. Intimidating another combatant takes 4 AP. If the target's Guts check is a Critical Failure, they'll flee the fight.

Taunting

Taunting another combatant takes 4 AP. The Skills chapter details two usages of Taunt that can be used during combat.

- "Tormenting" – Taunt can be used to incite anger and make an opponent flustered. A target that fails its Virtue check gains the *rattled* condition for the duration of the encounter.
- "Signaling" – Taunt can be used to draw an opponent's attention. You can choose whether a failed Virtue check either imposes the *distracted* condition or forces the opponent to turn its attacks toward you. If the target's Virtue check is a Critical Failure, they gain the *wide-eyed* condition against anyone but you. You could also do this before combat to help your buddy get the drop on them.

Casting Spells

There are two kinds of spells: Attack Spells, those that deal damage, and Support Spells, those that cause effects (both beneficial and detrimental).

Attack Spells call for the mage to aim the spell, and for a defending character to attempt to get out of the way. Wielding an Attack Spell in combat is very similar to attacking with a weapon, in fact, a character buys ranks in the Weapon skill for *Magic* just like any other weapon. Support Spells do not require aiming or evasion.

See the Magic chapter for details on how to cast spells, both in and out of combat.

Items

What's an adventurer without useful crap? Ammunition, magic salves and potions, enchanted objects, and adventuring gear are all things characters can have on their person and want to pull out and use during combat.

Retrieving an item from a handy location, such as a belt pouch or a bandoleer, takes 1 AP. An inconvenient location, such as a backpack, takes 3 AP. Having to take the pack off and dig through it would take 6 AP or more. Pulling arrows from a quiver takes no time at all and is figured into the AP required for using a bow. If, however, one had extra ammunition in a place that isn't immediately available, it would take AP to retrieve it.

Using a consumable item (quaffing an elixir, dropping a smoke grenade, etc.) will generally take 1 AP. Some items may take longer to use and it will be noted in their descriptions.

As a general rule, activating a supernatural or magic object takes 4 AP unless noted in the item's description.

Mounted Combat

Where would valiant knights be without their trusty steeds? It is undeniable that the use of cavalry charges results in some of the most destructive and terrifying warfare ever experienced.

Mounted Attacks

Attacking from horseback (or any other something-back, for that matter) works very much like it would on foot.

If you ride a mount which has attacks of its own, you may use your AP to direct the mount to use its own attacks. The mount acts during the round on your turn; the mount has no Reaction or AP of its own while being ridden.

If you charge while mounted, instead of the usual +2 bonus to your Attack Roll, you receive +4 due to the momentum of the attack. This also applies to an overrun. Because of the force and velocity of the mounted charge, you may attack any opponents you pass within reach during the charge, if you have the AP to make more than one attack (you must still make an attack at the end of the charge). The bonus to the Attack Roll applies to these attacks as well. In order to charge while mounted, the mount must move at least 10 ft. and must charge in a straight line.

Using a ranged weapon while mounted is a feat in itself. Most ranged weapons require a steady hand and keen eye for accuracy, and it is hard to utilize these while bouncing on the back of a bounding animal. In order to use a ranged weapon accurately, you must steady your arm for the attack. Steadying your arm requires an Ani-

mal Control check against a DL of 12 and the expenditure of an Action Point. Failure means you take a -4 on the Attack Roll.

Mounted Defense

If an opponent attacks your mount, you may attempt to use the mount's Dodge or your Parry, whichever is higher. If an opponent attacks you, you may Dodge or Parry as normal. When defending against a trip, use the mount's statistics and add +4: it is very difficult for a humanoid creature to trip a large animal.

As long as you remain mounted, the beast and yourself exchange and share certain statistics. You use the beast's speed, but your AP. The beast retains its own HP, and so do you.

Free Mounts

If you have trained your mount to be able to attack on its own, without your guidance, you can use the Animal Control Skill to have it act of its own accord in combat. Interacting with or issuing commands to a free mount (as noted in the Animal Control entry) during combat takes 4 AP. At this point the animal will use all of its own stats. You must have dismounted from the beast to command it.

Fallen Mounts

If your mount is slain in combat, you must succeed at a DL 18 Animal Control check to roll from the saddle and land safely on the ground. If the check is failed, you suffer the difference as damage and have fallen prone.

If this roll is critically failed, the rider takes the difference as damage and is considered *pinned* under the dead mount. The pinned rider must succeed at a DL 20 Might or Thievery check to crawl from under the animal.

11. EQUIPMENT



It's a fact that every adventurer needs *stuff*. Whether it be weapons and armor for waging war, horses and wagons for cross-country traveling, food and shelter for surviving in the wilderness, or specialized gear for pulling off whatever feats your character aspires to, there is one place to find everything your character might need: right here.

Wealth

Wealth in *Immortal Legacy* is measured in *sovereigns* (s), which are also commonly called "crowns," with both terms stemming from the common practice of minting coins with popular current and past rulers or heroes on one face. Sovereigns are cast from at least some amount of gold, silver, or another precious metal. Everyday items and services may cost less than a sovereign; there are 100 *cents* (c) in a sovereign, also commonly called "coppers," or "pennies."

Starting characters begin the game with 500s unless they have purchased the Wealth trump.

Weapons

Peace means having a bigger stick than the other guy. Detailed herein are all of the bigger sticks.

Action Points

This details the number of Action Points necessary to use the weapon.

Parry

The bonus the weapon grants the character on a Parry Roll when the weapon is used to parry an attack.

Harm

The amount of damage the weapon does on its own, which is factored into the Damage Roll. The weapons listed in this chapter are intended to be wielded by creatures of Size 0. Weapons made for smaller creatures do less damage; weapons made for larger creatures do more damage. See *Appendix I: Size & Weighted Damage* regarding differences between weapons for creatures of different Sizes.

Type

The type of Harm the weapon inflicts. Either *S* for slashing, *B* for bludgeoning, or *P* for piercing. Certain spells, items, and armor protect better against certain types of Harm. If a weapon lists two types of Harm, they are in order of usual usage. A character must state which type of Harm he intends to perform during an attack (for instance, slash or thrust with his longsword); otherwise, the first is assumed.

Notes

Any relevant notes about the weapon.

Cost

The standard market price in sovereigns for a sturdy, forged iron copy of the weapon.

Mus

The minimum required Muscle to wield the weapon effectively in combat. A character may use a weapon that is too heavy for him, but for each point of Muscle below this threshold, he takes a -1 penalty to Attack and Parry rolls. If you're trying to wield a weapon made for a smaller creature, your Muscle score is considered 5 higher for each point of Size difference. If you're trying to wield a weapon made for a larger creature, it's considered 5 lower for each point of Size difference.

Weapons marked with a dagger (†) are small or light and easy to hide, granting a +2 bonus on Thievery/Disguise checks to conceal them.

Weapons marked with a double-dagger (‡) are two-handed weapons. They must be held with both hands. Two handed weapons give a character a -4 penalty to Thievery/Disguise checks to conceal them, but a +2 bonus against being Disarmed.

Weapons marked with an asterisk (*) are designed to be used one-handed, but may be wielded with both hands for increased stability. When these weapons are used two-handed, their Muscle require-

Hand to Hand

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Unarmed	3	1	B	-2	N/A	1	
Cestus / knuckles†	3	2	B	-2	25s	1	+3 vs Disarm
Punch dagger†	3	3	P	-1	50s	1	+2 vs Disarm
Claw†	3	3	S	-1	75s	1	+2 vs Disarm

Daggers

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Dagger / knife†	3	2	P,S	-2	25s	1	
Parrying dagger	3	1	P,S	+3	125s	1	Disarm +3
Sai	3	1	B	+3	40s	1	Disarm +3
Stiletto / poignard	3	3	P	-1	40s	2	
Dirk / combat knife	3	3	S,P	-1	75s	2	

One-handed Straight Swords

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Short sword / gladius	3	4	P,S	0	100s	3	
Longsword*	4	5	S,P	+2	225s	4	
Broadsword*	4	6	S,P	0	175s	5	
Katana	4	7	S,P	-2	1000s	6	Considered well-made
Bastard sword	4	7	S,P	-1	500s	6	

Two-handed Straight Swords

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Katana*	5	10	S,P	-1	1000s	5	Considered well-made
Bastard sword*	5	10	S,P	+1	500s	5	
Nodachi†	5	12	S,P	0	1500s	7	Considered well-made
Greatsword / zweihander†	5	12	S,P	+1	750s	7	

ment is reduced by one and they receive a +2 bonus against being Disarmed.

Ranged weapons list an effective range. For every 10 feet past that, an attacker takes a -1 to the Attack Roll.

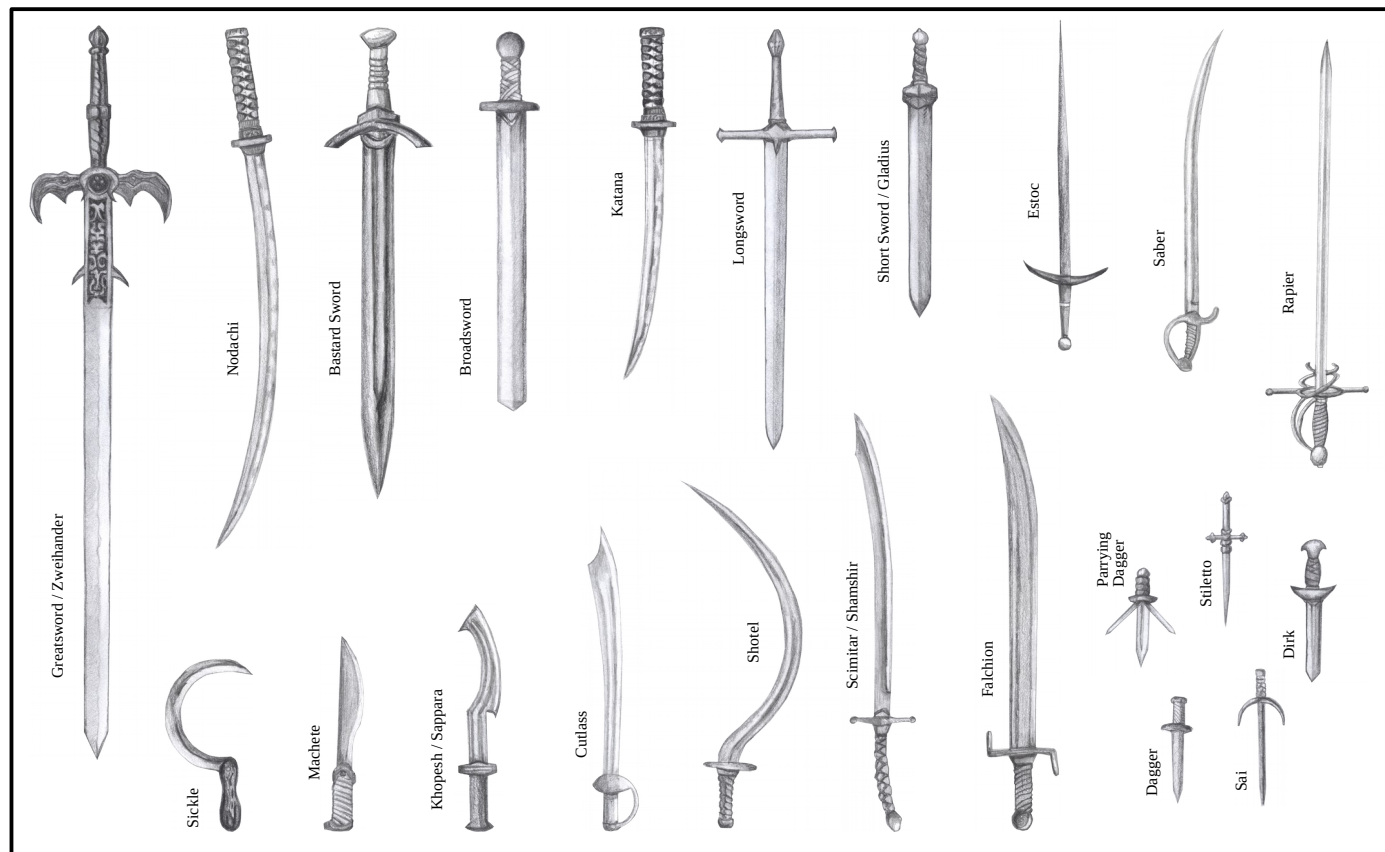
Hand-to-hand

- *Unarmed* – Your bare fists. You want a description? Look at 'em!
- *Cestus/knuckles* – A metal or leather covering which is worn over the hand and/or knuckles and provides extra weight compared to a bare fist.
- *Punch dagger* – A small knife with a T-shaped handle held in the fist and thrust at opponents.

- *Claw* – A pair of metal bands worn around the fingers or hand which have on the back side 3–5 small, curved, metal blades, resembling the claws of a wild animal.

Daggers

- *Dagger/knife* – A small but utilitarian weapon, with either one or two bladed edges. Useful as a backup in close-quarters combat. Less than eight inches in length.
- *Parrying dagger* – The parrying dagger, also known as main-gauche or sword-breaker, is a long fencing knife with a heavy guard surmounted by slots or prongs. It is a defensive weapon used to trap and sometimes break larger blades.



Curved Blades

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Sickle	3	2	S		25s	1	+1 Disarm
Shotel	3	3	S,P	+1	90s	2	+2 Disarm, +1 Trip
Machete	3	4	S	-1	50s	3	
Khopesh / sappara *	3	4	S	+1	125s	3	+2 Disarm, +2 Trip
Cutlass	3	4	S,P	+1	125s	3	+1 vs Disarm
Scimitar / shamshir	4	5	S		125s	4	
Falchion *	4	6	S		175s	5	

Fencing Swords

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Estoc *	3	4	P	+1	150s	3	
Saber	3	4	S,P	+1	175s	3	+1 vs Disarm
Rapier	3	4	P,S	+3	250s	3	+2 vs Disarm

- *Sai* - Functionally nearly identical to the parrying dagger, a sai is a long, blunt, dagger-shaped metal baton with two short prongs stemming from the sides.
- *Stiletto/poignard* – A long, narrow spike used for stabbing deeply. Has no cutting edge.
- *Dirk/combat knife* – A heavier knife with good reach (up to one foot in length) designed primarily for fighting.

One-handed Straight Swords

- *Short sword/gladius* – A very common and dependable thrusting sword, less than three feet in length.
- *Longsword* – A versatile and well-balanced sword with a good defensive capabilities. Usually around four feet in length.
- *Broadsword* – Very popular among soldiers and infantry. Wider and heavier than a longsword, these blades emphasize strong slashing attacks. Between three and four feet in length.
- *Katana* – A masterfully crafted sword and status symbol. It has a slightly curved, surprisingly heavy blade and a single, extremely sharp edge designed for quick killing blows rather than sustained dueling. Normally used in two hands, it may be wielded one-handed with reduced cutting power. The hilt varies in length, but the blade itself is usually 28 inches long. Blades of this design require very advanced metallurgy and skilled smiths to create, and are not available in societies that have not mastered complex steel smelting processes. As a result, this sword is automatically considered *Well-made* and provides +1 Accuracy.
- *Bastard Sword* – Also known as the hand-and-a-half sword, this is a larger (usually four to five feet in length) and heavier version of a longsword. Like the katana, it is designed to be used in two hands, but it may be wielded one-handed to allow punches and grappling with the offhand while in close quarters.

Two-handed Straight Swords

- *Katana* - See entry in One-handed Straight Swords.
- *Bastard Sword* - See entry in One-handed Straight Swords.
- *Nodachi* – An extra-long version of the katana, offering greater cutting power and reach. The entire sword including the handle is at least five feet in length. This sword is also considered *Well-made* and provides +1 Accuracy.
- *Greatsword/zweihander* – This largest of swords is often six to seven feet in length and is effective against arms which normally

outreach swords, such as spears and polearms. The best greatsword designs include massive crossguards and unsharpened areas near the hilt, allowing for a modified grip and thus solid Parrying defense for a weapon of such size.

Curved Blades

- *Sickle* – A crescent-bladed farming tool that makes a decent improvised weapon. Only the inside curve of the blade is sharpened.
- *Shotel* - A long, slender fighting sickle that excels at reaching around shields. Generally, only the inside curve of the blade is sharpened.
- *Machete* - A relatively heavy, unsophisticated short blade primarily intended to chop through vegetation.
- *Khopesh/sappara* – An unusual sword around two feet in length, with a long hilt and an abruptly hooked end, well-suited to snagging weapons or shields and Disarming opponents. Only the outside curve of the blade is sharpened.
- *Cutlass* – A versatile slashing weapon similar to a saber, very popular amongst sailors and marines. Two to three feet in length, with a basket-like hand guard and broad blade.
- *Scimitar/shamshir* – A light, curved blade with a relatively short hilt, often employed by light cavalry. Two to four feet in length.
- *Falchion* – A sword with a long, single-edged, slightly-curved blade that is weighted at the far end, making it useful for chopping strikes. Typically around four feet in length.

Fencing Swords

- *Estoc* - A simple thrusting sword with good reach (three to four feet long). Designed purely to penetrate armor, it has no cutting edges.
- *Saber* – A sturdy, single-bladed, slightly curved sword with a hand guard. Often about 3 feet in length.
- *Rapier* – A quick and graceful sword, mostly used for fencing and piercing, between three and four feet in length. Its lightweight, flexible blade and ornate handguard makes it ideal for defense as well as offense.

One-handed Bludgeons

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Blackjack / sap / cosh [†]	3	1	B	-5	20s	1	+4 Knockout DL
Club [*]	3	3	B		10s	2	
Warhammer [*]	3	4	B		125s	4	+1 vs Parry
Mace	4	5	B		125s	5	
Flanged mace / pernach	4	6	B+P		175s	5	+1 vs Parry

Two-handed Bludgeons

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Sledgehammer [‡]	5	8	B	+1	50s	6	+1 vs Parry
Morningstar / spiked mace [‡]	5	10	B+P	+1	150s	6	+1 vs Parry
Flail [‡]	5	12	B	+3	175s	7	+3 vs Parry, Grip +1
War maul [‡]	6	15	B		350s	8	+2 vs Parry

One-handed Bludgeons

- *Blackjack/sap/cosh* – A small club consisting of leather-wrapped lead. Known for easy concealment. DL to resist Knockout is +4.
- *Club* – A hunk of hard wood held in one hand. Sometimes found with simple metal reinforcements or spikes.
- *Warhammer* – A long-hilted cavalry weapon with a metal head created to battle armored foes. Often a spike is found on the reverse side of the head.
- *Mace* – A rather short (two to three-foot) war club with a heavy metal head on a sturdy wooden or metal handle.
- *Flanged mace/pernach* – A mace with a flanged or edged head, useful for deeper impact during a swing.

Two-handed Bludgeons

- *Sledgehammer* – A two-handed hammer with a heavy head on one end and a wooden haft up to three feet in length.
- *Morningstar/spiked mace* – A six- to seven-foot wooden shaft surmounted by a heavy, spiked head.
- *Flail* – Originally a tool for threshing grain, the flail consists of a three- to four-foot wooden handle and a one- to two-foot long, cylindrical striking head, connected by a foot or two of chain. Opponents have difficulty parrying swings from this weapon.
- *War maul* – A two-handed hammer with a three- to five-foot reinforced haft and wicked metal head, similar to a sledgehammer, but capable of more powerful impacts.



One-handed Axes

Name	AP	Harm	Type	Parry	Cost	Mus	Notes
Throwing axe / tomahawk	3	3	S	-1	50s	2	Ranged Harm: see <i>Thrown</i>
Hatchet / hand axe	3	4	S		50s	3	
Kama	4	5	S,P	+1	100s	3	
War/bearded axe*	4	7	S	-1	175s	5	

Two-handed Axes

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Woodcutting axe [‡]	5	8	S+B	-3	50s	5	
Pickaxe / mattock [‡]	5	9	P+B	-3	75s	5	
War pick / beaked axe [‡]	5	11	P+B	-2	250s	6	
Berserker axe / tabarzin [‡]	5	12	S+B	-2	350s	7	
Great axe / executioner [‡]	6	15	S+B	-2	500s	8	-1 vs Parry

Polearms

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Quarterstaff / bo [‡]	3	3	B	+2	100s	2	
Scythe [‡]	5	9	S	-3	100s	4	
Partizan / ranseur [‡]	5	10	P,S	+2	350s	5	Disarm +1, Trip +1
Halberd / poleaxe [‡]	5	11	S,P		350s	6	Trip +1
Lucerne hammer [‡]	5	11	B,P		350s	6	+1 vs Parry
Heavy glaive / naginata [‡]	5	12	S,P		450s	7	+1 vs Parry, Trip +1

One-handed Axes

- *Throwing axe/tomahawk* – A simple axe useful for hand-to-hand, but primarily weighted for being thrown. Usually less than two feet in length.
- *Hatchet/hand axe* – Slightly bigger than a throwing axe, with a flat end of the head that can be used as a hammer.
- *Kama* – A razor-edged variant of the harvesting sickle, this weapon consists of an 18- to 24-inch wooden handle surmounted by a long, slightly curved blade that could be used for slicing or stabbing.
- *War axe/bearded axe* – The axe-head is curved on one side, and blunt on the other, with a long shaft of wood or metal held in two hands.

Two-handed Axes

- *Woodcutting axe* - A common tool for chopping and felling trees.
- *Pickaxe/mattock* – A tool used for mining and digging, and capable of delivering enough force to puncture steel plate armor, though clumsy in battle.
- *War pick/beaked axe* - A military derivation of the pickaxe, with a longer haft and a single, massive spike like a bird's beak surmounting its striking head. Generally three to four feet in length.
- *Berserker axe/tabarzin* – An intimidating axe defined by its single, long, curved blade. Four feet in length.
- *Great axe/executioner* – A massive, heavy axe, with a dual-bladed axe head.

Polearms

- *Quarterstaff/bo* – A long wooden pole, typically taller than the wielder. Crude copies can be found nearly anywhere, but more

sophisticated versions are crafted of the sturdiest wood and reinforced with metal caps.

- *Scythe* – A harvesting tool with a multi-handled shaft around five feet in length. Its curved blade with one sharp edge extends perpendicular to the shaft. This weapon is slow and clumsy at close-quarters combat, but can cause grievous harm to an unarmored foe.
- *Partizan/ranseur* - A six- to eight-foot polearm that resembles an oversized trident. Its long, narrow central spearhead is guarded by two curving or sharply angled prongs, giving it a defensive edge against other polearms at the expense of some attacking power.
- *Halberd/poleaxe* – The most common pole weapon, around six or seven feet in length, with an large axe head topped with a long spike. The reverse of the axe head has a thorn or hook useful in combating mounted riders.
- *Lucerne hammer* - A sort of oversized warhammer designed to combat heavy cavalry, this seven- to nine-foot polearm is topped with a blunt smashing head and a foot-long spike for crushing breastplates and finding gaps in armor, respectively.
- *Heavy glaive/naginata* – A wicked, broad, 18-inch blade sitting atop a wooden pole six to seven feet in length.

Spears

- *Javelin/pilum* – A light spear, favored for throwing, but also can be used in melee. Possesses an iron head around 18 inches in length and a long, wooden shaft. Between 6–8 feet in length.
- *Hunting spear* - Among humanity's oldest tools for killing, hunting spears range between five and eight feet in length, and are topped by small, triangular heads of sharpened bone or stone, or merely by sharpening and fire-hardening the wooden tip.
- *Pitchfork* – Simple farming tool used for lifting and pitching. Can have two to six tines or prongs. Usually made of wood, but the head can be made of metal.

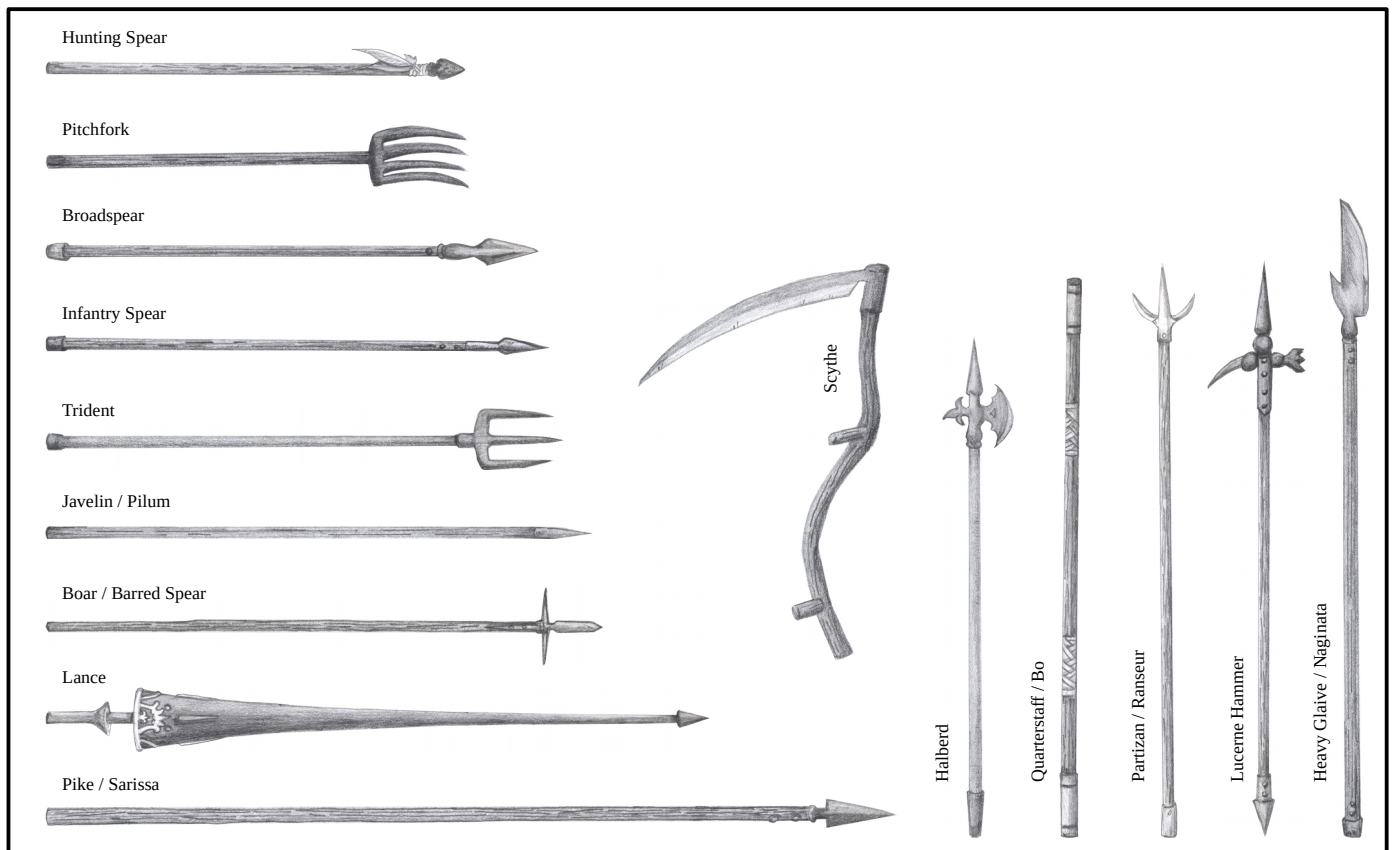
Spears

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Javelin / pilum*	3	2	P	-2	50s	2	Ranged harm: see <i>Thrown</i>
Hunting spear*	3	3	P	-2	10s	2	
Pitchfork*	3	3	P	+1	25s	2	Disarm +1
Infantry spear*	3	4	P	-1	75s	3	
Trident*	3	4	P	+2	100s	3	Disarm +2
Broadspear*	4	5	P,S		125s	4	
Boar spear / barred spear*	4	6	P	+1	150s	5	Disarm +1
Pike / sarissa†	6	10	P	-3	250s	5	+5 vs Charge
Lance	5	6	P	-3	150s	4	Mounted charge = Harm ×2

- *Infantry spear* – A simple, solid spear used by foot soldiers. Between six and eight feet in length.
- *Trident* – A three-pronged spear used in fishing and combat. Usually made of metal.
- *Broadspear* – A spear with an unusually wide, bladelike head, useful for varying thrusts with slashing swings.
- *Boar spear/barred spear* – Heavy, reinforced spear with a pair of lugs or wings at the base of the blade, to prevent it from driving too deep into a victim and becoming entangled. Useful for parrying.
- *Pike/sarissa* – A devastating spear when used in formation against charging opponents, but ineffective at close-quarters combat. Between ten and twenty feet in length.
- *Lance* – A specialized wooden cavalry spear with a heavy metal tip, only effective when used in mounted combat. Devastating at full gallop, but slow to ready. Usually between eight and twelve feet in length. Most lances are break upon impact.

Whips

- *Bullwhip* – A single-tailed whip made of braided leather, historically used in cattle herding. Around ten feet long and capable of wrapping around objects or the limbs of opponents.
- *Studded/spiked whip* – Similar to a bullwhip, but with metal spikes or studs woven throughout the braided leather. Chains
- *Kusari-gama* – A Kama (see One-handed Axes) attached at its base to a heavy metal weight by a three- to five-foot length of chain. The weighted ball can be used to strike opponents and wrap around limbs or weapons, and entangled foes are easily dispatched by the Kama blade.
- *Ball & chain/Meteor hammer* – A solid metal weight attached to a four- to six-foot chain. Sometimes these are available with a weight at each end. The velocity of the weight combined with its small striking surface makes this weapon's attacks very difficult to deflect.



Whips

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Bullwhip	3	2	S	-5	100s	1	+1 vs Parry, Disarm +3, Grip +3
Studded / spiked whip	3	3	S	-5	150s	1	+1 vs Parry, Disarm +3, Grip +3

Chains

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Kusari-gama [‡]	4	5	B,S	-1	250s	4	+1 vs Parry, Disarm +2, Grip +3
Ball & chain / Meteor hammer [‡]	5	8	B	-3	200s	5	+2 vs Parry, Disarm +1, Grip+2

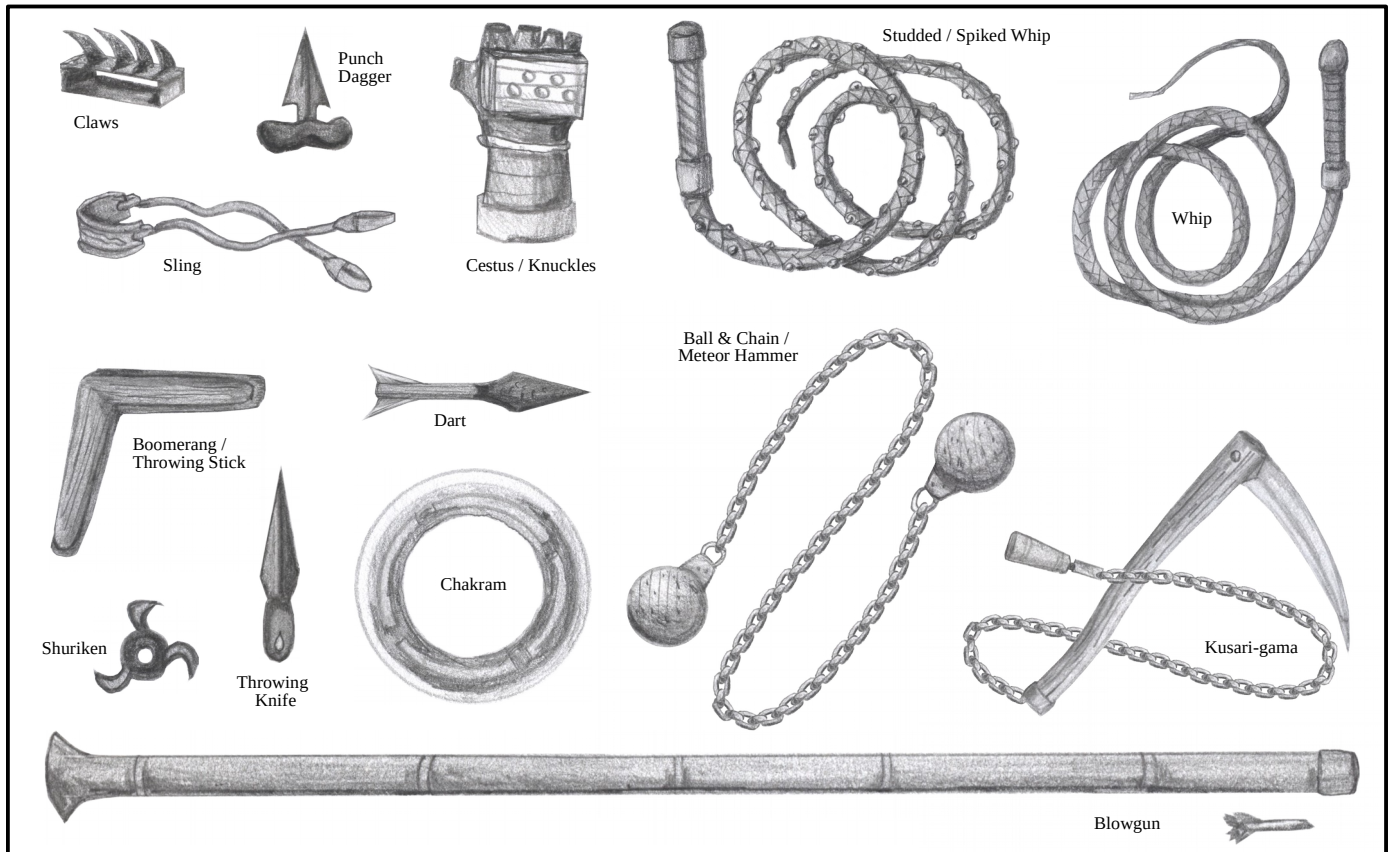
Thrown

Name	AP	Harm	Type	Parry	Cost	Mus	Notes
Dart [†]	3	1	P	-7	5s	1	
Shuriken [†]	3	2	S	-6	15s	1	
Throwing knife [†]	3	3	S	-4	20s	1	
Boomerang / throwing stick	3	3	B	-3	25s	2	
Throwing axe / tomahawk	3	4	S	-1	50s	2	Melee Harm: see <i>One-handed Axes</i>
Javelin / pilum	3	4	P	-2	50s	2	Melee Harm: see <i>Spears</i>
Chakram	3	4	S	-3	75s	2	

Thrown

- *Dart* – A small, heavy projectile with fletching on the tail and a narrow pointed end. Too short to be used as ammunition in a bow.
- *Shuriken* – Small, flattened metal object with three to twelve sharpened tips.
- *Throwing knife* – A knife weighted and designed exclusively for throwing.

- *Boomerang/throwing stick* – A well-balanced bent, flat, wooden stick capable of striking targets up to 40 yards away with stunning force. A mundane boomerang *will not* return if it impacts a target.
- *Throwing axe/tomahawk* - See entry in One-handed Axes.
- *Javelin/pilum* - See entry in Spears.
- *Chakram* – A circular, flat, metal ring with a bladed edge that can be thrown between 100–300 feet.



Bows

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Short bow‡	4	10	P	-4	200s	4	
Longbow‡	5	14	P	-2	350s	5	

Crossbows

Name	AP	Harm	Type	Parry	Cost	Mus	Reload	Bonuses
Pistol crossbow†	3	6	P	-4	600s	1	3 AP	
Crossbow‡	4	20	P	-3	400s	3	8 AP	
Heavy crossbow / arbalest‡	5	30	P	-3	750s	5	16 AP	

Firearms

Name	AP	Harm	Type	Parry	Cost	Mus	Reload	Bonuses
Matchlock pistol	3	20	P	-4	2000s	2	12 AP	
Matchlock long gun†	4	30	P	-3	3000s	4	18 AP	
Flintlock pistol	3	20	P	-4	3000s	2	9 AP	
Flintlock long gun‡	4	30	P	-2	4000s	4	12 AP	

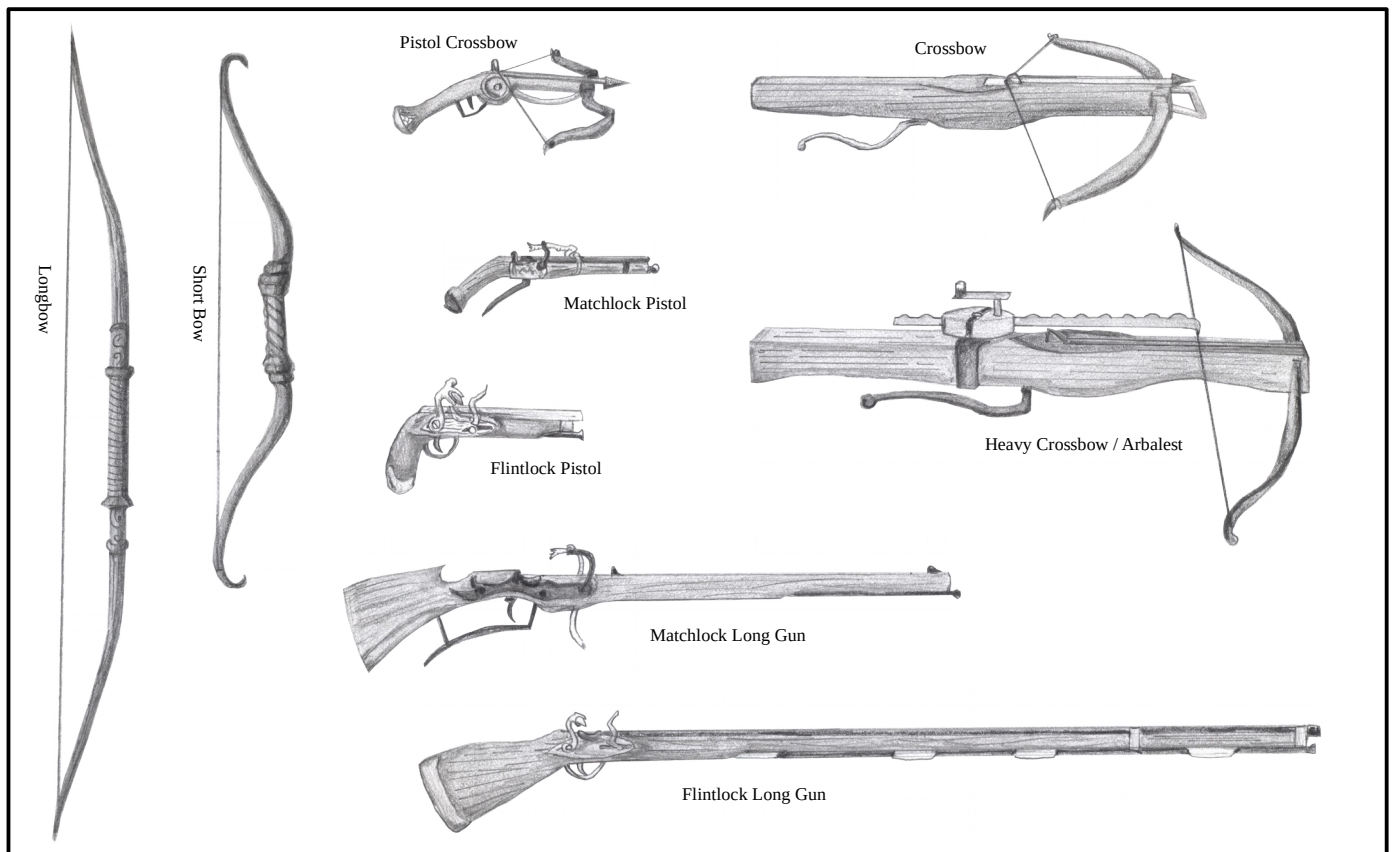
Bows

- *Short Bow* – A curved limb typically made of wood with a tense string. Made for launching narrow, fletched arrows. With skill, can be used to great effect while mounted. Effective range is between 3 and 150 yards.
- *Longbow* – Similar to a short bow, but nearly as tall as the person who wields it. These are capable of launching arrows with startling force over great distances. Effective range is between 4 and 250 yards.

Crossbows

- *Pistol crossbow* – A one-handed crossbow, capable of being easily concealed. Bolts for this crossbow are much smaller than standard bolts. Its small size also makes it effective at point-blank range, though it is only accurate up to 50 yards.
- *Crossbow* – A bow mounted horizontally on a wooden stock. A high-tension bow string delivers around the same punch as a longbow in a smaller size. Typically reloaded with a pull or push lever. Effective range is between 3 and 100 yards.

See the *Combat Items* heading below for bow ammunition.



