

PLAYER'S HANDBOOK



Player's Handbook

empyrean system

# CREdit8

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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.

The Immortal Legacy game strives to blend classic fantasy with new ideas and 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*.

What You Need to Play

- A pencil.
- A few ten-sided dice. All rolls made in Immortal Legacy are made using the 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 rulebook or downloaded from our website.
- This book.
- · Imagination.

These are all that you'll need. More addicted gamers might use things such as calculators, notepads, 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 human soul. So don't skip parts out of impatience or laziness. Then you won't know how to play the game and your Game Master will resent you. Besides, playing games and using imagination are therapeutic. This book isn't that long.

# **About Role-playing**

# 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 somewhere. The actors are called "players" and the

backstage crew is known as the *Game Master*—or *GM* for short. 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.

Role-playing involves creating an alter ego for yourself to portray in a game with your friends. 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, a GM can craft stories that can fall anywhere in the gamut: from simple, light-hearted stories that last an hour or an evening, all the way to richlydetailed, legendary epics that take months or years to finish.

Any story contains three things: a setting (the where and when), characters (the who), and plot (the what

and why). The GM provides the setting. There are two kinds of characters: those whom the players portray and those whom the GM portrays. 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. Characters controlled by the players are called Player Characters (or PCs). The plot is a joint effort of the GM and the players; the GM describes events in the story and the players describe what their characters do and say in response to those events.

# The Basics

# Setting the scene

A typical role-playing session is guided by the narratives of the Game Master. 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. The following is an example of the dialog that might occur between a GM and players.

"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 earthware, 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 dialog. Some players find it enjoyable to change their voice or demeanor when playing their characters (some even employ props). The following is an example of some dialog between the GM acting as an NPC and some players acting as their own characters.

"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."

"Some people have tried to take it from us," 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 go see 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.

# **Rolling 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 of success and failure. 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.

Whenever there is a task before a character that constitutes a challenge or something that is integral to the story, a roll is needed. Some things, like putting food in your mouth, or going to sleep, obviously 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 totally 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. It's possible that the players and GM can spend an entire game session in dialog and description and the table doesn't see a single die roll.

All rolls in the game are equally comprised of four things: luck, one's innate talent, relevant experience, and applicable tools. In game terms, all rolls in Immortal Legacy are comprised of the following:

- A die roll (the luck)
- Points in an Attribute (the talent)

- Ranks in a Skill (the experience)
- Bonuses from equipment (the tools)

Sometimes a character has a Trump (see Chapter 6) or a spell cast upon them that grants bonuses to certain rolls. Similarly, penalties can be applied from Faults (see Chapter 7) or other circumstances to certain rolls. Ask your GM if you're unsure if bonuses or penalties apply to your roll.

In this book you will often see the abbreviation d10. This is simply another way of telling you to roll a ten-sided die. For example, if the GM asks a player to make a Perception check for his character, that might be expressed as (d10 + Cunning + Perception).

#### **Success or Failure**

Your total roll (the die result, plus the attribute score, skill score, and bonuses/penalties) is compared either to a set *Difficulty Level* or a roll from another character. If your number meets or exceeds the other number, the roll succeeds. If your number is less than the other, the roll fails.

Sometimes a situation calls for a roll to exceed the Difficulty Level by a certain amount. A good example of this is climbing a very tall surface, like a cliff face. The GM tells you in order to begin climbing you must meet a Grip DL of 10, but you need to surpass it by 10 in order to climb the entire thing. For example, you could roll once and get a 20, scaling the entire thing in one try, or roll three times and get a 12, a 13, and a 15, slowly ascending the cliff. Also, there may be penalties for missing the DL. If a character scaling that same cliff face, rolls a 5 or less, he or she slips and falls a bit down the cliff face. Imagine the character is chasing after an opponent. Now, not only does your roll infer success or failure, it also dictates whether you gain on the foe or fall behind.