Miscellaneous & Specialized

Name	AP	Harm	Type	Parry	Cost	Mus	Reload	Bonuses
Net	5	0	N/A	-2	50s	1		Grip +5
Blowgun [†]	3	0	P	-7	25s	1	1 AP	
Sling [†]	3	3	B	-5	10s	2	1 AP	

Shields

Name	AP	Harm	Type	Parry	Cost	Mus	Bonuses
Buckler	3	2	B	+3	100s	1	
Kite shield / heater	3	3	B	+4	175s	2	
Heavy shield / hoplon	4	4	B	+5	250s	4	+1 to Trip
Tower shield / scutum	4	5	B	+6	350s	5	+2 to Trip

- *Heavy crossbow/arbalest* – A huge crossbow with a metal bow. Has a crank to be used for reloading. This crossbow hits with a massive force. Effective range is between 4 and 300 yards.

See the *Combat Items* heading below for crossbow ammunition.

Firearms

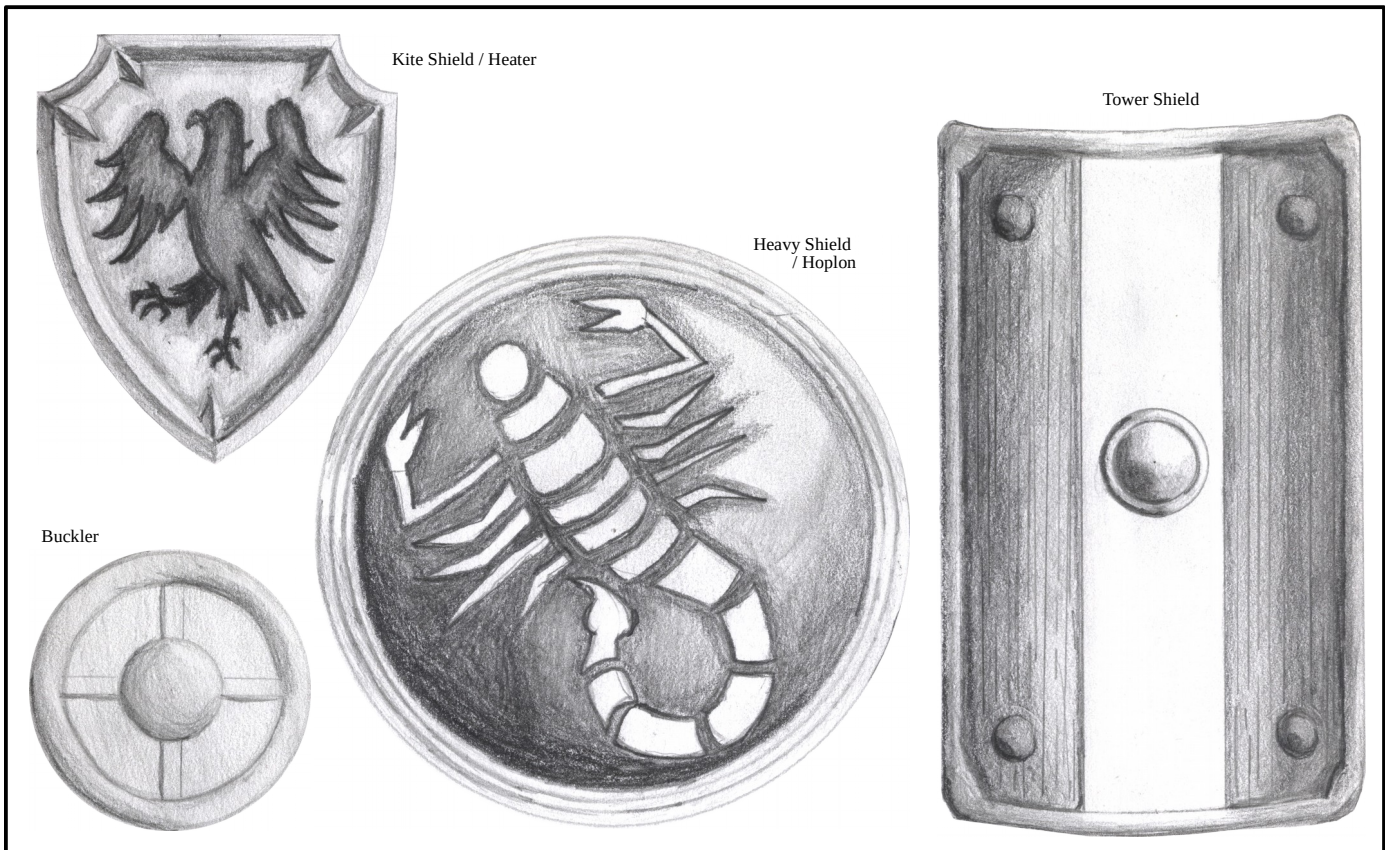
- *Matchlock Pistol* - The most basic firearm with a mechanical firing system, in which musket balls are propelled down the smooth bore by touching a burning “match” or length of twisted cord to an ignition pan loaded with gunpowder. Expensive, cumbersome, slow to reload, and loud, it is nonetheless a terribly powerful weapon at short range. Effective from point blank to 30 yards out.
- *Matchlock long gun* - Larger and heavier than a pistol, but more accurate at range, which is between 3 and 75 yards.

- *Flintlock Pistol* – A more advanced firing mechanism (the re-usable flint replaces the troublesome match and all the associated problems of relying upon an open flame for ignition) and better overall construction makes this pistol more accurate and quicker to reload than its matchlock ancestor. Effective from point blank to 50 yards out.
- *Flintlock long gun* – The most advanced hand-held weapon of pre-industrial society. Effective from 3 to 100 yards out.

See the *Combat Items* heading below for firearm ammunition.

Miscellaneous & Specialized

- *Net* – Derived from the fishing device, this mass of ropes and weights is meant to encumber and hold an opponent.



- *Blowgun* – The ammunition from a blowgun doesn't cause much damage, but is an effective way to deliver poisons, nerve agents, and other toxins.
- *Sling* – A leather or rope corded weapon which can be loaded with blunt objects, such as stones, to greatly increase their thrown velocity.

Shields

Characters that use shields don't actually receive any sort of armor bonus. Instead, they use the shield for parrying during their Evasion Roll.

- *Buckler* - A small dueling shield, at most eighteen inches in diameter.
- *Kite shield/heater* – An advanced shield intended to complement heavier armor, tapered at the bottom to reduce weight. Constructed of wood with metal rivets and reinforcements, commonly strapped to the arm. Useful in melee combat as a bludgeoning weapon.
- *Heavy shield/hoplon* – The most basic shield, large enough to cover nearly from the shoulders to the knees. Often dish-shaped, made of wood and covered with a layer of bronze or similar metal. Its weight makes it particularly effective as a bludgeoning weapon, and is known to knock an opponent backwards or prone.
- *Tower shield/scutum* - A massive oval or rectangular shield that can conceal most of the wielder's body, but is heavy and limits mobility.

Armor

Sometimes the only thing between you and the business end of a nasty pig-sticker is a few scant pieces of leather and metal. Here are the defensive armor choices available to your characters.

Bonus

This is the number you add to Defense Rolls and record in the "Armor" box on the character sheet

Hindrance

The penalty imposed to certain rolls because of the armor's weight or size. The GM might require that the hindrance is applied to skill checks such as Grip, Dash, Gymnastics, Stealth, Thievery, and perhaps even Perception (if wearing a fully-enclosed helm).

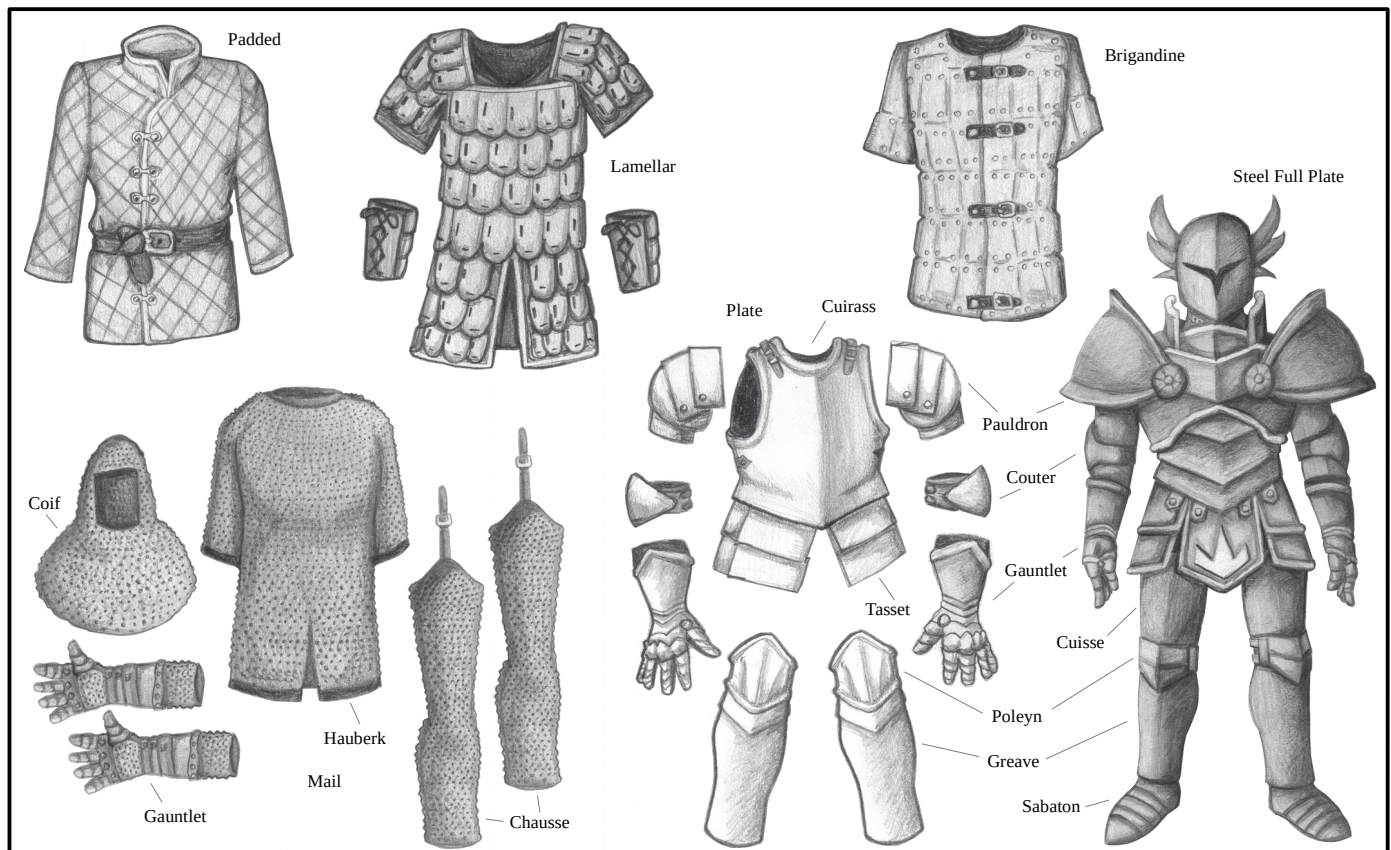
Don AP

The amount of time in AP that it takes to put on this armor with assistance. Without assistance, it's double this number.

Remove AP

The amount of time in AP that it takes to remove this armor with assistance. Without assistance, it's double this number.

- **Padded** – Armor which is made of layered fabric, such as cotton, linen, wool, or even soft leather, and is usually quilted. Sometimes referred to as a gambeson or a jupon. Often padded armor is a single, long garment that partially covers the thighs.
- **Brigandine** – A heavy cloth surcoat reinforced with numerous metal rivets. While offering decent, lightweight protection on its own, it makes for an excellent outer layer for mail.
- **Lamellar** – Lamellar armor is composed of many small plates of hardened and laminated leather or metal laced into a padded backing, and generally includes a breastplate, thigh, shin, arm,



Type	Material	Bonus	Hindrance	Notes	Cost	Don	Rem.
Padded	Cloth	1		Can wear over Mail, ½ repair cost	100s	12	8
	Leather	2		Can wear over Mail, ½ repair cost	200s	12	8
Brigandine	Brigandine	3		Can wear over Mail	700s	10	6
Lamellar	Leather	3	-1	-1 Armor vs. Piercing	300s	24	12
	Bronze	4	-2	-1 Armor vs. Piercing	400s	24	12
	Iron	5	-3	-1 Armor vs. Piercing	600s	24	12
	Steel	5	-2	-1 Armor vs. Piercing	800s	24	12
Mail	Bronze	5	-2	-1 Armor vs. Bludgeon, ½ repair cost	1800s	24	12
	Iron	6	-3	-1 Armor vs. Bludgeon, ½ repair cost	2400s	28	14
	Steel	6	-2	-1 Armor vs. Bludgeon, ½ repair cost	3200s	28	14
Cuirass	Leather	2		Can wear over Padded	150s	24	12
	Bronze	3	-2	Can wear over Padded	600s	30	16
	Iron	4	-2	Can wear over Padded	800s	30	16
	Steel	4	-1	Can wear over Padded	1000s	30	16
Plate	Bronze	8	-4	Considered ornate (see <i>Armor Mods</i>)	2500s	48	24
	Iron	9	-5	Considered ornate	3000s	48	24
	Steel	9	-4	Considered ornate	4000s	48	24
	Steel, Full	10	-5	Considered ornate	6000s	60	30

and wristguards, though it may also take the form of a rather stiff, calf-length coat with short sleeves and bracers.

- Mail – A mail shirt, called a hauberk, is knee-length and woven from hundreds of interlocking metal rings, worn over a lightly padded gambeson. A suit of mail also includes a coif covering the head, chausses to cover the legs, and mail-reinforced gauntlets. Mail is heavier and more movement restricting than lighter armors, but offers a high degree of protection against Slashing and Piercing attacks.
- Cuirass – Commonly called a breastplate, the simplest type of cuirass encloses the vital organs of the torso in boiled or laminated leather. Cuirasses of bronze, forged iron, or steel tend to consist of two to four durable metal plates held together with leather straps and laces. While a cuirass offers solid defense for chest and back, it is best worn over padded armor to ensure some degree of protection for the limbs.
- Plate – A suit of metal plates affixed in certain vital locations. Poleyns are strapped over the knees, cuisses over the thighs, couters cover the elbows, pauldrons the shoulders, and a cuirass protects the torso. A tasset is attached below the cuirass to cover the hips. This suit also includes gauntlets and greaves. Plate armor is very noisy and restrictive to movement, but provides great protection. Plate armor is automatically considered *ornate*, and provides a +1 to Leadership, Negotiate, and Intimidate.
- Full Plate – A finely-crafted suit of armor that is individually fitted to the wearer. Full suits of plate armor are tremendously expensive; even the plainest suit of full plate marks the wearer as someone of wealth, and many are elaborately adorned to show status and lineage. Each piece of the armor is riveted and interlocked with another piece, providing total covering of the body from head to toe. A helmet with a visor is included, along with sabatons covering the feet and gauntlets for the hand. The pieces of armor are strapped to a layer of padded armor beneath. Full plate is heavy and restrictive, but provides the best protection possible in a pre-gunpowder age. Plate armor is automatically considered *ornate*, and provides a +1 to Leadership, Negotiate, and Intimidate.

Modifications

Several modifications are available to trick out your weapon or armor.

Weapon Mods

- Cheap – 50% cost of item, but is considered ruined after taking only a single point of Degradation. Incompatible with *well-made*.
- Well-made – +1 to Accuracy. Cost is additional 50%.
 - As noted above, the *katana* and *nodachi* are already considered *well-made* (and the cost is factored into the listed price).
- Telescopic Sight – 350s. An accessory for rifles. Adds +1 Accuracy.
- Bayonet – 25s. An accessory for rifles which makes them function just like a hunting spear in melee combat.
- Cruel – Creatures struck with the weapon gain the *bleeding* condition. Cost is additional 50%. Incompatible with bludgeoning weapons.

Armor Mods

- Cheap – 50% cost of item, but is considered ruined after taking only a single point of Degradation. Incompatible with *well-made*.
- Ornate – +1 to Leadership, Negotiate, and Intimidate. Cost is additional 50% and repair cost is additional 25%.
 - As noted above, *plate armor* is already considered *ornate* (and the cost is factored into the listed price).
- Well-made – +1 to Armor bonus. Cost is additional 50%.

Clothing

Name	Cost	Name	Cost
Royal Clothes	500s	Peasant Clothes	5s
Noble Court Clothes	300s	Wanderer's Clothes	25s

Cold Weather Clothes	100s
Woodsmen's Clothes	50s

Fashionable Clothes	400s
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Sometimes it's not who you know, but how you dress. Here are some examples of outfits available for your character to purchase.

Gear

Name	Cost
Standard Kit	30s
Camp Kit	25s
Cooking Kit	25s
Climbing Kit	25s
Digging Kit	30s
Disguise Kit	100s

Name	Cost
Healing Kit	80s
Hunter's Kit	60s
Lock and key	240s
Manacles	240s
Thieves Kit	200s
Skald's Kit	70s

- Camp Kit – Tent, bedroll, heavy blanket, lantern.
- Cooking Kit – Spices, dry rations, cooking pots, utensils, flint and steel, oil, fishhooks, fish-line.
- Climbing Kit – 50' rope, grappling hook, pitons, hammer.
- Digging Kit – Pick, shovel, hammer, torches, crowbar.
- Disguise Kit – Prosthetics, glue, make-up, powders, scented oils, wigs, false teeth, hair dyes, fake jewelry. Grants a +4 to Disguise check, supplies are depleted after 5 uses.
- Healing Kit – Herbs, salves, anti-venoms, bandages, needle and thread, scalpel, scissors. Grants a +4 to Healing check, supplies are depleted after 5 uses.
- Hunter's Kit – Bird call, fishhooks, fish-line, snares, butterfly net, bear trap.
- Lock and key – A metal locking mechanism and the key that opens it, appropriate for chains, doors, or chests. Can be picked with a DL 15 Machinery check. More complex locks that offer higher DLs are available; add an extra 120s for every 5 points on the DL, to a maximum of 30.
- Manacles – A pair of iron restraints on a short length of chain that prevents a creature from using its arms. These manacles should work for all humanoid creatures of Size 0. Half price for Size -1, Double price for Size 1. Can be escaped with a DL 25 Thievery or Might check. More solid manacles that offer higher DLs are available; add an extra 120s for every 5 points on the DL, to a maximum of 40.
- Thieves Kit – Lockpicks, caltrops, grease jar, scissors, grappling hook, 50' rope, small jar of acid.
- Skald's Kit – Ink, quills, sealing wax and sigil-stamper, loose parchment, bound book with lock, tin-whistle.
- Standard Kit – Backpack, soap, small mirror, cheap perfume, small clay jug, whetstone, straight-razor, needle and thread, candles, dice, leather pouches, grease-pencil, map-case, waterskin, torches.

Combat Items

Name	Cost
Acid vial	360s
Arrows ×24	12s
Black powder grenade	360s
Bolts ×12	12s
Flashbang	360s

Name	Cost
Firearm rounds ×10	360s
Sea fire	240s
Sick sack	120s
Smoke screen	240s
Tar ball	180s

- *Acid vial* – A small glass container full of a caustic fluid. When thrown or poured onto a combatant, it causes a point of degradation to worn armor (or shield, if a shield is used to parry). The target and anyone within 5 feet of the impact takes 1 damage. In addition, the target is subject to a Damage Roll. An acid vial has a Harm of 12, and Muscle cannot be included in the Damage Roll.
- *Arrows* – The ammunition for bows. Most quivers are made to fit 2 dozen arrows. Arrows are single-use items; a successful shot ruins the arrow.
- *Black powder grenade* – A volatile explosive projectile the size and shape of a pomegranate that must be lit and thrown. The thrower makes an Attack Roll, and anyone within 10 feet from the point of impact can attempt to Dodge. A black powder grenade has a Harm of 20, and Muscle cannot be included in the Damage Roll. It makes a stunning boom; all combatants in range, even those who successfully evade damage, must make a DL 15 Stamina check or move one step down the Knockout Track.
- *Bolts* – The ammunition for crossbows, heavier than arrows. Pistol crossbow ammunition is 50% of the listed cost. Bolts are sold in bundles of one dozen. Bolts are single-use items; a successful shot ruins the bolt.
- *Firearm rounds* – A powder horn and bullets for 10 shots. A powder horn can be used as an impromptu black powder grenade. Neither powder nor bullets can be reused.
- *Flashbang* – A sophisticated mixture of chemicals that erupts with powerful light and sound. Anyone within 10 feet from the point of impact must make a DL 20 Stamina check. Those who fail gain the *blinded* and *deafened* conditions for 2 rounds. On a Critical Failure, the conditions last 4 rounds.
- *Sea fire* – A vial containing a strange, gluey chemical mixture that burns even when exposed to water. The flames ignite when the vial shatters. Targets struck by a vial of sea fire gain the *burning* condition. Anyone within 5 feet of the impact takes 1 damage. Very useful in naval combat, as ship decks, ropes, and sails can be easily set aflame.
- *Sick sack* – An animal stomach filled with a rancid concoction that would make anyone gag. It's gross! A successful hit causes the sack to burst, and its target must make a DL 15 Vitality check. Being covered in putrid muck is awful, so even on a successful check, the creature moves one step down the Knockout Track. On a failure, the creature moves two steps down the Knockout Track. On a Critical Failure, the creature gains the *unconscious* condition. A sick sack can be imbued with a disease, and a creature hit with a diseased sick sack gains the *infected* condition. "Ichor? I barely know her!"
- *Smoke screen* – A mixture of compounds which produces a plume of thick white smoke. The smoke provides total cover, but ranged shots into the smoke have a 50% chance to hit. The smoke clears away within 10 rounds, unless wind is present, which shortens the duration to 2 rounds.
- *Tar ball* – A mass of sticky black tar and rope that must be lit and thrown. Targets struck by a lit tar ball gain the *burning* condition. Very useful in naval combat, as ship decks, ropes, and sails can be easily set aflame. Anyone within 5 feet of the impact takes 1 damage.

Mounts and Animals

Name	Cost	Name	Cost
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Riding Horse	400s
Working Horse	40s
Warhorse	2,000s
Donkey	40s
Ox	45s
Cow	35s
Pig	8s

Sheep	6s
Goat	4s
Chicken	50¢
Leather Barding	700s
Steel Barding	2,000s
War Barding	10,000s

- Chicken – Domesticated fowl. They’re widely used for their meat and eggs. Some regions also favor their feathers.
- Cow – Your standard domesticated cattle. Different breeds may be better suited either as livestock or as dairy animals.
- Donkey – Donkeys and mules are perfect beasts for hauling heavy gear or awkward tools, or for pulling heavy objects in a harness. Donkeys make poor mounts for combat purposes and will always throw their rider and run away if confronted with hostile forces.
- Goat – Closely related to the sheep, but with a cool beard. Also favored for its meat, fur, and milk.
- Ox – Typically a castrated bull, bred as a hardworking animal. They’re great at both plowing and transport, but they’re not meant to bear a rider.
- Pig – The end result of centuries of domesticating wild boars. Renowned for its meat and hide.
- Riding Horse – Horses serve as excellent transportation and beasts of burden. However, most horses do not fare well in the chaos of combat. Riding horses require their riders to make an Animal Control check (2 AP) against a DL of 12 for each round of combat to keep the horse from throwing its rider and running away. If the check is failed, the rider takes the difference as damage.
- Sheep – This herd animal is favored for its meat, fur, and milk.
- Working Horse – Unlike their brethren who are fleet of foot, working horses are bred to pull a load, such as for farming, or by drawing a cart.
- Warhorse – Warhorses are trained in the arts of warfare and do not require their riders to make checks to avoid being thrown simply because they are in combat.

Availability of these animals depends on the geographic region. For instance, camels are more prevalent in the desert nation of Quensid than horses. The grasslands of The Veldt have far more bison than oxen. When appropriate, use the price listed for a similar animal.

Food and Drink

Name	Unit	Cost
Ale	pint	15¢
	gallon	1s
	keg	30s
Bread	loaf	8¢
Butter	1 lb.	1s
Cheese	1 lb.	50¢
Eggs	dozen	30¢
Flour		

Name	Unit	Cost
Meals	daily	1s
Meat	1 lb.	1s
Spices	1 lb.	20s
Tobacco	1 lb.	10s
Wheat	1 lb.	25¢
Wine	glass	15¢
	pitcher	3s
	keg	90s

Services

Healing

- 1s for each HP healed
- 5s for each Tainted HP healed
- 50s for curing of most common disease or poisons
- 250s for curing of uncommon disease or poisons

Room and Board

- 2s per night

Stabling

- 1s per night for horses
- 3s per night for exotic animals

Shipping/Passage

- 5s per week of travel for each passenger/piece of cargo

Messenger

- 2s per day of travel

Outrider Guard

- 10s per day

Translation

- 5s per page

Coach Service

- 1s per 5 miles

12. ADVENTURES



angers are many on the road to death or glory!

The art of staying alive in various settings and finding fun, fame, or fortune are the tasks of professional adventurers. This chapter deals with elements of the game which you'll need to master in order to survive out there in the world.

Environment

Characters and creatures aren't the only thing that pose a threat to PCs in the game; sometimes the world the characters walk in can vastly affect the success or failure of the PCs' actions or threaten their very lives.

Cities

Nobody goes there anymore; it's too crowded. When you amass a multitude of citizens together inside a finite space, all kinds of bad things could happen.

Crowds

Public assemblies or events that cause large groups of people to gather in one place cause crowds and crowds can slow movement or even stop it, perhaps pinning characters in place as a thrashing mob crushes and suffocates those caught in it. Crowds make it difficult to identify a single person amidst all those bodies, and they are loud and obscure other noises.

Thieves

There will always be those who want what others have, and won't stop until they get it. Money, jewelry, weapons, and gear the PCs have on them are all up for grabs, literally. Pickpockets favor crowded places to employ their devious craft, and most burglars and second-story-men strike during the night. Some thieves even steal people, so key NPCs traveling with the party might suddenly disappear as well, victims of kidnappers. Expect lots of Perception checks.

Decrepitude

The whole world seems to be falling apart some days. Gargoyles crumble, ceilings collapse, floors give way, ropes rot, and things just break down. Decrepit buildings pose very real hazards to character health. Remember too, that decrepit doesn't always mean old: inept, lazy, or cheap craftsmanship can contribute to dangerous architecture just as age and erosion can. Usually, the GM will ask you to make Dodge and/or Reaction checks to avoid harm from your surroundings.

Construction

Repair of damaged buildings or construction of new ones causes traffic jams and accidents as onlookers gawk at the site. Construction also drives current occupants and wildlife out, and it is usually loud. Construction often involves lifting of heavy beams and supports, which can crush a man flat if they were to happen to fall, which they surely will. Demolition almost certainly poses a danger to workers and anyone nearby, since explosives are frequently used.

Drought and Famine

In areas where food is not only scarce, but more or less non-existent, food and drink can be more valuable than cash and jewels. In famine and drought-stricken areas, folks are desperate and capable of things they never thought they might do if it means putting food in their belly. Without food and water, you subject yourself to the *starving* and *dehydrated* conditions.

Military Occupation

The fear of armed soldiers entering one's home at will keeps most citizens in line, but the tension inherent to that situation is palpable. A rift will usually open between the soldiers and the civilians, and the soldiers might begin to take what they want by force. Cities under occupation are also very dangerous for outsiders, active criminals, or deviants of any sort.

Plague

Nothing keeps folks indoors like a lingering plague. For fear of becoming afflicted (and gaining the *infected* condition), folks shun the company of strangers and sometimes put members of their own family out on the streets. During time of plague, a town or city may be under quarantine with no way in or out. Other cities may not accept visitors or goods from cities under plague. On the plus side, if characters are looking to avoid attention, posing as plague victims is a sure way to keep others at arm's length.

Wilderness

Venturing into the wild can be a dangerous voyage if you're ill-equipped for the challenges you'll face there.

Difficult Terrain

Without paved streets and without municipal workers to take care of obstructions, travel in the wilderness is subject to difficulty and slow-going, especially in the wake of storms. When you have to move through difficult terrain (like uneven rock, marshlands, or undergrowth) you gain the *hindered* condition. Plus, items dropped into muck, mud, and water are harder to find.

Darkness

Without the bright city lights, it's really dark after the sun goes down. Some creatures have no problems with darkness, but most of

us are about as useful as a one-legged man in a butt-kicking contest without the use of our sight. When venturing forth in the dark places of the world, always keep a good supply of candles, torches, spells which give light, or special devices like night-vision goggles (if available).

Animals

Domesticated animals pose little threat in civilized areas, but those same animals can be quite dangerous when encountered on their home turf instead of one's own. You can use Animal Control to befriend and command critters or Intimidate to frighten them off. When beasts are hungry, terrified, or maddened by disease, they could attack—and they often have sharp pointy bits. Some are even poisonous, and you might need to Craft antivenoms.

Solitude

The wilds might be a great place to lie low, but there aren't many people around to help if one gets hurt or too deep into trouble. Not that people are guaranteed or even likely to help anyway, but the possibility is comforting at least. In the wilderness, one is totally alone and dependent on her own wiles for survival.

Shelter

It's important to keep out the elements. You either need to purchase shelter and bring it with you (which requires money), construct shelters from scavenged materials (which requires a Craft check), or locate suitable barracks from the land itself, like a thick grove of firs or a roomy cave (which requires a Search check). Without proper shelter, you might gain the *exposed* condition.

Sustenance

You still have biological needs in the wild. Expect Lore checks to identify edible food, Search checks to find it or track it. Hunting game may actually require combat to ensue. You'll also need to locate water. If you have mounts or a caravan, you have to worry about far more mouths to feed. If you go without food and water, you'll gain the *dehydrated* and *starving* conditions.

Weather and Disasters

Things like fire, hurricanes, tornadoes, floods, violent storms, earthquakes, landslides, and volcanic eruptions are terrifying wherever you encounter them. Usually, folks within a city will band together for survival, taking precautions before and during a disaster to avert death and damage, and helping to rebuild in the wake of the wreckage. In the wilderness, the animals and trees which call that place home are not likely to be as sympathetic as all that.

Fog and Steam

In fog as thick as beef stew, visibility is extremely limited and noises are muffled, so sight-based and sound-based Perception checks are more difficult. If the fog prevents you from detecting an ambush, you gain the *wide-eyed* condition.

Rain and Snow

Just like fog, rain and snow affect Perception checks. Travel goes slowly due to treacherous footing and vehicles risk getting stuck. Rain washes away footprints and snow hides them. Rain and snow make building a campfire much more difficult. At least water isn't hard to find.

Storms

Lightning can kill trees, damage buildings, and kindle fires. Incredibly unlucky creatures could be struck. The sensory overload associated with thunder and lightning frightens animals and some characters. High winds can knock down trees, fling objects, kick up dust and sand, and level not-so-sturdy buildings. Storms can capsize enormous ships and batter coastlines.

Flooding

Heavy storms and spring thaws can swell rivers to the point of flooding. Floods can wash out bridges, carry off people and objects, level buildings, and change landscapes. Those who are unable to flee may be trapped for some time while they wait for the waters to recede.

Falling rocks and landslides

Tumbling rocks pelt anyone caught in the area and threaten to knock characters prone or over precipices, or pin and crush them to death. Dodge, Might, and Thievery checks are common. Climbing becomes perilous, but often necessary.

Tundra

The frozen wastes are hard to navigate with all that slippery ice. Fighting on ice requires characters to make a Gymnastics check each round or fall prone. Movement is difficult without specialized footwear, so creatures without proper equipment or physical adaptations gain the *hampered* condition in the ice and snow. Arctic weather is capable of chilling unprepared creatures to the core and is usually accompanied by driving precipitation. Without shelter and warmth, you gain the *exposed* condition and fight Stamina Drain. In the snowy peaks, you also need to watch out for avalanches.

Deserts

Desert conditions threaten characters with exhaustion, sunburn, and thirst. First and foremost, deserts are dry, so creatures must consume twice the normal amount of water while in the desert. Otherwise, creatures gain the *dehydrated* condition. Creatures also gain the *hampered* condition in sandy environments without the proper footwear or physical adaptations. Most deserts are extremely hot and bright during the day and bitterly cold at night. Creatures gain the *exposed* condition in very hot or cold temperatures and fight Stamina Drain. Deserts are often home to very poisonous flora and fauna.

Earthquakes and Volcanoes

When the ground itself becomes violent, death is sure to follow. Tremors require Gymnastics checks to avoid being knocked prone or off balance. Strong enough quakes can topple buildings and cre-

ate landslides. An actual volcanic eruption is much worse. The skies become clouded with smoke and thick ash, which obscures vision and chokes those who breathe the air. Perception and Search checks are more difficult, prolonged exposure causes creatures to gain the *suffocating* condition. Lava flows poses a threat to escape routes and personal health. Embers and hot ash can ignite flammable materials. Some items could melt.

Obstacles

Obstacles are those things which present no inherent threat to the PCs, but which hamper their progress. Walls, doors, locks, chests, trees, and limbo-sticks are all examples.

Water

Water is such an interesting obstacle. It's both needed for survival and unquestionably lethal. Characters might need to swim across a river, recover an object dropped into a pond, or dive from a sinking ship.

Turbulent water makes swimming and sailing very difficult and could pull unwitting characters under the surface with riptides and undertow. Creatures make Might checks to stay afloat and swim. The stronger the current, the higher the DL. Because of the physical exertion, creatures who swim are subject to Stamina Drain. When the current is strong, your Stamina checks occur more frequently. Swimmers who make a Dash check to speed up are subject to Stamina Drain (DL 15; +1 every round; tiring).

Swimming, fighting, and taking action under the surface of the waves has its drawbacks. Movement is slowed, many weapons do not work as well or at all, heavy equipment causes creatures to sink, and everything happens at the breakneck speed of... goopy molasses. On top of all that there is the drowning. On the bright side, staying about 5 feet below the surface renders you immune to ranged attacks from the air. The water itself protects you from javelins, arrows, and even bullets.

Life aboard a ship can be treacherous as well. There's no fresh water at sea aside from what sailors bring along, so when water is in short supply, those aboard gain the *dehydrated* condition. If food supplies run out, and no fish are caught, sailors gain the *starving* condition. Being stuck in a finite space with tons of other creatures makes disease particularly dangerous. Perhaps the worst event at sea is when fire breaks out. Particularly unlucky ships could run into pirates, sea monsters, and storms.

Breaking and Entering

Oftentimes, you have to put yourself in a place that doesn't belong to you. Whether it's someone else's home, a huge chest containing unknown wonderment, or a long sealed-off cave, a character must bypass the protective measures keeping people out, namely locks, gates, and doors.

Characters can employ the Machinery skill to circumvent locks. It's possible that some locks and latches are trapped, and failure to find

and disable traps come with dangers of their own. Characters can use the Search skill to locate these possible safeguards.

When locks prove too secure, a character can always try to use brawn over brains. Strong characters can bend bars, or bash down doors, as well as just outright attack them if their weapon is up to par. The Might skill is used for the feats of strength, and a simple Attack Roll can be used for beating down that harmless door. Note that many piercing and slashing weapons are rarely effective for this purpose, and the most bang for your buck comes from bludgeoning weapons. Other useful items include glass cutters, crowbars, and hacksaws.

Other ways to get into a place include digging, acid, explosives, and magic transportation; also, never underestimate the power of social deception (Bluff, Seduce, Negotiate) to slime your way into a place.

It may also be worth mentioning that characters can't just break into or walk into another character's home uninvited without engendering some hurt feelings (best case scenario) or immediate and disproportionate violence (worst case scenario). Needless to say, if characters find themselves inside the boundaries of another person's property, they should brace themselves for retribution, and rightfully so. The property owner has no way of knowing whether the PCs are there to peacefully plead for assistance or murder the entire household in their sleep, and in such cases, it's shoot first and ask questions later.

Climbing, Jumping, and Falling

A frequent obstacle in one's path is a wall to scale to get to higher or lower ground. You might find yourself climbing over a wall to get into a fortress, climbing out of a pit that you've just clumsily fallen into, climbing down into a subterranean cave, crypt, or dungeon, or climbing out of a tower into which you've been (un)justly locked.

Problems arise when you lack the equipment necessary to complete the task. A wall without hand-holds makes for a near impossibility if you don't have rope or climbing gear. Many adventurers keep at least a rope and grappling hook on-hand just in case.

As for jumping, you might find yourself having to cross a ravine in an underground cave, or leap between rooftops to get away from the enemy soldiers. Even alighting between crumbling ruins is not out of the realm of possibility. These are all obstacles you're likely to face. You might also need to jump vertically, for instance, to grab on to the edge of a hole in the ceiling through which you fell.

Unfortunately, there aren't many items or equipment suited to help you jump. The Gymnastics skill is your best bet in this case. If your character is small enough, or you have an ally that's big enough, you may be able to get some assistance by acting temporarily as a shot put and get hurled between one place and the next.

Being high above the ground isn't bad for your health on its own, but falling over the ledge sure as hell is. If you fail at climbing or jumping, you might plummet to your death. Fighting on the side of a mountain trail, atop the cliffs next to a sheer drop, on a rickety old bridge, or amidst boiling tar pits present danger to those who don't stand their ground. Opponents using the Trip and Slam tactics

around such hazards can push targets over the precipice and into whatever waits below.

Social Skills

Sometimes your only barrier in a situation is people. It's possible that a character will need to win over a person in a position of authority, or join a group, or become a member of society in a specific locale.

Lore is often useful when you need to find out the correct or polite behavior in a situation. As mentioned previously, Bluff, Seduce, and Negotiate are often the stock-in-trade for these situations. It is for this reason that a group of players will have one designated as the "face" or "speaker" who does all the hobnobbing.

Failure at social situations has its dangers. Some etiquette failures come with resentment or hatred. It doesn't take much, usually, to earn the enmity of a person in power. Serious violations of customs or behaviors in a locale can result in a fine, banishment, imprisonment, or even execution. "I wish I hadn't kissed the princess," you think as your head rests uncomfortably on the chopping block.

Hazards

Hazards are dangers which batter, maim, infect, poison, or slaughter creatures. This includes cunningly devised traps as well as freak accidents.

Hazards require creatures to make skill checks to avoid their harmful effects. The skill check must meet or exceed the DL assigned to the hazard. The more inescapable the hazard, the higher the DL.

For example, Tim's character Drinnin is navigating an ancient temple loaded with treasures and traps and the floor collapses beneath him, revealing a pit lined with razor-sharp spikes. The GM tells Tim to make a Dodge check against a DL of 15. Tim rolls a 12. The GM tells Tim that Drinnin falls 20 feet into the pit and asks for a Gymnastics check. Tim rolls a 22, so he takes no damage from the fall itself, but the spikes are waiting at the bottom. The GM asks for a Guard check against a DL of 30. Tim rolls a 19. The GM explains that Drinnin grabs a handhold in the rock before he can be thoroughly impaled on the spikes. He escapes with 11 damage, a bleeding leg, and must climb out of the pit.

Traveling

At some point, characters are going to have to get from point A to point B. How they choose to do that is an important decision. On foot or by horse? By boat? Do trains exist? Airships? What about magic transportation?

On foot

On a good day on favorable terrain and conditions, a typical person can hike or march at about 3 miles per hour. Given 8 hours of travel, accounting for breaks, food, and the like, a person will be able to

move about 20 miles. Marching more than 8 hours will start inducing exhaustion. Each hour past 8, a character will need to make a Stamina check at a DL of 15. This DL increases by one for every additional hour. If failed, he moves one step down the Knockout Track. A full night of sleep will remove any Knockout penalties.

Characters can certainly attempt to double-time their overland travels, at the price of their own aching limbs. Those who decide to *book it* can run at a light jog with all their gear at 6 miles per hour. Characters can only move in this fashion for about 4 hours (accounting for short rest periods), and will require more water. Anything past this is extremely taxing, and characters need to make a Stamina check at a DL of 18. This DL increases by two every hour. If failed, he or she moves one step down the Knockout Track. A full night of sleep will remove any knockout penalties, but you'll be sore as hell the next day.

Mounted/Carriage

The numbers detailed in this section differ depending on the specific animal, but 90% of the time, mounted characters are on horseback. Horses are massive quadrupedal animals capable of great bursts of speed, and long endurance.

A horse walks at about 4 miles per hour, with a short break every two hours, and can generally do this for 8–10 hours. Past this point, the animal must succeed at a Stamina check at a DL of 15, and the rider must pass an Animal Control check of 15 to make the animal continue on. These DLs increase by one for every additional hour. If failed, the animal moves 1 step down the Knockout Track. A full night of sleep will remove any Knockout penalties. On a good day, a healthy walking horse can move 35–40 miles.

A horse trots at about 8 miles per hour. Typically, this is the working speed of the animal and is the pace it can generally keep for about 6–8 hours depending on its condition. It usually requires a short break every hour. The Knockout penalties are the same as noted in the walking speed. On a good day, a healthy trotting horse can cover 60 miles.

A horse can gallop at 25–30 miles per hour. Horses can generally only gallop at full speed for 3–4 minutes, after which they need to rest. For every 30 seconds past the limit, the horse needs to make a Stamina check at a DL of 18, and the rider must pass an Animal Control check of 18 to make the animal continue on. These DLs increase by two every thirty seconds. If failed, the animal moves one step down the Knockout track. At Step 5, the animal is exhausted and will cease running.

By boat

Sailing vessels benefit from the lack of a need for resting during travel. A sailing barge, typically found traversing rivers, can in good conditions sail at a speed of 10–12 knots (about 11–14 mi/h). A huge sailing war ship could reach speeds of up to 8 knots (about 9 mi/h). While speed varies depending on boat size, means of propulsion, hull construction, and load, one could safely conclude that most ships travel between 3–15 knots.

Some common ship types include:

- Canoes, which are 1–10 person rowboats (called a “cog” if equipped with a sail)
- Longships, which employ a rowing team and sails
- Sailboats like sloops, cutters, and clippers
- Galleys, huge rowing ships which have been used since ancient times to carry cargo, transport passengers, and wage war
- Warships, which were built solely to beat the crap out of other ships.

Historical note: Before cannons were used in naval warfare, warships were built and utilized to ram other ships, enable crew to shoot bows, crossbows (and later, catapults) at the opposing ship and crew, and repel boarding parties armed with melee weapons. It wasn't until cannons could be used efficiently and reloaded for repeat use in the same encounter that these weapons were commonly used. Since the cannon and ammunition were so heavy, and required redesign of the ships which carried them, sails became the primary means of propulsion, and rowing fell into disuse on warships. In the years thereafter, guns and ship-construction evolved drastically through times of ironclad steamboats and into the age of nuclear submarines and aircraft carriers. The level of technology available in your campaign will dictate what sorts of ships are available.

Fame and Fortune

A successful career as an adventurer comes with its perks: renown, connections, wealth, and a dental plan. As your fame or notoriety grows, there's a lot to consider.

Wealth

The spoils of adventuring are often as simple as monetary reward: that which you find or receive from selling, and that which you're paid for your troubles. There are two parts to the problem of money.

Firstly, when working in a group, you need to divide it. This is really up to the characters to decide what's fair. Maybe the characters don't believe in fairness and it's “finders keepers.” Whether it's distributed equally, on a system of contribution, or just whatever you can grab is yours, rewards are often the hook for an adventure.

Secondly, what do you do with it? Typically, amassed wealth is used for spending money, or stored in a bank, or perhaps even used in investment. Adventurers do well with land or other property. They can run a business or simply make a place to hang their hats (and that place could be a house, a fortress, or even a ship).

Keep in mind that even though you may have tens of thousands of coins, not all cultures trade in wealth that way. Some cultures could use acorns as currency, and won't honor your trite human coinage. Others trade in gems or fine metals, so if your coins aren't made of silver and gold, you might as well find a part-time job.

Magic Items

If the world in which your characters adventure includes the existence of magic, it is possible for those characters to uncover items touched by magic. These items are often either defensive or offen-

sive weapons and armor, or utilitarian in nature. Magical items usually are harder than their mundane counterparts. Magical items could be trimmed in gold and bedecked with diamonds or look plain or tarnished. Regardless of appearance, most magical items are at least very rare, possibly unique, and have long histories attached to them. They are also quite valuable.

Characters can gain magic items in the course of the story, or by purchasing the Item of Value Trump. In game terms, a magic longsword might have a higher Harm score than a regular longsword, since it is extremely and perpetually sharp. A magic axe which is very light might take less AP to use than a normal axe. A magic coin might aid a con-man if it always comes up heads. A magic breastplate which instantly heals any damage done by blunt weapons would be useful indeed. Some magic items are one-use only, like a magic potion which gives the drinker super-strength for a short period of time or a magic torch which can shoot a jet of fire at an enemy. A magic gun which never runs out of bullets, a magic mirror which can be used to view past events, or magic shoes which leave no tracks are all good ideas for magic items.

Popularity

When news of your heroic exploits reaches the streets, you'll be given adoration and thanks by the people. Successful adventurers amass a network of friends and fans wherever they perform their deeds. On the other side of the coin, if the adventurers are villainous or cruel, instead of friends and fans, they'll be amassing enemies. In stories which allow for more interpretive viewpoints, there may be some who see what the PCs are doing as heroic, while others may view the same deeds as villainous.

There's also the situation that the adventurers aren't trying to amass fame, they're a shadow group that comes in the night to right wrongs or wrong rights. In this case, the PCs have to make an active effort to stay anonymous and keep out of the spotlight.

Note that in-game reputation doesn't infer the same benefits as trumps like Famous. Trumps like these give you tangible bonuses to rolls, whereas the benefits of earned fame are usually limited to good storytelling.

The Retinue

As a character's wealth and fame accrue, there may be opportunities for PCs to pick up a *retinue*. A retinue is one or more NPCs who tag along with the PC and act primarily in his or her best interest (or what they think is the PC's best interest) called retainers, or “Jeeves.”

Some *retainers* are hired and paid for, others seek to follow the PC for a chance at fame and glory, and still others have an emotional bond with a PC and an investment in helping the party and keeping the PC alive. There are pros and cons to each sort of employ. Paid retainers could be swayed by a better offer from a rival and are not predisposed to be particularly loyal to the PC. Retainers eager for glory may be tempted to steal the PC's spotlight (or treasure, or magic item, or girlfriend). Even retainers with a strong emotional connection to a PC can end up trying to help them in ways which are disastrous, or maybe they are simply inept.

Animals make great retainers in that they are usually bred for a particular role (combat, tracking, transportation, beast of burden, scouting, hunting, etc) and don't require any "in-character" speaking. Also, as creatures with simple motivations and behaviors, they aren't likely to cause too much unforeseen trouble.

Acquiring a Retinue

A player character can add members to their retinue either through the story (given as a reward by the GM), or through the purchase of certain Trumps. Some Faults, like Loved One or Pesky Sidekick, seem to add members to a PC's retinue, but actually don't since those characters aren't inherently beneficial and are controlled exclusively by the GM. The GM is the person responsible for creating a retainer's character, including attributes, skills, motivation, personality, the whole shebang. While a PC might tell a GM what they want their retainer to be like, or necessary skills the retainer should have, the GM, as always, has the final say. In fact, the GM has the final say on if a PC gets a retinue in the first place: some GMs don't allow them in their games.

Controlling a Retinue

Members of a PC's retinue can be used in different ways. If the player wants to carry on a conversation with an NPC through a retainer instead of through the main PC, the GM might allow that. It would certainly be more interesting than the GM having a conversation with himself as the retainer and the NPC. Of course, the PC might have to convince the retainer (currently being played by the GM) to undertake certain tasks. Most times, the GM will speak as the retainer and is the arbiter on what the retainer does or doesn't know.

In combat, members of a PC's retinue are most often left under the player's control. Some GMs may decide that a character's retinue is better left under the GM's control for that instance or for all instances, but since the GM usually has a slew of enemies to control, retinues are usually left under a PC's control. In this case, the retainer acts like a second character for the player to control during combat. If there are large/multiple retinues to consider in a combat, the GM might have each retinue act on the Reaction order of the controlling PC to help keep things moving quickly and clearly during combat.

13. MAGIC



agic is defined as the manipulation of people and environments through supernatural or occult means.

In *Immortal Legacy*, **magic** is the collective term for spells and magic items, their game effects and limitations, and the rules governing their use.

- Magic is a property of the natural world just like the weather and gravity. It may or may not be helpful in any way. Those who wield magic are no different from a skilled artisan or scientist. This viewpoint is usually held by those for whom magic is a normal, but uncommon part of daily life.
- Magic is a necessity and completely indispensable. It is an inexorable force of the world. Magic is life. This viewpoint is usually held by those who continuously rely on magic and its effects.

Similarly, views on the cause of magic ability also vary:

- Innate ability to wield magic is passed down through bloodlines. Either one is born with the talent for magic, or one is not.
- Through rigorous and extensive study, a mastery of magic is possible. Anyone can learn how to use magic provided one has the time, chance, and desire.
- Magical ability is scientifically proven to be the result of mutation. Those who find themselves able to use magic are affected randomly or chaotically.
- Magic is a divine gift, and bestowed upon worthy heroes or faithful adherents. As a supernatural boon, it cannot be comprehended by mere mortals.
- Certain items bestow upon their carriers the talent for magic. If deprived of these wondrous relics, the ability to cast spells is lost.

Furthermore, views on magic can be divided across sex, gender, age, race, religion, geographical location, philosophy, and time.

Magic Users

Those who cast magic spells are known by many names—wizards, witches, magic-users, magicians, sorcerers, and warlocks. In this game, they are called *mages*. The use of magic is not limited to the stereotypical old, long-bearded man in pointed hat, nor is it restricted to the particularly sagacious. It could be commanded just as easily by an oafish swordsman, a canny diplomat, or a slippery thief.

In The Story

It's up to the Game Master to decide how to govern the use of magic spells and items in game. One GM might decide on a world where everyone can use at least a little magic, while another GM could create a world where magic hasn't existed for years or never did.

Below are some examples of how magic could be perceived in a world where it is present:

- Magic is to be hated and feared. It is unpredictable and too powerful, so mages are untrusted, attacked, or alienated. This viewpoint is usually held by those who don't understand magic or have suffered at the hands of a cruel mage.

Spells

Spells are the specific invocations of magic to carry out an effect; everything from heating up dinner without a fire to turning a dragon into a pig. See Chapter 14: Spells for more details.

Any character capable of casting spells is free to learn new spells as he or she sees fit. Each spell has a *rarity*: the ease with which your



Quick Start

"Yeah, yeah. Enough of the literary stuff, how do I cast a spell to eviscerate my enemies?"

Cool your jets. Magic is a tough game dynamic with lots of rules you need to understand first. Here is "How to Make Stuff Blow Up in 3 Easy Steps."

First, spells can be cast at different potencies, from 1–5. Intensity 1: simple, Intensity 5: ridiculous. In order to cast spells at all, you must buy a rank in the *Spellcasting*

Special Power. Each rank you buy of Spellcasting allows you to cast any spell you know at that level of Intensity (e.g. if you have 3 ranks in Spellcasting, you can cast your spells at Intensity 1, 2, or 3).

Second, you need skill ranks in the Elements of spells you want to cast. The rolls you make when casting a spell are influenced by the amount of ranks you have in its Element. If you don't have ranks in an Element, you can't cast spells in it. If you want to wield spells that deal damage, you should probably also put ranks in the *Magic Weapon* skill if you actually want to hit your targets.

Third, you must *find* the spells themselves. One spell may be more rare than another; ask your GM if you are able to learn a specific spell. Certain spells could be rare in a given geographic area, but not in others (for example, the barren wastelands of the frozen tundra could be home to ice casters, but no fire mages). Once you find and learn a spell, you know it forever.

When you cast a spell, you spend 1 MP per Intensity of the spell. If you cast a spell at Intensity 3, you spend 3 MP to do so. You gain back all of your MP each night you rest fully.

character can learn it. In game terms, a character must learn the spell either from experimentation, a mentor, or a set of detailed instructions, therefore your GM should have the final approval for whether your character can learn a given spell. For instance, the availability of spells could be limited to a geographical area, and if your character from the burning desert wants to learn how to summon ice cubes for frozen cocktails, it's likely he'll have to travel to a place where the spell is common.

All spells have a *target*: another creature or group of creatures, an area, an object, or oneself. Spells that are cast on other creatures which cause negative effects usually require an offensive roll from you and a defensive roll from the target. Spells that a mage can cast on him or her self automatically succeed—no roll is required. Also, beneficial spells that a mage can cast on another creature automatically succeed (unless of course, the creature doesn't *want* the benefit of the spell, then a roll is required as usual).

Magic Points

Magic spells and abilities are fueled directly by **Magic Points** (or **MP**), which represent the raw pool of magic power available to a character.

MP is used to power special abilities, much the same way as gasoline is used to power cars. Every character has an MP score, whether or not they have the ability to cast spells, or any other special abilities. Characters begin the game with 10 MP. At character creation, a mage can choose the Attribute used to cast spells (see *Casting Attribute*, below). A mage can add their score in this Attribute to their MP total. As the game progresses, a mage can further increase their MP total by purchasing the *Mystic* trump.

The term *mana* refers to the physical embodiment of consumable MP in various states of matter. Mana can be found as a raw material in either gaseous, crystalline, or liquid forms. Such sources of mana are highly sought after by mages and merchants alike, since they allow magi to call upon extra reserves of Magic Points. The physical mana is consumed in the using of it. It is simply held in the hand of the mage during the casting of a spell.

Spellcasters refer to the use of Health Points in exchange for Magic Points as *lifemana*. If a character has depleted their reserve of mana, they can use the very life force in their body in its place. By expending a Fate Point, a mage can exchange Health Points for Magic Points at the rate of 5 HP per 1 MP received. For example: one Fate Point can exchange 20 Health Points for 4 Magic Points.

Essences

A spell's **essence** describes its makeup, purpose, and means of operation. It's the very fabric of the magic that is enacted by the spell.

Compulsory

A spell with the *compulsory* essence forces intelligent creatures to act against their will. Compulsory spells use MP to change moods, allegiances,



and behavior. This type of magic is often opposed by skills which keep a character collected: Guts, Mind Control, Sanity, or Virtue.

Dynamic

A spell with the *dynamic* essence alters or releases energy itself. Dynamic spells use MP to temporarily change energy into matter, invoke effects, and control power. Dynamic spells operate very specifically—even magic must obey the rules of the universe in which it operates. This type of magic is often opposed by Stamina or Guard. It's also very often aimed.



Illusory

A spell with the *illusory* essence produces false sensory information. Illusory spells use MP to fabricate images, sounds, smells, tastes, and sensations in the minds of creatures or in the real world. This type of magic is often opposed by Lucidity.



Mutative

A spell with the *mutative* essence transforms matter. Mutative spells use MP to change materials into different types, tweak a thing's shape and size, or alter a thing's properties (e.g. buoyancy, flight, speed). This magic is often opposed by Resilience.



Perceptive

A spell with the *perceptive* essence reveal information. Perceptive spells use MP to grant a creature enhanced or altered senses, or allow a creature to detect the normally undetectable. These spells are never harmful.



Stygian

A spell with the *stygian* essence manipulates the border between life and death, pushing creatures past it or pulling them away from it. Stygian spells use MP to inflict pain, poison, disease, curses, blessings, and healing. This type of magic is opposed by Mettle or Vitality.



Transportive

A spell with the *transportive* essence conveys objects or creatures through space. Transportive spells use MP to instantaneously relocate things across distances. These spells are not necessarily harmful, but creatures may not wish to be relocated, so this type of magic is opposed by Resilience.



Warding

A spell with the *warding* essence prevents or protects. Warding spells use MP to lessen effects or block them entirely. These spells are never harmful.



Elements

Immortal Legacy recognizes twelve distinct elements of nature; all magic is based on one of these. The wheel below depicts their relationships.



Starting from the top: Dark opposes Light, Ice opposes Fire, Air opposes Earth, Water opposes Electricity, Slime opposes Metal, and Verdance opposes Ruin. These relationships are important as some creatures which exhibit properties of these elements are vulnerable to the opposing one. For example, when battling an elemental, attacks using its opposing element deal Tainted Damage.

Elementals

Elementals are sentient personifications of the arcane elements. Elementals exist as pure energy, and are normally invisible to the naked eye, but they can materialize under their own accord, or be summoned into physical form by a mage. If mana is the fuel for spells, elementals are the engines. Behind the scenes of magic, elementals are what actually make a spell happen. They are eternally bound to this role, and while some may despise the constraint, they are compelled to do it nonetheless.

There are five tiers of elementals: Least, Lesser, Greater, Major, Arch. Elementals of the lowest tier are small and quirky. They like to appear as roughly humanoid. Elementals of the highest tier are enormous, majestic, and often manifest as wingless, bearded, serpentine dragons.

Air

Sylphs. Nimble and graceful. All sylphs are airborne. They either bear gossamer wings or can float. Smaller sylphs can alight, but never on the ground.



Dark

Infernals. Diabolical and avaricious. Many infernals are adorned with a set of membranous bat-like wings. Many also bear horns of varying sizes and shapes and some have a reptilian tail.



Earth

Gnomes. Stubborn and tough. Gnomes are jovial and keep busy. They might appear as burrowing creatures or small fellows with pointed hats.



Electricity

Sprites. Energetic and speedy. They speak fast and think faster. Sprites are often yellow in appearance. Drawing close to one would make your hair stand on end. Arch-elemental sprites are thought to incite thunderstorms.



Fire

Salamanders. Rash and passionate. The salamanders are hot to the touch and short-tempered. Most of them have amphibian fingers and tails, like a newt. They're generally red or orange.



Ice

Nix. Aloof and callous. The nix are cold to the touch; nearly always blue or white. Freak snowstorms are assumed to be their doing.



Light

Supernals. Righteous and brave. Many supernals appear as physically strong, luminescent humanoids and adorned with a pair of majestic, feathery wings. Very often they have long, flowing hair.



Metal

Gremlins. Clever and ornery. They're likely to either fix something metal that's broken, or take apart something that's whole just to see how it works. They like objects related to tinkering: optics, tools, and the like. They're scaly and seem to have a lot of pockets.



Ruin

Boggles. Mischievous and destructive. Messes, disorder, and chaos are their stock-in-trade: spoiled milk, missing objects, and sickened household pets. Boggles tend to have an insect appearance. Lesser boggles very closely resemble locusts. They hate music.



Slime

Blobs. Distasteful and lazy. The blobs ooze their way around with repulsive comments and a corrosive touch. Many are amorphous and some translucent. The brighter the color, the more dangerous the blob.



Verdance

Dryads. Uplifting and nurturing. Dryads tend to be associated with lush forests and gardens. They love to sing and delight in new romance and the laughter of young children.



Water

Undines. Playful and enchanting. Undines inhabit bodies of water from fountains to the sea. More than one sailor has met death in an attempt to catch one. Some bear fish scales, few have clothes.



Casting Spells

Casting is the process by which a spell has its effects invoked. A character must have one or more ranks in the Spellcasting Special Power to make this possible.

To cast a spell, a magic user must recite a specific vocal incantation and perform one or more physical gestures. Some spells require that the caster possess a physical object (which may or may not be consumed in the casting). If deprived of the use of either vocals or movement, a mage can still cast, but takes twice as long (double the AP of the spell). If incapable of both speaking and moving, a mage cannot cast. A mage capable of Focus Casting (see the Trumps chapter) doesn't need to recite the incantation nor gesture, but must have his or her focus object to ignore this requirement.

Spells may be cast at one of five levels of Intensity. Intensity 1 spells are mild compared to the awesome fury of Intensity 5 spells. The greater the Intensity at which a given spell is cast, the more MP will be consumed in the casting and the greater the effects. It costs 1 Magic Point per level of Intensity, thus an Intensity 1 spell costs 1 MP while an Intensity 5 spell costs 5 MP.

Spells take time to cast. Just like each weapon in the Equipment chapter lists an AP, each spell has its own AP value as well. Most spells take 4 AP to cast, but some take less and others take more.

Casting Attribute

At character creation, the mage must choose an Attribute to be tied to their spellcasting talent; this is called the **Casting Attribute**. By default, a character uses Intellect, but it could be any of the 12 attributes listed on the character sheet at the player's option. The Casting Attribute not only influences the rolls to cast spells, it also determines the character's starting MP total.

Choosing a Casting Attribute has as much storytelling potential as it does game-play potential. Each Attribute grants an interesting and unique ability and describes the style with which a mage casts spells. The Attributes and their effects are as follows.

Muscle

Aggressive, forceful, and relies upon physicality and raw power. Able to cast using only gestural elements; requires no incantation for spells.

Agility

Quick, fluid, and tough to pin down. If the caster successfully dodges an attack spell, he gets +4 on his next Attack Spell.

Endurance

Steadfast, sturdy, and skilled at manipulating the flow of life energy. Channeling HP into MP has no Fate cost.

Intellect

Studious, scholarly, and well-versed in recognizing and responding to the arcane. When this character makes a successful Counterspell, his opponent takes the difference in opposed rolls as Damage.

Insight

Intuitive, sensitive, and adept at unraveling negative magic. When this character makes a successful Dispel, she receives MP equal to the original casting cost of the nullified spell.

Cunning

Devious, pragmatic, and excels at knowing the odds. Can identify other mages and their Casting Attributes on sight.

Charm

Confident, personable, and at home addressing large groups. +2 bonus to Casting roll against multiple targets.

Persuasion

Glib, loquacious, and especially effective one-on-one. +2 bonus to Casting roll against a single target.

Presence

Charismatic, glamorous, and mesmeric. Able to cast using only incantations; requires no gestural component for spells.

Courage

Selfless, protective, and skilled at mystically defending others. Can Counterspell spells targeted at allies, not just themselves.

Psyche

Iron-willed, unflappable, and projects an aura of unbreakable resolve. Nearby allies may use this mage's Saving rolls against harmful magic instead of their own.


Self-Control

Disciplined, meditative, and trained to turn mystic energies inwards. May channel MP into HP at the cost of 1:5.

Casting Roll

The **Casting Roll** is performed when a character casts a spell that has an offensive component—a spell that causes either damage or effects on one or more targets. The Casting Roll is also necessary if the target of a beneficial spell doesn't wish to receive the effects. Attack Spells will typically give you a bonus to this roll per level of Intensity.

Casting Roll


 + Casting attribute + Magic element + Spell Harm bonus (if applicable)

This roll is opposed by a save, which is a skill listed in the individual spell. Defending characters may add to this save either Magic Defense or their ranks in the spell cast on them, whichever is higher.

Attack Spells


Attack Spells cause direct harm to one or more creatures. They call for a mage to target the spell, and the defending creatures to try to evade the attack. As far as the rolls go, a mage wields an Attack Spell much like a weapon.

Magic Attack Roll

 + CUN + "Magic" weapon style
--

A defending creature makes a Dodge Roll as if resisting a normal attack. Note that creatures cannot normally parry spells without the Spell Swat Trump.

Dodge Roll

 + AGI + Dodge

If the mage's Attack Roll exceeds the defender's Dodge Roll, the spell hits the target and the mage can determine damage by making a Casting Roll. If the defender's Dodge Roll is the same or higher

than the Attacker, no Casting Roll is necessary because the spell misses.

Support Spells

Support Spells cause an effect. These may be beneficial (give you or your allies bonuses), detrimental (give an opponent penalties), or utilitarian (cause an effect that entails no roll adjustments). Unlike Attack Spells, these do not require the mage to aim the spell like a weapon. The mage simply chooses a target and the target must resist the effects of the spell. This is similar to how opposed skills work (for instance, Seduce vs. Virtue).

To cast a Support Spell that causes detrimental effects (or even one that causes bonuses but the intended recipient doesn't want the effects), the mage must make a Casting Roll.

Erasing Magic

Sure, magic is fun to make, but what happens when you want to get rid of it? A mage who casts a spell that has a duration can end its effects voluntarily at any time. Defending characters, or those who want to remove a pre-existing spell, have some options at their disposal.

Counterspell

Counterspelling is the means by which a mage can thwart a spell from an enemy caster as it's being cast. It is very similar to a parry, except instead of defending a weapon's attack with another weapon, this is defending a spell with another spell. Just like a parry, performing a counterspell takes place outside your turn, and involves no AP.

Any mage who is targeted by a spell (either directly or in the area of effect) has a chance to counter it. Be careful—a character can either save against the spell or make a counterspell but not both! If a mage is targeted by a support spell (one with no Attack Roll), he can opt to counterspell instead of the save. If a character is subject to an attack spell (one with an Attack Roll using the *Magic* weapon skill), both the attacker and the defender make Casting Rolls. If the defender fails, he's caught wide-eyed on the Dodge Roll to avoid the spell.

To perform a counterspell, the mage chooses an opposing spell to cast. Spells can be canceled by using either the Nullify Magic spell, or a spell that is opposite to the one being cast. Each spell lists a *Counter* if it has such an opposite. The mage then makes a Casting Roll opposed by the Casting Roll made by the attacking mage. The spell by which the mage is targeted and the spell used to counter it must be at equal Intensities or the counterspell action fails.

Example Counterspell

Aelfin the evil sorcerer targets Phineas with an Intensity 2 Slow spell.

- Aelfin makes a Casting Roll of 19
- Phineas casts an Intensity 2 Haste with a Casting Roll of 23.

The spells counteract one another.

If he were to have cast Haste at Intensity 1, or failed the Casting Roll, he would be subject to the effects of Slow.

Dispel

The process of a mage erasing an existing spell is known as **dispelling**. Whereas counterspelling is used against another spell as it's cast, this action is performed when a spell has been active for a time.

To perform a dispel, the mage chooses an opposing spell to cast. Spells can be removed by using either the Nullify Magic spell, or a spell that is opposite to the one in place. Each spell lists a *Counter* if it has such an opposite. The mage then makes a Casting Roll opposed by the original Casting Roll made by the mage who cast the spell already in place. The spell in place and the spell used to dispel it must be at equal Intensities or the dispel action fails.

Example Dispel

Celeste realizes that one of her allies is suffering from the effects of an Intensity 3 Curse spell.

- She casts Bless at Intensity 3, and rolls a Casting Roll of 26.
- The original Curse spell had a Casting Roll of 22.

The spells counteract one another.

If she were to have cast Bless at Intensity 2, or failed the Casting Roll, nothing would have happened.

Note also that a spell can be dispelled at will by the mage who originally cast it.

Magic Items

Magic can be found in many forms. In addition to casting magic spells, characters can wield magic weapons, armor, or enchanted household objects.

There are several kinds of objects with innate magical power or that can act as a magic conduit. Their availability to characters is entirely up to the GM. Perhaps any mage with the correct knowledge can craft these arcane objects and sell them at auction, but perhaps that knowledge is lost to time and only the objects still hanging around are available. Maybe there is no magic in the world, and these devices simply don't exist, or they've been replaced by technology.

In the Immortal Legacy game, it is assumed by default that anyone can use magic items like an enchanted sword, a talking mirror, or a

shield that shoots lightning, since the magic is inherent to that item. However, a creative GM may decide that magic items become inert in the hands of a non-mage (the flaming, enchanted sword becomes a normal sword), or that non-mages cannot use the item at all—it jumps out of one’s hand, seems stuck in place, or burns the hand of the would-be wielder.

Below are descriptions for different categories of items infused with the power of magic spells.

Single-use

These items are “use and lose.” Once activated, the effects of the contained spell occur and the item becomes useless. Often times it disintegrates when used. When a mage creates a single-use magic item, he makes a Casting Roll and spends the necessary MP for the desired spell Intensity. When the item is later activated, the stored Casting Roll is used along with the number of ranks the mage has in the spell to determine any variable effects (such as area and duration of the spell).

Inkantations

An inkantation is a temporary tattoo, scrawled by a mage on a creature’s skin with a concoction of liquid mana and expensive ink. The runes written are specific to the spell. Typically, this is done on the back of the hand. These tattoos can contain beneficial spells with a target of self or creature. To activate the spell, a creature must run a single finger over the runes, which takes 1 AP. The tattoo can be activated at any time, but disappears upon release.

Pabula

A pabulum is a consumable item which can contain spells with a target of self or creature and cause effects but not damage. In liquid form, these are often marketed as potions or elixirs, but you could just as easily store a Poison spell in a cup of coffee. Pabula are also available in solid and edible form ranging from typical food items to pills. Sometimes pabula occur naturally as fruit on rare trees, or flowers with curative powers. When a creature consumes a pabulum with negative effects, it rolls its save as per usual. It takes 1 AP to consume a small pabulum such as a pill, but 3 AP to consume anything larger.

Runestones

Runestones are objects which can contain beneficial spells with a target of self or creature. They’re typically smooth, glossy stones, marbles, or tiles, although they much less commonly appear as bones or sticks. They always have small runes etched into the surface. To activate the spell within a runestone, it must be crushed, snapped in half, or thrown to the ground and shattered. The creature doing this receives the effects of the contained spell for the appropriate duration. It takes 1 AP to activate a runestone.

Spellbombs

Spellbombs are objects that are activated by being thrown or launched. These can only contain spells with a target of area. Upon impact, the effects of the spell are released to the area surrounding the object. Projectiles are usually ball-shaped, but sometimes they’re crafted from disposable ranged ammunition (e.g. rocks, arrows, crossbow bolts, cannonballs). They are rarely if ever crafted out of expensive weapons as the object disintegrates as the spell releases. If thrown, it takes 3 AP to attack with a Spellbomb. If the Spellbomb is crafted out of a piece of ammunition, use the normal AP cost of the firing weapon. See the Combat chapter for information on the use of thrown weaponry.

Talismans

Talismans are hand-sized scrolls, cards, or labels bearing specific artwork, runes, or writing. These can contain spells which target a creature and cause effects but not damage. When a talisman makes contact with its intended target, the target is automatically subject to the effects of the contained spell for the appropriate duration. To attack with a talisman, the character rolls an Attack Roll using ranks in the Hand-to-hand weapon skill. This attack takes 3 AP. The defending creature makes an Evasion Roll. The attack deals no damage. Once stuck with a talisman, it takes 2 AP and a Might check of 18 to pry it off (it also takes a Gymnastics check of 12 to reach one on your back). Talismans are almost always spells of a Compulsory, Warding, Stygian, or Mutative essence, and they are rarely beneficial to the recipient.

User-powered

These items can be used multiple times, but each activation of the object requires *the user* to supply the necessary MP. When a mage creates a user-powered magic item, he chooses the spell to store, makes a Casting Roll, and chooses the desired spell Intensity. When the item is later activated, the stored Casting Roll is used along with the number of ranks the mage has in the spell to determine any variable effects (such as area and duration of the spell).

Runebrands

A runebrand is a permanent tattoo scrawled or burned into the flesh of a creature by a mage. It’s a laborious process and very precise, so it calls for the recipient to make a DL 10 Vitality check to ignore the pain, or else flinch and risk ruining the pattern. The runes written are specific to the spell. These tattoos can contain beneficial spells with a target of self or creature. The tattoo can be inscribed anywhere on the creature’s body, but to activate the spell, a creature must run a single finger over the runes, which takes 1 AP. The mage can also make the tattoo activate by vocal command (0 AP), but this is expensive and even more time-consuming. The tattoo can be activated at any time, and as often as the user has MP to supply it.

Glyphs

A glyph-bearing object is one which has engraved into it a specific magic symbol. These are typically worn or carried in hand. Glyphs can contain beneficial spells with a target of self or creature. The object typically is related to use of the spell which is stored in it. For instance, a suit of armor which activates an Attack Ward, a sword which activates Elemental Weaponry, a monocle which activates See Magic. If a spell requires a certain item in the casting, the glyph must be inscribed on such an item (e.g. Farsight engraved on a mirror). A glyph can support several spells, but this greatly increases the cost, as does engraving a large object with several glyphs. Activating a glyph on an object takes 1 AP and is done mentally. A glyph can be activated at any time, and as often as the user has MP to supply it.

Totems

A totem is an ornate object, often small enough to hold in one hand. People unfamiliar with spellcasting believe them to be powerful objects with vast supernatural power. Sometimes totems comprise the parts of bigger objects, for instance the hilt of a dagger, or a belt buckle. A character that can identify a totem for what it is (DL 15 Clairvoyance check) can cast the spell stored inside as if he could cast it himself. If the stored spell requires an Attack Roll, the user must use his own Cunning and ranks in the *Magic* weapon skill. A totem can be activated at any time, and as often as the user has MP

to supply it. It takes as many AP to activate a totem as the stored spell normally requires. Some totems are built in a way that allow the user to choose the Intensity of the casting, up to the maximum of the stored spell. For instance, a totem containing Fireball at Intensity 3 could be cast at Intensity 1, 2, or 3 if the creator so chose. Totems can support several spells, but this greatly increases the cost. A coin, ring, staff, wand, or scepter makes an excellent totem.

Self-powered

Very rare and powerful indeed, these items require no power from the user and may simply be activated. When a mage creates a self-powered magic item, he chooses the spell to store, makes a Casting Roll, and chooses the desired spell Intensity. When the item is later activated, the stored Casting Roll is used along with the number of ranks the mage has in the spell to determine any variable effects (such as area and duration of the spell). Creating a self-powered item can cost a fantastic amount of MP.

Both glyphs and totems can be made to be self-powered.

A device that invokes magic which can be used basically *at will* with no cost to the user is absurdly powerful and *extremely* rare. The following qualities, one or more of which a self-powered item may possess, that may help to place boundaries on their use, or make them easier to find.

Depleting

Depleting self-powered items may only have a limited number of uses before the item cannot be used ever again. A brand-new depleting object has *at least* 3 uses.

Rechargeable

A self-powered item that's depleting and can also be recharged or refueled. Perhaps it takes manacells (essentially magic batteries). Maybe it needs to be soaked in liquid mana, blood, or booze. The fuel for the item may be as hard to find as the item itself.

Cooling

When activated, cooling self-powered items become too "hot" to use for a time. The user might have to wait a bit before another activation (e.g. a round, a minute, an hour, a day).

14. SPELLS



If mages are the chefs, spells are the recipes. Locating a spell might be the object of an in-game quest, or it might be as simple as asking your GM if it's OK to learn. As mentioned in the Magic chapter, spells could be very hard to find in a given geographical area.

It's important to keep a balance between the number of spells your character knows and how effective each one is. Like all things in this game, you give up specialization for diversity depending on how you invest your earned Expoints.

Details

Each spell contains the following information.

Essence

As noted in the Magic chapter, every spell belongs to an essence that describes its makeup, purpose, and means of operation.

Action Points

The number of AP it takes to cast the spell.

Target

The recipient of the spell's effects. The target is either *Not Applicable* (the spell just happens and there's no special target), *Self* (the spell affects the caster), *Creature(s)* (the spell affects one or more creatures), *Object* (the spell affects an inanimate object—sometimes only certain kinds of objects, such as things that are metal, or the re-

mains of a creature), *Area* (the spell affects an area and anything within it).

Rarity

The availability of the spell. Rarity is a number: one means popular, two means common, three means uncommon, four means rare, five means very rare, six means unique, and seven means no one in your world knows it... yet. Once your character learns a spell, you can further invest more skill points into that spell to improve its variable effects (e.g. area of effect, length of duration). As noted in the Magic chapter, a spell could be more or less rare in a geographical area or time period.

Distance

The maximum distance away from the target the caster can be. It's one of these five: self (the spell is meant for you alone), contact (you have to reach out and touch someone), near (15 ft. per Spell rank), medium (50 ft. per Spell rank), and far (150 ft. per Spell rank).

Lasts

The amount of time the spell's effects continue. It could be none (if it's instantaneous), several rounds, days, or forever. Sometimes this is dependent on the number of ranks the caster has in the spell, sometimes it's dependent on the Intensity.

Save

The save which is allowed to the target.

Counter

Another spell which is opposite in nature and can be used to counter or dispel it.

Element

When a mage learns a spell, it is learned from a specific elemental school. Spells available in multiple schools list the symbol of each. Spells with no elemental symbols are available in *all* elemental schools. A spell available in multiple elemental schools may behave differently depending on the element that powers it.

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List of Spells

This is a list of essences and the spells available within each.

Compulsory



- A House Divided – Turn your enemies against each other
- Antagonism – Make others right angry
- Confuse – Make creatures act randomly
- Control Plants – Make plants do your bidding
- Demoralize – Scare the pants off 'em
- Disenchant – Remove enchantments
- Endearment – Make others more amiable
- Enthral – Distract an audience
- Insanity – Take someone to crazy town
- Pheromones – Friendship through chemistry
- Sadism – Drive a creature to harm others
- Suggest – Tell 'em what to do

Dynamic



- Amplify – Make Perception checks easier
- Awaken Tree – Animate a plant to gain a mindless servant
- Barrier – Conjure a solid, protective wall
- Calm/Enrage the Sea – Surf's up (or down)
- Control Fire
- Control Winds – Breeze to gale or vice versa.
- Dancing Whips – Summon animated weaponry to attack, trip, disarm, or entangle.
- Darkness – Turn out the lights
- Earthquake – Trip creatures
- Elemental Blast – Hurl a ball of elemental energy at a target
- Elemental Catastrophe – Decimate an area with an elemental attack
- Elemental Grasp – Touch a target and deal elemental damage
- Elemental Onslaught – Cover an area with an elemental attack
- Elemental Strike – A target receives an elemental attack from below
- Elemental Weaponry – Conjure or augment a magic weapon
- Field Trip – Trip others with a slippery surface
- Flare – Temporarily blinds others
- Hush – Make Perception checks harder
- Light – Illuminate dark places
- Lightning Bolt – Shock and stun others
- Lumberjack – Grow useful objects
- Magnetize – Grants disarm bonuses to metal weapons
- Nullify Magic – Erases the arcane
- Stay Put – Trap creatures' hands and feet
- Thunder – Deafen and trip enemies
- Web – Trap somebody in a sticky net

Illusory



- Blackflame – Cloak a fire in darkness
- Blur – Make it harder to see you
- Cacophony – Penalties due to distracting noises

- Conjure Food – Illusory food staves off hunger
- Diversion – A pretend noise; great for pranks
- Eternal Fire – Permanent light source
- False Bottom – Hide stuff beyond a fake surface
- Feign Death – Become comatose
- Invisibility – You disappear
- Masquerade – Devise false appearances for you and your buddies
- Mirror Selves – Misdirect your opponents with stunt doubles
- Shadow Puppet – Seemingly real remote-control objects and creatures
- Summon Fog – Make it hard to see
- You and What Army? – Cow your opponents with illusory allies

Mutative



- Age – Make a person temporarily older
- Ashes to Ashes – Disintegrate a creature
- Copycat
- Dangerous Body – Cover yourself in an element to punish assailants
- Demolition – Explode objects
- Flight – Take to the skies and float back down when it's over
- Fluid Body – Turn yourself into a puddle
- Footgear – Traverse impossible materials without trace
- Hardened Body – Gain tougher skin for offense and defense
- Harden/Soften Earth – Mud to rock or back again
- Lock – Open, shut, lock, and unlock any opening or mechanism
- Marionette – Move a creature against its will
- Metamorphose Liquid – Turn one liquid into another
- Paralysis – Keep a person from moving
- Petrify – Turn a creature to stone
- Phasing – The mage can swim right through solid objects
- Polymorph – Princess into frog; elephant into mouse
- Pool Shark – Breathe underwater and other useful abilities
- Resize – Shrink or enlarge a creature
- Revert – Undo mutative spells
- Rocket Boots – Fly *really* fast
- Rubberflesh – Stretchy limbs, bouncy body
- Run Like the Wind – Add to speed
- Safe Haven – Personal motel for you and your buddies
- Shift Element – Move earth, ice, or water around
- Steelshape
- Strip – Take away another's item
- Telekinesis – Shove things around remotely
- Youth – Make a person temporarily younger
- Wall Crawler – Effortless climbing

Perceptive



- Comprehend Language – Cunning linguistics
- Dis Illusion – See through illusions
- Enhance Senses – Better sight, hearing, and/or scent
- Farsight – See things from far away
- Foresight – See things before they happen
- Hear Thoughts – Eavesdrop on the unspoken
- Infrared Eyes – Detect heat sources by sight
- Lookout – See through the eyes of tiny spies
- Nightvision – See better in the dark
- Psychometry – Divine the history of objects and remains
- See Magic – Visually identify magic at work

- X-Ray Vision – See through solid objects

Stygian



- Asphyxiate – Deprive a target of air
- Blindness/Deafness/Muteness – Make people unable to either see, hear, or speak
- Blood Corruption – Magically poison a creature
- Decay – Attack and corrode metallic weapons, armor, and creatures
- Decontamination – Remove physical effect spells
- Disease – Infect a creature
- Elemental Healing – Recover HP from elemental damage
- Famine – Force a creature to starve
- Haste – Add Action Points
- Health Drain – Sap away HP
- Inflict Pain – Knock out opponents
- Nauseating Breeze – Penalties due to illness
- Repulsion – Penalties due to illness
- Scar – Deal Tainted Damage
- Sleep – Bed time
- Stagnation – Remove Action Points
- Steal Strength – Sap away Muscle
- Sudden Death – Invoke coma or death in a creature
- Thermoregulate – Boil or freeze a creature's blood
- Thirst – Force a creature to dehydrate
- Wraith Harrow – Inflict harm with a touch; armor is useless

Transportive



- Banish – “You’re dismissed!”
- Elemental Messenger – Send a message through an elemental
- Elemental Portation – Travel between two points
- Gate Key – Anyone that touches an item is sent away
- Quick Portal – Any opening becomes a portal between locations
- Safe Keeping – Have an elemental store an item
- Summon Elemental – Title says it all
- Teleport Circle

Warding



- Alarm – Know when you’ve got company
- Attack Ward – Keep ’em away
- Bubble – Protect you and your buddies from outside effects.
- Death Ward – Stygian spells cannot work
- Divination Ward – Shut prying eyes
- Invitation Only – Keep some out
- Mental Ward – Immunity to Compulsory spells
- Poison Ward – Immunity to poison
- Portation Ward – Transportive spells cannot work
- Sound Ward – Silence is golden
- Spell Ward – Stop magic entirely
- Weather Proof – Stay comfortable in extreme temperatures

Spells

Here are the details of the spells listed above.