#### **Critical Success and Critical Failure**

If you roll the die and it comes up 10, this is a critical success. Essentially, this means Lady Luck gives your character a kiss and so the character performs 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. Essentially, this means Lady Luck kicked your character in the crotch and the character fouls 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.

These rules can be altered as the GM sees fit. 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 and see what works and is fun.

### **Fate**

Usually, with your GM's approval, you can spend a *Fate Point* to reroll a failed roll, or force another character to re-roll their own.

# **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?"

# **Rolling Etiquette**

It may seem like common sense, but there are a few rules of dicerolling 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.
- ... don't wing your dice at the GM or other players. Glass eye surgeries are expensive.
- ... don't "fudge" your dice rolls. Fudging entails rolling a die
  where your GM and fellow players cannot see and then lying
  about the result. Fudging also includes rolling dice a second time
  to achieve a better result. 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. So don't cheat.

# 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



ach player needs to create a character before he or she can play the game. One could create a one-armed, colorblind, psychic carpenter who charges into battle wielding his over-sized pipe-wrench, to 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 Im-

mortal 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 the three, 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? Now which one does she believe she is? 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? What does the character believe? (Do you need to look up any of these?) Use some of these if you like.

#### **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 his aims are narrower, such as wanting to recover your ancestral sword of his forefathers' time, the GM can look for a way to slip something into the storyline. Secondly, 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 the character want to acquire something? For whom will he acquire it? Is the

## Figure 1: Some 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, Traditionalist, 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 Occupation, Weapon,
- and Elemental skills)
- 8. Take 15 points to purchase *Trumps* and *Special Powers*
- 9. Choose any *Faults*, and these points can be spent however you'd like
- 10. Purchase Equipment

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 he happy? What changes would the character 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.

# **Example**

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 investigate 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 or her character is the character's Race. With it comes possible boons and hindrances as well as a starting place for behavior, appearance, and physical traits. For more information on races, flip to the Races chapter located later in this book, which details many playable races for Immortal Legacy.

#### 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, Reverend
- · Enthusiastic, Excitable, Hyper
- · Moral, Ethical, Principled
- Immoral, Amoral, Unprincipled
- Pious, Spiritual, Respectful
- Disrespectful, Worldly, Atheist

- · 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, DishonestHonorable, 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, regardless of race, gender, or anything else, have these 12 Attributes. They describe your character's natural potential, while Skills, on the other hand, which come later, describe what your character has learned. Both Attributes and Skills have ranges from 1–10, with 1 being the lowest possible score and 10 being the highest. Some races have maximums that are higher or lower than 10. Additionally, some supernatural creatures or highly advanced characters may have scores far past 10, but most Player Characters generally don't. Any Attribute (not Skill) 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.

At character creation, you receive 60 attribute points to divide up between the 12 Attributes as you see fit, however your GM may see fit to give you more or less. Below, Attributes are categorized into Physical, Mental, Social, and Spiritual.



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

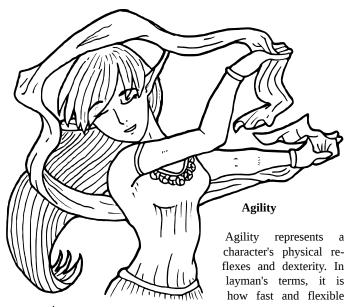
This affects how much damage is inflicted in combat, and generally helps with tasks of brute force, such as pulling one's self up from a ledge, holding a door shut against intruders, lifting a 10 ton boulder above one's head, or crushing your opponents' skulls like little tin cans.

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 little girl 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.



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**

Endurance is basically how fit 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.

will tire ear run a n while, so not look is fit, co ning loop person had so on the solution of the solution of

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

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.

Examples of highly fit people include runners, marathon Greek heroes, pro soccer players, and masochists.



#### Intellect

Intellect is a character's raw brain power.

Call it I.Q., learning curve, or

smarts, an intellectual character has an easier time remembering information, thinking in abstract ways, picking up on clues, learning new things, and solving puzzles or mysteries.