Age



Rarity	4	Distance	Contact
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Resilience
Counter	Youth		

The mage reaches into the sands of time and squeezes the glass. With a cruel touch of ruinous sorcery, one target suffers the effects of aging very quickly, without gaining the inherent experiences of actually spending that time. The mage makes a hand-to-hand Attack Roll. If the target fails its Dodge Roll, the mage makes his Casting Roll, and the target makes its Resilience save.

The effects of aging depends on the Intensity. This spell cannot cause a creature to die from old age, but it *could* be used to age someone to the point of uselessness. When the spell ends, the creature reverts to its proper age.

Intensity Effects

- I. -1 to MUS, AGI, and END.
- II. -2 to MUS, AGI, and END. -1 AP
- III. -3 to MUS, AGI, and END. -1 AP
- IV. -4 to MUS, AGI, and END. -2 AP
- V. -5 to MUS, AGI, and END. -3 AP

Alarm

Rarity	1	Distance	Near
AP	4	Lasts	One day per rank
Target	Area	Save	

The mage makes a bargain with a minor elemental to keep watch over a place for a brief time. Any sentient creature who enters the alarmed area with a Disposition of *neutral* or worse towards the mage trips the alarm. When the mage and the elemental make their agreement, they also decide on the means of notification; the elemental may notify the mage about intruders telepathically, leaving the warded location and notifying the mage in person, or by making a loud noise at the location being watched. As long as the spell is in effect, the elemental continues to report intrusions. The size of the alarmed area is dependent on the Intensity.

When learning this spell, the mage must choose the specific element that is used when cast. A mage can learn this spell in different elemental schools, but must buy Spell skill ranks in each.

Intensity Effects

- I. 10 foot radius (room)
- II. 25 foot radius (campsite)
- III. 50 foot radius (house)
- IV. 100 foot radius (mansion)
- V. 300 foot radius (fortress)

Amplify

Rarity	1	Distance	Near
AP	4	Lasts	One minute per rank
Target	Area	Save	
Counter	Hush		

Crank it up! The mage sends magical energy into the actual sound waves coming out of an object or area, in effect reaching in and pumping up the volume. This effect doesn't cause the sound to be any louder, instead it increases the distance the sound can cover. This spell is cast on an area, and covers a radius of 5 feet per rank. It can be centered on a creature or object, and wherever the center goes, the Amplified effects go with it. The effect of this spell is that any Perception checks made to hear the sounds are at a reduced difficulty (so in effect, some distance penalties are removed).

Intensity Effects

- I. Perception DL -2
- II. Perception DL -4
- III. Perception DL -6
- IV. Perception DL -8
- V. Perception DL -10

Antagonism

Rarity	1	Distance	Near
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Virtue
Counter	Endearment		

This spell is the opposite of Endearment; it fans the flames of hate. If cast successfully, it sends the target into a rage of anger, curses, and likely a lot of spittle. The target is bound to become increasingly hateful and violent towards a specific creature named by the caster (including himself). The effects are immediate: once you tick someone off, they are liable to stay that way.

Intensity Effects

- I. Moves the target down one Disposition
- II. Moves the target down two Dispositions
- III. Moves the target down three Dispositions
- IV. Moves the target down four Dispositions
- V. Moves the target down five Dispositions

Ashes to Ashes

Rarity	5	Distance	Near
AP	4	Lasts	N/A
Target	Creature	Save	Resilience

The mage fires a beam of extremely destructive force towards a target. The mage makes a Magic Attack Roll. If the target fails its Dodge Roll, the mage makes his Casting Roll, and the target makes its Resilience save. The caster must add its Size to the Casting Roll, and the target must add its Size to the Resilience save, and so large creatures get a bonus, and small creatures take a penalty. If failed, the target immediately begins to feel their very body harden and



crumble away, leaving a pile of ash where the unfortunate creature stood.

Intensity Effects

- I. +2 bonus to the Casting Roll
- II. +4 bonus
- III. +6 bonus
- IV. +8 bonus
- V. +10 bonus

Asphyxiate






Rarity	3	Distance	Near
AP	4	Lasts	Intensity-dependent
Target	Creature	Save	Mettle

The mage uses his knowledge of the elements at his disposal to deprive a creature of the oxygen it breathes. An air mage pulls the air out of the target's lungs. A slime mage encourages a mass of mucus to clog the target's nose and mouth. A water mage condenses water in their target's lungs.

If the target fails its save, it immediately gains the *suffocating* condition, and will asphyxiate for one round per level of Intensity. As detailed in Chapter 4: *Life and Death*, the target must succeed at a Stamina check of DL 15 each round or move one step down the Knockout Track. If the check is critically failed, the character moves two steps down the Knockout Track. The target gains the *unconscious* condition at level 5, and if the spell continues for another round, the character dies. Note that the mage can willingly dismiss the spell when a target passes out to prevent its death and keep it unconscious. This spell is especially dangerous if the target is already suffering Knockout effects.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 Suffocate  Smother  Drown

Intensity Effects

- I. One round of suffocation.
- II. Two rounds
- III. Three rounds
- IV. Four rounds
- V. Five rounds

Attack Ward



Rarity	1	Distance	Contact
AP	4	Lasts	1 hour per rank
Target	Creature	Save	

The recipient of this handy spell is endowed with a glowing nimbus that resembles full-bodied translucent armor. This cloak of protection grants a bonus to the target's Guard Roll. The nimbus is completely weightless and doesn't hamper movement in any way. The target can already be wearing armor and gain the effects of this spell; the bonus instilled by this spell even applies to attacks where armor might be ignored.

Intensity Effects

- I. +1 to Guard Roll
- II. +2 to Guard Roll
- III. +3 to Guard Roll
- IV. +4 to Guard Roll
- V. +5 to Guard Roll

Awaken Tree



Rarity	3	Distance	Near
AP	4	Lasts	1 minute per rank
Target	Object (plant)	Save	

This spell infuses a woody plant with the power of motion, converting it into a mindless servant. For the duration of the spell, you must grasp a small clipping of the plant (e.g. a leaf, petal, or twig) which allows you to direct the plant at will to perform any manual task. “Crush anyone that passes!” “Grab the man!” “Throw me that way!” “Pull me up there!” You can even command it to uproot itself and shamle away. It can be used to carry, hold, attack, or defend. When the magic expires, the plant returns to its inanimate state. If you’ve commanded it to do anything that threaten its life (like uprooting itself without replanting), it will surely die thereafter.

Your all-natural organic servant is a *plantlike* creature that permanently gains the *blinded*, *deafened*, *mindless*, *muted*, and *unfeeling* conditions. It can sense only through touch (e.g. vibration, heat). During combat, it acts on your turn in the Reaction order. It has 1 point in all attributes. It gains as many ranks in the Hand-to-hand weapon skill as you have in the elemental skill used to cast; it otherwise has no other skill ranks. The durability and impact force of an awakened plant vary, so the tougher its bark, the higher its armor score and hand-to-hand damage. The Size of the plant to which you can impart motion depends on the intensity.

Intensity Effects

- I. Size -2 and below
- II. Size 0 and below
- III. Size 2 and below
- IV. Size 4 and below
- V. Size 6 and below

A House Divided



Rarity	2	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	Creature	Save	Mind Control

Like a house of cards, one’s enemies will crumble if the support falls. This spell alters the target’s perception of friend and foe. By physically and psychologically cordoning off an enemy from his/her allies, the mage makes friends of enemies.

Intensity Effects

- I. The target will always subconsciously attempt to move in the opposite direction of allies. The target will not abandon the fight simply because of this: they simply wish to fight alone.
- II. The target is struck with “friendship amnesia” and thinks his former allies are strangers, with a neutral disposition towards them.

- III. The target is rendered completely oblivious to the cries and actions of comrades. The target still hears and sees everything going on in the fight, but it is glossed over without consideration.
- IV. The target turns against his/her allies and counts them amongst his/her enemies. The target will believe in his/her mind that their allies have gone over to the wrong side! In game terms, this means that the target will attack former comrades as well as other enemies, with no preference to either except who poses the most immediate threat.
- V. The target turns against his/her allies and believes their former enemies friends. Essentially the target simply begins to fight for the opposing side for the duration of the spell. No amount of talking can make the target snap out of the spell before it ends.

Banish



Rarity	2	Distance	Medium
AP	4	Lasts	N/A
Target	Creature	Save	Resilience

With a commanding voice, the mage undoes the binding spells of summoning, and banishes a summoned creature back to its original location. Anything the creature held that did not come with it drops to the ground. (For instance, if a person was summoned, grabbed a sword, and was banished, the sword would fall to the ground; however if the person came with the sword, it would disappear as well).

The mage must match the Intensity of Banish to the Intensity of the summon spell; so an Intensity 4 Summon spell can only be countered by an Intensity 4 Banish.

Barrier



Rarity	1	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	N/A	Save	

The mage conjures a massive wall of a solid element to block the tricks of others. The Health Points of the wall varies by Intensity. The wall can be dismissed at will. When the spell expires, the wall crumbles. The wall can be attacked and smashed through by opponents using spells or bludgeoning weapons (the wall uses the Casting Roll of the mage for its Guard Rolls). Slashing and piercing weapons take a -4 penalty to attack the wall. The wall is especially susceptible to the attacks of the opposite element, which deal double damage. Ice is opposed by fire, earth is opposed by air, metal is opposed by slime, verdance is opposed by ruin.

The wall is 20 feet high, 40 feet wide, and 1 foot thick, and it can be made into any shape the mage wishes, but it is not mobile.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- Ice Wall
- Stonewall
- Steel Stockade
- Brier Patch

Intensity Effects

- I. 20 HP
- II. 40 HP
- III. 60 HP
- IV. 80 HP
- V. 100 HP

Blackflame



Rarity	1	Distance	Near
AP	4	Lasts	One hour per rank
Target	Object (fire)	Save	N/A

The mage calls upon the spirit of fire to cease all light output from a fire, and effectively making the fire black, but still giving off appropriate heat and causing damage. This is useful if the mage wishes to stay warm but not attract attention in the wild. The amount of fire that the mage can affect is dependent on the Intensity.

Intensity Effects

- I. A torch
- II. A campfire
- III. A large bonfire
- IV. A house fire
- V. A forest fire

Blindness/Deafness/Muteness



Rarity	3	Distance	Near
AP	4	Lasts	Level dependent
Target	Creature	Save	Mettle

The mage chooses one of the ailments offered by this spell and forcibly applies it to a creature. See the Life and Death chapter for information on these conditions.

Intensity Effects

- I. One round
- II. Encounter
- III. Day
- IV. Week
- V. Permanent

Blood Corruption



Rarity	3	Distance	Self
AP	4	Lasts	One minute per rank
Target	Self	Save	

The mage develops a terrible venom which can be delivered to foes. The type of poison inflicted is dependent on the Intensity (see the Life and Death chapter for the effects of poisons). When casting the spell, the mage makes a single Casting Roll to determine the poison's DL. The mage is poisonous for as long as the spell lasts, and must make a hand-to-hand attack against any targets (the venom must be delivered by a bite, kiss, scratch, etc.) If the target succeeds at its first Vitality check, the poison is ineffective. If failed, the target takes appropriate damage, and each round thereafter for one round per spell rank, the victim must make the save or take damage.

Intensity Effects

- I. Level One poison
- II. Level Two poison
- III. Level Three poison
- IV. Level Four poison
- V. Level Five poison

Blur



Rarity	1	Distance	Self
AP	4	Lasts	2 rounds per rank
Target	Self	Save	

The mage's outline and shape becomes blurry to the naked eye, making attempts to hit her in combat much more difficult. The mage receives a bonus to Evasion Rolls dependent on the Intensity.

Intensity Effects

- I. +2 bonus to Evasion
- II. +4 bonus
- III. +6 bonus
- IV. +8 bonus
- V. +10 bonus

Bubble



Rarity	3	Distance	Medium
AP	4	Lasts	10 minutes per rank
Target	Area	Save	

The air mage conjures an airtight, and for that matter, anything-tight bubble of invulnerability around creatures or objects with an unlimited air supply. The bubble may not be penetrated by attacks from outside nor may attacks from inside reach outside. Sound is dampened to near silence through the bubble. The bubble cannot be punctured or shattered by anything but magic, meaning attack spells and magic weapons. The bubble is at the command of the air mage and may be levitated and moved at the mage's normal speed. The creatures or objects inside the bubble are subject to nothing that an outside force could effect. The air mage may "pop" the bubble at will, whereupon anything inside is subject to the natural laws of the world once again.

Intensity Effects

- I. Large enough to fit 1 humanoid creature
- II. 2 creatures
- III. 3 creatures
- IV. 4 creatures
- V. 5 creatures

Cacophony



Rarity	2	Distance	Near
AP	4	Lasts	1 round per spell rank
Target	Area	Save	Sanity

The mage conjures a host of simultaneous sounds, that when mashed together form a cacophonous noise that shatters the concentration of a target, and startles them. A target who fails the save

takes the penalties listed below for the duration of the spell and 2 rounds afterwards. This spell effects an area of 20 feet in radius.

Intensity Effects

- I. -2 to Perform and any spellcasting with a spoken component. Deafened.
- II. -4 to Perform and spellcasting. Deafened.
- III. -6 to Perform and spellcasting. Deafened and stunned.
- IV. -8 to Perform and spellcasting. Deafened and stunned.
- V. -10 to Perform and spellcasting. Deafened, stunned, and wide-eyed.

Comprehend Language



Rarity 1 **Distance** Near
AP 4 **Lasts** 10 minutes per rank
Target Creature **Save**

The targets become skilled linguists in a particular written and/or spoken language. The targets will be able to converse in or read languages which they have never seen or heard before. Targets receive a bonus to Translate, depending on the Intensity.

Intensity Effects

- I. +4 to Translate
- II. +8 to Translate
- III. +12 to Translate
- IV. +16 to Translate
- V. +20 to Translate

Confuse



Rarity 2 **Distance** Medium
AP 4 **Lasts** Two rounds per rank
Target Area **Save** Sanity

The mage can reach into a target's mind and shake it around like a can of beans. Creatures targeted by this spell become disoriented and will attack randomly. They become incapable of understanding intelligent speech, and incapable of casting spells. Confuse is cast on an area, and any vulnerable creatures within must save or suffer the effects. A target creature must fit entirely in the area of effect (e.g. you're not gonna fit a rhino into that 5' circle, friend).

A Confused creature is a liability to its allies and itself. During its turn, a Confused creature must roll a d100. If the result is 1-33, the target attacks the nearest opponent. On a 34-66, the target attacks the nearest ally. On a 67-100, the target attacks itself.

Intensity Effects

- I. 5 ft radius
- II. 10 ft radius
- III. 15 ft radius
- IV. 20 ft radius
- V. 25 ft radius

Conjure Food



Rarity 1 **Distance** Near

AP 4 **Lasts** N/A
Target N/A **Save**

A mage with this spell can *seemingly* conjure sustenance out of thin air. The food may taste and look very much real, but it contains none of the expected nutritional value. Creatures consuming this pretend food stave off the effects of Knockout penalties from starvation, but must eventually consume some real nourishment or die. The food remains and rots just like real food of the type would. The amount of food depends on the Intensity, the quality depends on the cook.

Intensity Effects

- I. One solid meal for one person
- II. 5 people. Dysfunctional family conversation included!
- III. 10 people
- IV. 15 people
- V. 20 people

Control Fire



Rarity 1 **Distance** Near
AP 4 **Lasts** Two rounds per rank
Target Object (fire) **Save**

The mage calls upon the spirit of a fire to conform to his or her will. The mage can control the shape and heat of an existing fire. The mage can fan the flames increasing the size of the fire to a maximum of twice its original size or completely extinguish it. The size of fire controlled is determined by the Intensity.

Intensity Effects

- I. A torch
- II. A campfire
- III. A large bonfire
- IV. A house fire
- V. A fire the size of a city block

Control Winds



Rarity 1 **Distance** Far
AP 4 **Lasts** N/A
Target Air **Save** Stamina

Mother nature takes orders from no one, but good advice never hurt anyone. With this spell the mage takes existing wind conditions and softens or exaggerates their effects. The spell can be cast indoors or outdoors. When winds are augmented, arrows miss their mark, ships will sail faster, and creatures can be thrown to the ground. The wind can be directed at one individual as well as be modified. Creatures must roll Stamina to avoid the effects of the strengthened wind, moving one foot for each point of difference between the Casting Roll and their save. If creatures defending from a gust of wind botch their save roll, they move one step down the Knockout Track in addition to being thrown.

Intensity Effects

- I. Winds increased: Ranged attacks take -1, +2 to Casting Roll; Winds decreased: nullify a breeze
- II. Winds increased: Ranged attacks take -3, +4 to Casting Roll; Winds decreased: nullify moderate winds

- III. Winds increased: Ranged attacks take -5, +6 to Casting Roll; Winds decreased: nullify strong winds
- IV. Winds increased: Ranged attacks take -10, +8 to Casting Roll; Winds decreased: nullify storm winds
- V. Winds increased: Ranged attacks take -20, +10 to Casting Roll; Winds decreased: nullify hurricane winds

Copycat



Rarity	3	Distance	Contact
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Resilience

The mage alters himself or a willing target to duplicate the physical appearance of another humanoid, right down to the the sound of their voice and the smell of their hair (...*creepy*). The mage does not gain any of the original's memories or knowledge, so the mage must act or bluff his or her way out of sticky situations. This spell does not grant the ability to cause any significant changes to physiology: the target creature must be within 2 steps of Size of the intended form (e.g. it's impossible to disguise a *firna* as a *juven*).

Intensity Effects

- I. +4 Disguise
- II. +8 Disguise
- III. +12 Disguise
- IV. +16 Disguise
- V. +20 Disguise

Dancing Whips



Rarity	3	Distance	Medium
AP	3	Lasts	2 rounds per rank
Target	Area	Save	

This spell summons a number of writhing, dancing lengths of material that operate as sentient spiked whips. Slime mages summon black, stinging, acidic tentacles. Metal mages conjure lengths of iron chain with tiny barbs. Verdance mages evoke sharp, thorny vines adorned with small rose buds.

The whips can each be controlled individually by the mage and act as spiked whips for all intents and purposes (the mage uses his Spell Ranks instead of Weapon skill in the Attack Roll). Commanding the whips, however many are present, takes 3 AP (the amount of time for using an actual whip). So for example, if the mage has 6 AP, the whips can be used to attack twice (casting this spell and using the whips once also takes 6 AP!). Any bonuses the mage receives for using whips, such as from a Combat Trump, can be applied to rolls made with this spell. The mage can attempt to trip, disarm, or entangle her opponents, or just whip them mercilessly.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

-  *Tentacles*
-  *Chain Gang*
-  *Rose's Fury*

Intensity Effects

- I. One whips

- II. Two whips
- III. Three whips
- IV. Four whips
- V. Five whips






Dangerous Body



Rarity	2	Distance	Self
AP	4	Lasts	Two rounds per rank
Target	Self	Save	Guard Roll

The mage calls upon elemental power to cover him or herself in a protective cloak of elemental energy. When the spell is cast, the mage makes a single Casting Roll. For the duration of the spell, any combatant adjacent to the mage must make a Guard Roll against the initial Casting Roll. Anything the mage holds will be wreathed in elemental energy but suffer no ill effects. The mage can dismiss or summon the effect at will for the duration of the spell. While covered by the element, the mage is immune to the same element, however magical attacks of the opposite element deal double damage. Damage dealt by this field to assailants is dependent on the Intensity.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

-  *Immolate*
-  *Acid Blood*
-  *Aura of Decay*
-  *Radiance*
-  *Shocking Personality*

Intensity Effects

- I. +2 Spell Harm
- II. +4 Spell Harm
- III. +6 Spell Harm
- IV. +8 Spell Harm
- V. +10 Spell Harm

Darkness



Rarity	1	Distance	Medium
AP	4	Lasts	1 round per rank
Target	Area	Save	
Counter	Light		

The mage summons a spherical area of complete and utter inky blackness. The spell devours any light emitted within its area of effect, and blocks any light outside from getting in—so not even Infrared Eyes can help you. Creatures within this field of darkness which rely on sight (even those that are capable of seeing in the dark) are treated as being Blind, and take -8 to pretty much any combative action (except for those with the Blind-Fighting trump). The size of the field is dependent on the Intensity.

Intensity Effects

- I. 5 ft radius
- II. 10 ft radius
- III. 15 ft radius
- IV. 20 ft radius
- V. 25 ft radius

Death Ward



Rarity 3 **Distance** Contact
AP 4 **Lasts** 1 minute per rank
Target Creature

The mage envelops the target in a pocket of the world beyond. Creatures subject to a death ward are temporarily cut off from the energies of life and death, during which time they are immune to Stygian spells. While this prevents the disease, poison, and death of Stygian magic, it also prevents the blessings, healing, and revitalization.

The Intensity at which Death Ward is cast is effective against Stygian spells of the same Intensity or lower.

Decay



Rarity 3 **Distance** Contact
AP 2 **Lasts** N/A
Target Object (weapon) **Save** Mettle

A mage places a vile aura around a held weapon (which could include the mage's own appendages). The mage makes a Casting Roll to determine the effectiveness of the spell, and chooses a weapon to endow. The mage attacks with the weapon, and if the target fails to Dodge, it makes a Resilience save. If failed, whatever object is struck (e.g. shield, armor, another weapon) begins to age and decay, as though decades of neglect have gone by—it rusts, rots, or crumbles. The enchantment remains on the mage's weapon indefinitely until discharged. Targets who defend with a parry automatically expose their weapon or shield to the entropic effects of this spell (but can still save). The struck object receives steps of degradation per level of Intensity. If the degradation exceeds the object's normal combative bonus, the object is completely ruined and disintegrates. If the mage wants to target a particular object, the normal Called Shot rules apply. This spell is generally useless on living creatures—the Scar spell is generally more useful for those cases (but see below for exceptions).

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. If cast from the Metal or Slime schools, this spell is *only* effective on metallic objects and creatures. Metallic creatures (generally, these are fabricated and elemental creatures) who aren't wearing armor that are targeted by this spell receive one point of tainted damage instead of a step of degradation.

Intensity Effects

- I. 2 steps of degradation
- II. 4 steps of degradation
- III. 6 steps of degradation
- IV. 8 steps of degradation
- V. Any affected object is completely ruined

Decontamination



Rarity 4 **Distance** Contact
AP 4 **Lasts** N/A
Target Creature **Save**

The mage can resolve vile intrusions to the body. This spell can instantly alleviate any toxin, poison, venom, or disease, be it naturally-occurring or magical (e.g. Poison, Disease).

This spell *cannot* be used to counter one being cast that introduces Poisons or Diseases.

The Decontamination spell must be cast at the same or higher Level of the disease or poison that has been induced.

Demolition



Rarity 2 **Distance** Near
AP 4 **Lasts** N/A
Target Area **Save** Resilience

The mage creates a wave of force which causes any objects made of an earth-like material (e.g. brick, glass, ceramic, crystalline) to crack, shatter, and crumble. Any earth creature or any solid object that is magical or being worn gets to make a save against the mage's Casting Roll to resist destruction. This spell affects an area of 5 feet in radius for every Spell rank. If an earth creature targeted by the spell fails the save, it takes the difference as damage. The mage can shatter an amount of objects equal to the Casting Roll in pounds (e.g. a mage with a Casting Roll of 28 can shatter 28 1-pound objects, or 14 2-pound objects). The mage has total control over the demolition; he can choose to split the objects into one or more pieces, bore through them, or simply let them crumble into bits. Extra *oomph* is added to the roll per intensity.

Intensity Effects

- I. +2 Spell Harm
- II. +4 Spell Harm
- III. +6 Spell Harm
- IV. +8 Spell Harm
- V. +10 Spell Harm




Demoralize



Rarity 2 **Distance** Medium
AP 4 **Lasts** 2 rounds per rank
Target Creature **Save** Guts

The mage saps the valor right out of a creature, sending the poor thing running home to mommy. The mage appears to the target as something that should incite primal, mortal fear. Each level of Intensity allows the mage to frighten off a creature of increasingly larger size.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Cold Sweat*  *Erode Spirit*  *Horrrify*

Intensity Effects

- I. Size -2 and below (scaredy cat!)
- II. Size 0 and below (most humanoids)
- III. Size 3 and below (...and the horse they rode in on)
- IV. Size 6 and below (killer *wail*)

V. Any size creature (you know, maybe you're the monster)

Disease



Rarity	4	Distance	Self
AP	4	Lasts	N/A
Target	Self	Save	

The dark mage becomes a carrier for a horrible disease. The type of disease spread is dependent on the Intensity (see the Life and Death chapter for information on diseases), and the mage may pick any disease of the appropriate level to spread. While the mage can only carry the disease for a single attack, the disease will lie dormant indefinitely until delivered. To infect a creature, the mage must make a hand-to-hand attack against the target (the infection must be delivered by a bite, kiss, scratch, etc.) After a successful attack, the mage makes a Casting Roll to determine the disease's DL. If the target succeeds at its first Vitality check, the disease is ineffective; failure results in immediate infection and those icky body aches.

Intensity Effects

- I. Level One Disease
- II. Level Two Disease
- III. Level Three Disease
- IV. Level Four Disease
- V. Level Five Disease

Disenchant



Rarity	3	Distance	Contact
AP	4	Lasts	N/A
Target	Creature	Save	

The mage can dispel the mental enchantments done by a spell with a Compulsory essence. Disenchant can be cast on any creature currently suffering the effects of a Compulsory spell. The opposite powers cancel each other out, and the Compulsory spell immediately ends.

This spell *cannot* be used to counter a Compulsory spell being cast.

The Disenchant spell must be cast at the same Intensity or higher as the Compulsory spell to be countered.

Dis Illusion



Rarity	3	Distance	Self
AP	4	Lasts	2 rounds per rank
Target	Self	Save	

With cunning use of perception magic, you can instantly tell illusions from reality. When casting this spell, illusions are mentally sorted out as seeming very false, almost not entirely there. While this spell is active on your person, visual figments are translucent, audio is warbled, tactile sensation tingles oddly, yet all illusions taste and smell like cabbage.

The Intensity at which Dis Illusion is cast is effective against illusions of the same Intensity or lower.

Diversion



Rarity	1	Distance	Medium
AP	4	Lasts	1 round per rank
Target	Area	Save	Lucidity

This spell creates an illusion to distract opponents: sight, sound, smell, or any combination of the three. Anything the caster imagines can come to life. So long as they concentrate on it, the caster can even change the illusion as they see fit while the spell persists. Any targets within an area of a 5 foot radius per rank must make a Lucidity save. A target that passes its save doesn't perceive the illusion at all (and confusion will set in as its friends ask "Hey, did you see that?"). The idea is that if a target believes a false sight or sound, they will be at a disadvantage to notice other things, taking a penalty to subsequent Perception checks. "Huh? What was that noise? Better go check it out"

Intensity Effects

- I. A minor distraction, like mice squeaking, or a bird flying past. Targets take -2 to Perception checks.
- II. A moderate distraction, like smelling the garbage behind a tavern, or a dog barking. Targets take -4 to Perception checks.
- III. A strong distraction, like an apparition floating down a hallway, or many people singing. Targets take -6 to Perception checks.
- IV. A very strong distraction, like a militia marching by, or a whiff of rotting flesh. Targets take -8 to Perception checks.
- V. An inescapable distraction, like a clap of thunder, a roaring dragon, or the local drunk screaming and running nude across the town green. Targets take -10 to Perception checks.

Divination Ward



Rarity	2	Distance	Contact
AP	4	Lasts	1 hour per rank
Target	Creature	Save	

The mage weaves a complicated string of magic around a target, blocking divining spells from working correctly. Any Perceptive spell that is used against the target of this spell is completely ineffective. The target is visible to the naked eye and ear, of course, but any perception magic acts as if the target is not there at all.

The Intensity at which Divination Ward is cast is effective against perception spells of the same Intensity or lower.

Earthquake



Rarity	2	Distance	Far
AP	4	Lasts	N/A
Target	Area	Save	Gymnastics

The mage calls on the tectonic stress of the earth beneath his feet and brings a rumble to the surface. This spell can only be cast on solid earth or stone footing. While the vibrations are not intense enough to collapse buildings or incite cave-ins, this spell is adept at knocking creatures on their backs. Any creature in the area inca-

pable of staying balanced falls prone. If a creature receives a bonus to prevent from being tripped, that bonus is applicable when resisting this spell. Flying or hovering creatures are not affected by this spell (simply jumping in the air doesn't count, for the record). The size of the area affected is dependent on the Intensity.

Intensity Effects













- I. 5 ft radius
- II. 10 ft radius
- III. 15 ft radius
- IV. 20 ft radius
- V. 25 ft radius

Elemental Blast 

Rarity	2	Distance	Far
AP	3	Lasts	N/A
Target	Creature/Object	Save	Guard Roll

The mage sends a burst of elemental power rocketing towards a single target. The projectile is comprised of pure energy and is basically intangible, but charged with the aspects of a specific element. The mage makes a Magic Attack Roll. If the target fails its Dodge Roll, the mage makes his Casting Roll, and the target makes its Guard Roll. The bonus this spell grants to the Spell Harm in the Casting Roll depends on the Intensity.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|--|--|--|
|  <i>Fireball</i> |  <i>Snowball</i> |  <i>Boulder</i> |
|  <i>Air Blast</i> |  <i>Acid Ball</i> |  <i>Cannonball</i> |
|  <i>Ball Lightning</i> |  <i>Water Blast</i> |  <i>Radiation</i> |
|  <i>Wrecking Ball</i> |  <i>Sunbeam</i> |  <i>Dark Matter</i> |

Intensity Effects





- I. +6 Spell Harm
- II. +12 Spell Harm
- III. +18 Spell Harm
- IV. +24 Spell Harm
- V. +30 Spell Harm

Elemental Catastrophe 

Rarity	5	Distance	Far
AP	6	Lasts	N/A
Target	Area	Save	Guard Roll

The mage calls down ancient destructive elemental forces that ravage battlefields in spectacular eruptions of power. The energy of the spell resembles natural disasters akin to the element in question: volcanic eruption, flooding, rivers of acid, hurricanes, stellar chaos, mass hysteria, cats and dogs living together. The spell affects an area of 10 feet in radius for every spell rank. The mage makes an Attack Roll using the *Magic Weapon Skill*. Creatures within this area a chance to Dodge, but cannot Parry (without the Spell Swat trump). Half of the damage dealt by this spell is considered half bludgeoning damage (if a creature is immune to damage by that element, it's still subject to the other half).

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|---|--|--|
|  <i>Volcano</i> |  <i>Iceberg</i> |  <i>Meteor</i> |
|  <i>Hurricane</i> |  <i>Acid Rain</i> |  <i>Heavy Metal</i> |
|  <i>Seven Thunders</i> |  <i>Tsunami</i> |  <i>Atomic Bomb</i> |
|  <i>Extinction</i> |  <i>Supernova</i> |  <i>Black Hole</i> |

Intensity Effects

- I. +20 Spell Harm
- II. +40 Spell Harm
- III. +60 Spell Harm
- IV. +80 Spell Harm
- V. +100 Spell Harm








Elemental Field 



Rarity	1	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	Area	Save	Guard Roll

The mage conjures a field of tangible elemental energy to hedge out the tricks of others. The wall can be dismissed at will, and when the spell expires, the wall dematerializes in a way that is characteristic of the element (fire dissipates in a puff of smoke, wind vanishes with a whoosh, etc.). The wall itself is 20 feet high, 40 feet wide, and can be made into any shape the mage wishes, but the wall is immobile. The mage makes a single Casting Roll (including the bonus listed below) when the spell is cast and anyone attempting to walk through the field for the duration of the spell must make a Guard Roll against this number (since they're choosing to walk through the wall, no Attack or Dodge is necessary). The mage doesn't need to put himself inside of the wall; he might want to protect something valuable he can't reach.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|---|--|---|
|  <i>Firewall</i> |  <i>Wind Wall</i> |  <i>Corrosive Cage</i> |
|  <i>Electric Fence</i> |  <i>Wall of Water</i> |  <i>Wilting Wall</i> |
|  <i>Corona</i> | | |

Intensity Effects

- I. +4 Spell Harm
- II. +8 Spell Harm
- III. +12 Spell Harm
- IV. +16 Spell Harm
- V. +20 Spell Harm

Elemental Grasp 

Rarity	1	Distance	Contact
AP	3	Lasts	N/A
Target	Creature/Object	Save	Guard Roll

The mage grabs onto a single target and delivers a potent surge of elemental power. The mage makes an Attack Roll using the Hand-to-hand skill. If the target fails its Evasion Roll, the mage makes a Casting Roll, and the target makes its Guard Roll. The bonus this spell grants to the Spell Harm in the Casting Roll depends on the Intensity. If the target's Evasion Roll is higher than the mage's Attack, no MP are wasted; the spell isn't cast until the mage is *touching* the target.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|----------------------|------------------------|----------------------|
| <i>Searing Touch</i> | <i>Icy Grasp</i> | <i>Stone Fist</i> |
| <i>Wind's Caress</i> | <i>Corrosive Touch</i> | <i>Iron Grasp</i> |
| <i>Static Shock</i> | <i>Crashing Waves</i> | <i>Thorny Grasp</i> |
| <i>Kiss of Death</i> | <i>Light Touch</i> | <i>Touch of Evil</i> |

Intensity Effects

- I. +4 Spell Harm
- II. +8 Spell Harm
- III. +12 Spell Harm
- IV. +16 Spell Harm
- V. +20 Spell Harm

Elemental Healing

Rarity 3 **Distance** Near
AP 4 **Lasts** 2 rounds per rank
Target Creature **Save**

The mage harnesses the power of an element from other sources and turns it into life energy. Each level of Intensity of this spell grants an increasingly higher bonus to the Guard Roll against spells of a particular element. When defending against spells of this element, if the Guard Roll is higher than the attacking mage's Casting Roll, the defender can take the difference as Health Points regained. For example, if Drinnin has the Elemental Healing spell cast on him, an enemy mage makes a Casting Roll for an elemental spell of 25, and Drinnin makes a Guard Roll of 29, he regains 4 HP. Creatures benefiting from the effects of this spell are immune to damage of the specified element except on a Critical Failure of the Guard Roll.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|----------------------|-----------------------|---------------------|
| <i>Heating Pad</i> | <i>Cold Compress</i> | <i>Rock Rehab</i> |
| <i>Oxygen Tank</i> | <i>Corrosive Cure</i> | <i>Acupuncture</i> |
| <i>Shock Therapy</i> | <i>Water Therapy</i> | <i>Nourishment</i> |
| <i>Bloodletting</i> | <i>Photosynthesis</i> | <i>Night Clinic</i> |

Intensity Effects

- I. +2 to Guard Roll against chosen element
- II. +4 to Guard Roll against chosen element
- III. +6 to Guard Roll against chosen element
- IV. +8 to Guard Roll against chosen element
- V. +10 to Guard Roll against chosen element

Elemental Messenger

Rarity 1 **Distance** N/A
AP 4 **Lasts** N/A
Target N/A **Save**

The mage makes contact with an elemental and has it deliver a message to a specific recipient. The means by which the elemental decides to deliver the message is entirely up to it—it could appear and deliver the message personally. The elementals usually behave in a way that characterizes the element they represent: a fire elemental may have the message appear written in flames, or an ice elemental may summon ice cubes to spell out the message. The mage can send one sentence per rank in this manner. The amount of time it takes for the message to arrive is dependent on the Intensity.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|------------------------|-----------------------|--------------------------|
| <i>Smoke Signal</i> | <i>Morse Cold</i> | <i>Ear to the Ground</i> |
| <i>Whispering Wind</i> | <i>Slick Missive</i> | <i>Steelspeech</i> |
| <i>Live Wire</i> | <i>Babbling Brook</i> | <i>Life Line</i> |
| <i>Raze a Question</i> | <i>Light Reading</i> | <i>Dark Secrets</i> |

Intensity Effects

- I. 1 hour
- II. 10 minutes
- III. 1 minute
- IV. 1 round
- V. Immediately

Elemental Onslaught

Rarity 4 **Distance** Far
AP 6 **Lasts** N/A
Target Area **Save** Guard Roll

The mage invokes a violent surge of elemental power that explodes with a concussive force. The energy of the spell resembles the element in question: water and acid falling from the sky, an iceberg or meteor smashing the ground, columns of flame or a spray of bullets erupting from the ground, a swirling whirlwind, or streaks of lightning. The spell affects an area of 5 feet in radius for every spell rank. The mage makes an Attack Roll using the *Magic Weapon* Skill. Creatures within this area a chance to Dodge, but cannot Parry (without the Spell Swat trump). Half of the damage dealt by this spell is impact. The other half of the damage is of the specific element (if a creature is immune to damage by that element, it's still subject to the other half).

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|---------------------|--------------------|---------------------|
| <i>Firestorm</i> | <i>Blizzard</i> | <i>Landslide</i> |
| <i>Twister</i> | <i>Dissolve</i> | <i>Bullet Storm</i> |
| <i>Thunderstorm</i> | <i>Deluge</i> | <i>Sonic Boom</i> |
| <i>Downfall</i> | <i>Solar Flare</i> | <i>Eclipse</i> |

Intensity Effects

- I. +10 Spell Harm
- II. +15 Spell Harm
- III. +20 Spell Harm
- IV. +25 Spell Harm
- V. +30 Spell Harm

Elemental Portation

Rarity	4	Distance	Self
AP	4	Lasts	N/A
Target	Self	Save	

The mage calls upon an elemental to allow him passage between two points. The mage vanishes in a way characteristic of the element involved. For instance, a water mage is liquefied and falls to the ground with a splash, evaporating, and reappearing at the destination with a spray of water. An electricity mage is struck by a bolt of lightning from the sky or ceiling and similarly strikes the ground at the destination. The mage is transported instantaneously, however, the distance the spell can cover is dependent on the Intensity. At low Intensities, this spell is useful to move around battlefields, and at high Intensities, for overland movement.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|---------------------------|------------------------|----------------------|
| <i>Up in Smoke</i> | <i>Snowdrift</i> | <i>Rock and Roll</i> |
| <i>Airwalk</i> | <i>Snot Rocket</i> | <i>Steel Away</i> |
| <i>Ride the Lightning</i> | <i>Water Slide</i> | <i>Transplant</i> |
| <i>Wasting Away</i> | <i>Traveling Light</i> | <i>Fly by Night</i> |

Intensity Effects

- I. 50 feet
- II. 500 feet
- III. 1 mile
- IV. 10 miles
- V. 100 miles

Elemental Strike

Rarity	3	Distance	Far
AP	4	Lasts	N/A
Target	Creature/Object	Save	Guard Roll

The mage invokes a devastating assault against a single target, which bursts from the ground beneath it. The attack is comprised of pure energy and is basically intangible, but charged with the aspects of a specific element. The mage makes an Attack Roll using the *Magic* Weapon Skill. If the target fails its Dodge Roll, the mage makes a Casting Roll and the target makes its Guard Roll. The bonus this spell grants to the Spell Harm in the Casting Roll depends on the Intensity. The damage caused by this spell is considered half piercing damage (if a creature is immune to damage by that element, it's still subject to the other half).

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|------------------------|------------------------|---------------------|
| <i>Flame Jet</i> | <i>Ice Glaive</i> | <i>Stalagmite</i> |
| <i>Air Scythe</i> | <i>Acid Lance</i> | <i>Iron Maiden</i> |
| <i>Thunder Javelin</i> | <i>Geyser</i> | <i>Forest Spear</i> |
| <i>Blight Arrow</i> | <i>Column of Light</i> | <i>Demon Horn</i> |

Intensity Effects

- I. +10 Spell Harm
- II. +20 Spell Harm
- III. +30 Spell Harm
- IV. +40 Spell Harm
- V. +50 Spell Harm

Elemental Weaponry

Rarity	2	Distance	Contact
AP	4	Lasts	2 rounds per rank
Target	Object (weapon)	Save	

Using this spell, the mage can either *augment* an existing weapon with elemental properties, or *conjure* an elemental weapon from thin air. In the case of conjured weapons, the mage or anyone to whom the mage gives the weapon uses their Elemental skill ranks instead of the weapon type for Attack Rolls. This weapon counts as a magical attack, and is beyond the concepts of piercing, bludgeoning, or slashing. The weapon can be used one-handed, can be used to parry, and the wielder cannot be disarmed of it. The Harm score of the weapon is dependent on the Intensity. In the case of augmented weapons, the Harm score listed below is a bonus on top of the weapon's existing Harm score. In the case of ranged projectile weapons, the ammunition is affected and receives the bonus to damage.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

- | | | |
|------------------------|------------------------|------------------------|
| <i>Firebrand</i> | <i>Frost Brand</i> | <i>Weapon of Earth</i> |
| <i>Weapon of Wind</i> | <i>Acid Armament</i> | <i>Weaponsmith</i> |
| <i>Lightning Brand</i> | <i>Weapon of Water</i> | <i>Thorny Brand</i> |
| <i>Weapon of Chaos</i> | <i>Holy Brand</i> | <i>Unholy Brand</i> |

Intensity Effects

- I. *Special.* +2 Harm
- II. *Magicked.* +4 Harm
- III. *Spellbound.* +6 Harm
- IV. *Enchanted.* +8 Harm
- V. *Relic.* +10 Harm

Endearment

Rarity	1	Distance	Near
AP	4	Lasts	One hour per rank
Target	Creature	Save	Virtue
Counter	Antagonism		

Using the flames of passion to pull on the hearts of other creatures, the mage ensnares a target in a deep enchantment. This spell makes those affected by it think fondly and warmly of another creature named by the caster (including himself). Their attitude improves no-

tably—each level of Intensity of this spell improves the target’s Disposition by one additional level.

As a Spell song, this spell is known as *Song of the Sirens*.

Intensity Effects

- I. Moves the target up one Disposition
- II. Moves the target up two Dispositions
- III. Moves the target up three Dispositions
- IV. Moves the target up four Dispositions
- V. Moves the target up five Dispositions

Enhance Senses



Rarity	2	Distance	Self
AP	4	Lasts	10 minutes per rank
Target	Self	Save	

One or more of the mage’s senses become supernaturally accurate. Depending on the element used when casting, the mage receives a bonus to Perception for sight and/or sound, and a bonus to Search for scent (which allows you to track). The strength of the bonus gained depends on the Intensity.

Take care, though, because effects that target the senses affect a mage under this spell even more so. A mage with enhanced senses takes –4 to saves against anything which target those senses. A mage with enhanced sight will be at a disadvantage to Flare, for example. A mage with enhanced smell will be at a disadvantage to Nauseating Breeze, and so on.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. When cast from the Air school, only the sense of smell is boosted, and so only the bonus to Search applies. When cast from the Light school, only the sense of sight is boosted, so only the bonus to Perception (for visual stimuli) applies. When cast from the Earth school, only the sense of hearing is boosted, so only the bonus to Perception (for auditory stimuli) applies. When cast from the Verdance school, *all three* senses are boosted.

Intensity Effects

- I. The mage gains a +2 bonus to the relevant sense(s)
- II. The mage gains a +4 bonus
- III. The mage gains a +6 bonus
- IV. The mage gains a +8 bonus
- V. The mage gains a +10 bonus

Enthrall



Rarity	3	Distance	Near
AP	4	Lasts	5 minutes per rank
Target	Area	Save	Mind Control

The weak minded can be easily caught in a daze of fascination and wonderment. Using this spell, the mage creates a *lure* and turns heads. Usually, the mage centers the spell on herself, but Enthrall can be centered on another creature or an object, and wherever the lure goes, the gaze of those enthralled goes along with it.

For the duration of this spell, any creatures within the area of effect who can see the lure must make a Mind Control save. Those who fail gain the *distracted* condition and stare at the lure as long as it’s visible. Creatures who roll a Critical Failure are simply dumbstruck and gain the *wide-eyed* condition against anyone but the lure as long as they can see it. Creatures with the *blinded* condition are immune to the effects of this spell.

Intensity Effects

- I. 100 ft radius
- II. 200 ft radius
- III. 300 ft radius
- IV. 400 ft radius
- V. 500 ft radius

Eternal Fire



Rarity	1	Distance	Near
AP	4	Lasts	Permanent
Target	Object (flammable)	Save	

The mage calls upon the spirit of fire to create an illusory ever-burning flame, one that consumes no oxygen and gives off no heat, just simply flickering firelight. Burning torches in dungeons are prime examples of Eternal Fire spells. This spell requires an object on which to cast the flame – one that would normally be required for a mundane fire (for instance, a candle, a torch, etc.) This fire lasts until Counterspelled.

Intensity Effects

- I. Create a candle-sized flame
- II. Create a torch-sized flame
- III. Create a small cooking fire-sized flame
- IV. Create a campfire-sized flame
- V. Create a bonfire-sized flame

False Bottom



Rarity	3	Distance	Near
AP	1 minute	Lasts	Permanent
Target	Area	Save	

The mage conjures a realistic facsimile of a dividing surface, such as a wall, ceiling, or floor. The facsimile is, of course, completely insubstantial, and any solid matter will pass straight through it. There are all kinds of secretive or deadly things to be hidden beyond a fake surface. So long as the objects to which it is anchored exist, the illusion will remain. So if your house is razed to the ground, the fake wall you had hiding your dirty magazines goes along with it. The size of the illusion depends on the Intensity, but the nefarious uses are endless.

Intensity Effects

- I. 25 square feet (5’×5’)
- II. 100 square feet (10’×10’)
- III. 625 square feet (25’×25’)
- IV. 2,500 square feet (50’×50’)
- V. 10,000 square feet (100’×100’)

Famine



Rarity	4	Distance	Near
AP	4	Lasts	2 days per rank
Target	Creature	Save	Mettle

An empty belly saps a creature of its energy reserves and pushes it closer to death. Using this spell, the mage creates a black hole in a creature's stomach. If the target of this spell fails its save, it gains the *starving* condition. No matter how much it eats, the hunger persists. It begins to slowly waste away. If the creature survives through the spell's duration, a full night's sleep will remove any incurred Knockout Track penalties caused by Stamina Drain. The size of the targeted creature depends on the Intensity.

Intensity Effects

- I. Size -2 and below (just a little bite)
- II. Size 0 and below (most humanoids)
- III. Size 3 and below (...and the horse they rode in on)
- IV. Size 6 and below (hungry hippos)
- V. Any size creature (a *really* big appetite)

Farsight



Rarity	2	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Object (reflective)	Save	Mettle

Ever get the feeling you're being watched? Using this spell, a mage can perceive a remote location, creature, or item as if he was there with it. If the mage wants to view a particular creature or an item held by a creature, the creature gets a Mettle save to block out the mage, but they may not be aware they're getting *screen time*. An observed creature gets the feeling they're being watched with a DL 15 Clairvoyance check, and a DL 20 check will alert them it's magic. The mage can also simply choose a distance and direction ("500 miles north") and see that area.

The distance able to be seen depends on the Intensity. In order to activate this spell, the mage must have a reflective surface available such as a mirror, a glass ball, or a placid lake through which the remote sights and sounds are transmitted.

Intensity Effects

- I. The mage can scry on a target at a distance of up to 1 mile
- II. The mage can scry on a target at a distance of up to 10 miles
- III. The mage can scry on a target at a distance of up to 100 miles
- IV. The mage can scry on a target at a distance of up to 1,000 miles
- V. The mage can scry on *any* target, anywhere in the world.

Feign Death



Rarity	2	Distance	Self
AP	4	Lasts	Intensity-dependent
Target	Self	Save	Lucidity

The mage effectively puts himself into stasis, appearing as though he were dead. The spell is good enough to fool anyone at first

glance, and even heart checks, listening for breath, etc won't be able to tell the difference. The length of time the death can be feigned depends on the Intensity. The mage has a limited awareness of the events happening around him. The mage rests while in this state as if he was asleep. When the spell is first cast, the mage makes a Casting Roll. Anyone who checks if the mage is dead is welcome to a Lucidity check against the Casting Roll.

Intensity Effects

- I. One minute
- II. One hour
- III. One day
- IV. One week
- V. As long as the caster desires

Field Trip



Rarity	2	Distance	Far
AP	4	Lasts	2 rounds per rank
Target	Area	Save	Gymnastics

This spell is intended to bring an area of creatures tumbling to the ground. For the duration of this spell, anyone caught in the area of effect who attempts to move must succeed at a Gymnastics roll. Any failed checks cause the creature to slip and fall prone. If the spell is enacted on a slanted surface, a tripped creature quickly slides downward. If a creature receives a bonus to prevent from being tripped, that bonus is applicable when resisting this spell. Flying or hovering creatures are not affected by this spell (simply jumping in the air doesn't count, for the record). Each specific element conjures a different hazard. In the earth school, the area is covered in slick mud. In the ice school, a sheet of slippery ice will coat the surface of the area. In the metal school, the area is covered in tiny silver marbles. In the slime school, the area receives a thin coat of grease. The size of the area affected is dependent on the Intensity.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Sheet of Ice*  *Mud Puddle*  *Grease*
 *Ball Bearings*

Intensity Effects

- I. 5 ft radius
- II. 10 ft radius
- III. 15 ft radius
- IV. 20 ft radius
- V. 25 ft radius

Flare



Rarity	1	Distance	Far
AP	4	Lasts	N/A
Target	N/A	Save	Stamina

The mage calls upon the spirit of fire to bring forth a burst of fire and light. The mage can use this Flare to signal friends, or blind foes, or even cover your escape. The flare may be launched into the

sky as a signal or ignited at close range. The intensity of the flare is dependent on the Intensity.

Intensity Effects

- I. Create a finger-sized signal flare, visible at a distance of 1 mile at night. If not launched, causes an annoying green blob in the vision of everyone with their eyes open (onlookers lose 1 AP for one round).
- II. Creates a bottle-sized signal flare, visible at a distance of 10 miles at night. If not launched, it blinds everyone with their eyes open for two rounds.
- III. Creates a basketball-sized signal flare, visible at a distance of 20 miles at night. If not launched, blinds everyone with their eyes open for 30 seconds.
- IV. Creates a torso-sized signal flare, visible at a distance of 50 miles at night. If not launched, it blinds everyone with their eyes open for one minute.
- V. Creates a bolder-sized signal flare, and can be seen from 100 miles. If not launched, it blinds everyone with their eyes open for five minutes.

Flight



Rarity	2	Distance	Contact
AP	4	Lasts	One minute per rank
Target	Creature	Save	Resilience

The mage grants herself or a willing ally airborne maneuverability. If the target is airborne while the spell is active, and the spell ends, the target slowly floats towards the ground, taking no damage. If the spell is dispelled, or the effect is subject to a Spell Ward, the target plummets to the ground, taking 1 point of damage per foot fallen (subject to a Guard Roll). The creature cannot hover, but can fly at its typical movement speed, and can certainly zoom through the skies with a Dash check. The bonus granted to Dash depends on the Intensity.

Intensity Effects

- I. +2 bonus to Dash
- II. +4 bonus
- III. +6 bonus
- IV. +8 bonus
- V. +10 bonus

Footgear





Rarity	2	Distance	Contact
AP	4	Lasts	One hour per rank
Target	Creatures	Save	

The mage can supercharge a creature's feet, allowing them to traverse impossible substances. Regardless of which material the spell allows the creature to traverse, the creature leaves no tracks and cannot be tracked in its intended direction by scent. Any movement penalties due to terrain are ignored. The exact material depends on the element in question. In the air school, the creature can walk across thin air as if climbing an invisible staircase or crossing an invisible bridge. In the earth school, the creature can traverse sand, mud, gravel, and the like as if it were on a well-paved road. In the ice school, the creature can walk atop snow, slush, and ice with per-

fect traction. In the water school, the creature can move without issue across lakes, rivers, and ocean waves, unable to fall in.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Snow Shoes*
 *Water Skis*

 *Cleats*

 *Cloud Step*

Intensity Effects

- I. One creature
- II. Two creatures
- III. Three creatures
- IV. Four creatures
- V. Five creatures (You can cross the river with all your stuff, your fiancée, her Shetland pony, and all her designer luggage! Might check not included.)

Foresight



Rarity	4	Distance	Self
AP	4	Lasts	One round per rank
Target	Self	Save	

The mage gains a supernatural sixth-sense about incoming danger to his or her person. Before an event occurs, the mage gets some sort of feeling or warning to indicate foreboding doom. The specifics of the spell are dependent on the Intensity.

Intensity Effects

- I. The mage gets a bad feeling when danger is about to befall him or her. The mage gains a +1 bonus to his or her Defense Roll and Reaction checks.
- II. The mage is fairly certain of exactly what will happen moments before it occurs. The mage gains a +2 bonus to his or her Defense Roll and Reaction checks.
- III. The mage is almost positive of impending doom. The mage gains a +3 bonus to his or her Defense Roll and Reaction check.
- IV. The mage is alerted to a specific threat before it occurs. The mage is never caught wide-eyed, and further gains a +4 bonus to his or her Defense Roll and Reaction checks.
- V. The mage can mentally perceive a danger just before it happens, and the mage gains a +5 bonus to his or her Defense Roll and Reaction checks.

Fluid Body







Rarity	2	Distance	Self
AP	4	Lasts	2 rounds per rank
Target	Self	Save	

The mage's body and equipment turn into a fluid state. While in this state, the mage can pass through tiny holes and crevices, squeeze through tight iron bars, and flow through plumbing. The mage cannot fit inside of enclosed objects that are smaller than her total volume. (For instance, a mage cannot fit herself entirely into a teapot, even though she could squeeze through the spout. While the mage's entire body is fluid, normal attack damage is useless; only spells can

deal damage to the mage while in this form (*you* see if a sword does anything to a puddle or a fog), and the mage cannot be Grabbed. While flowing around as a fluid, the mage is immune to magic damage of the same element, but the opposite element deals Tainted Damage. Air is opposed by Earth. Slime is opposed by Metal. Water is opposed by Electricity. Dark is opposed by Light. The mage's speed is dependent on Intensity.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Mister Mist*  *Ectoplasmic Form*  *Body of Water*
 *Shadow Man*

Intensity Effects

- I. 1 foot per Action Point
- II. 2 feet per Action Point
- III. Normal speed
- IV. Double normal speed
- V. Triple normal speed

Gate Key

Rarity 4 **Distance** Contact
AP 4 **Lasts** Permanent
Target Object **Save**

The mage binds an elemental to a small object she holds in hand. The next creature or creatures who make contact with the object are taken to the location where the object was originally enchanted. The spell and elemental remain bound to the object until activated.

Intensity Effects

- I. Normal operation of the spell, anyone who touches the object activates the spell unconditionally.
- II. The mage can choose one limiting condition for the activation of the spell (for instance, the creature touching the object must know a password)
- III. The mage can choose two limiting conditions for the activation of the spell (the creature touching the object must know a password and have in their possession a specific item)
- IV. The mage can specify specific individuals who can activate the spell with no conditions
- V. The mage can decide if a creature can be transported at the instant it touches the object. For instance, Akare touches a magic shoe which acts as a Gate Key, and the Phineas, the caster, is alerted and declines the transport.

Haste



Rarity 2 **Distance** Medium
AP 4 **Lasts** 2 rounds per rank
Target Creature **Save** Mettle
Counter Stagnation

The mage lights a fire under somebody's rear and makes them a celerity celebrity. In all regards, the target speeds up: mentally and physically. To the target, the world seems to be slowed down. While

Hastened, the target gains additional Action Points relative to the Intensity.

Intensity Effects

- I. +1 Action Point
- II. +2 Action Points
- III. +3 Action Points
- IV. +4 Action Points
- V. +5 Action Points

Harden/Soften Earth



Rarity 1 **Distance** Near
AP 4 **Lasts** N/A
Target Earth **Save**

The mage wills a mass of earth, whether solid rock or gooey mud to either soften or harden respectively. When softened, the earth has the consistency of watery mud, which is extremely slippery. If the mage hardens soft earth with creatures inside, they'll be trapped but not crushed. If entirely submerged, they'll suffocate. The type of material that can be liquefied or solidified depends on Intensity. The area that can be affected is 10 foot radius and 1 foot depth per rank (so a mage with 5 ranks could melt a 50 foot radius that is 5 feet deep).

Intensity Effects

- I. The mage can turn mud to sand or dirt and vice versa
- II. The mage can turn mud to shale and vice versa
- III. The mage can turn mud to hard stone and vice versa
- IV. The mage can turn mud to granite and vice versa
- V. The mage can turn mud to crystal and vice versa





Hardened Body



Rarity 2 **Distance** Self
AP 4 **Lasts** 2 rounds per rank
Target Self **Save**

The mage calls upon elemental power to magically harden his skin. While in this state, the mage gains immunity to magic attacks of the same element, plus an armor bonus to his Guard Roll dependent on the Intensity. The mage also deals an additional point of Harm per level of Intensity to any hand-to-hand attacks. The mage's skin is unaffected by any spell that manipulates the element in question. In this hardened state, magic attacks of the opposing element deal Tainted Damage. Earth is opposed by air, ice is opposed by fire, metal is opposed by slime, verdance is opposed by ruin.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Cold Hearted*  *Diamondback*  *Juggernaut*
 *Treelimb*

Intensity Effects

- I. +2 armor, +1 Harm
- II. +4 armor, +2 Harm
- III. +6 armor, +3 Harm

- IV. +8 armor, +4 Harm
- V. +10 armor, +5 Harm

Health Drain



Rarity	4	Distance	Contact
AP	4	Lasts	N/A
Target	Creature	Save	Mettle

The mage conjures a vile conduit between himself and another being. Through it, he saps the very life force from the creature and invigorates himself with it. Health can only be drained by touch, so the mage must make a hand-to-hand Attack Roll. If the target fails its Dodge Roll, the mage makes his Casting Roll, and the target makes its Mettle save. For every point of success over the target's save, the mage receives one health point and the target loses one health point. If the amount exceeds the creature's current HP total, the creature dies—writhing in agony. The mage cannot bolster his HP beyond his normal maximum.

Intensity Effects

- I. +1 Spell Harm
- II. +2 Spell Harm
- III. +3 Spell Harm
- IV. +4 Spell Harm
- V. +5 Spell Harm

Hear Thoughts



Rarity	2	Distance	Self
AP	4	Lasts	Two rounds per rank
Target	Self	Save	Mind Control

The mage gains the ability to violate the private sanctum of nearby minds and pull out useful bits of information. He can weed through the synapses of a person's conscious thought, and intercept the electrical impulses that fly between. The mage can read minds up to 5 feet away per spell rank. Usually, creatures subject to this spell have no idea they're being read. Only creatures with minds have thoughts; plant creatures, animate objects, and some undead are right out.

Intensity Effects

- I. The mage can get a general feeling of mood and reaction from a person. ("I don't like that." "I am angry!")
- II. The mage can tell distinct reactions, mood, and when a person is lying. ("I hate the man that just walked in," "I am fibbing!")
- III. The mage can hear surface thoughts. ("I am really hungry." "That girl is hot.")
- IV. The mage can hear more specific thoughts. ("Just wait till they see the magic dagger I've got in my pocket.")
- V. The mage can weed through a mind and pick out desired information. Searching for information in a specific mind in this fashion takes 6 AP to *listen* to the thoughts. ("The keys to the chest are in my backpack.")

Hush



Rarity	1	Distance	Near
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AP	4	Lasts	One minute per rank
Target	Area	Save	
Counter	Amplify		

Turn that Guns n' Butter Down! Just the opposite of the sound spell Amplify, Dampening a sound magically draws energy from the sound waves of an object or area, in effect reaching in and turning down the volume. This effect doesn't cause the sound to be any quieter, instead it decreases the distance the sound can cover. This spell is cast on an area, and covers a radius of 5 feet per rank. It can be centered on a creature or object, and wherever the center goes, the Hushed effects go with it. The effect of this spell is that any Perception checks made to hear the sounds are at a greater difficulty (so in effect, distance penalties are increased).

Intensity Effects

- I. Perception DL +2
- II. Perception DL +4
- III. Perception DL +6
- IV. Perception DL +8
- V. Perception DL +10

Inflict Pain



Rarity	1	Distance	Near
AP	4	Lasts	1 round per rank
Target	Creature	Save	Mettle

The Dark Mage wracks the target with intolerable pain from which he/she cannot escape. The damage done in this manner moves the target along the Knockout Track, but does no lethal damage. The target will likely scream and spasm as pain wracks their body. When the spell ends, the pain goes away and the target reverts to whatever stage on the Knockout Track they previously occupied.

Intensity Effects

- I. One stage down on the Knockout Track
- II. Two stages down
- III. Three stages down
- IV. Four stages down
- V. Five stages down

Infrared Eyes



Rarity	3	Distance	Self
AP	4	Lasts	One minute per rank
Target	Self	Save	

The mage's vision shifts to the infrared spectrum. This spell is useful for detecting heat sources, for example, the number of guards on a parapet at night, the power sources are in a building, or the footsteps of a fugitive through the woods. Neutral objects are dark blue. Depending on their heat output, they appear anywhere from blue or green through yellow, orange, red, or white. Cold objects appear purple or black. Invisible objects and creatures are undetectable by this spell.

Intensity Effects

- I. 100 ft radius
- II. 200 ft radius
- III. 300 ft radius

- IV. 400 ft radius
- V. 500 ft radius

Insanity



Rarity	3	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Sanity

The mage barrages an unwitting target's mind with vile magic, causing the victim to go temporarily insane. Instead of imposing a medically-recognized mental disorder, this spell throws a dark veil between a creature's mind and the real world; it corrupts and twists a creature's perceptions. Their wits will abandon ship and the world will seem a bizarre place; they will perceive horrible sounds and sights that enfeeble their minds. For each level of Intensity, this spell imposes a -2 penalty to any roll which requires concentration or mental clarity: Healing, Machinery, Discern, Lore, Craft, Translate, and Perception. The penalties also apply to casting spells and the use of ranged weaponry. Any conditions noted below are cumulative.

Intensity Effects

- I. The target takes -2 to the noted actions.
- II. The target takes a total of -4 to the noted actions and is also considered Muted. It is no longer able to communicate with other creatures, and may begin mumbling incomprehensibly.
- III. The target takes a total of -6 to the noted actions and is also considered Confused with the following adjustment. If it attacks, the target should roll d100. On 1-33, it attacks an ally, on 34-66, it attacks an opponent, on 67-100, it attacks a target that isn't there. Cue random sobbing and laughing.
- IV. The target takes a total of -8 to the noted actions and is also considered Prone. The target collapses to the ground and crawls to the nearest solid object (e.g. wall, furniture, corpse) so it can cling to it and babble, cry, laugh, and shake uncontrollably.
- V. The target takes a total of -10 to the noted actions and is also considered Paralyzed. Its ability to perceive reality has been obscured entirely by dark magic and it sits muttering to itself, ignorant of the events around it.

Invisibility



Rarity	2	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature/Object	Save	

"You're stark invisible!" The target of this spell becomes completely transparent and all light passes through him. He receives a +8 bonus to Stealth rolls, and catches any combat targets wide-eyed. Once an invisible creature's presence is detected, any offensive combat rolls to harm him take a -8 penalty, as if the combatant were blind. Note that an invisible creature still possesses mass and can be detected through scent, sound, or environmental disturbances (e.g. rain, powder). The See Magic spell will reveal the auras of any invisible creatures and objects cast at the same Intensity. All benefits of invisibility are negated against creatures which do not rely upon sight. Objects which are turned invisible are difficult to find. The

GM should set a Search DL which depends on the size of the invisible object.

Intensity Effects

- I. Invisible, if the mage is knocked into, the victim of a successful attack, or otherwise commits a blunder (e.g. rolls a Critical Failure), the spell ends.
- II. Invisible.
- III. Invisible, may attack normally.
- IV. Invisible, may attack normally, anything the mage picks up becomes invisible.
- V. Invisible, may attack normally, anything the mage picks up becomes invisible, anyone in contact with the mage become invisible.

Invitation Only



Rarity	4	Distance	Near
AP	4	Lasts	One hour per rank
Target	Area	Save	

The Invitation Only spell was created for one purpose by a hedge wizard farmer. "Let's see that damn dog get in here now," he exclaimed when the spell was complete. This spell at varying powers can keep specific nuisances out of an area; it's always the room in which the spell is cast and the size of the room doesn't matter. The mage can also cast it on an outdoors enclosed area, like a high-fenced castle garden. The spell keeps individuals from teleporting into the room and keeps all sounds and smells inside.

Intensity Effects

- I. The spell allows in any creature that meets a specific condition (for instance, the creature must know a password, or this clubhouse is boys-only).
- II. The spell allows in any creature that meets two conditions (for instance, the creature must know a password and have in their possession a specific item, men cannot enter unless they bring single women with them).
- III. The spell allows in any creature that meets three conditions (for instance, the creature must know a password, have an item, and be Vidari; Lynn can't come to bingo unless she brings a six pack and a single lacrosse player)
- IV. The mage can specify specific individuals who can activate the spell with no conditions
- V. The mage can decide if a creature can be transported at the instant it tries to enter the room. For instance, Akare tries to open the door to the *Invitation Only* room, and the Phineas, the caster, is alerted and declines the entrance.

Light



Rarity	1	Distance	Contact
AP	4	Lasts	One hour per rank
Target	Object	Save	
Counter	Darkness		

Light is cast in order to illuminate one's way. The conjurer chooses a target inanimate item (stone, gem, sword, suit of armor, button, wall, corpse, candle) and imbues it with a radiance that can help in navigating caves and other dark places. The mage can expend an ex-

tra magic point at a later time to increase the intensity of the light to a higher level. He or she can also reduce or raise the light to the maximum level for the spell at will.

Intensity Effects

- I. A weak light is created, enough to light five feet in front of the conjurer
- II. A good light is created, enough to illuminate an entire small room clearly
- III. A strong light may be created, enough to illuminate a large hall
- IV. A severe light may be created, enough to cause those looking at the object creating the light to look away. Attacks directed at anyone in possession of the object or close by are at a -2 penalty
- V. A blinding light may be created, equal to an unveiled desert sun at its zenith. Creatures not protecting their eyes will be blinded until two rounds after the light is extinguished.

Lightning Bolt



Rarity	3	Distance	Far
AP	4	Lasts	N/A
Target	Creature	Save	Guard Roll

The mage chooses a creature in the distance where a bolt of lightning strikes. On a Critical Success for the Attack Roll, this bolt arcs to a nearby creature (and further arc for subsequent Critical Successes). Anyone within this field of lightning must make a Guard roll to avoid damage. If a creature is struck by the bolt, it takes a small amount of damage and is slowed by the paralytic properties of the electricity. The creature is considered Stunned and acts last in the initiative order.

Intensity Effects

- I. +2 Spell Attack (Electricity)
- II. +4 Spell Attack (Electricity)
- III. +6 Spell Attack (Electricity)
- IV. +8 Spell Attack (Electricity)
- V. +10 Spell Attack (Electricity)

Lock



Rarity	2	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	Object	Save	

Keep your enemies at bay or open the door from your easy chair. The mage uses the flows of magnetism to shut and seal or unlock and open any lock, latch, or entranceway. Doors and windows aren't the only things that can be locked or unlocked—manacles, chests, a portcullis, gate, or drawbridge are also prime candidates for this spell.

As a defensive (locking) spell, each level of Intensity grants a bonus to the Casting Roll. The result of the roll determines the Machinery DL needed to bypass the lock. As an offensive (unlocking) spell, the spell must be cast at the same Intensity as the lock in place (non-magical locks count as Intensity 1) and instantly undoes it.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. If this spell is cast using the Metal element, the locking mechanism or entranceway must be metallic.

Intensity Effects

- I. +2 to Machinery DL versus opening. Can be used to automatically unlock non-magical locks, and magic locks of Intensity 1.
- II. +4 to DL. Can be used to unlock magic locks of Intensity 2.
- III. +6 to DL. Can be used to unlock magic locks of Intensity 3.
- IV. +8 to DL. Can be used to unlock magic locks of Intensity 4.
- V. +10 to DL. Can be used to unlock magic locks of Intensity 5.

Lookout



Rarity	1	Distance	Near
AP	4	Lasts	1 minute per rank
Target	Area		

The mage summons a small group of Lesser Elementals that can move around unnoticed and serve as the mage's eyes and ears. For the duration of the spell, the mage can concentrate and perceive exactly what the elementals perceive, as well as direct their movement. The elementals take the form of a *bestial* or *legendary* creature related to their element. For example: dark mages can summon bats; light mages can summon will-o'-the-wisps; electricity mages can summon wasps; water mages can summon fish; air mages can summon birds; earth mages can summon snakes; fire mages can summon lizards; ice mages can summon weasels; metal mages can summon rats; slime mages can summon frogs; verdance mages can summon fairies; ruin mages can summon scarabs. Despite their outward appearance, they retain their *elemental* Nature. The mage makes a Casting Roll and this serves in place of a Perception check on the remote end. The effective "transmission range" between the mage and the elementals increases with every level of Intensity.

Intensity Effects

- I. Perception at a range of 100 yards
- II. Perception at a range of ¼ mile
- III. Perception at a range of ½ mile
- IV. Perception at a range of 1 mile
- V. Perception at a range of 2 miles

Lumberjack



Rarity	3	Distance	Near
AP	4	Lasts	Permanent
Target	Object (plant)		

The mage flexes her green thumb and makes a single plant's growth surge rapidly out of control. The exponential growth results in any useful object that can be constructed from plant matter: a broom, a ladder, a battering ram, a spear, a canoe, a cage. The object is completely functional and presents as an intricate tangle of vines, branches, logs, and planks. The mage can only incite such growth from a single living plant, whether it's rooted in the ground or planted in a pot. The effects of this spell consume the plant. The Intensity of the spell determines the size of the produced object.

Intensity Effects

- I. Size -2 and below. A basket, a mallet, a bucket.
- II. Size 0 and below. A coffee table, a chest, a wheelbarrow.
- III. Size 2 and below. An empty ale cask, a two-wheeled cart, a king-sized sleigh bed.
- IV. Size 4 and below. A merchant booth, a gallows platform, a carriage.
- V. Size 6 and below. A cabin, a siege weapon, a bridge.

Magnetize



Rarity	1	Distance	Contact
AP	3	Lasts	1 round per rank
Target	Object (weapon)	Save	N/A

A mage touches a melee weapon comprised at least partially of metal and surrounds it with a strong magnetism. While magnetized, the weapon is much more suited to disarming an opponent. The target of the disarm attempt, also, must be holding a weapon comprised entirely or partially out of metal in order for the mage to receive the disarm bonus.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each.

Intensity Effects

- I. +2 to Disarm
- II. +4 to Disarm
- III. +6 to Disarm
- IV. +8 to Disarm
- V. +10 to Disarm

Marionette



Rarity	3	Distance	Medium
AP	4	Lasts	2 rounds per rank
Target	Creature	Save	Resilience

This spell takes hold of a Bestial, Humanoid, or Legendary target's body and puts it under the control of the caster. The caster must have one hand free to "puppeteer" the target, as it were, but otherwise is free to act normally. So long as the caster has a free hand to gesture and maintains concentration, the target of the Marionette spell can be commanded to act against his will. The target is at -5 to all physical rolls, as the struggle to maintain bodily control ensues.

Intensity Effects

- I. One creature
- II. Two creatures
- III. Three creatures
- IV. Four creatures
- V. Five creatures

Masquerade



Rarity	1	Distance	Near
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Lucidity

The mage magically fabricates an illusory disguise for a target. Instead of making a Disguise check, the target of this spell uses the Casting Roll, and instead of a Discern check, people viewing the costumes must make a Lucidity check.

Intensity Effects

- I. +4 to the Casting Roll
- II. +8 to the Casting Roll
- III. +12 to the Casting Roll
- IV. +16 to the Casting Roll
- V. +20 to the Casting Roll

Mental Ward



Rarity	2	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature	Save	

This spell grants a creature a mind of steel. The recipient of a Mental Ward is immune to any Compulsory spell.

The Intensity at which Mental Ward is cast is effective against charms of the same Intensity or lower.

Metamorphose Liquid



Rarity	2	Distance	Contact
AP	4	Lasts	Permanent
Target	One contained liquid	Save	

Calling upon the ancient Alchemical functions of water, the mage transforms one liquid into another. Whether water into wine, beer into blood, flammable solvents into inert orange juice, or just ranch dressing into oil and vinegar, the mage has access to any non-magical liquid (i.e. not potions) he desires. The amount of liquid transformed is dependent on Intensity.

Intensity Effects

- I. One goblet.
- II. One pitcher.
- III. One tub.
- IV. One fountain.
- V. One small lake.

Mirror Selves



Rarity	2	Distance	Self
AP	4	Lasts	Two rounds per rank
Target	Self	Save	

The mage creates the illusion that there are more than one of him. The mirror images look exactly alike to the mage in respect to looks and gear, but are completely insubstantial. If the mirror images are the victim of a successful attack, they disappear with a satisfying *pop!* To produce the images, the mage needs to look into a reflective surface.

Intensity Effects

- I. 2 images

- II. 4 images
- III. 6 Images
- IV. 8 images
- V. 10 images

Nauseating Breeze



Rarity	3	Distance	Medium
AP	4	Lasts	One round per rank
Target	Area	Save	Vitality

The mage summons an area of rotten, horrid smells which sicken those unfortunate enough to step inside the bounds of the stench. Anyone inside the area of the spell (5 feet radius per level of Intensity) are unable to take any action besides retch and take a penalty to all checks.

Intensity Effects

- I. Queasy, moves one step down the Knockout Track
- II. Nauseated, moves two steps down the Knockout Track
- III. Vomiting Sporadically, moves three steps down the Knockout Track
- IV. Vomiting Profusely, moves four steps down the Knockout Track
- V. Fetal Position, collapses on the ground in a nauseated heap

Nightvision



Rarity	1	Distance	Self
AP	4	Lasts	Ten minutes per rank
Target	Self	Save	

The mage gains the senses of a nocturnal animal, and sees better in darkness. Note that this spell cannot see through the spell Darkness.

Intensity Effects

- I. The mage sees as if a full moon and stars are in the sky, even on a cloudy night.
- II. The mage sees as if carrying a candle, although no light is present.
- III. The mage sees as if carrying a sizable torch.
- IV. The mage sees as if a bonfire followed behind him.
- V. The mage sees as if on a bright, sunny day, even in complete darkness.

Nullify Magic



Rarity	5	Distance	Far
AP	4	Lasts	N/A
Target	Spell	Save	

The result of this spell is a field of negative mana. The only purpose of it is to fizzle out opposing magic. It can be used to counterspell any spell being cast or dispel any magic currently in place. See the Magic chapter for more information on the counterspell and dispel actions.

The Intensity at which Nullify Magic is cast should equal the Intensity of spell being countered

Paralysis



Rarity	2	Distance	Near
AP	4	Lasts	Two rounds per rank
Target	Creature	Save	Resilience

The mage shuts down the nervous system of a target, rendering them completely inert. Any flesh and blood creature targeted by this spell must make a Resilience check or gain the *paralyzed* condition. Paralyzed creatures simply stop dead in their tracks; they don't fall to the ground (unless, of course, they had wings and were flying). The Size of the targeted creature depends on the Intensity.

Intensity Effects

- I. Size -2 and below (an alternative to *timeout* for your kid)
- II. Size 0 and below (most humanoids)
- III. Size 3 and below (...and the horse they rode in on)
- IV. Size 6 and below (how you keep an elephant from charging)
- V. Any size creature (Stop-zilla)

Petrify



Rarity	4	Distance	Near
AP	4	Lasts	Permanent
Target	Creature	Save	Resilience

The mage turns a creature into solid rock. Only creatures composed of organic matter can be affected by this spell (e.g. flesh, wood, chitin). A mage can petrify a creature whether it be living, dead, or undead. For the target, this process seems like falling asleep. If a petrified creature is Reverted, any damage sustained while petrified persists. Any person that takes their HP in damage while petrified dies, and any attempts to Revert the spell will fail. The size of the targeted creature depends on the Intensity.

Intensity Effects

- I. Size -2 and below (how do you think they make garden gnomes?)
- II. Size 0 and below (most humanoids)
- III. Size 3 and below (...and the horse they rode in on)
- IV. Size 6 and below (T. Rex? more like T. *Rocks!*)
- V. Any size creature (how they *really* built the Colossus of Rhodes)

Phasing







Rarity	1	Distance	Self
AP	4	Lasts	One minute per rank
Target	Self	Save	

Ice, metal, wooden, and earthen obstacles become minor nuisances to the mage. For the purposes of walking through an iron portcullis or a steel or stone door the mage is essentially a phantom, unaffected by such trifles. At higher intensities, the mage can survive a barrage of tin cans, a snowball fight, wooden javelins, or a stoning. A mage can dive into a solid object made out of the element in question and feels as if swimming. While submerged in an object, he can also see his surroundings. The mage is still subject to suffocation

while phasing inside the element. The mage can bring along any equipment worn or in hand, but not other living creatures.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

-  *Cold Trail*
-  *Stoneswim*
-  *Pass Thru Metal*
-  *Thru the Woods*

Intensity Effects

- I. The mage moves at ¼ speed, but attacks still hurt
- II. The mage moves at ½ speed, can ignore small weapons, such as knives or, small rocks
- III. The mage moves at full speed, can ignore medium weapons, such as one-handed swords
- IV. The mage is unaffected by the element, including the weapons of opponents (non-magical only), but will still suffer burns and untimely death if the target were to walk into a pool of melted ore or magma.
- V. The mage is unaffected by the element, including the weapons of opponents (non-magical only). Temperature of the element, sharpness, depth, density, and all other measurements as well have no bearing.

Pheromones



Rarity	1	Distance	Near
AP	4	Lasts	One hour per rank
Target	Area	Save	Virtue

The mage exudes an exotic mixture of airborne, scentless pheromones which excite other creatures around him/her. Each level of Intensity of this spell improves or worsens the targets' Disposition. The mage can affect an area of 10 feet in radius per school rank.

Intensity Effects

- I. Adjust the Disposition of a character one step in either direction.
- II. Two steps.
- III. Three steps.
- IV. Four steps.
- V. Five steps.

Poison Ward



Rarity	1	Distance	Contact
AP	4	Lasts	1 hour per rank
Target	Creature	Save	

The mage casts a ward that infuses the blood of its target with potent magical defense against poisons and venoms. A person who is already suffering from poison or venom can receive the effects of this spell, but it only applies to subsequent poisoning. Remember that Cure counteracts natural and magic poisons.

Intensity Effects

- I. Immune to Poisons of Level One.
- II. Immune to Poisons of Level Two.

- III. Immune to Poisons of Level Three.
- IV. Immune to Poisons of Level Four.
- V. Immune to Poisons of Level Five.

Polymorph



Rarity	4	Distance	Near
AP	6	Lasts	One minute per rank
Target	Creature	Save	Resilience

The mage temporarily reshapes a creature and grants it the form of something else. You could use this spell on an enemy; popular choices include pigs, sheep, and toads. You could use this spell on an ally; popular choices include wolves, bears, and rhinos. The mage can turn any *bestial*, *humanoid*, or *legendary* creature into any other *bestial*, *humanoid*, or *legendary* creature.

Except for a change in Size and Speed, transformed creatures use their existing statistics. They also gain the use of any attacks or capabilities the new form may have (such as an increased harm for hand-to-hand, a poisonous bite, or the ability to breathe underwater). Finally, they gain the skill bonuses of their new form (such as an apparava's bonus to Hide, or a horse's bonus to Dash). This spell cannot grant the use of any supernatural abilities (such as a Gorgon's ability to petrify creatures, or a dragon's ability to breathe fire). Polymorph may be able to change a creature's form, but it cannot alter its nature. One last thing: most bestial creatures can't speak, not really, anyway, and most don't have hands, so those who have been Polymorphed into a bestial form can't speak or cast spells. Clothing and equipment are transformed along with their owner.