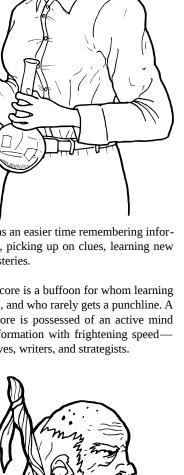
A character with a poor Intellect score is a buffoon for whom learning and problem solving is impossible, and who rarely gets a punchline. A character with a high Intellect score is possessed of an active mind which analyzes situations and information with frightening speedthey make great scientists,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

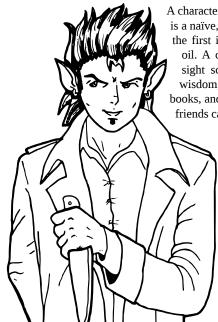
Some smart people include Sherlock Holmes, Stephen Hawking, Pablo Picasso, and Albert Einstein.

#### Insight

Insight is essentially an inherent mix of wisdom, perception, experience, foresight, and empathy. Where Intellect is *brain* smarts, Insight is street smarts.

Insight helps a character understand what others are feeling, call on their vast stores of knowledge, and trust their gut. During a game, this could help with determining another's true intentions.





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, psychologists, and mothers.

#### Cunning

Ever hear of a villain in a story who was "cunning?" This means that person could react quickly to events, seized opportunities, and could decipher how to plot and

scheme and make things work.

This helps in aiming attacks during combat. Cunning can be used for hearing, seeing, or finding what others might not. On the flip side, cunning characters know 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 The Wolf from Little Red Riding Hood, The Devil, Loki, and lawyers.

#### Social

#### Charm

Charm is the measure of a character's likability—how well he or she can carouse with the best of them.

Charm helps with getting to know people, making good impressions, seducing the king's daughter, and communicating effectively. It can be used to lead others: both people and animals.

A character with a poor Charm score is a real drag: unlikable, boring, or annoying.



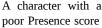
Characters with a good Charm score are the life of the party: amicable, sociable, and guiding.

Those with great charm: sterling conversationalists, JFK, and Hugh Hefner.

#### Presence

Presence is 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 helps with making good first impressions, intimidating others, and performing. Those with Presence are also adept at performing and assuming the guise of another.



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.

Andre the Giant had presence, as does James Bond and super models.

#### Persuasion

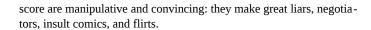
This trait is, quite simply, the ability to get people to do what you want them to do.

This does not necessarily have to do with how one speaks or acts, but encompasses everything about how someone pulls others' strings. This comes in handy when trying to haggle for a better price on that nifty longsword/can opener, planting rumors, 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



Persuasive people are those such as statesmen, upper management, and con artists. Persuasion has many uses, some very nefarious.

#### **Spiritual**

#### Courage

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 the attacks of ghostly foes.

A cowardly character would have a very low Courage score (but that doesn't mean you couldn't have a brave character who was timid at first or who pretended to be cowardly). Characters with low Courage are nervous, trembling shells of human beings, always afraid of what's around the next corner. A character with a good Courage score is heroic, tenacious, and laughs in the face of death.

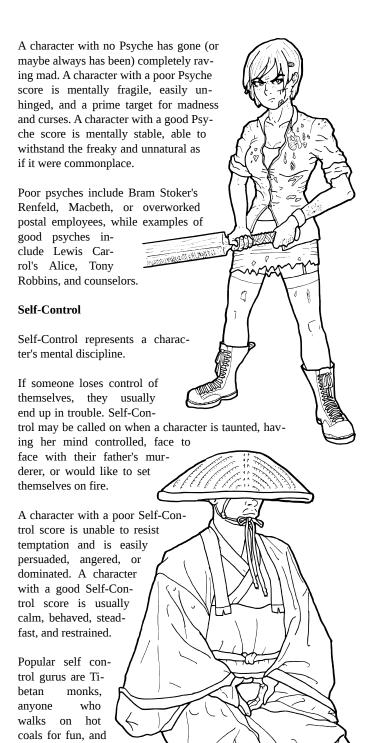


Some who might be thought courageous are Saint George, enlisted soldiers, and firefighters.