Each level of Intensity allows the mage to perform transformations on increasingly larger creatures (and into increasingly larger creatures).

Intensity Effects

- I. A creature of Size -2 and below can be given a new form of Size -2 and below
- II. A creature of Size 0 and below can be given a new form of Size 0 and below
- III. A creature of Size 2 and below can be given a new form of Size 2 and below
- IV. A creature of Size 4 and below can be given a new form of Size 4 and below
- V. A creature of Size 6 and below can be given a new form of Size 6 and below

Pool Shark



Rarity	1	Distance	Contact
AP	4	Lasts	Ten minutes per rank
Target	Creature	Save	

The mage instills in himself or in another the ability to breathe water as if it were air, as well as improved swimming ability. The manifestation of this spell typically confers gills on the recipient, but incurs no problem with breathing air above water as well. At higher Intensities, additional abilities are gained as well.

Intensity Effects

- I. +1 to Dash/Might for swimming. Retain ability to speak underwater. No wrinkly fingers.
- II. +2 to Dash/Might. Retain casting ability.
- III. +3 to Dash/Might. Gain ability to communicate with aquatic animals.
- IV. +4 to Dash/Might. Gain fins: may move at normal speed underwater.
- V. +5 to Dash/Might. Gain scales: +1 to Guard Roll.

Portation Ward



Rarity	2	Distance	Medium
AP	4	Lasts	10 minutes per rank
Target	Area	Save	

This spell establishes a dead zone for Transportive magic. Nothing is able to teleport into, out of, or within the affected area. The spell covers an area dependent on Intensity. A Portation Ward can be centered on a creature or object, and wherever the center goes, the Portation Ward goes along with it.

Intensity Effects

- I. 10 ft. radius
- II. 20 ft. radius
- III. 30 ft. radius
- IV. 40 ft. radius
- V. 50 ft. radius

Psychometry



Rarity	1	Distance	Contact
AP	4	Lasts	N/A
Target	Object (remains)	Save	

The mage sifts through the remains of a person or object, and using this spell gleans information about the history of the object or person in the form of memory-like scenes. The vividness of the scenes increases per Intensity as follows.

Intensity Effects

- I. Can catch brief, visual glimpses of scenes.
- II. Sound as well as sight are available with the flashes.
- III. Smell is included as well.
- IV. Touch and taste are included.
- V. The mage is immersed in the scene and can stay as long as he desires and experiences all five senses. The mage is essentially a ghost and will not be able to change events, only view them.

Quick Portal



Rarity	5	Distance	Contact
AP	6	Lasts	1 minute per rank
Target	Geometric opening	Save	

Sometimes a party needs to get out of somewhere—and *fast*. The mage uses this spell to turn an ordinary doorway, window, open grave, toilet, well, empty picture frame, hole, or other geometric

opening into a portal to another location. The destination's distance away is determined by the Intensity. The elemental bound to the opening keeps the portal active until the time expires or after the mage has stepped through, at which point it closes. All portals require a key item; in this instance the mage himself is the key.

Intensity Effects

- I. The portal exits exactly where the mage intends up to 1 mile away.
- II. The portal exits exactly where the mage intends up to 10 miles away.
- III. The portal exits exactly where the mage intends up to 100 miles away.
- IV. The portal exits exactly where the mage intends up to 500 miles away.
- V. The portal exits exactly where the mage intends up to 1,000 miles away.

Repulsion



Rarity	2	Distance	Medium
AP	4	Lasts	Two rounds per rank
Target	Creature	Save	Vitality

The poor soul targeted by this spell acts as if in the violent throes of dysentery. The world starts to spin and today's lunch wants to present itself. Depending on the Intensity, the target is more and more useless in battle.

As a Spell song, this spell is known as *Brown Note* (while no naturally-produced sound wave can wreak havoc on the human bowels, surely a *magically-produced* sound can!).

Intensity Effects

- I. Queasy, moves one step down the Knockout Track
- II. Nauseated, moves two steps down the Knockout Track
- III. Vomiting Sporadically, moves three steps down the Knockout Track
- IV. Vomiting Profusely, moves four steps down the Knockout Track

Fetal Position, collapses on the ground in a nauseated heap

Resize



Rarity	4	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Resilience

The mage can (depending on the element used) shrink or enlarge any creature. A resized creature becomes the average weight and height for the new Size. It assumes the Attack Roll, Evasion Roll, and Muscle bonus or penalty of the new Size score. It keeps its normal HP. Anything the target wears (e.g. clothes, armor, a backpack) resize along with it, and stay embiggened or shinkified as long as the spell lasts. Anything the target is carrying (e.g. weapons, shields, anything *in* a backpack) remain the same size.

When learning this spell, the mage must choose the specific element that is used when cast. A mage can learn this spell in different elemental schools, but must buy Spell skill ranks in each. If this spell is

cast using the Verdance school, it can *only increase* a creature's size. If this spell is cast using the Ruin school, it can *only decrease* a creature's size.

Intensity Effects

- I. Size +/- 1
- II. Size +/- 2
- III. Size +/- 3
- IV. Size +/- 4
- V. Size +/- 5

Revert



Rarity	3	Distance	Contact
AP	4	Lasts	N/A
Target	Creature	Save	Resilience

The mage can hit the undo button on spells with a Mutative essence. Revert can be cast on any creature currently suffering the effects of a Mutative spell. The opposite powers cancel each other out, and the Mutative spell immediately ends.

The power of this spell is meant to return a creature to its original form, so it only works on spells which alter a creature, not transport it (*Return to Sender* is what *Banish* is for). Additionally, this spell cannot be used to counter a Mutative spell being cast.

The Revert spell must be cast at the same Intensity or higher as the Mutative spell to be countered.

Rocket Boots



Rarity	2	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Resilience

The fire mage expels his inner mana, shooting out jets of fire from the bottom of his feet and hands. If the mage is in flight when the spell ends, the spell is dispelled, or the effect is subject to a Spell Ward, he plummets to the ground, taking 1 point of damage per foot fallen (subject to a Guard Roll). While the *Fly* spell lets the mage float gently to the ground, *Rocket Boots* allows for no such protection. Instead, it allows for a greater bonus to Dash checks.

Intensity Effects

- I. +4 bonus to Dash. The target needs to take a 10 foot running start to take off. The target tilts his or her body to the side to turn.
- II. +8 bonus to Dash. As Intensity 1, but the target can take off at will.
- III. +12 bonus to Dash.
- IV. +16 bonus to Dash. As Intensity 3, but the target can hover.
- V. +20 bonus to Dash. The target has full maneuverability and can move in any direction, including backwards or to the side.

Rubberflesh



Rarity	4	Distance	Self
AP	4	Lasts	One minute per rank

Target Self Save

The mage enchants his own body with the unique properties of a rubbery substance. First, the mage becomes extremely durable and bouncy, gaining an immunity to falling damage, crushing damage, broken bones, and damage from bludgeoning weapons. Second, the mage gains supernatural elasticity, and cannot be strangled, hanged, stretched on the rack, nor dismembered by being pulled apart (e.g. by horses). Any attempt to stretch the limbs beyond the range of the spell will cause the restraints involved to fail (for example, the ropes tying the mage to horses riding in separate directions will end up snapping first). The mage can use his stretchy limbs to attack any foe within range as if they were adjacent in *melee* combat. The mage can stretch his limbs up to a total distance as noted by the Intensity (e.g. through the cell bars, around the corner, and up the stairs to grab the keys on the wall). A mage can rapidly climb to a height within reach by grabbing hold of it, allowing his rubbery limbs to slingshot him upward.

Intensity Effects

- I. The mage's natural reach increases to two times his height (e.g. 6' person can now reach 12')
- II. Four times his height (e.g. 6' person can now reach 24')
- III. Six times his height (e.g. 6' person can now reach 36')
- IV. Eight times his height (e.g. 6' person can now reach 48')
- V. Ten times his height (e.g. 6' person can now reach 60')

Run Like the Wind



Rarity	1	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Resilience

The spirit of the wind surrounds the target's body, lifting its weight slightly and quite literally, putting the wind at the target's back. The target moves like the wind, pun very much intended.

Intensity Effects

- I. +3 bonus to Dash
- II. +6 bonus
- III. +9 bonus
- IV. +12 bonus
- V. +15 bonus

Safe Haven



Rarity	3	Distance	N/A
AP	60	Lasts	From casting time until an hour after inside creatures awake
Target	N/A	Save	

Calling upon the forces of magic for aid, the mage requests a safe haven for rest and recovery. The earth opens up and envelops the mage (and at certain Intensities, a number of his allies). The mage is effectively absorbed into an enclosed cave. The cave has enough oxygen to sustain those inside for an entire night, as well as food in the form of edible fungi, lichens, and roots. Phosphorescent vegetation provides soft light and the entire space is warm. After a full night's rest, the occupants find an open entranceway to leave. Once all occupants leave, the ground reseals itself. If the occupants do not leave within an hour of waking, they risk being buried alive as the

cave reveals itself. The amount of people that can fit in the cave is dependent on the Intensity.

Intensity Effects

- I. The mage alone
- II. The mage and an extra being
- III. The mage and three beings
- IV. The mage and six beings
- V. The mage and ten beings

Sadism



Rarity	3	Distance	Near
AP	4	Lasts	1 round per rank
Target	Creature	Save	Sanity

The Dark Mage takes a piece of his sick little mind and implants it in an unwitting victim, causing that person to seek violence to others. The target becomes Confused and gains a bonus to their Damage Rolls based on the Intensity. The target is under magical compulsion to cause others harm and so may not be talked out of violence or moved towards a friendlier disposition.

Intensity Effects

- I. +1 Hurt
- II. +2 Hurt
- III. +3 Hurt
- IV. +4 Hurt
- V. +5 Hurt

Safe Keeping



Rarity	2	Distance	N/A
AP	4	Lasts	N/A
Target	N/A	Save	

The mage calls on a magic coat check of sorts—he makes contact with an elemental and implores it to store an item. The elemental takes possession of the object and stows it amongst the natural flows of mana. The item is no worse for the wear during its stay in the realm of magic, which could be indefinitely (many annoyed elementals have stockpiles of now-dead mages' crap). The mage and the elemental agree on a pass phrase that can be recited to have the object returned. Reciting a return chant takes 2 AP, but incurs no MP cost. A mage can claim another's items using the agreed-upon pass phrase and the original caster's name. Elementals tend not to get involved in property disputes, so the pass phrase should be guarded. Elementals may turn down a deal if the object in question opposes them somehow (e.g. a fire elemental may balk at having to store your frozen daiquiri, and an earth elemental wouldn't be caught dead with your new hang-glider). The size and kind of object that the elemental will take depends on the Intensity.

Intensity Effects

- I. A small object (keys, a pipe, an ace of spades)
- II. A medium object (a keg, a sack of money, the evidence against you)
- III. A large object (a ladder, a battering ram)
- IV. A huge object (a great bronze statue, an outhouse)

V. You can store in stasis any living creature (a treasured pet, a crucial witness, an illicit lover)

Scar



Rarity	3	Distance	Contact
AP	2	Lasts	N/A
Target	Object (weapon)	Save	Mettle

A mage places a vile aura around a held weapon (which could include the mage's own appendages). The mage makes a Casting Roll to determine the effectiveness of the spell, and chooses a weapon to endow. The mage attacks normally with the weapon, and if the target takes damage from the attack, it makes a Mettle save against the Casting Roll. If this save fails, the weapon inflicts a horrendous wound, which festers and stings, and may not be healed normally without powerful outside help. When the wound is healed, it leaves a nasty looking scar which is sure to fade slowly, if at all. Cheer up; chicks dig scars. As soon as damage is dealt, the spell is discharged and the weapon returns to normal (a miss does not discharge the spell; it lingers until harm is done). The amount of tainted damage dealt by a failed save depends on the Intensity.

Intensity Effects

- I. 1 point of Tainted Damage
- II. 2 points
- III. 3 points
- IV. 4 points
- V. 5 points

See Magic



Rarity	1	Distance	Self
AP	4	Lasts	One round per rank
Target	Self	Save	

To the mage, magic items and effects stand out with a glittery blue glow. The mage cannot see further than his or her normal sight distance. The amount of information the mage can divine from a magic aura is dependent on the Intensity. If a creature or an item has multiple auras due to several active spells, the mage can only identify one per round, but can determine the total number of auras upon first sight. The mage can even see auras on invisible things, so long as the spell is cast at the same Intensity as the Invisibility spell.

Intensity Effects

- I. Magic items and people under magical effects glow blue
- II. The mage can identify the Intensity
- III. The mage can also identify the spell name
- IV. The mage can also identify the skill ranks the caster had in the spell
- V. The mage can also identify the signature of the caster

Shadow Puppet



Rarity	2	Distance	Medium
AP	4	Lasts	2 minutes per rank
Target	Area	Save	Lucidity

The mage summons an illusion made of solid darkness. The effect looks, sounds, smells, tastes, and feels completely real. One could summon the scent of roast turkey, the sound of laughter, the image of a loved one, the taste of a fine merlot, or the touch, the feel of cotton. The mage can change and control the illusion just like a puppet for the duration of the spell. Even though the image may seem real, it can't cause any damage. Light produced cannot blind, sound cannot deafen, scent cannot sicken, and touch cannot harm—a target might *feel* such pain, but it's only in the mind. In addition, the illusion isn't functional; a false rowboat won't get you across a lake (you may feel dry, but you won't be), and a false wagon can't hold any goods (you'll be loading crates into the street). Any target interacting with the illusion can make a Lucidity save to realize its false nature. The Size of the illusion depends on the Intensity.

Intensity Effects

- I. Size -2 and below. A house cat, a bulldog, a pot of soup, a satchel of gold, a crying baby.
- II. Size 0 and below. A human, a roast pig, a sack of flour, a desk.
- III. Size 2 and below. A pony, a cannon, a kulgeri, a cask of ale.
- IV. Size 4 and below. A horse and wagon, a rhino, a five-piece band, a merchant booth.
- V. Size 6 and below. A juren, a sailboat, a war elephant, siege weaponry.

Shift Element




Rarity	1	Distance	Near
AP	4	Lasts	N/A
Target	Object	Save	

This spell is capable of transposing great amounts of a single element, be it earth, ice, or water. The mage must be within 10 feet of the element he or she wants to move. For this reason, it is often difficult to upset the foundations of large buildings, for fear that they would collapse upon the mage. The amount of the element moved is dependent on the Intensity, and it can be moved up to 15 feet away per school rank. Note that the element you move doesn't vanish, it needs a place to relocate.

An ice mage is capable of transposing great amounts of ice and snow which could be useful for burying things, undoing an avalanche, or even clearing off your driveway. An earth mage can move stone, earth, and dirt, which could be useful for burying things, clearing landslides, liberating allies from cave-ins, moat construction, or even razing. A water mage is capable of transposing great amounts of water between two locations, which could be useful for diverting a rising river, filling a pool or moat, saving or capsizing a sinking ship, or washing people off a bridge.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Snow Plow*

 *Dig*

 *Floodwaters*

Intensity Effects

- I. Till a small garden, sink a canoe, make yourself a few snowmen (20 cu. ft./150 gallons)

- II. Dig a 6-foot cemetery plot or fill up that big fish tank (100 cu. ft./750 gallons)
- III. Who doesn't need a trench on the battlefield? Sink a small sailboat. Make yourself a sizable ice cabin. (500 cu. ft./3,750 gallons)
- IV. Forget a trench, we need a series of interconnecting tunnels. Fill up a typical backyard swimming pool. Forget a cabin, how about an ice cave? (2,500 cu. ft., about the volume of a 40 foot shipping container)
- V. When you need a hole just shy of a 100,000 gallon swimming pool. Drain a small lake. Tell that iceberg to get out of the way. (12,500 cu. ft.)

Sleep



Rarity	2	Distance	Medium
AP	4	Lasts	1 minute per rank
Target	Area	Save	Mettle

The mage makes a call to Mr. Sandman to escort targets to the land of nod. Creatures targeted by this spell are slapped by magic that instantly exhausts them and forces them to fall into peaceful sleep. Creatures capable of standing and sleeping (e.g. horses) fall asleep where they stand, but for the most part, the target will fall down, releasing anything carried. Sleep is cast on an area, and any vulnerable creatures within must save or pass out. A target creature must fit entirely in the area of effect (e.g. you're not gonna fit an elephant into that 5' circle, friend). Any creature immune to the *unconscious* condition can't be sedated by this spell.

Intensity Effects

- I. 5 ft radius
- II. 10 ft radius
- III. 15 ft radius
- IV. 20 ft radius
- V. 25 ft radius

Sound Ward



Rarity	3	Distance	Medium
AP	4	Lasts	One minute per rank
Target	Area	Save	

When Sound Ward is cast on an area, anything that would normally cause sound in that area does not. Sounds entering the warded area from outside dissipate as soon as they reach the ward. As soon as people or objects leave a Sound Warded area, they resume making sounds. The radius of the ward is based on the Intensity.

Intensity Effects

- I. 5 feet
- II. 10 feet
- III. 15 feet
- IV. 20 feet
- V. 25 feet

Spell Ward



Rarity	4	Distance	Medium
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AP 4 **Lasts** 2 rounds per rank
Target Area **Save**

The area covered by a Spell Ward is completely immune to Magic spells of the Intensity cast and lower (for instance, an Intensity 3 Spell Ward negates all Intensity 3 spells, but not Intensity 4 or 5). A Spell Ward can only be removed by casting Nullify Magic. A Spell Ward covers an area of 10 foot radius per rank (e.g. a caster with 5 ranks in this spell can cast a 50-foot radius Spell Ward). Magic objects and active spells temporarily cease to function while in a Spell Ward, however they resume functioning normally when the spell ends or when they leave the area of effect. A creature who is inside of a Spell Ward cannot cast spells. A Spell Ward can be centered on a creature or object, and wherever the center goes, the Spell Ward goes along with it.

The Intensity at which Spell Ward is cast is effective against spells of the same Intensity or lower.

Stagnation



Rarity 2 **Distance** Medium
AP 4 **Lasts** Two rounds per rank
Target Creature **Save** Mettle
Counter Haste

This spell saps the energies of quickness—the target acts as if in a dream, where his swings come as if through a jar of molasses and feel as if their feet are glued to the ground. The target can think at normal speed, but their body simply doesn't react quickly enough. Effectively, this spell temporarily decreases the Action Points of a target for its duration.

Intensity Effects

- I. -1 Action Point
- II. -2 Action Points
- III. -3 Action Points
- IV. -4 Action Points
- V. -5 Action Points

Stay Put





Rarity 2 **Distance** Medium
AP 4 **Lasts** 2 rounds per rank
Target Area **Save** Might

The mage causes things to be stuck in place—bad if they're trying to get away, good if they want to not be moved! The mage makes an Attack Roll using the *Magic* weapon skill, and can choose any targets in the area of effect. If a target fails its Dodge Roll (or opts out), any appendages which are in contact with a surface (e.g. feet on the ground, hands on a bar) are trapped. The target gains the *grabbed* condition. If the target rolls a Critical Failure, they gain the *immobilized* condition. The mage makes a Casting Roll, the result of which is what the target must meet on a Might check to be freed from the entrapment (the target's buddies can try to yank their pal out of the trap with their own Might checks, also). Slam attempts on trapped targets must also meet the Casting Roll.

The mage can target not only creatures, but objects and vehicles, too. Unattended objects (e.g. a crate) are automatically pinned, but

vehicles in motion (e.g. a wagon) can use the driver's Animal Control or Machinery check (whether the vehicle is drawn or powered) in place of a Dodge. A creature, object, or vehicle must fit entirely in the area of effect to be pinned.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Every elemental school has a nickname for this spell.

 *Freeze!*
 *Shackles*

 *Bury*
 *Root*

 *Glue*

Intensity Effects

- I. 5 ft radius
- II. 10 ft radius
- III. 15 ft radius
- IV. 20 ft radius
- V. 25 ft radius

Steal Strength



Rarity 2 **Distance** Contact
AP 4 **Lasts** Two rounds per rank
Target Creature **Save** Mettle

The mage channels parasitic magic into a target, sapping their Muscle and bestowing it on the mage's self. The amount of Muscle gained is dependent on the Intensity. This means the target will be down that many Muscle and the Dark Mage will be up that many for the duration. At the end of the spell, both parties' Muscle scores return to normal. The target can never be brought below 0 Muscle in this fashion.

Intensity Effects

- I. +/-1 Muscle
- II. +/-2 Muscle
- III. +/-3 Muscle
- IV. +/-4 Muscle
- V. +/-5 Muscle

Steelshape



Rarity 1 **Distance** Contact
AP 4 **Lasts** 2 rounds per rank
Target Object (metal) **Save**

This spell bestows immediate power to shape and sharpen metal weapons and objects to the caster. A steel door could be shaped and fashioned into a shield; a brass candlestick could be made into a dagger; a suit of armor could turn into a cannonball. The spell has limitations however: brass cannot be turned into steel, nor iron into gold. That power lies in the Alchemist's Dream. Size and complexity of the object is dependent on spell intensity.

Intensity Effects

- I. Small size, crude or blunt item, such as a club
- II. Small size, simple or edged item, such as a dagger
- III. Medium size item, such as a shield, longsword, or a bucket
- IV. Large size item, such as a door, greatsword, or suit of armor
- V. A very complex or detailed item, such as a clock, statue

Strip



Rarity	2	Distance	Near
AP	4	Lasts	N/A
Target	Creature	Save	Resilience

The mage uses powerful electromagnetism to forcibly and quickly snatch an object from a creature's possession. This can be used to deprive someone of their clothes, backpack, armor, sword, shield, kitten, or lunch (uneaten). The mage makes an Attack Roll using the *Magic* weapon skill. If the target fails its Dodge Roll, the mage makes a Casting Roll, and the target makes a Resilience save. If multiple layers of armor are worn, the spell must be cast for each of them. For instance, a character can wear brigandine over mail. If the mage casts the spell once, the brigandine is removed leaving the mail armor; casting a spell a second time will remove the mail armor as well. Undoing the fasteners on a suit of armor or other worn object causes it to be completely removed during the round in which the spell is cast. Magic armor and similar objects can add their magic enchantment bonus to the creature's Resilience roll.

If cast from the Metal school, this spell is known as *Unbuckle*. A metal mage can undo ties that bind: buckles, buttons, snaps, zippers, and other metal fastenings. This can be used to deprive someone of a worn item so long as the fasteners that hold these objects in place, or the objects themselves are metallic. Many pieces of clothing are held on with metal fasteners, as well (however, this is up to the poverty level, availability of metals to the culture, etc.) This spell cannot be used to open locks, doors, or latches nor can it be used on non-metallic fastenings (such as leather lacing).

Intensity Effects

- I. +1 bonus to the Casting Roll
- II. +2 bonus
- III. +3 bonus
- IV. +4 bonus
- V. +5 bonus

Sudden Death



Rarity	5	Distance	Near
AP	4	Lasts	N/A
Target	Creature	Save	Mettle

The mage calls on the most violent and destructive energies and directs them at a target creature. If the target doesn't save, they are rendered comatose or dead. This spell literally drains the life right out of them.

As a Spellsong, this spell is known as *Banshee's Wail*.

Intensity Effects

- I. One minute coma
- II. One hour coma
- III. One day coma
- IV. One week coma
- V. The target is well and truly dead

Suggest



Rarity	1	Distance	Near
AP	2	Lasts	N/A
Target	Creature	Save	Mind Control

The mage redirects the electrical impulses in a creature's brain, rendering a spoken command that is issued to the creature *absolute*. The target of the spell must be able to hear and understand your language. You don't need to see their identification; these are not the Gear Golems you're looking for.

Intensity Effects

- I. The mage can issue one word commands (e.g. "sleep," "leave," "sneeze.")
- II. The mage can issue two word commands (e.g. "drop that," "attack her," "sit down.")
- III. The mage can issue three word commands (e.g. "give me that," "sheathe your sword.")
- IV. The mage can issue a one-sentence command (e.g. "Stay here and make sure he doesn't leave.")
- V. The mage can issue a command of any length and detail, including sequential instructions.

Summon Elemental

Rarity	2	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	N/A	Save	Resilience

The mage makes extra-dimensional contact with an elemental. If the roll fails, the elemental doesn't appear. If the roll is botched, the elemental comes after the mage! Elementals, like all summoned entities, can be Banished back to their origin.

When learning this spell, the mage must choose the specific element that is used when cast. A mage can learn this spell in different elemental schools, but must buy Spell skill ranks in each.

Intensity Effects

- I. Summon Least Elemental
- II. Summon Lesser Elemental
- III. Summon Greater Elemental
- IV. Summon Major Elemental
- V. Summon Arch-Elemental

Summon Fog



Rarity	2	Distance	Far
AP	4	Lasts	10 minutes per rank
Target	Area	Save	Lucidity

The mage conjures up a thick, illusory fog. It stifles visibility, muffles, and confuses; sounds and sights within the fog are more difficult to notice. The fog spans a radius of 20 feet per spell rank. For each level of Intensity, creatures receive higher penalties to Perception and ranged combat. Any creature within the fog can make a Lucidity save to realize the fog's illusory nature. A successful save will halve the Perception and ranged combat penalties.

Intensity Effects

- I. -2 to Perception and ranged Attack Rolls
- II. -4 to Perception and ranged Attack Rolls
- III. -6 to Perception and ranged Attack Rolls
- IV. -8 to Perception and ranged Attack Rolls
- V. -10 to Perception and ranged Attack Rolls

Telekinesis

Rarity	2	Distance	Medium
AP	4	Lasts	1 round per rank
Target	Creature/Object	Save	Resilience

The mage can interact with creatures and objects from a distance. For the duration of this spell, the mage has an unbreakable hold on the target, and can move it, as though they were pulling, pushing, or lifting it themselves. A creature under the effects of this spell gains the *immobilized* condition. The Size of the creature or object shoved around by Telekinesis depends on the Intensity. The mage can interact with and move any target within the spell's range. The mage can only move the target as fast as their own speed. The mage must keep the spell active by keeping one hand empty for its duration.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Air mages can use this spell on any target that remains surrounded by air; great for lifting anything to the sky. Water mages can use this spell on any target that remains surrounded by water; great for pulling stuff from the deep. Dark mages can use this spell on any target that remains surrounded by pitch darkness; great for making things go bump in the night. Metal mages can use this spell on any target that is made of or covered in metal. Earth mages can use this spell on any target that is made of or covered in an earth-like material (e.g. brick, glass, ceramic, crystalline).

Intensity Effects

- I. A creature or object of Size -2 and below
- II. A creature or object of Size 0 and below
- III. A creature or object of Size 2 and below
- IV. A creature or object of Size 4 and below
- V. A creature or object of Size 6 and below

Thermoregulate

Rarity	4	Distance	Near
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Mettle

The mage reaches into the soul of a creature and fiddles with its body temperature. If the target of this spell fails its save, it gains the *exposed* condition. No amount of thermal blankets or ice packs can help, and the creature will eventually freeze to death or die of heat stroke. If the creature survives through the spell's duration, a full night's sleep will remove any incurred Knockout Track penalties caused by Stamina Drain. The size of the targeted creature depends on the Intensity.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. Fire mages can boil the blood and cause hyperthermia. Ice mages can freeze the blood and cause hypothermia.

Intensity Effects

- I. Size -2 and below (a beaver with a fever)
- II. Size 0 and below (most humanoids)
- III. Size 3 and below (...and the horse they rode in on)
- IV. Size 6 and below (...and their juren friend)
- V. Any size creature (settle the argument about dinosaurs being cold blooded)

Thirst

Rarity	4	Distance	Near
AP	4	Lasts	12 hours per rank
Target	Creature	Save	Mettle

The mage places a curse on a creature which steals the moisture from its body and instills in it an insatiable thirst. If the target of this spell fails its save, it gains the *dehydrated* condition. Water turns to dust in its mouth and it slowly withers into a desiccated husk. If the creature survives through the spell's duration, a full night's sleep will remove any incurred Knockout Track penalties caused by Stamina Drain. The size of the targeted creature depends on the Intensity.

Intensity Effects

- I. Size -2 and below ("why is your cat drinking so much?")
- II. Size 0 and below (most humanoids)
- III. Size 3 and below (...and the horse they rode in on)
- IV. Size 6 and below (no water for those elephants)
- V. Any size creature (even a sea monster can die of thirst)

Thunder

Rarity	2	Distance	Far
AP	4	Lasts	N/A
Target	Area	Save	Stamina

The mage summons a blast of noise with his or her commanding presence. It rumbles the area, causing deafness and knocking creatures to the ground. A harmless flash of light accompanies this devastating effect. Creatures in the area must save against Deafness and make a Gymnastics check against the spell roll to keep from falling down under the shock of the sound waves. Deafness lasts one hour per spell rank.

Intensity Effects

- I. 10 foot radius
- II. 20 foot radius
- III. 30 foot radius
- IV. 40 foot radius
- V. 50 foot radius

Wall Crawler

Rarity	3	Distance	Near
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AP 4 **Lasts** 10 minutes per rank
Target Creature **Save** Resilience

The mage gains the ability to scale different kinds of surfaces just as easily as they would stroll down the street. They can use their new-found stickiness to crawl up and down completely smooth walls and across ceilings, so long as they have at least two limbs free. While this spell lasts, climbing doesn't require a Grip check. Creatures under the effects of this spell can defend themselves normally and are not considered Wide-eyed to attackers. The target of this spell can also Dash while climbing. The granted bonus depends on the Intensity.

Ice mages can only scale surfaces composed of ice and snow. Earth mages can only scale surfaces made of earth-like material (e.g. brick, glass, ceramic, crystalline). Metal mages can only scale metallic surfaces. Verdance mages can only scale organic surfaces (e.g. wood, vines). Slime mages, however, gain a natural adaptation possessed by many insects and amphibians: sticky digits, meaning they can scale *any* kind of surface.

Intensity Effects

- I. +2 bonus to Dash
- II. +4 bonus
- III. +6 bonus
- IV. +8 bonus
- V. +10 bonus

Weather Proof 



Rarity 1 **Distance** Contact
AP 4 **Lasts** 1 hour per rank
Target Creature

The mage envelops himself or another creature in a hooded cloak woven of magic threads. This mantle boosts the wearer's resistance to environmental extremes. The cloak appears as a finely crafted garment, tailored to its wearer (be it a human, steed, or pet). If the cloak is ever removed, the spell ends abruptly. This spell grants a bonus to Stamina checks to stave off Knockout penalties related to extreme heat or cold.

A mage can cast this spell using any of the listed elements, but must buy Elemental Skill ranks in each. A fire cloak guards the wearer against freezing cold. An ice cloak guards the wearer against scorching heat.

Intensity Effects

- I. +4 to Stamina
- II. +8 to Stamina
- III. +12 to Stamina
- IV. +16 to Stamina
- V. +20 to Stamina

Web 



Rarity 1 **Distance** Far
AP 4 **Lasts** 10 minutes per rank
Target Creature **Save** Thievery

No one likes to be covered in glue. Nets suck, too. Nets that stick to you are damned awful. This spell sends a wad of netting similar to spider silk at an area, sticking any creatures within. The mage makes an Attack Roll using the *Magic* weapon skill, and the target of the spell makes a Dodge Roll. If the attack hits, the mage makes a Casting Roll and any victims must make a Thievery check to try to escape the web. The mage who throws the web is immune to its sticky effects. Those caught within the web suffer penalties similar to being entangled in a net (see the Combat chapter). This spell adds a bonus to the Casting Roll for each level of Intensity. The web cannot be burst through using a Might check due to its elasticity.

Intensity Effects

- I. +2 bonus to Casting Roll
- II. +4 bonus
- III. +6 bonus
- IV. +8 bonus
- V. +10 bonus

Wraith Harrow 



Rarity 3 **Distance** Contact
AP 3 **Lasts** N/A
Target Creature **Save** Mettle

A thin veil separates the world of the living and the spirit world. When this veil is lifted, the sting of death follows. This spell allows the mage to reach out and grab a creature with the embrace of the grave. The sturdiness of armor and the constitution of the body are irrelevant against this spell. Only a stalwart heart can fend off this dark magic. Wraith Harrow is often found in the arsenal of *undead* creatures with the *incorporeal* condition.

The mage makes an Attack Roll using the *Hand-to-hand* weapon skill. If the target fails its Evasion Roll, the mage makes a Casting Roll, and the target makes its save. The bonus this spell grants to the Spell Harm in the Casting Roll depends on the Intensity. If the target's Evasion Roll is higher than the mage's Attack, no MP are wasted; the spell isn't cast until the mage is touching the target.

Intensity Effects

- I. +5 Spell Harm
- II. +10 Spell Harm
- III. +15 Spell Harm
- IV. +20 Spell Harm
- V. +25 Spell Harm

X-Ray Vision 



Rarity 2 **Distance** Self
AP 4 **Lasts** One round per rank
Target Self **Save**

What's behind door number three?! The mage's vision passes through solid matter, allowing him or her to view the secrets that lie beyond closed doors, or in locked boxes. Other interesting uses include a medical diagnosis or inspecting a person's wallet inventory. To the mage, solid objects appear very translucent or almost like a wire-frame. The range of the mage's distance varies by Intensity.

Intensity Effects

- I. 10 ft radius
- II. 20 ft radius
- III. 30 ft radius
- IV. 40 ft radius
- V. 50 ft radius

You and What Army?



Rarity	5	Distance	Self
AP	6	Lasts	1 minute per rank
Target	Self	Save	Guts

Haven't you always wanted a hundred of your friends to show up at your butt-kicking party? Summoning a huge host of allies—even illusory ones—certainly puts you in a favorable position. When this spell kicks off, a multitude of imaginary comrades fly to your aide. They can manifest any way you desire, for instance, a posse of five bloodthirsty buddies pouring through the door, a crowd of archers lining the walls standing up from their hiding places, a trio of enormous fire-breathing monsters dropping from the sky, or a thousand ghostly soldiers appearing from an eerie mist. However you imagine it, the illusion seems completely real to any onlookers. Any creatures within the area of effect who have a neutral or worse disposition to the caster must make a Guts save. Those who fail will flee as fast as their legs will carry them, or surrender and cower pathetically. If anyone attempts to *fight* the illusion, they're entitled to a Lucidity check to realize they've been duped.

Intensity Effects

- I. 100 yards
- II. 250 yards
- III. ¼ mile
- IV. ½ mile
- V. 1 mile

Youth



Rarity	4	Distance	Contact
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Resilience
Counter	Age		

The mage reaches into the sands of time and polishes the glass. With a touch, one target is quickly reverted to an earlier state in life. The mage makes a hand-to-hand Attack Roll. If the target fails its Dodge Roll, the mage makes his Casting Roll, and the target makes its Resilience save.

The effects of youthfulness are dependent on the Intensity. Because the target appears and acts childlike, they tend not to be taken seriously by adult members of society. When the spell ends, the creature reverts to its proper age.

Intensity Effects

- I. -2 to Bluff, Intimidate, Leadership, Negotiate, Seduce.
- II. -4 to Bluff, Intimidate, Leadership, Negotiate, Seduce.
- III. -6 to Bluff, Intimidate, Leadership, Negotiate, Seduce.
- IV. -8 to Bluff, Intimidate, Leadership, Negotiate, Seduce.
- V. -10 to Bluff, Intimidate, Leadership, Negotiate, Seduce.

15. RITUALS



Rituals are invocations of the deepest and oldest magic. The kind used to forge the world. The kind used in the distant past to level mountains and fell empires. What powers the effects of a ritual? Is it the Twelve Immortals? Is it an even higher power? No one can say for sure, but it seems to be written into the very fabric of the world itself.

Rituals are nowhere near as prevalent as spells—they're complex, powerful, and dangerous. A mage may spend the majority of her life creating a ritual. To learn a ritual might be the very goal of a role-playing campaign. A ritual might end a drought, destroy an ancient evil, or even grant immortality.

Rituals are special in that the participants may not even know they're performing one! Imagine a farming village full of bright faces and hard workers, who gather on the vernal equinox to pray for healthy crops. They make offerings of what remains of last year's harvest onto a pyre. They slaughter a bull and offer its blood to the heavens. Their voices unite in ceremonial litany. Little did they know that they just successfully performed a minor ritual to bless their land and nurture what grows there.

Rituals are a petition to the laws of the universe. Rituals are not something that you can just fire off during a round of combat. Spells require fuel, but rituals require *offerings*.

Offerings

When a ritual is performed, an **offering** is the payment required to balance the ledger. One ritual can put you further in debt than another. Payment is due up front; the universe isn't in the habit of making personal loans.

In this game, offerings grant you Ritual Points. Every ritual requires you to amass a certain number of Ritual Points.

Time

Time is money, after all. The longer you spend performing a ritual, the quicker it comes to pass. You gain one Ritual Point per rank of the element needed every hour spent performing a ritual. For example, if you have five ranks in Fire, and you perform for ten hours straight, you gain fifty Ritual Points. Mages performing for longer

than eight hours must make a Stamina check against a DL of 10 every hour. This DL increases by one for every additional hour. If failed, the mage moves one step down the Knockout Track, but can continue performing until they pass out.

Cooperation

Two heads are better than one. Several mages acting in tandem can split the check so to speak. All mages contribute the points they each gain as a ritual is performed. Three archmages, each with ten ranks in Light, performing for three hours amass ninety Ritual Points.

Mana

What makes a better offering than magic power itself? The debt can be paid with MP supplied by those performing the ritual, or with physical mana (in either gaseous, crystalline, or liquid form). You gain one Ritual Point for every MP offered.

Wealth

Some rituals can be paid with actual valuable materials: precious metals and gems, for example. These type of offerings are consumed as part of the ritual and vanish in spectacular fashion. You gain one Ritual Point for every 500s worth of wealth offered.

Events

Holidays fall on specific days for a reason: there's something special about that exact page on the calendar. The solstices, the equinoxes, the full moons, the new moons. You gain twenty Ritual Points when performing the ritual within a month named after the element, fifty if it takes place on a day of note. The summer solstice relates to Fire, the winter solstice relates to Ice. The vernal equinox relates to Verdance, the autumnal equinox relates to Ruin. The new moon relates to Dark, the full moon relates to Light.

Location

Any great business owner will tell you that location is everything. Some places are just better suited to rituals than others. The site of an ancient war, the place of birth of some notable wizard, or the intersection of two ley lines. You gain twenty Ritual Points for performing a ritual in a special location, fifty if it directly relates to the element needed.

Relics

We've all heard of objects with great mystical power. The skull of an ancient priest, the wand of an archmage, or the throne of a tyrant. You gain twenty Ritual Points for involving a relic, fifty if it was previously involved in the same ritual.

Sacrifice

Blood. Livestock. People. All of these make acceptable sacrifices. Sacrificial offerings help offset the cost of certain rituals (and each one will note whether a sacrifice is acceptable or required). Some of a participating mage's blood grants ten ritual points. An animal grants twenty. A person grants fifty. A self-sacrifice grants one hundred.

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Details

The rituals below share some common parameters.

Essence

Just like spells, every ritual belongs to an essence that describes its makeup, purpose, and means of operation.

Elements

When a mage performs a ritual, it is evoked using a specific elemental school. Rituals available in multiple schools list the symbol of each. Rituals with no elemental symbols are available in all elemental schools. A ritual available in multiple elemental schools may behave differently depending on the element that powers it.

Target

The recipient of the ritual's effects. The target is either Not Applicable (the ritual just happens and there's no special target), Self (the ritual affects the caster), Creature(s) (the spell affects one or more creatures), Object (the spell affects an inanimate object—sometimes only certain kinds of objects, such as things that are metal, or the remains of a creature), Area (the spell affects an area and anything within it).

Requirements

Some rituals must have specific kinds of offerings to activate. For instance, a specific earth ritual might require that it be performed underground.

Oppositions

Some rituals must *not* have specific kinds of offerings. For instance, a verdance ritual is diametrically opposed to a human sacrifice.

Ritual Points

The total amount of Ritual Points needed to activate the ritual.

List of Rituals

What follow are some potential rituals that can be used by heroes and villains alike. Since Rituals are grandiose, legendary occurrences, the ones detailed here are only examples, and the possibilities are endless.

Alchemist's Dream



Target Object (metal) **Ritual Points** 50
Requirements Wealth, Time, Mana
Oppositions Sacrifice

With the aid of this ritual, a mage can permanently change one kind of metal into another. For example, lead to gold, copper to orichalcum, iron to aluminum. Those performing the ritual can alter up to a one foot cube worth of metal.

The universe requires balance in all things, and so the mage cannot permanently increase or decrease an object's mass—only tinker with the existing mass. For instance, steel is much heavier than aluminum, so if this ritual was used to turn a hunk of aluminum into steel, it would shrink. Also, since it probably will take a considerable amount of cash to enact this ritual, changing zinc into gold is not going to be an effective way to get rich quick or ruin the local economy.

Awaken Automaton

Target Object **Ritual Points** 75
Requirements Wealth, Mana

An obedient, durable servant that excels in combat is a desirable thing indeed. Through the power of the Binding Ritual, the mage junctions an elemental to a lifeless object, and in doing so gives rise to a new fabricated creature. Each different kind of elemental produces a unique type of fabrication.

Element	Fabricated
Fire	Crucible Golem
Ice	Arctic Golem
Earth	Stone Golem
Air	Fiber Golem
Water	Steam Golem
Electricity	Flesh Golem

Element	Fabricated
Metal	Iron Golem
Slime	Toxic Golem
Dark	Obscura
Light	Astra
Verdance	Ent
Ruin	Decay Golem

The fabricated creature which arises from this ritual is intelligent, can follow orders, and some are capable of speech. In all cases, they have a disposition of enamored toward their creators. Each one has a vastly different array of abilities (See Appendix II: Creatures for more information).

These automatons infused with the power of an elemental obey very specific laws of magic. Each one has at its disposal an assortment of spells, and it can only replenish its MP by way of its master refueling them, so to speak.

The ritual requires at least 20 Ritual Points worth of Wealth, and in addition, at least 15 MP worth of mana to provide the automaton. The junction is permanent until the creature is destroyed, at which time the elemental is released.

Brainwash



Target Creature **Ritual Points** 50
Requirements Sacrifice (blood)

This ritual wipes clean the memories of another creature. The target becomes partially amnesiac, retaining basic, common knowledge, but nothing personal. The ones performing the ritual can author new memories to replace the stolen ones, if desired. Doing so is a fantastic way of hijacking someone's loyalty.

The Brainwash ritual is rather simple, and requires only a small blood offering of a participating mage, and that the target remain bound, blindfolded, gagged, and lying on a flat surface while the ritual is performed.

Circle of Defiance



Target Area **Ritual Points** 10
Requirements Wealth, Time, Mana
Oppositions Sacrifice

Harnessing the ancient power of protection and safety, this ritual provides an invisible barrier that can protect or entrap. Those per-

forming the ritual construct an intricate circular diagram on the ground, using whatever means and materials necessary. Typically, the inscriptions and runes involved in this ritual are recorded using chalk, powdered gems, or even drawn in the dirt with a stick. Those performing the ritual can choose whether the circle allows movement in but not out (a capturing circle), or allows movement out but not in (a protective circle). Nothing harmful or living can penetrate the barrier (including fabricated creatures), however this ritual does not prevent Transportive magic or the Teleport Special Power.

The circle is permanent, however, once the inscriptions of the circle are disturbed, the power of the ritual disappears (a capturing circle can only be destroyed from the outside; a protective circle can only be destroyed from the inside).

In practical terms, the circle is actually a sphere, the outer perimeter of which is 10 feet from the center. Those performing the ritual can choose to enlarge the Circle of Defiance in increments of 10 feet. Each increment costs double the Ritual Points of the one before it. So for example, a 20 foot radius circle would cost 20 Ritual Points, but a 30 foot radius circle would cost 40.

Hallow

Target	Area	Ritual Points	30
Requirements	Time, Mana		
Oppositions	Cannot be performed in a month named after the opposing element.		

This ritual consecrates up to an entire acre of land (shaped like a circle, this would be about 235 feet in diameter). This effect bolsters one of the twelve types of elemental magic within. The behavior of the place varies between elements, but the end result is that the area just *feels* more suited for magic of that type. A place hallowed for fire feels warm. A place hallowed for water feels humid. A place hallowed for ruin smells of decay. The hallowed ground is permanent. Those performing the ritual must outline the entire perimeter of the chosen area with specific runes. This process takes about 2 hours.

In game terms, all spells of the hallowed element receive a +1 bonus to the Casting Roll within this area. All spells of the *opposite* element take a -1 penalty. An elemental of the hallowed type summoned into the area receives a +1 bonus to their Resilience checks against a Banish spell. An elemental opposite to the hallowed type takes a -1 penalty.

Consecrated ground can only be removed by desecration—by performing a hallow ritual for the opposing element.

Lichgate

Target	Self	Ritual Points	175
Requirements	Sacrifice (self), Wealth, Mana		

What better reward could there be for ascending the ladder of sorcery than immortality itself? Any *humanoid* or *legendary* creature with the Spellcasting special power can perform this ritual to surrender her mortal body and transform into a lich—an undead thaumaturge of unspeakable power. The archmage must petition one of

the twelve elements of magic to sponsor her ascendancy into lichdom. In order to begin the ritual, she must have 10 skill ranks in the element in question. To complete the ritual, she must yield her own soul and imprison it inside a phylactery. At that moment, her body dies but her conscious mind remains bound to it. Once the ritual concludes, the creature's nature changes to *undead* (though it may be some time before the body fully decays).

Unlike other undead, a lich can generate its own MP. However, since it no longer requires sleep, a lich must touch its phylactery once per day to restore its MP. There are no harmful side-effects if the lich is physically separated from its phylactery for an extended period. If a lich takes damage in combat and its phylactery is intact, its body will regenerate within a week, even if its body is completely destroyed. However, if its phylactery is destroyed, the lich will collapse where it stands and crumble to dust as its imprisoned soul moves on. It's for this reason that a lich should carefully protect its phylactery. Anyone who gains possession of it could basically guarantee the lich's cooperation (if not obedience).

Link Fates



Target	2 Creatures	Ritual Points	100
Requirements	Wealth, Sacrifice (blood)		

This ritual levies a curse on two creatures and hopelessly interweaves their fates. Whatever effects one is placed under, the other will be placed under as well. If one is the target of a spell, the other will become a target as well. If one suffers damage, so too does the other. If one dies, they're making the trip together. The ritual involves trapping a small bit of the targets' spirits in a pearl worth at least 2,000\$ (which provides at least 4 Ritual Points). Those performing the ritual will likely keep the pearl on them at all times from that point forward. If the pearl is destroyed, the curse ends.

It should also be noted that the spell has side effects as well. If one of the targets feels a particularly powerful emotion, the other will feel it as well, and the spell may lead to visions of the other target's thoughts, whereabouts, or actions. Both parties receive +10 to Clairvoyance for emotive transmission or precognition about the other.

Magic Compass



Target	Object	Ritual Points	25
Requirements	Time, Mana, Wealth		

If you don't have a map, maybe a compass that points at your target will help. Those who perform this ritual enchant a compass to point not to magnetic north, but to an object or creature. If the ritual performers want the compass to point to a *kind* of object, such as the nearest water source or the nearest campfire, they must have such an object present at the time. If they want the compass to point to a *specific* object, they must have the object present at the time. If they need a compass that points to a *kind* of creature, such as the nearest cow, they need material shed from the creature (e.g. hair, scales, feathers). If the ritual performers desire a compass that points to a specific creature, they must have a tiny amount of the creature's blood.

When the target is within a mile of the compass, it begins to pulse at a steady interval, like quartz. As the target drawn nearer, the pulses increase in frequency.

If the compass is tuned to a specific object and it's destroyed, or a specific creature and it dies, the power of the ritual is broken and the compass spins wildly.

Natural Disaster



Target Area **Ritual Points** 300
Requirements Cooperation, Sacrifice, Mana, Wealth
Oppositions Cannot be performed in a month named after the opposing element

This ritual unleashes the fury of nature. Raw, destructive forces of the natural world gather rapidly and activate violently in a manner in keeping with the element involved. Air releases a swirling tornado, earth incites an brutal earthquake or a landslide, electricity summons a fierce lightning storm, fire ignites explosively with wildfires or volcanic eruption, ice forms a devastating blizzard, water delivers unstoppable flooding. Regardless of the means of destruction, an area of 10 miles in diameter is left in shambles.

In all cases, buildings will be razed, burned, or torn apart. A great deal of life will be lost.

Those performing the ritual can choose the epicenter of the disaster, and must be located within 20 miles of the chosen place while doing so.

This is one of the oldest rituals known, created by the Immortals themselves. To learn of its secrets would be a challenging quest indeed.

Rain Dance

Target Area **Ritual Points** 100
Requirements Cooperation

Water mages are in high demand in times of drought since many of them possess the knowledge of how to call the rains to nourish withered crops and souls alike. The mages must dance in a ceremonial circle and chant while performing the ritual. At the end of the rain dance, the skies open up and an area ten miles in diameter receives cool, steady rain for a day.

This ritual can be used for good or ill, however, since an extended, wide-spread rain will cause flooding, mudslides and damage to structures. For every 50 Ritual Points past the required 100, the rain continues an additional day.

Spawn Undead

Target Creature **Ritual Points** 75
Requirements Wealth, Mana

Spawning undead is considered a taboo practice nearly everywhere. Through the power of the Binding Ritual, the mage junctions an elemental to a humanoid body. Each different kind of elemental produces a unique type of undead.

Element	Fabricated
Fire	Flame Wraith
Ice	Wendigo
Earth	Soiled
Air	Scavenger
Water	Draug
Electricity	Fulgore

Element	Fabricated
Metal	Flayed
Slime	Crypt Weaver
Dark	Vampire
Light	Guardian
Verdance	Deathless
Ruin	Mummy

The undead which arise from this ritual are intelligent and capable of speech. In most cases, the creature has a malign disposition to the ones that summoned it; it will generally leave them alone unless provoked. To anyone else, the creature has a hostile disposition, and will seek out the living to consume their life force. The only exceptions to this are Guardians and Deathless (See Appendix II: Creatures for more information).

Undead infused with the power of an elemental obey very specific laws of magic. Each one has at its disposal an assortment of spells, and it replenishes its MP by taking them from the living. These creatures are repelled only when presented with the symbol of an Immortal whose associated element is opposite their own. For instance, vampires are repelled by a symbol of *Loelir the Lady of Light*.

The junction is permanent until the creature is destroyed, at which time the elemental is released.

Speak to the Land

Target Area **Ritual Points** 45
Requirements Wealth

Using the ancient rites of communion with nature, those who perform this ritual can make a bargain with the land itself. If using the power of verdance, they plead for healthy, plentiful crops. Harvest will be bountiful and all plants grow with ease. If using the power of ruin, they plead for blighted, wilting vegetation. Famine will result and even houseplants fail to grow. The ritual can affect an area up to 5 miles in diameter for 6 months. The power of verdance calls for an offering of wealth (typically produce), and the sacrifice of an animal. The power of ruin calls for an offering of wealth (typically tarnished silver) and a sacrifice of human blood.

Steal Soul

Target Creature **Ritual Points** 100
Requirements Event (new moon), Mana, Wealth

This vile ritual can only be performed on the night of a new moon. It is used to rip one's very soul from the body and keep it captive. The target must be motionless, and the dark mages performing the ritual must lay hands on them. An extracted soul can only be imprisoned in a phylactery. Once the soul is extracted, the body crumbles into dust. If the phylactery is broken, the soul is freed and passes on.

A mage with ranks in either the Dark or Light elemental skill are able to touch a phylactery and determine if it's housing a soul and even communicate with it. The longer a soul is imprisoned, the more tenuous its grip on reality. Souls imprisoned for decades seem insane. Souls imprisoned for centuries are incomprehensible.

The soul itself has power, and mages who possess trapped souls could tap into very powerful magics indeed.

16. SPIRIT



Life cannot exist without spirit. It is the breath inherent in all things. Spirit permeates and surrounds the world of Immortal Legacy and all who dwell there. Those who have opened their eyes to the world of the spirit recognize solitude as an illusion—all life is woven together by threads of fate into the fabric of reality. We are all cut from the same cloth as the

mountains, trees, stones, beasts... even the Immortals themselves.

Spirit Users

The strong-willed can utilize the spirit power within to channel, infuse, divest, or block the spirit around themselves and in other creatures. These spirit wielders come from all walks of life and go by many titles. Among their ranks are found spiritual caretakers like shamans, priests, and monks. There are also those who serve as champions, such as paladins, samurai, or kensei. Further still, martial artists may serve no higher power, but harness their spirits to lethal effect.

In this game, those who tap into the power of life itself are known as *spirit artists*. They recognize the precious balance of the positive and negative sides of spirit power. Spirit artists have gained special insight into channeling it, controlling it, and using it to their benefit.

In The Story

The Game Master holds the final say on the availability and use of spirit power in the game. One GM might tell a story in which all characters touch the forces of spirit, while another GM could assemble a world where spirit power is distant or nonexistent.

Most folks don't know exactly how spirit power works... if they're aware of it *at all*. Some might say that good and evil are tangible forces in the universe and they manifest as positive and negative energy—one can serve either side or fight to maintain the balance. Some might believe all of nature has an intrinsic spiritual essence; every mountain, river, and living thing possesses an eternal spirit.

Spirit artists use their own life force as a tool to interpret and influence the fabric of spirit power. Some call this process *meditation* or *prayer*, while others call it *qigong* or *kiko*. The concept of spirit power is present in every culture that exists, so it goes by many names, for instance: *qi*, *ki*, *manitou*, *orenda*, *prana*, or *pneuma*.

Some believe that spirit artists are called and gifted the ability, while others believe that any willing creature can learn the secrets of qi. Some don't see a difference between the two—why would mortals desire to hone their spirits unless higher powers had willed it? Regardless of the source of their power, spirit artists rely on pa-

ience, faith, willpower, and discipline to focus their energies and perform *spirit arts*.

Spirit Arts

Spirit arts are the techniques which spirit artists perform to produce extraordinary effects. Performing any given spirit art may require a specific stance, a certain state of mind, or a precise chant.

Any character capable of performing spirit arts is free to acquire new ones as desired. The spirit arts listed in the next chapter each identify a *rarity*: the likelihood your character can locate and practice it. The knowledge necessary to perform a spirit art may come from a wrinkly old master's instruction, revelation from the powers that be, or exploring your very soul. The higher the rarity, the more outlandish quests your GM can throw your way to seek it. Regardless of the means of discovery, perfecting a spirit art requires arduous practice.

Like spells, spirit arts have a *target*: another creature, an area, an object, or oneself. Spirit arts which cause negative or unwanted effects permit the target to make a skill check to avoid them. Again, just like spells, this skill check is referred to as a *save*. Each spirit art in the next chapter identifies its associated save.

Spirit Points

Every living creature possesses an inner well of energy represented by **Spirit Points** (or **SP**). Performing spirit arts drains this well. Meditating and resting replenishes it.

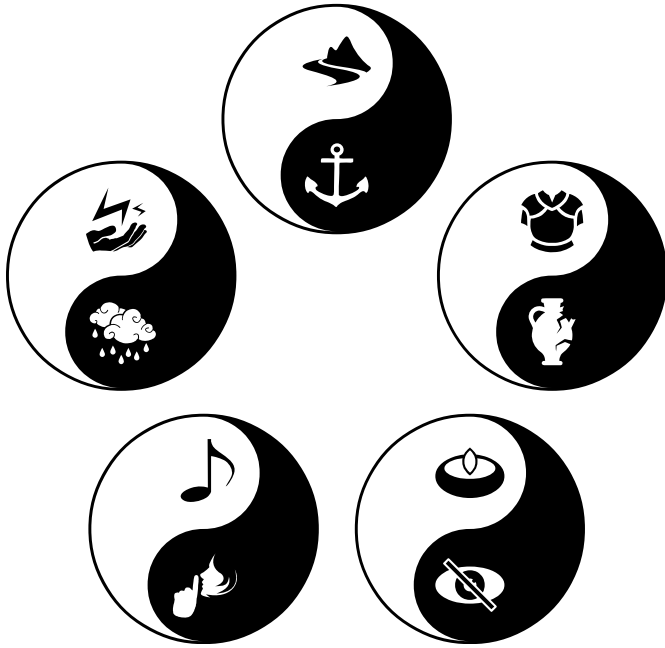
Characters begin the game with 10 SP. A practitioner of spirit arts can add his Self-Control score to his total SP. As the game progresses, a spirit artist can further increase his SP total by purchasing the *Enlightened* trump.

The Five Ways

The *Five Ways* are the routes by which all spirit energy in the cosmos moves. When spirit is transposed, the result and reaction depends on which of the Five Ways was involved. Those who walk the path of the spirit must navigate using one or more of these.

- *The Way of the Aura* – Deals with the forces of knowledge and ignorance. One's aura can both reveal and conceal. These spirit arts are used to boost cognition and communication abilities or deprive others of the same.
- *The Way of the Form* – Deals with the forces of strength and weakness. The form can be stabilized or sabotaged. These spirit arts can enhance one's physical form or undermine that of another.

- *The Way of the Hand* – Deals with the forces of charging and draining. Mortal hands can push or pull; energy can be given or taken. These spirit arts are utilized as instruments of either battle or rejuvenation.
- *The Way of the Step* – Deals with the forces of freedom and restraint. Every journey begins with a single step. These spirit arts affect, induce, or prevent movement.
- *The Way of the Voice* – Deals with the forces of passion and calm. Words carry power. These spirit arts influence emotion and will, either to incite or to discourage.



The Way of the Step

Journeying

Moving objects and spirits through dimensions

Anchoring

Preventing or undoing the movement of spirits

The Way of the Voice

Motivating

Exerting will over creatures to elicit action

Hindering

Removing the will of creatures to prevent action



Motions

Throughout the universe, the active and passive aspects of spirit power are under a constant state of waxing and waning, always seeking a natural balance. Within each of the Five Ways, spirit is polarized into *motions*—one positive and one negative. Spirit artists can practice as many of the ten *spirit motions* as they like, but must gain skill ranks in each.

The Way of the Aura

Enlightening

Receiving information from surrounding spirits

Deceiving

Hiding information by muting or altering spirit



The Way of the Form

Augmenting

Reinforcing or boosting the properties of a physical form

Eroding

Degrading or sabotaging the properties of a physical form



The Way of the Hand

Surging

Releasing, directing, or transferring spirit energy

Dampening

Holding, draining, or blocking spiritual energy



17. SPIRIT ARTS

Some text goes here.

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- Augur
- Befriend
- Benumb
- Blast
- Burden
- Clutch
- Commune
- Compel
- Cure
- Delude
- Encourage
- Enrage
- Fly
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- Hasten
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- Sicken
- Silence
- Slay
- Slow

- Steel
- Strangle
- Strengthen
- Teleport
- Temper
- Tether
- Vanish
- Weaken
- Whisper
- Wither

Spirit Art Descriptions

Augur



Rarity	1	Distance	Self
AP	4	Lasts	1 minute per rank
Target	Self		

Victory comes swiftest to those who watch and wait. Spirit artists who perform the Augur spirit art temporarily gain the ability to read and analyze the auras of other combatants. An opponent's aura will disclose his intentions in battle.

Concentration Effects

The performer gains combative bonuses based on the level of Concentration.

- I. +2 to Attack Rolls and Evasion Rolls
- II. +4 to Attack Rolls and Evasion Rolls
- III. +6 to Attack Rolls and Evasion Rolls
- IV. +8 to Attack Rolls and Evasion Rolls
- V. +10 to Attack Rolls and Evasion Rolls

Befriend



Rarity	1	Distance	Near
AP	4	Lasts	1 hour per rank
Target	Creature	Save	Virtue

Bonds of the soul are resilient and powerful indeed. This spirit art forges a transient link of friendship between two spirits. Creatures targeted by Befriend are temporarily compelled to sympathize with

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a creature chosen by the spirit artist (including herself). An opponent in combat whose Disposition is improved to at least neutral will cease hostilities.

Concentration Effects

The level of Concentration determines the strength of the bond one can forge.

- I. Improves Disposition by one level
- II. Improves Disposition by two levels
- III. Improves Disposition by three levels
- IV. Improves Disposition by four levels
- V. Improves Disposition by five levels

Benumb



Rarity	1	Distance	Near
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Mettle

The performer of Benumb can alter the flow of *qi* within a creature to separate its spirit from its mind for a time. In a way, it becomes detached from the Mortal World where primitive things like fear, compulsion, insanity, and corruption dwell. The target gains the *unfeeling* condition and behaves in a manner that is aloof, logical, and detached.

Concentration Effects

The Size of the creature the spirit artist can Benumb depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Blast



Rarity	1	Distance	Far
AP	4	Lasts	N/A
Target	Creature/Object	Save	Guard

One can wield the very life force inside oneself as a ranged weapon, and combat foes with tangible concentrations of ballistic spirit energy. Make an Attack Roll using the *spirit* weapon style. If the target fails its Dodge roll, the spirit artist makes a Focus Roll and the target makes its Guard Roll.

Concentration Effects

The bonus this spirit art grants to the Focus Roll depends on the level of Concentration.

- I. +6 bonus to the Focus Roll
- II. +12 bonus to the Focus Roll
- III. +18 bonus to the Focus Roll
- IV. +24 bonus to the Focus Roll
- V. +30 bonus to the Focus Roll

Burden



Rarity	1	Distance	Creature
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AP	4	Lasts	2 rounds per rank
Target	Self	Save	Resilience

As she gathers and condenses the spirit surrounding a creature (or herself), the spirit artist boosts the earth's pull on a target. The target assumes the average weight of a creature one or more Sizes larger and also gains the *hampered* condition.

Being immensely encumbered does have its benefits. In contests of strength, the creature receives a bonus to Might checks to resist a Slam or Trip attempt, and the DL to lift the target skyrockets. Carrying so much weight also has its drawbacks: additional Falling Damage, the collapse of supports (e.g. harnesses, scaffolding, bridges), and if the target is climbing or attempts to climb, it must succeed at a Might check to hoist its burden.

Concentration Effects

The amount of weight the spirit artist can use to burden a creature depends on the Concentration.

- I. One Size larger
- II. Two Sizes larger
- III. Three Sizes larger
- IV. Four Sizes larger
- V. Five Sizes larger

Clutch



Rarity	1	Distance	Far
AP	4	Lasts	1 round per rank
Target	Creature/Object	Save	Resilience

The spirit artist manipulates the field of *qi* surrounding a creature or an object to interact with it from a distance. First, make an Attack Roll using the *spirit* weapon style. If the target fails its Dodge roll, make a Focus Roll. If the target fails its save, an unbreakable hold on the target is established and remains in place for the duration. The performer of this art can move the target as though he was pulling, pushing, or lifting it himself. A creature under the effects of Clutch gains the *immobilized* condition.

Concentration Effects

The Size of the creature or object this spirit art can affect depends on the level of Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Commune



Rarity	1	Distance	Self
AP	4	Lasts	1 minute per rank
Target	Self		

Those who draw close to the universe itself find themselves able to reach out to very distant places using their feelings. The spirit artist who performs Commune chooses a creature or place and meditates upon it. She must have some kind of connection to the subject—any

responsibility for or emotional attachment to. At absolute minimum, it's a creature she has met or a place she has visited.

While she meditates (and gains the unconscious condition while doing so), her aura reaches out to observe the subject and its surroundings as if she herself were present. If the subject is a creature (or a place which contains one), the spirit artist can choose to communicate with it telepathically as long as the sum of the spirit artist's Focus Roll and the subject's Clairvoyance check is higher than 20.

Concentration Effects

The range at which this spirit art is effective depends on the level of Concentration.

- I. 1 mile
- II. 10 miles
- III. 100 miles
- IV. 1,000 miles
- V. 10,000 miles

Compel



Rarity	1	Distance	Near
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Mind Control

Ideas can be the most dangerous weapon of all. The spirit artist etches a direction into another creature's spirit. The command resonates with them like some profound universal truth and drives them to action. It could be as simple as a single word but no more complex than a single sentence. Regardless, if it fails its save, the creature will carry out the instructions to the best of its ability until the duration elapses, and will attempt to safely overcome any obstacles which stand in the way. If the command can be completed in its entirety in a shorter time frame, the creature will be free to go about its day. The spirit artist cannot compel creatures to put themselves in harm's way, nor endanger their own allies.

Concentration Effects

Each level of Concentration allows the spirit artist to Compel a creature of increasingly larger Size.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Cure



Rarity	1	Distance	Contact
AP	4	Lasts	N/A
Target	Creature	Save	Mettle

The radiant power of life which springs forth from the soul of a healer can purge the body of unnatural intrusions. A spirit artist who performs this art can remove the *blinded*, *deafened*, or *muted* condition, regardless of whether the condition was imposed by natural causes, a magic spell, or a spirit art. Cure can also remove any biological threat such as poison, drugs, or illness.

This spirit art cannot remove the *blinded*, *deafened*, or *muted* condition imposed by a fault purchased by the affected creature.

Concentration Effects

The Size of the creature or object this spirit art can affect depends on the level of Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Delude



Rarity	1	Distance	Self
AP	4	Lasts	10 minutes per rank
Target	Self		

When a creature lies, its physiology reveals the deception. The spirit artist who performs Delude stifles her own aura so she may quiet the signals her body produces to avoid discovery. The most convincing lies are told with a calm demeanor and a quiet countenance.

Concentration Effects

This spirit art grants a bonus to Bluff and Disguise depending on the Concentration.

- I. +2 to Bluff and Disguise
- II. +4 to Bluff and Disguise
- III. +6 to Bluff and Disguise
- IV. +8 to Bluff and Disguise
- V. +10 to Bluff and Disguise

Encourage



Rarity	1	Distance	Near
AP	4	Lasts	N/A
Target	Creature	Save	Mind Control

True strength lies in the ability to still the mind amidst chaotic surroundings. The performer of this spirit art can fill a fearful target with bravery, a preoccupied target with focus, or a bewildered target with clarity. Encourage can remove the *confused*, *distracted*, or *rattled* condition, regardless of whether the condition was imposed by a skill check, a Casting Roll, or a Focus Roll.

This spirit art cannot remove the *confused* condition if imposed by a fault purchased by the affected creature.

Concentration Effects

Encourage must be performed at a level of Concentration which meets or exceeds the Intensity of the spell or Concentration of spirit art which originally imposed the condition. Concentration 1 can remove the condition if imposed by a skill check (e.g. Seduce, Taunt, Intimidate).

Enrage



Rarity	1	Distance	Near
AP	4	Lasts	1 hour per rank

Target Creature **Save** Virtue

The spirit artist incites a creature to enmity and violence by upsetting its spiritual calm. Creatures targeted by Enrage become temporarily repulsed by another creature of the spirit artist's choosing (including himself). If the target fails its save, the bonds of friendship strain under the weight of its rising ire. A creature whose Disposition is worsened to *hostile* will take up arms and fight.

Concentration Effects

The degree to which alliances can be suspended depends on the level of Concentration.

- I. Worsens Disposition by one level
- II. Worsens Disposition by two levels
- III. Worsens Disposition by three levels
- IV. Worsens Disposition by four levels
- V. Worsens Disposition by five levels

Fly



Rarity 1 **Distance** Self
AP 4 **Lasts** 1 minute per rank
Target Self

The spirit artist can take to the skies and travel on thin air by soaring along the fabric of spirit power that blankets the universe. Those who perform this spirit art can hover in place and move in any direction at their normal movement Speed.

If the duration of this spirit art elapses while the performer is airborne, he drifts to the ground at a safe speed. If the effects are removed by the Realign or the Ground spirit art, he plummets to the earth and takes normal falling damage.

Concentration Effects

Each level of Concentration grants a higher bonus to Dash checks while airborne.

- I. +4 bonus to Dash
- II. +8 bonus to Dash
- III. +12 bonus to Dash
- IV. +16 bonus to Dash
- V. +20 bonus to Dash

Frighten



Rarity 1 **Distance** Near
AP 4 **Lasts** 2 rounds per rank
Target Creature **Save** Guts

Planting seeds of fear in the souls of one's enemies opens a short road to victory. Those who perform the Frighten spirit art leech the bravery from another creature. Targets who fail the save gain the *rattled* condition. Targets who roll a Critical Failure turn tail and run away as fast as they can.

Concentration Effects

Each level of Concentration allows the spirit artist to target a creature of increasingly larger Size.

- I. Size -1 and below
- II. Size 1 and below

- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Ground



Rarity 1 **Distance** Medium
AP 4 **Lasts** 1 round per rank
Target Creature **Save** Resilience

By heightened gravity, magnetism, or sheer force of will, the spirit artist compels airborne creatures to the ground and to remain there temporarily. Any targeted creature considered to be flying or levitating that fails its save immediately drops to the earth below, takes appropriate falling damage, and gains the *prone* condition. If the creature's means of flight was through a magic spell or a spirit art, the creature cannot resume flying for the duration.

Concentration Effects

The Size of the creature this spirit art can target depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Hasten



Rarity 1 **Distance** Medium
AP 4 **Lasts** 2 rounds per rank
Target Creature **Save** Mettle

The spirit artist imbues a creature with the very forces of life themselves, granting it supernatural speed and cognition. As a result, the hastened creature can perceive events, make decisions, and complete actions faster than the rest of us.

Concentration Effects

Each level of Concentration grants the target a higher amount of Action Points.

- I. +1 Action Point
- II. +2 Action Points
- III. +3 Action Points
- IV. +4 Action Points
- V. +5 Action Points

Heal



Rarity 1 **Distance** Contact
AP 4 **Lasts** N/A
Target Creature **Save** Mettle

One of the rarest gifts of the spirit is the ability to restore life. Some might call it laying on of hands, *tui na*, or advanced chiropractic care. The performance of this spirit art varies widely. In some cases, the creature is infused with the healing power of the divine. In other cases, the spirit artist optimizes the pressure points in the body through which *qi* travel to encourage strengthened healing power. A

spirit artist can restore HP damage in herself or another creature by making a Focus Roll, the result of which is the amount of HP regained.

Concentration Effects

Each level of Concentration provides a bonus to the Focus Roll.

- I. +5 bonus to the Focus Roll
- II. +10 bonus to the Focus Roll
- III. +15 bonus to the Focus Roll
- IV. +20 bonus to the Focus Roll
- V. +25 bonus to the Focus Roll

Hedge



Rarity 1 **Distance** Far
AP 4 **Lasts** 1 minute per rank
Target Creature/Object

You may not proceed, for the way is blocked. The spirit artist erects a spherical barrier of dampening energy around any creature or object. The barrier continuously repels spiritual activity for the duration. This means that spirits and the bodies which contain them cannot cross this barrier.

The barrier also has a chance to block the effects of any attack or spirit art from traversing it, so the one who performs Hedge must make a Focus Roll to set the standard. The result becomes the number which other spirit artists must surpass with their own Focus Rolls to be able to penetrate the barrier with the effects of their own spirit arts, as well as the number which combatants must surpass with an Attack Roll. Any attempt beneath this number bounces off harmlessly.

Concentration Effects

The radius of the sphere one can hedge depends on the level of Concentration.

- I. 10 ft radius
- II. 20 ft radius
- III. 30 ft radius
- IV. 40 ft radius
- V. 50 ft radius

Hone



Rarity 1 **Distance** Contact
AP 4 **Lasts** 10 minutes per rank
Target Object

The spirit artist can temporarily imbue an object with *qi* to such levels that it becomes saturated with power. For its duration, Hone makes the object tougher, sharper, and able to stand up to the toughest stains. This blessed weapon could be the katana in the hands of a kensei, the mace in the hands of a holy knight, or the bar stool in the hands of a drunken master. Even the body can be used as a weapon, so one can target fists, horns, and tusks with this spirit art as well.

Concentration Effects

Wielding the object in combat in its enhanced state imparts a bonus to the Damage Roll depending on the Concentration.

- I. +2 bonus to the Damage Roll
- II. +4 bonus to the Damage Roll
- III. +6 bonus to the Damage Roll
- IV. +8 bonus to the Damage Roll
- V. +10 bonus to the Damage Roll

Illuminate



Rarity 1 **Distance** Self
AP 4 **Lasts** 10 minutes per rank
Target Self

With all the wisdom of the universe at your back, it's easy to separate fact from fiction. A spirit artist who performs Illuminate can more easily interpret the auras of nearby creatures and the surrounding environment. For its duration, this spirit art imparts a higher chance to notice deception and illusions.

Concentration Effects

Each level of Concentration grants an additional bonus to Discern and Lucidity checks.

- I. +2 bonus to Discern and Lucidity
- II. +4 bonus to Discern and Lucidity
- III. +6 bonus to Discern and Lucidity
- IV. +8 bonus to Discern and Lucidity
- V. +10 bonus to Discern and Lucidity

Impair



Rarity 1 **Distance** Near
AP 4 **Lasts** Permanent
Target Creature **Save** Mettle

This spirit art blocks the *qi* flowing to and from different parts of the body, causing total impairment. Choose either the *blinded*, *deafened*, or *muted* condition. If the targeted creature fails its save, it gains the chosen condition. The effects are permanent, but can be removed by the Cure or Realign spirit arts.

Concentration Effects

The Size of the creature or object this spirit art can affect depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Inspire



Rarity 1 **Distance** Near
AP 4 **Lasts** 2 rounds per rank
Target Creature **Save** Mettle

Hope is a powerful motivator. The spirit artist can surround and fill a creature with positive life force that makes hits harder, thoughts

faster, smiles keener, and souls brighter. This spirit art is ineffective on creatures with the *mindless* condition.

Concentration Effects

Inspire grants a bonus to all rolls. This bonus increases with each level of Concentration.

- I. +2 bonus to all rolls
- II. +4 bonus to all rolls
- III. +6 bonus to all rolls
- IV. +8 bonus to all rolls
- V. +10 bonus to all rolls

Jinx



Rarity	1	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	Creature	Save	Mettle

Opponents fall the quickest when deprived of their morale. Jinx drops a creature into deep despair, putting a damper on their body, mind, personality, and soul. This spirit art is ineffective on creatures with the *mindless* condition.

Concentration Effects

This spirit art imposes a penalty to all rolls. The penalty increases with each level of Concentration.

- I. -2 penalty to all rolls
- II. -4 penalty to all rolls
- III. -6 penalty to all rolls
- IV. -8 penalty to all rolls
- V. -10 penalty to all rolls

Levitate



Rarity	1	Distance	Self
AP	4	Lasts	1 minute per rank
Target	Self	Save	Resilience

The spirit artist wraps the fabric of spirit power around himself to combat the pull of gravity and seem almost weightless. He can balance on the wispy end of a tree branch, alight upon an opponent's sword, leap up to a rooftop, jump down from a balcony, or scale a cliff in short order.

The performer of Levitate gains the ability to stand upon any object regardless of its construction or weight. Since gravity holds less power over him, he becomes immune to falling damage, but still floats gently downward. A jump in any direction is considered a horizontal jump, meaning he can move one foot for each point of the result of his Gymnastics checks, and without needing a running start.

Concentration Effects

The gracefulness of the performer increases with each level of Concentration.

- I. +4 to Gymnastics
- II. +8 to Gymnastics
- III. +12 to Gymnastics
- IV. +16 to Gymnastics
- V. +20 to Gymnastics

Manifest



Rarity	1	Distance	Self
AP	4	Lasts	1 minute per rank
Target	Self		

Every being resonates an aura which is not visible to the naked eye. One whose senses are attuned to the harmony of the universe can perceive auras at a distance. Examples include a poisonous scorpion in the bed, an assailant on the other side of the door, a roaming ghost in the hallway, the band of assassins in the garden, or the militia assembled outside the gates. Any creature consisting of or possessing a spirit within the range of Manifest becomes visible to the spirit artist regardless of darkness, cover, or blindness.

Manifest can also reveal the location of *invisible* creatures if the Focus Roll meets or exceeds the result of the Casting Roll or Focus Roll that imposed the *invisible* condition originally.

Concentration Effects

The range at which auras are visible depends on the Concentration.

- I. 100 ft radius
- II. 200 ft radius
- III. 300 ft radius
- IV. 400 ft radius
- V. 500 ft radius

Overwhelm



Rarity	1	Distance	Near
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Guts

The spirit artist summons her inner resolve and clobbers an opponent with it in a literal contest of wills. One clan teaches of the *lion's roar*, performed with volume and bravado. Another passes down the *marching conqueror*, performed with imposing demeanor and iron-clad determination. Regardless of the method of performance, if the target fails its save, it immediately gains the *unconscious* condition and collapses under the pressure of the performer's spirit.

Concentration Effects

The Size of the creature or object this spirit art can affect depends on the level of Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Paralyze



Rarity	1	Distance	Near
AP	4	Lasts	2 rounds per rank
Target	Creature	Save	Resilience

The spirit artist can sabotage flows of *qi* within a creature to such a degree that its body freezes in place as though all its joints became

locked. A targeted creature who fails its save gains the *paralyzed* condition.

Any airborne creature propelled by natural means continues on its present trajectory, but takes falling damage once it crashes. Any airborne creature propelled by a magic spell or a spirit art freezes in place, aloft.

Concentration Effects

The Size of the creature one can Paralyze depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Phantomize



Rarity	1	Distance	Self
AP	4	Lasts	2 rounds per rank
Target	Self		

With the utmost control over his mortal frame, the spirit artist can will himself just outside of this realm of being—to the land of Styx throughout which the spirits of the dead linger en route to the Spirit Realm. When this spirit art activates, its performer gains the *incorporeal* condition. His body, clothing, worn equipment, and carried items become translucent and insubstantial (but not invisible). In this state, he passes through solid objects and moves in any direction at will. Without physics to consider, speed is simply a matter of willpower. He could float through locked doors, rocket past ceilings, or dive into the floor below. Any items that leave the spirit artist's possession lose the *incorporeal* condition and become just another object that he can't pick up.

The bad news is that an incorporeal creature lacks mass, so its physical attacks pack no punch. The good news is that it can ignore any incoming force: the sword, spear, cannonball, or explosion that would have connected simply flies through it. Even though physical interaction is impossible, magic spells and spirit arts originating from or targeting an *incorporeal* creature function normally.

Concentration Effects

Each level of Concentration adds an additional boost to Dash checks.

- I. +6 bonus to Dash
- II. +12 bonus to Dash
- III. +18 bonus to Dash
- IV. +24 bonus to Dash
- V. +30 bonus to Dash

Project



Project

Ram



Rarity	1	Distance	Far
AP	4	Lasts	1 round per rank
Target	Creature	Save	Resilience

In the fashion of the horned beast for which this spirit art is named, will and determination of the spirit can be channeled into a concrete force that flings combatants aside. Unlike a physical struggle, the performer's and target's Size scores aren't involved. A creature of any Size can Ram a creature of any Size with no bonuses or penalties to their rolls because of their difference in mass.

The spirit artist chooses a horizontal direction in which to move the target (including toward himself, over a precipice, or just out of the damn way), then makes an Attack Roll using the *spirit* weapon style. If the target fails its Dodge check, the spirit artist makes a Focus Roll and the target makes its save. The difference between the performer's result and the target's result is the distance in feet the target moves. If the target's save is a Critical Failure, he gains the *prone* condition as well.

The target moves *fast*—if it collides with a hard surface along its path, it stops moving and takes falling damage as if it had fallen that distance.

Concentration Effects

Each level of Concentration imbues the performer with additional strength.

- I. +4 to Focus Roll
- II. +8 to Focus Roll
- III. +12 to Focus Roll
- IV. +16 to Focus Roll
- V. +20 to Focus Roll

Realign



Rarity	1	Distance	Contact
AP	4	Lasts	N/A
Target	Creature	Save	Mettle

Spirit arts that target a creature either improve or degrade the flow of *qi* within and around it. The spirit artist who performs Realign corrects the orientation of *qi* within a creature's body to dismiss the effects of other spirit arts, be they beneficial or malignant.

Concentration Effects

The Concentration at which Realign is performed must equal the Concentration of spirit art being removed.

Rebuke



Rarity	1	Distance	Near
AP	4	Lasts	N/A
Target	Creature	Save	Mind Control

Like a woodcutter felling a tree, a spirit artist can strike down a creature's resolve. By performing Rebuke, she releases a sharp burst of spirit power that muddles an opponent temporarily. Targets of

this spirit art who fail the save gain the *stunned* condition and drop whatever they're holding in hand (e.g. weapons, treasure, hostages).

Concentration Effects

The Size of the creature one can Rebuke depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Revive



Rarity	1	Distance	Contact
AP	4	Lasts	N/A
Target	Creature	Save	Mettle

The ranks of innumerable monastic orders are called to comfort the weary and to assist the weak with their burdens. The spirit artist who performs Revive infuses life back into a creature who is punch drunk, i.e. one suffering Knockout Track penalties.

Note that the Cure spirit art is the one that removes illness.

Concentration Effects

Each level of Concentration removes one stage of Knockout Track penalties.