#### **Psyche**

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

Whenever a character experiences something horrific or traumatic, a Psyche test should be called for. If failed, sometimes a character is given some sort of mental illness or penalty.



As game time passes, you may feel the need to increase one or more of your character's Attributes. It also makes perfect sense in-game—a soldier would spend time working out to up his Muscle, a monk spends his life attempting to refine his Self-Control. As characters progress through the storyline, they gain experience, which is represented in the game as Expoints. Your character sheet has an entry for *Expoints Earned* and *Expoints Spent*.

marital artists.

Advancement

# **Expoints**

Expoints are a measure of how much or little your character has done and how he/she has evolved. As the players play the game, the GM will award them Expoints based on how well their characters did. Expoints can then be used to increase a character's Attributes, Skills, and buy new Powers.

While changes are most dramatic at the beginning of play, as normal people are sucked into epic, fantastic events, Expoints should be given just as stingily, if not more so, then. At the end of every game session, the GM should decide how much experience to give to the players, with variance depending on how well each character did. If a character took little part in the events, contributed little, and the player was distracted, the player deserves few Expoints. One to three Expoints per game session is fair. Certainly no more than five Expoints should be given per character per game session, unless some epic milestone was reached.

Expoints should be granted based on three factors:

- 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, one Expoint should be given out.
- 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.
- 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.

At the GM's discretion, a further Expoint point may be awarded to players who show extreme devotion or competence in game, as a bonus for *really* good gaming/roleplaying.

Beginning at character creation, every character starts the game with 25 Skill Ranks and 15 Expoints. Expoints are used like game stat currency.

- Increasing an Attribute by one costs 6 Expoints.
- Increasing a Skill Rank by one costs 2 Expoints.
- Trumps and Special Powers cost varying Expoints. Save this stage until close to the end of character creation, until after you have allocated all your Attributes and Skill Ranks (see below).

Game Masters who want to run a group of more experienced characters can feel free to give starting characters more Expoints.

# Step III: I Know Kung Fu!

What good is a role-playing character without nifty powers and skills? Fortunately in the Immortal Legacy game, anything you want your

character to do or have (from picking a lock to hurling fireballs to poison immunity) is available for purchase *à la carte* with Expoints. These abilities come in the form of Skills, Trumps, and Special Powers. A character can also gain access to more Expoints by choosing Faults, which help define the character's limitations.

#### **Skills**

Skill ranks represent a character's expertise and experience with a given activity. The more ranks in a skill, the better the character gets. Regular skills are used for mundane tasks, such as climbing or hiding, while *Weapon Skills* enable a character to better pose an offensive threat. You receive 25 skill ranks to spread out over your skills at character creation. Don't forget about Occupations and Weapon Skills! There are too many of these to put them all on the sheet, so be sure you aren't skipping them. They are important! See the Skills chapter for more details.

# **Trumps and Faults**

Trumps can be bought with Expoints to customize your character with benefits and bonuses. Faults can be chosen to further give your character a personality, and with that come hindrances. Faults, because they cause your character some difficulty, give you more Expoints to use on other things. You can use the points from Faults to buy Attributes, Skills, Trumps, or Special Powers. Trumps and Faults are all further detailed in later chapters.

# **Special Powers**

Special Powers are supernatural techniques your character can use. Unlike trumps and faults, you purchase Special Powers in ranks up to a maximum of 5. Each rank brings more powerful abilities. These are further detailed in a later chapter.

# **Magic Spells**

One of the more popular Special Powers is Spellcasting. By casting spells, characters can throw fireballs, breathe underwater, and fly through the skies. Once a character has access to the realm of Magic, he or she can learn its wonders by locating or researching magic spells. Each spell has ranks to purchase, just like skills do. Some spells span several schools, and can be learned a little differently each time. A character has no limit to the number of spells he or she knows, but specializing usually makes for a more powerful character at the expense of diversity.

#### **Health Points**

**Health Points** (or **HP**) are a measure of a character's very life force. Their decline could be due to all sorts of physical problems: injuries, disease, old scars, etc. Simply put, Health Points represent how much "life" the character still possesses. When health reaches zero, the character is dead.

A creature's size determines how many health points it has. Most characters starts out the game with 30 Health Points, so long as they're about human-sized. Damage in combat lessens the character's

remaining HP. Like we said before, when a character reaches zero life, it's curtains, hear? Curtains! The *Tempered* trump allows you to increase your maximum HP.

For more information about how to lose or gain health, as well as the amount of HP granted to different sized creatures, see the Life and Death chapter.

#### **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 the Combat chapter for more details on AP and its usage.

# **Magic Defense**

**Magic Defense** (or **MDEF**) is a character's supernatural fortitude in opposition to magic power. Think of it as invisible armor that keeps out spells. Some races start with MDEF points. See the Magic Defense entry in the Trumps chapter for more details.

# **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. To find a character's MP total, simply take the character's Intellect score and double it. Mages can choose the Attribute used to determine their MP score. See the Magic chapter for more information about MP and its usage.

# **Spirit Points**

**Spirit Points** (or **SP**), is the inner reserve of supernatural power that is inherent in every being. A character might refer to this as *ki*. Ki is harnessed through meditation and self awareness. It is a spiritual concept, and as such is determined by taking a character's Self-Control score. SP are used to enable great feats of strength and bravado, and to defy what is thought normally possible. To use the SP, a character must possess the Harness Spirit trump. See the Trumps chapter for more information.

#### **Fate Points**

**Fate** is a very basic Trump which is extremely useful in the game, and so has its own space for recording how much a character has left. Fate can be used to re-roll failed rolls, to give a character a bonus to an important roll, or to force an enemy to re-roll in the hopes that the enemy will do worse the second time around. For more details, see the Fate entry in the Trumps chapter.

# **Step IV: Done and Done**

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

# Description

The spaces marked **Gender**, **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.

#### Size

All races differ in physiology, but some are dramatically smaller or larger than human beings. Humans are Size 0. If a race's Size differs from this number, it will be listed in the *Powers* section of the race description. See the Life and Death chapter for details on the Size score, and what it affects.

### Speed

Speed is a measurement of how many feet per Action Point your character can move. The Speed score is generally determined by a creature's Size. All playable races detailed in this book have a speed of 10.

#### 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 the Equipment chapter for all the goodies you can buy.

# 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.

# 4. RACE8



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.

#### 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.

#### 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.

#### **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.

#### Max Caps

This details the natural limits of Ability Scores a race is allowed (10 for humans). To put more points in this Ability than your Max Caps 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.

#### Size

A race may be genetically smaller or larger than the average human. A race below may specify that they have a Size number. See the Life and Death chapter for a comparison of sizes and how they affect a character.

# **Apsarava**

Long ago, the **apsarava** (singular: *apsarava*, adjectival: *apsaravan*) were created by *Deniss the Beautiful* as a dark mockery of the vidari. They are said to have been cast from her blood. They are sensual, clever, and persuasive.

# **Physiology**

Apsarava are usually the same build as humans, but they have violet or blue skin, and with dark black or purple hair. They have slightly pointed ears, and their eyes come in shades of purple and amber. An apsarava begins maturing around age 15 and is considered an adult by age 25. They live for many human lifetimes, often 200 or 300 years.

# **Appearance**

Apsarava are often found wearing blacks and grays, favoring cloaks and robes of silky materials. Adventurers and soldiers are known to favor lighter armor. Many apsarava wear jewelry made of dark stones like amethyst or onyx. Apsarava are proud of their appearance and tend to keep healthy and adorn themselves with fine clothes and jewelry.