- I. Moves a creature one stage up the Knockout Track.
- II. Moves a creature two stages up the Knockout Track.
- III. Moves a creature three stages up the Knockout Track.
- IV. Moves a creature four stages up the Knockout Track.
- V. Moves a creature five stages up the Knockout Track.

Roam



Rarity	1	Distance	Self
AP	4	Lasts	10 minutes per rank
Target	Self		

By loosing the silver cord, one can temporarily separate part of one's own spirit from the body which contains it and float around extra-corporeally as a visible apparition. When a spirit artist performs Roam, her body gains the unconscious condition. Her detached spirit becomes free to move in any direction through any obstacle. The result of the Focus Roll determines her velocity in feet per second. When the duration elapses, her spirit snaps back to her body.

Detached spirits can observe their surroundings in complete silence, speak to any creatures they encounter, hide within solid objects, and even perform skill checks which do not require physical interaction. However, they are not able to cast magic spells nor perform spirit arts in this state. On the bright side, all magic spells and most spirit arts cannot target them either—the only exceptions are Hedge and Tether.

Concentration Effects

The distance a detached spirit can Roam from its body depends on the level of Concentration.

- I. 1 mile

- II. 5 miles
- III. 10 miles
- IV. 25 miles
- V. 50 miles

Shatter



Rarity	1	Distance	Contact
AP	4	Lasts	1 round per rank
Target	Object	Save	Resilience

Every object has a breaking point. Although most objects are broken by pressure, vibration, or temperature, the spirit artist can break an object with negative energy that permeates and corrodes its structure. The performer has total control over the fragmentation; he can choose to split the object into one or more pieces, bore through it, or simply let it crumble into bits.

The spirit artist can Shatter objects of any material, but only those that are inanimate and unattended. Since one must touch the object to dismantle it, think twice about destroying important things like ceilings and load-bearing supports.

Concentration Effects

The Size of the object one can Shatter depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Size 7 and below

Shroud



Rarity	1	Distance	Self
AP	4	Lasts	10 minutes per rank
Target	Self	Save	Mettle

Just as burial dressings protect and preserve the dead, the spiritual fabric that separates this life from the next can envelop the living and tuck them away out of sight. The performer of this spirit art surrounds her own body and everything she carries with the obscuring fog of Styx itself. This casts a shadow over the life energy she exudes and draws her closer to the Spirit Realm.

While the effects are active, her presence and that of her equipment are undetectable by *any* means. There is no skill check, Casting Roll, or Focus Roll a creature can make to notice Shrouded spirit artists. Those who pass near one believe in their soul that no one is there—they'll actually go so far as to subconsciously avoid contact.

Concentration Effects

The degree to which the obscuring effects persist depends on the level of Concentration.

- I. The effects remain in place until the creature moves from its location or takes any action that would otherwise reveal its presence.
- II. The effects subside temporarily and the creature's presence is again noticeable while in motion, but they resume after one

round spent motionless. The effects end if the creature takes offensive action.

- III. The effects subside temporarily and the creature's presence is again noticeable after offensive action, but they resume after disengaging and spending one round motionless.
- IV. The effects remain in place even while the creature is in motion. Offensive action still causes the effects to subside temporarily.
- V. The creature gains the *invisible* condition while the obscuring effects temporarily subside.

Sicken



Rarity	1	Distance	Medium
AP	4	Lasts	2 rounds per rank
Target	Creature	Save	Vitality

The spirit artist grabs at the threads of fate bound to a creature and yanks hard. The target's body is wracked with shooting pain and waves of nausea. Sicken keeps the target physically subdued for its duration, potentially knocking them out cold.

Concentration Effects

The creature picks up an illness. Each level of Concentration increases the severity.

- I. Severity 1: blocking 1 stage of the Knockout Track
- II. Severity 2: blocking 2 stages of the Knockout Track
- III. Severity 3: blocking 3 stages of the Knockout Track
- IV. Severity 4 blocking 4 stages of the Knockout Track
- V. Severity 5: blocking 5 stages of the knockout Track

Silence



Rarity	1	Distance	Self
AP	4	Lasts	1 minute per rank
Target	Self		

Quiet yourself and the profound stillness of the universe will be known to you. By muffling his own spiritual presence, the performer of Silence becomes less noticeable to onlookers. The spirit artist can then try his hand at creeping around in the shadows, engaging in legerdemain, and locating the best hiding places.

Concentration Effects

Each level of Concentration grants an additional bonus to Stealth and Thievery checks.

- I. +2 to Stealth and Thievery
- II. +4 to Stealth and Thievery
- III. +6 to Stealth and Thievery
- IV. +8 to Stealth and Thievery
- V. +10 to Stealth and Thievery

Slay



Rarity	1	Distance	Far
AP	4	Lasts	N/A
Target	Creature	Save	Mettle

The spirit artist tears open the fabric of *qi* that surrounds a target, producing a void that consumes life energy. This force is so powerful, it can yank a spirit clear out of its containing body and sever the link, instantly killing the creature.

The target need not have a body; one can Slay *incorporeal* creatures as well. However, the target *must* comprise a living spirit—soulless automatons and elementals, for example, are immune to this spirit art.

Make an Attack Roll using the *spirit* weapon style. If the target fails its Dodge roll, the spirit artist makes a Focus Roll and the target makes its save. If the target fails, its mortal coil slumps to the ground as its newly untethered spirit drifts away. If the target bears a particularly willful mind, it may stick around in the land of Styx to haunt its place of death or even the spirit artist who Slayed it.

Concentration Effects

The Size of creature one can Slay depends on the level of Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Slow



Rarity	1	Distance	Medium
AP	4	Lasts	2 rounds per rank
Target	Creature	Save	Mettle

The spirit artist reconfigures a creature's flow of *qi* to throttle the life force within, imposing slowed responses and snail-like speed. As a result, the hindered creature takes much longer than the rest of us to perceive events, make decisions, and complete actions.

Concentration Effects

Each level of Concentration deprives the target of additional Action Points.

- I. -1 Action Point
- II. -2 Action Points
- III. -3 Action Points
- IV. -4 Action Points
- V. -5 Action Points

Steel



Rarity	1	Distance	Contact
AP	4	Lasts	1 minute per rank
Target	Creature	Save	Resilience

Never underestimate the defensive power of a steeled resolve. The target of this spirit art is imbued with power that reinforces the structure of its body, thereby boosting its defense. Some refer to this spirit art as the iron shirt. Others call it the "armor of faith" or the "holy shield." Warriors and peacemakers alike must steel themselves and stand their ground.

Concentration Effects

Each level of Concentration grants the target a higher bonus to the Guard Roll.

- I. +4 to Guard Rolls
- II. +8 to Guard Rolls
- III. +12 to Guard Rolls
- IV. +16 to Guard Rolls
- V. +20 to Guard Rolls

Strangle



Rarity	1	Distance	Far
AP	4	Lasts	1 round per rank
Target	Creature	Save	Mettle

A chilling power lies in the hands of the spirit artist who performs Strangle. She directs her gaze at a creature and commands the surrounding *qi* to constrict its airway and halt its breathing. If the target fails its save, it gains the *suffocating* condition and begins to fight lethal Stamina Drain.

Concentration Effects

The Size of creature one can Strangle depends on the level of Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- V. Any Size creature

Strengthen



Rarity	1	Distance	Medium
AP	4	Lasts	10 minutes per rank
Target	Creature	Save	Resilience

No foe can stand against a warrior in whom the very cosmos has placed its might. The performer of this spirit art opens the gateway to this untold power and temporarily bolsters the physical strength of herself or another creature.

Concentration Effects

Each level of Concentration grants the target a higher bonus to Might and Grip checks.

- I. +2 to Might and Grip
- II. +4 to Might and Grip
- III. +6 to Might and Grip
- IV. +8 to Might and Grip
- V. +10 to Might and Grip

Teleport



Rarity	1	Distance	Self
AP	4	Lasts	N/A
Target	Self	Save	Resilience

Your intense study of the flows of spirit energy has brought you a powerful technique. Rather, that technique brings *you* places. Riding the flows of *qi*, a spirit artist can instantly convey her very soul to a

distant place, dragging her body and worn equipment along behind it. One can travel great distances instantaneously, reach higher or lower ground without climbing, as well as circumvent walls, floors, ceilings, or other obstacles.

The spirit artist can choose to appear in any location within the allowed range, whether this is a balcony she can see with the naked eye, a city on a map she's never visited, or alongside a far-off ally in need of reinforcements. The more familiar the spirit artist is with the destination, the more accurate her position when she teleports. For instance, teleporting to one of her *get-aways* is a snap: her hometown, base of operations, cherished vacation spot, or local bar. However, teleporting to a town she's never seen might place her a mile outside the gates if none of her close friends are there to guide her spirit.

Concentration Effects

The higher the Concentration, the further one can teleport.

- I. 1 mile
- II. 10 miles
- III. 100 miles
- IV. 1,000 miles
- V. 10,000 miles

Temper



Rarity	1	Distance	Contact
AP	4	Lasts	10 minutes per rank
Target	Creature	Save	Resilience

The spirit artist improves the physical durability of a targeted creature by reinforcing its body with *qi*. For the duration of this spirit art, the creature can handily stand up to exhaustion, contaminants, intoxicants, and other assaults on the endurance of the body.

Concentration Effects

Each level of Concentration grants the target a higher bonus to Stamina and Vitality checks.

- I. +2 to Stamina and Vitality
- II. +4 to Stamina and Vitality
- III. +6 to Stamina and Vitality
- IV. +8 to Stamina and Vitality
- V. +10 to Stamina and Vitality

Tether



Rarity	1	Distance	Medium
AP	4	Lasts	10 minutes per rank
Target	Creature	Save	Resilience

A spirit can be bound to a point in space. Once tethered, any attempt to leave the area through physical, magical, or spiritual means is impossible. If the target fails its save, it becomes pinned in place on a short lead and gains the *grabbed* condition. Aside from the Realign spirit art, no power in the universe can snap the tether. If the tethered creature dies, its body is released from the imprisoning effects, but its spirit remains stuck fast for the remaining duration.



Concentration Effects

The Concentration at which Tether is performed blocks the creature from leaving using any *journeying* spirit art performed at the same level of Concentration or lower, or any *transportive* magic spell cast at the same level of Intensity or lower.

Vanish



Rarity	1	Distance	Self
AP	4	Lasts	1 minute per rank
Target	Self	Save	Resilience

Nothing to see here; move along. A deceptive spirit artist can hide the presence of her soul and completely disappear, as if other creatures become blind to her presence. One who performs Vanish gains the *invisible* condition. Any equipment the spirit artist is holding or wearing when she performs Vanish becomes invisible and stays invisible so long as it remains in contact with her. A Vanished creature still has mass, so it can be detected by other clues: the footprints it leaves, fluids it displaces, twigs it snaps, even by the steam of its breath.

The Manifest spirit art can reveal the presence of creatures made invisible by way of Vanish, so long as its Focus Roll is equal to or greater than the Focus Roll used to perform Vanish originally.

Concentration Effects

The degree to which a creature's invisibility persists depends on the level of Concentration.

- I. The effects remain in place until the creature's presence is detected or revealed in any way
- II. The effects remain in place as long as the creature refrains from Attack Rolls, Damage Rolls, Casting Rolls, and Focus Rolls against other creatures
- III. The effects remain in place unconditionally
- IV. Any object the creature picks up becomes invisible
- V. Anyone in direct contact with the creature gains the invisible condition

Weaken



Rarity	1	Distance	Medium
AP	4	Lasts	10 minutes per rank
Target	Creature	Save	Resilience

The most sensible way to defeat a strong opponent is to take away its advantage. The spirit artist who performs Weaken reaches into the soul of a creature and places the flow of *qi* on lockdown, draining the creature's body of its natural strength. This sapping of brawn may not be considered fair and square by honor-bound combatants, but it's certainly effective in a pinch.

Concentration Effects

Each level of Concentration imposes a higher penalty to Might and Grip checks.

- I. -2 to Might and Grip
- II. -4 to Might and Grip
- III. -6 to Might and Grip
- IV. -8 to Might and Grip
- V. -10 to Might and Grip

Whisper

Rarity	1	Distance	Self
AP	4	Lasts	10 minutes per rank
Target	Self		

The invisible threads of fate which link all creatures can serve as a medium of communication. Whisper allows one to pluck and strum these strings. For the duration of this spirit art, its performer can better convey ideas, commands, and warnings to any living being.

Concentration Effects

Each level of Concentration grants a higher bonus to Animal Control and Translate checks.

- I. +2 to Animal Control and Translate
- II. +4 to Animal Control and Translate
- III. +6 to Animal Control and Translate
- IV. +8 to Animal Control and Translate
- V. +10 to Animal Control and Translate

Wither



Rarity	1	Distance	Near
AP	4	Lasts	N/A
Target	Creature	Save	Resilience

The eternal spirit within acts as a torch in the darkness, staving off the forces of entropy. Time and tide wait for no one in the Mortal World, so as time draws on, decay seeps in and creatures age. This spirit art snuffs the protective flame and allows time to levy its toll, causing the body to suffer centuries of age in mere seconds.

The target of Wither need not be living nor must it comprise a spirit, however, it *must* have a physical body. Creatures who gain the *incorporeal* condition are immune to this spirit art.

Make an Attack Roll using the *spirit* weapon style. If the target fails its Dodge roll, the spirit artist makes a Focus Roll and the target makes its save. If the target fails, its physical body shrivels and disintegrates under the crushing advance of time.

Concentration Effects

The Size of the creature one can Wither depends on the Concentration.

- I. Size -1 and below
- II. Size 1 and below
- III. Size 3 and below
- IV. Size 5 and below
- I. Any Size creature

APPENDIX I: SIZE & WEIGHTED DAMAGE

As detailed in *Chapter 10: Combat*, each weapon a character can use to make a Damage Roll includes a *Weighted Damage* score. To calculate this score for a creature and one of its weapons, add together the Muscle, Might, and Harm (ranged weaponry with a firing mechanism excludes Muscle and Might). Locate the row for this sum using the first column in the below table, then locate the column that corresponds to the creature's Size. The value listed at the intersection of the row and column is the creature's Weighted Damage for this weapon.

For example, Grek is Size 1, with 7 points in Muscle, 4 ranks in Might, and a woodcutting axe which has a Harm of 8. The sum of Muscle, Might, and Harm is 19. For a Size 1 creature, the Weighted Damage is +4. Grek also has a shortbow, but since this ranged weapon has a firing mechanism, he must exclude Muscle and Might

from the sum used to calculate the Weighted Damage. The Harm of a shortbow is 10, so its Weighted Damage is only +2.

This table can also be used when a creature wields a weapon made for a creature of a different Size. For example, Tolgo is a firnoy and is Size -1. Having lost his trusty kitchen knife, he scans the battlefield for anything sharp to wield. He swipes a fallen kulgeri's combat knife, which has a Harm of 3. The table below indicates that a score of 3 at Size 1 grants a Weighted Damage of +1. Tolgo's Weighted Damage score is +1 with this weapon, as it's bigger than a combat knife made for a firnoy.

The formula is $\text{FLOOR}(x / 30 \times y) - x$ for Size -1 and below, and $\text{CEILING}(x / 30 \times y) - x$ for Size 1 and above. The variable x is the sum on the left, and y is the typical HP for creatures of that Size.

Sum	Creature Size																	
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11
1	-1	-1	-1	-1	-1	-1	0	1	1	1	2	3	6	11	22	41	83	166
2	-2	-2	-2	-2	-1	-1	0	1	1	2	3	5	12	22	43	82	165	332
3	-3	-3	-3	-2	-1	-1	0	1	1	3	5	7	17	32	65	122	247	497
4	-4	-4	-4	-3	-2	-1	0	1	2	4	6	10	23	43	86	163	330	663
5	-5	-5	-5	-4	-2	-1	0	1	2	5	8	12	29	54	108	204	412	829
6	-6	-6	-5	-4	-2	-1	0	1	2	5	9	14	34	64	129	244	494	994
7	-7	-7	-6	-5	-3	-2	0	2	3	6	11	17	40	75	151	285	577	1160
8	-8	-8	-7	-6	-3	-2	0	2	3	7	12	19	46	86	172	326	659	1326
9	-9	-9	-8	-6	-3	-2	0	2	3	8	14	21	51	96	194	366	741	1491
10	-10	-9	-9	-7	-4	-2	0	2	4	9	15	24	57	107	215	407	824	1657
11	-11	-10	-10	-8	-4	-2	0	2	4	10	17	26	63	118	237	448	906	1823
12	-12	-11	-10	-8	-4	-2	0	2	4	10	18	28	68	128	258	488	988	1988
13	-13	-12	-11	-9	-5	-3	0	3	5	11	20	31	74	139	280	529	1071	2154
14	-14	-13	-12	-10	-5	-3	0	3	5	12	21	33	80	150	301	570	1153	2320
15	-15	-14	-13	-10	-5	-3	0	3	5	13	23	35	85	160	323	610	1235	2485
16	-16	-15	-14	-11	-6	-3	0	3	6	14	24	38	91	171	344	651	1318	2651
17	-17	-16	-15	-12	-6	-3	0	3	6	15	26	40	97	182	366	692	1400	2817
18	-18	-17	-15	-12	-6	-3	0	3	6	15	27	42	102	192	387	732	1482	2982
19	-19	-18	-16	-13	-7	-4	0	4	7	16	29	45	108	203	409	773	1565	3148
20	-20	-18	-17	-14	-7	-4	0	4	7	17	30	47	114	214	430	814	1647	3314
21	-21	-19	-18	-14	-7	-4	0	4	7	18	32	49	119	224	452	854	1729	3479
22	-22	-20	-19	-15	-8	-4	0	4	8	19	33	52	125	235	473	895	1812	3645
23	-23	-21	-20	-16	-8	-4	0	4	8	20	35	54	131	246	495	936	1894	3811
24	-24	-22	-20	-16	-8	-4	0	4	8	20	36	56	136	256	516	976	1976	3976
25	-25	-23	-21	-17	-9	-5	0	5	9	21	38	59	142	267	538	1017	2059	4142
26	-26	-24	-22	-18	-9	-5	0	5	9	22	39	61	148	278	559	1058	2141	4308
27	-27	-25	-23	-18	-9	-5	0	5	9	23	41	63	153	288	581	1098	2223	4473
28	-28	-26	-24	-19	-10	-5	0	5	10	24	42	66	159	299	602	1139	2306	4639
29	-29	-27	-25	-20	-10	-5	0	5	10	25	44	68	165	310	624	1180	2388	4805
30	-29	-27	-25	-20	-10	-5	0	5	10	25	45	70	170	320	645	1220	2470	4970
31	-30	-28	-26	-21	-11	-6	0	6	11	26	47	73	176	331	667	1261	2553	5136
32	-31	-29	-27	-22	-11	-6	0	6	11	27	48	75	182	342	688	1302	2635	5302
33	-32	-30	-28	-22	-11	-6	0	6	11	28	50	77	187	352	710	1342	2717	5467
34	-33	-31	-29	-23	-12	-6	0	6	12	29	51	80	193	363	731	1383	2800	5633
35	-34	-32	-30	-24	-12	-6	0	6	12	30	53	82	199	374	753	1424	2882	5799
36	-35	-33	-30	-24	-12	-6	0	6	12	30	54	84	204	384	774	1464	2964	5964
37	-36	-34	-31	-25	-13	-7	0	7	13	31	56	87	210	395	796	1505	3047	6130
38	-37	-35	-32	-26	-13	-7	0	7	13	32	57	89	216	406	817	1546	3129	6296
39	-38	-36	-33	-26	-13	-7	0	7	13	33	59	91	221	416	839	1586	3211	6461
40	-39	-36	-34	-27	-14	-7	0	7	14	34	60	94	227	427	860	1627	3294	6627

APPENDIX II CREATURES

This appendix contains some descriptions of the creatures you can produce through the rituals detailed in *Chapter 15: Rituals*.

Undead

The following creatures are created by the Spawn Undead ritual.

Scavenger

Scavengers are the result of the Binding of a Sylph to a cadaver. The bones of the face distort and protrude into the shape of a beak, like that of a vulture. The fingers extend and appear like rotting, featherless wings. Scavengers perch from tree limbs, headstones, statues, and rooftops; any convenient surface except for the ground. They can also fly with expert maneuverability. Their elemental nature grants them the ability to summon thick, rolling fog, as well as assume a mist-like form. Scavengers feast on those unfortunate enough to lose their way in the fog. They can be found in above-ground cemeteries, ruins, and mountains. A symbol of Krendar the Defender repels them.

Flayed

Flayed are the result of the Binding of a Gremlin to a cadaver. A crude metal plate is nailed to the face, and entire swaths of skin are peeled back and pinned open, revealing the musculature and sinews beneath. Fingernails are elongated and metallic, and the creature is wrapped with barbed wire and links of chain. They are covered in streams of dried blood. Flayed are deeply unsettling to behold. They delight in the torture and disfigurement of their pray. They can summon chains, entrap their quarry, and pass through metal. They can be found in dungeons, mines, sewers, and other out of the way places filled with metal. A symbol of Traldiv the Dagger in the Night repels them.

Soiled

Soiled are the result of the Binding of a Gnome to a cadaver. The creature is decorated in pebbles, and many hunks of flesh are replaced with grave dirt. Earthworms and grubs crawl through the Soiled's body. Their eyes are replaced with shiny gems. They can swim through earth as easily as mortals can through water, and they can perceive any creature that touches the ground. Soiled can be found deep underground, especially in crypts and caves. They cannot stand being under an open sky, and above all else, they seek the profound silence of stone at rest. Any creature disturbing their slumber will be devoured. A symbol of Vecia the Lady of Fate repels them.

Flame Wraith

A Flame Wraith is the result of the Binding of a salamander to a cadaver. Once the body is burned and the flesh charred and blistered, the eyes become glowing embers. A Flame Wraith is gaunt and smoldering, with a wheezing cough, and the smell of seared meat. Flame Wraiths exude pure hate and seek to cleanse the living in its

flames. They can spontaneously ignite fires around themselves. They can be found nearly anywhere, especially in deserts, near volcanoes, and within burned-out ruins. A symbol of Ruidrin the Keeper of Magic repels them.

Wendigo

A Wendigo is the result of the Binding of a nix to a cadaver. It roams the cold lands engorging itself on the meat of mortal-kind, which offer a certain warmth. A Wendigo is slender and angular, its bones jutting out in various places, and an icy mist that pours from its mouth and eyes. Its flesh is blue and purple, and coated in patches of frost. It moves with a ferocious quickness. It can incite mortal terror into its prey, stop them dead in their tracks, and summon walls of ice. They can be found in the northern lands, or deep underground where the cold lingers. A symbol of Deniss the Beautiful repels them.

Draug

A Draug is the result of the Binding of an undine to a cadaver. The crushing malice of the deep manifests in these land walkers. Often risen from the bodies of drowned sailors, draugs are driven by an implacable urge to fill the lungs of those it finds with seawater. They appear soaking wet, with bloated, wrinkled, gray skin. Kelp and seaweed drape from their heads and shoulders. They bear a savage strength and tight grip, and can swim toward their prey with stunning speed. They can be found anywhere the land and water intersect: beaches, lakes, swamps, and rivers. A symbol of Bendash the Brave repels them.

Fulgore

A Fulgore is the result of the Binding of a sprite to a cadaver. They're quick-thinking and quick-moving killers, striking with the fury of a storm. Fulgores are fixated on sapping the energy from the living. As they walk, small arcs of lightning jump from fulgores to the surrounding environment. Two glowing eyes stare from sunken eye sockets, and what hair it has left stands on end. Fulgores can wreathe themselves in fields of electricity, paralyze their opponents, and call thunder itself. Fulgores can be found anywhere lightning strikes: especially mountains, forests, and cities. A symbol of Inashayle the Mother of Nature repels them.

Crypt Weaver

A Crypt Weaver is the result of the Binding of a blob to a cadaver. The entire lower half is transformed into the abdomen of a spider, with two sets of greasy segmented legs. They grow a second pair of bony arms from their torso. A second pair of lifeless black eyes grow from the forehead. Crypt Weavers are gluttonous and sneaky, able to catch those they hunt with ruthless efficiency. They can climb walls and ceilings, manifest webs to entrap their prey, as well as deliver brutal poison from their fanged mouths. They can be found anywhere that's dark and moist, such as caves, ruins, swamps, and forests. They're also viciously territorial. A symbol of Zif the Father of Chance repels them.

Vampire



A Vampire is the result of the Binding of an infernal to a cadaver. Perhaps the most powerful undead (darkness and death go hand in hand), vampires are sensual, lustful, and clever. They're expert liars and expert hunters. They appear much as they did in life, sometimes even more attractive than they once were. They enjoy finery and indulgence, being served, and getting what they want. They dine solely on the flesh and blood of the living. They can turn to mist, crawl along any surface covered in shadow, as well as drain the strength and courage right out of their prey. Some powerful vampires excel at illusions. As beings of darkness, vampires cast no shadow and manifest no reflections. A vampire in the sunlight has mere seconds before they turn to ash. They can be found anywhere, but primarily in cities, where they can blend in and feast. A symbol of Loelir the Lady of Light repels them.

Guardian



A Guardian is the result of the Binding of a supernal to a cadaver. Guardians are given an unending task: protection of a holy place, safekeeping of a priceless relic, stewardship of ancient texts, or the instruction of a fledgling hero. They delight in their service, and do so with honor, bravery, and dedication. Bronze, silver, or golden armor is a common motif for Guardians: something radiant and steadfast. While they definitely appear dead, they invoke safety, not fear, in those good souls who meet them. They only take the lives of evildoers who would interrupt or prevent the execution of their quest. They're adept at breaking enchantments and revealing the truth. Guardians can be found anywhere, but usually in some ancient site of importance. A symbol of Selragh the Twilight Father repels them.

Deathless



A Deathless is the result of the Binding of a dryad to a cadaver. True to form, a deathless appears quite alive, and in fact bolsters the life forces around it. A deathless can only be bound to a dying person, who sacrifices their last moments to the dryad. Once bound, the old age, disease, and injuries melt away, and the deathless rises like a blossom awakening to the sun. Small flowers, vines, and mosses grow from their hair. They wander the earth, leaving only fertility in their wake. They can use plants to bind and attack those that would harm the beauty of life around them. If they stay in one place for very long, it is to heal a place of nature from some past tragedy. Deathless can be found above ground and away from cities: anywhere nature can flourish. A symbol of Morrak the King of Misery repels them.

Mummy



A Mummy is the result of the Binding of a boggle to a cadaver. Mummies are shriveled guardians of dank tombs. They're filled with the unyielding spite of death itself. The body is laid in salt for months, then stuffed with herbs and spices, and finally wrapped in linen bandages. Once the elemental is bound, the mummy waits patiently in its place of rest for any foolish mortals that might disturb the sanctity of its lair. A mummy made from the body of a noble may even wish to extend its rule. A mummy can incite fear in those who see it, and wield the forces of decay to decimate its opponents. Mummies are deliberate and methodical. They can be found in dry or cold climates, especially deserts and mountains. A symbol of Al-narya the Star Dancer repels them.

Fabricated

The following creatures are created by the Awaken Automaton ritual.

Crucible Golem



A Crucible Golem is the result of the Binding of a salamander to an automaton. Its body is composed of material resilient enough to hold molten metal, such as clay or ceramic. It appears as a great lumbering furnace, with plumes of flame and smoke jetting from its eyes, mouth, and belly. It can shoot fire at its attackers. It can snatch away items from its opponents and melt them in its furnace. It can also shove an entire person inside, burning them to ash in moments. If it sustains enough damage, a crucible golem begins a fiery rage that ends only when either itself or its opponents are no more.

Arctic Golem



An Arctic Golem is the result of the Binding of a nix to an automaton. Its body is entirely ice and snow, and it's often decorated with jagged teeth and limbs, appearing much like an arctic bear. A cold mist plumes from its mouth, and the very air around it seems colder than it should. It can direct blasts of cold and ice toward its opponents. It can beat and claw them relentlessly. It can trample its foes with its massive legs. When an arctic golem is defeated, it shatters into razor-sharp fragments, which spray in all directions. Arctic golems are a bit slow to move, but they follow their creator's instructions to the letter.

Stone Golem



A Stone Golem is the result of the Binding of a gnome to an automaton. Its body is composed of solid rock or hardened clay. They often appear as great, hulking piles of boulders, or sometimes as sophisticated as enormous statuesque humanoids. They ground trembles with each of its steps, and the power behind its blows is staggering. They can hurl rock at their opponents. They can pummel, crush, and trample their foes with their devastating strength. When a stone golem is defeated, it shatters into razor-sharp fragments, which spray in all directions. Stone golems are resolute and unyielding.

Fiber Golem



A Fiber Golem is the result of the Binding of a sylph to an automaton. They are often fashioned to appear as a lavish and complex tapestry, carpet, or long cloak. Fiber golems enable their creators to fly at great speeds while in contact with them. They are adept at grabbing, wrestling, and smothering their opponents. They can send powerful blasts of air toward their foes. Fiber golems are well suited to pick up an opponent and drop them from a great height. They can also snatch their creator away from harm.

Steam Golem



A Steam Golem is the result of the Binding of an undine to an automaton. It's fitted with a sturdy leather covering, and its frame contains a network of valves, flexible tubes, bladders, and kettles. What one might consider its face is actually one of the kettles; a large container made of thick glass, with water sloshing and bubbling around

inside. The steam golem uses its elemental powers to create hydraulic pressure and boiling water for its locomotion. It makes a capable servant above and below the sea. It can blast opponents with jets of steam and water, and constrict around them with surprising might.

Flesh Golem



A Flesh Golem is the result of the Binding of a sprite to an automaton. These golems are stitched together from the body parts of recently-deceased humanoids, and infused with the power of lightning. They possess a keen intellect and a brutish strength. Flesh Golems can hurl balls of electricity at their opponents, yank away metal objects through magnetic forces, and manifest claps of thunder. They follow the instructions of their creator with ruthless speed and precision. If it sustains enough damage, a Flesh Golem erupts in a thundering rage that ends only when either itself or its opponents are no more. Submerging a Flesh Golem in a body of water will instantly destroy the golem and kill any swimming creatures nearby.

Iron Golem



An Iron Golem is the result of the Binding of a gremlin to an automaton. They are terrible to behold, appearing as enormous suits of armor littered with spikes, studs, and rivets. Some might be decorated with precious metals and intricate patterns. They can launch chunks of metal at their attackers, summon metal walls, and snatch away metallic objects through magnetic forces. Their strength and durability is unrivaled among golem kind, and they possess keen skill with blade weapons. Iron Golems make excellent guards and offensive units.

Toxic Golem



A Toxic Golem is the result of the Binding of a blob to an automaton. Its body is composed of a series of translucent membranes, tubes, and glass containers, all filled with vile, swirling chemicals. Their shape varies, but most have discernible limbs. They can fire streams of acid and balls of glue at their opponents. Melee attacks directed at Toxic Golems cause harm to the attacker. When a toxic golem is defeated, all its chemicals erupt, spraying in every direction. Toxic Golems are slow, quiet, and very dangerous.

Obscura



An Obscurum is the result of the Binding of an infernal to an automaton. Exceedingly rare and unnerving, obscura are manufactured out of materials native to the Deep Worlds, a twisted and alien place far from light and rational thought. Procuring shards and ingots of darkness from the Deep Worlds is a process lost to time. An obscurum looks like a person who isn't there; an imposing humanoid form that draws in the light from its surroundings. They can summon darkness, curse their attackers, and drive creatures completely insane with a glance. They are nightmarish servants to those mages evil and demented enough to craft them.

Astra



An Astrum is the result of the Binding of a supernal to an automaton. Their origin is the heavens; the glowing hearts of stars comprise their bodies. Astra appear as large radiant humanoids with peaceful expressions. They're logical, give comfort to the righteous, and lay

down punishing wrath on evildoers. They can bless the efforts of their allies and bathe their opponents in searing light. Their creators give to them a free will unpossessed of other fabrications, and still they happily serve the forces of goodness.

Ent



An Ent is the result of the Binding of a dryad to an automaton. In this case, the automaton is a living tree. Once created, ents cease to grow, but maintain themselves with sunlight and water. An ent is often the creation of a protector of nature and wild places, and therefore is universally an ally of the natural world. They are huge, powerful, tough, unrelenting things. They can protect, feed, and bolster their allies, and crush their enemies beneath their titanic limbs. When an ent is defeated, it hardens in place and forms Tombwood.

Decay Golem



A Decay Golem is the result of the Binding of a boggle to an automaton. A feeling of looming dread strikes those who lay eyes on a decay golem. It appears as a man-shaped tight clumping of garbage: rotting wood, rusted metal, and cracked bits of brick, glass, and porcelain. It smells even worse than it looks. Decay golems can ruin equipment, unravel magic, and set opponents upon each other. They're neither strong nor quick, but a fight with one will leave a permanent scar on the combatants and even the site itself.

APPENDIX III. COSMOLOGY

The setting for Immortal Legacy comprises at least three separate dimensions. Characters may be able to make their way to or from these places if they have the means. The Mortal World is the dominion of the body and of physical substance. The Sea of Thought is the dominion of the mind and of magic. The Spirit Realm is the dominion of the soul and the afterlife.

Mortal World

The mortal world is where life takes place. This physical existence is just one of many dimensions.

Sea of Thought

The *Sea of Thought* is a realm beyond the physical world. It's a limitless and dynamic place composed entirely of imagination and memory—terrifyingly full of possibilities. You visit the Sea of Thought when you dream. When you think. When you reminisce. When you invent. When you cast spells. The Sea of Thought is known by many names. The “astral plane.” The “dream world.” The “realm of the mind.” The “higher consciousness.” Some minds are better suited at navigating these waters than others.

Mana

All mana comes from the Sea of Thought. When a mage sleeps, he dreams, so he drinks from the water and replenishes his own well of mana. When a mage casts a spell, he focuses his mind on the outcome and surrenders some amount of mana. Bound by the laws of the universe, an elemental manifests to collect the mana, siphon power from the Sea of Thought, and activate the effects of the spell.

The mana one finds in physical form throughout the Mortal World is in actuality tiny amounts of pure elements from the Sea of Thought that have leaked through into our reality. Crystalline mana is a hunk of earth, ice, or metal. Liquid mana is a swig of water or slime. Gaseous mana is a wisp of fire, air, or electricity. A mage with solid, liquid, or gaseous mana in hand can replenish his own well without making the trip.

Elementals

Elementals themselves hail from the Sea of Thought. If you conceptualize mana, magic, and the Sea of Thought as components in an incomprehensibly sophisticated computer system, then elementals are its artificial intelligence. An elemental exists as a sentient consciousness, capable of thought, reason, and free will just like any humanoid, but without a living body or an eternal spirit.

Elementals can depart the Sea of Thought and manifest in the Mortal World under one of three scenarios.

- First, they can be summoned temporarily by a mage.

- Second, they can be tasked by one of the Immortals to carry out some mission.
- Third, they can be drawn toward a high concentration of their associated element to guard, observe, or assist it.

Since elementals maintain a connection to the Sea of Thought, those who manifest in the Mortal World can cast spells at will without the use of mana. When an elemental is slain in the Mortal World, they simply return to the Sea of Thought. The only way to truly “kill” an elemental is to fight it on its home turf.

Wandering

The minds of sentient creatures in the Mortal World border the Sea of Thought—even animals dream. However, a truly sapient creature is capable of projecting its own mind into the Sea of Thought and leaving its home world for a spell. Over the course of history, countless mages, mystics, psychics, oracles, sages, and scholars have utilized the Sea of Thought as a meeting place, a sanctuary, a prison, and a library. Those who sail this sea are called *wanderers*.

A wanderer first establishes a link to the Sea of Thought and projects an avatar of his mind there. This connection to limitless magical power sustains his physical body and places it in a state of suspended animation. In game terms, he becomes immune to lethal Stamina Drain, poison, and disease, but cannot regenerate HP. When he rejoins the Mortal World, he will be just as hungry, thirsty, injured, sick, and tired as when he left. If fatal harm befalls the wanderer's body while he's navigating the Sea of Thought, his mind is yanked back to the Mortal World to greet death. Whether your voyage lasts minutes or millennia, it's foolish to wander and leave your body unguarded.

Once the wanderer detaches his consciousness from the Mortal World, he opens the doorway into the Sea of Thought. He steps through into a quiet and foggy place called *the vestibule*. Here the wanderer confronts an image of his own body in perfect stasis surrounded by muted impressions of the environment he previously occupied. The vestibule is a figment of the imagination that represents the way home. Only within the vestibule can the wanderer communicate with anyone near his body in the Mortal World. Each wanderer enters and exists the Sea of Thought through their own private vestibule, which grants passage *only* to the wanderer to whom it belongs.

As he leaves the safety of the vestibule, the wanderer arrives in his own personal island in the Sea of Thought. These islands are where dreams occur and where memories reside. Every mind is arranged differently, so one island may house a massive library filled with books containing meticulously-organized memories, whereas another island may contain a sprawling marketplace where merchants hawk recollections. An island is shaped by its owner's experiences and dreams, but wanderers can purposefully reshape their own domains. They need not even appear as literal islands—wanderers have crafted cities floating in the clouds, echoing caverns beneath the earth, and asteroid fields adrift in space. Architecture, vegetation, inhabitants, landscape, weather, and even gravity are mutable

with a thought. Anything the wanderer desires can be summoned within the confines of their island.

Geography

The Sea of Thought comprises three regions: Zenith, Horizon, and Nadir.

At the center is Horizon, although some prefer to call this place “the surface” or “the skyline.” It is the realm of dreams and memory, where the islands of wanderers can be found and where elementals spend most of their time. This region is also home to *waysides*, which are permanent settlements imagined by a collective of minds working in tandem. Wanderers can visit waysides to exchange ideas and share information with others, although not all inhabitants share such altruistic motivations. Islands and waysides can exist in Horizon as long as minds reside there or live to remember them. Once the memories of a place in Horizon are lost, it sinks to Nadir.

Below Horizon lies the bottomless void of Nadir. Wanderers might also refer to this place as “the depths” or “oblivion.” It is empty, lifeless, and oppressive. A wanderer who visits Nadir is besieged by hopelessness and doubt. The crushing depths are teeming with forgotten knowledge, sunken waysides, and deceased elementals. A daring explorer of the Sea of Thought might be able to recover one of these, but tread carefully. Wanderers who spend too long in Nadir risk losing their way back.

The vaulting expanse above Horizon is known as Zenith. Some know it as “the firmament” or “enlightenment.” Zenith is permeated by radiant energy. Spending time here fills a wanderer with aspirations, creativity, and motivation. Zenith is the domain of inspiration, where new ideas are formed and elementals are spawned. It is also the source of prophecy and precognition. Such raw creative power is overwhelming to most mortal minds; extend your stay at the risk of your own sanity.

Combat

The imagined body a wanderer receives in the Sea of Thought feels just as solid as the one he left in the Mortal World. The bone that supports it is mana. The blood that flows through its veins is mana. The muscle that shapes it is mana. That said, it can be bruised, cut, pierced, and burned just like living flesh. Pain within the Sea of Thought seems authentic enough, but since wanderers leave their living bodies in the Mortal World, they are invulnerable to many of the conditions which threaten our mortal coils.

First, wanderers are immune to Stamina Drain since minds themselves do not require sustenance, oxygen, or warmth. This makes them immune to the *dehydrated*, *exposed*, *starving*, and *suffocating* conditions. Similarly, wanderers do not tire from exertion since they do not require sleep and all movement in the Sea of Thought is imagined. Second, wanderers are immune to the *infected* and *poisoned* conditions. Diseases and toxins are biological threats; if deprived of a living body and its vulnerabilities, contaminants pose no danger.

Wanderers enter into combat just as easily and frequently as citizens of the Mortal World. Often times, they fight other wanderers. Other times, they battle elementals. Some wanderers are unlucky enough to confront the horrifying creatures that escape from nightmares.

Damage inflicted in combat is only as real as the attacker imagines. Whereas most dreamers are ineffective at throwing punches, wanderers can dole out the hurt just fine. A wanderer who runs out of HP in the Sea of Thought is immediately snapped back to the Mortal World where he wakes with a start. An elemental who runs out of HP in the Sea of Thought plummets to Nadir where lifeless sleep awaits it. Imagined creatures who run out of HP simply dissolve.

Spirit Realm

The Spirit Realm is a dimension of existence just outside the Mortal World. It is here that the eternal souls of the living are forged, and it is here that souls return once their journey comes to an end.

The border between the two is a place known as Styx. Restless souls who refuse to pass into the afterlife roam the land of Styx.

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