# 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. 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**

Since apsarava have no established countries, they typically live among other races who would have their company. They can be found in most countries except the domain of the evengar. Some apsarava hot spots are Zirien, the Cerryn Islands, and Helvaras.

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.

# **Society**

Apsarava in the present age have no land to call home. Occasionally, apsarava may set up a secluded village and keep quiet, enjoying the pleasures of life in a peaceful setting. Legends tell of once-great apsaravan empires, but none stand to this day.

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.

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 is usually with another race, for it is rare to find two apsarava capable of deep, committed love. When given the choice, an apsarava prefers to observe a death by funeral pyre, or burial at sea; whichever causes the least pain and is most easily performed.

# Language

Apsaravan is rarely spoken today. It is written in its own alphabet, which is a cursive script. The spoken language is smooth and soft. Only very old books and places would have text written Old Apsaravan.

#### Relations

Apsarava make great traveling companions, but they're sometimes mislabeled as hedonistic. 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 they're just too darn good at Bluffing.

# **Occupations**

According to legend, Deniss created the lustful apsarava as a mockery of the loving vidari. They make excellent company, so in line with this, apsarava make excellent 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.

In his free time, an apsarava might dabble as a sorcerer or mercenary. They 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).

# **Max Caps**

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

## **Powers**

- **Born to Shag.** The apsarava were created by the immortal of lust. As a result, they receive a +3 to Seduce checks to entice their quarry. This works just as well for flirting as it does for bribery.
- 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 +2 to Lucidity checks.

- **Through Their Teeth**. Apsarava possess an extraordinary ability to fib convincingly, receiving a +2 to Bluff checks.
- Veil of Shadow. If you can count on anybody to win *Hide and Seek*, it's an apsarava; they gain a +2 to Stealth 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. Doivarken are usually around 6 feet tall.

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.

# **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. Doivarken favor stealth and cunning over brawn.

#### **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 recov-

ered from their prey in case they might be useful in the future. These objects are very meticulously organized and arranged.

# **Society**

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.

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 cele-

brate 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 be friend 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.

#### **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.

# Max Caps

- Persuasion 12
- Presence 8
- Psvche 12
- Self-Control 8

#### **Powers**

- 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 suffer 1 point of
  damage every round.
- Telepathy The doivarken speak without words. They can communicate directly to another intelligent creature's mind at will. Overcoming the language barrier is a different problem, and doivarki speech sounds maddening. Because of this, when a sentient creature is nearby, a doivarken can pinpoint its location (even when obscured by illusion) with a Clairvoyance check at a DL of 10 + 1 for every 5 feet of distance.
- Land of the Blind Even though they lack eyes, doivarken can "see" perfectly well even in complete darkness by using their hearing, scent, and heat sensory systems. However, being without eyes renders them immune to any effect that requires sight, such as Flare.
- Brain Games Powerful magic that affects the mind is a knack all doivarken seem to have. +1 to all Compulsory and Perceptive Casting Rolls.
- 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.
- 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.

# **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. Evengar are in general shorter than humans, but on average appear between 4' to 5', and are naturally muscular, weighing in around 150 to 200 pounds. Most famously, evengar are hairier than the other races, with hair that's course 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 300, but some have lived as long as 400 years.

# **Appearance**

Evengar are typically 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 amongst the ancient halls of stone. Other evengar take up residence on the surface in well-crafted homes in the mountains or hills. Few evengar live among humans, but it happens occasionally.

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 amongst a group of boulders. Humans describe surface evengar homes as extremely well-made but uncomfortable and yet they regard the evengaran homeland as awe inspiring and majestic.

# **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.

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.

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 lovalty. 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.

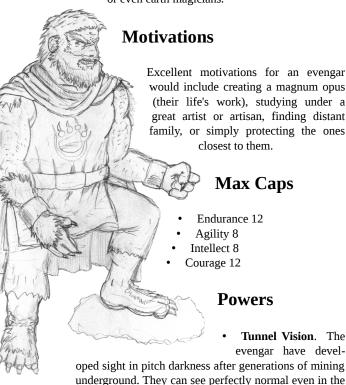
#### Relations

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 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.

Off the clock, evengar are combative adepts and make great warriors or even earth magicians.



• **Landscapers**. Evengar have clawed hands useful for digging: they receive a +1 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.

absence of light.

- 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.
- Crafty. When evengar feel their creative itch, and they sit down
  to create an object (be it a sculpture, a weapon, a piece of jewelry,
  or something similar), they receive a +2 bonus on the Craft
  check. This does not apply to fixes or repairs, only new creations.
- Dungeon Delvers. It's a piece of cake for a evengar to find their
  way out of an underground dwelling. They receive a +2 on
  Search to navigate when underground.

# 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**

Firnoy are right short, usually 3' to 4' tall. They've got bright eyes and slightly pointed ears. Hair, eye color, and skin tone in firnoy range greatly, but most have curly hair atop their heads. Their bodies are covered with short hair; men describe them as "fuzzy", like a peach. They have a prehensile tail which grows to be as long as they are tall, and to be strong enough to support their weight. A firna starts to come of age around 20 and is considered an adult by 25.

Firnoy typically live just slightly longer than humans—the oldest ever said to have been 140 years of age.

# Appearance

Firnoy don't usually enjoy jewelry or extravagant colors, but prefer simple and functional clothes and footwear. Many firnoy laborers wear hats while at work. Adventurers are found wearing light armor and cloaks of wool or cotton.

# **Personality**

Few love a good laugh as much as a firma. Firnoy are even likely to laugh at a great practical joke at their own expense. Most firnoy have an insatiable curiosity that often lands them in trouble;

older firnoy are seen as busybodies and gossips by youths. Firnoy are easily excited and sometimes quick in speech. Many firnoy are quick learners. Their small stature and simple demeanor make them less noticeable in a crowd than a human, but in most conversation folks tend to find them endearing.

All firnoy 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 and small towns. Firnoy usually abstain from big groups; you'll never find a firnic city.

# **Society**

Firnoy typically exist politically within human domains. Their towns are run by a mayor and often a ruling council.

They enjoy fine foods they 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.

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 many have 1–5 children.

# Language

Firnoy have no language of their own, so they speak the language of humans. They do, however, come up with the most bizarre slang words. Sometimes a word is conceived as a practical joke to see how many people will carry it on.

## **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 find firnoy laughable and dismiss them, but others realize what a boon they can be. Vidari

think of firnoy as helpful, charming, and full of life. Evengar have no problem with the "little ones" (but some may find them rash)—evengar themselves being only slightly taller than firnoy. Apsarava consider firnoy as either little more than an annoyance or as amusing comrades. 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 firnic 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 firna chef in the employ of a human noble. Because of their tails and small stature, they can also make great handymen, acrobats, or spies.

In a combative sense, firnoy excel as duelists and marksmen. Scholars and mages are very, *very* rare among firnoy.

#### **Motivations**

The curiosity of firmoy 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.

# **Max Caps**

- Muscle 8
- Charm 12
- Presence 8
- Insight 12

#### **Powers**

- You Must Be This Tall to Ride: They're short. A firna is considered size −1. Because of their small stature, firnoy cannot ride horses effectively (though ponies or donkeys serve just fine) and cannot wield certain large or difficult weapons with ease. For instance, a human scythe would be too much for a firna, but one constructed firna-size would be just fine.
- Lucky Stiff: Firnoy have supernatural good luck. A firna can spent 2 MP to add a +1 bonus to any roll. This takes no AP to perform.
- Tall Tail: Firnoy have a prehensile tail, which is as long as they
  are tall. They can use it as a strong extra limb, but it's not well
  suited to wielding weapons. It also gives them a +1 bonus to
  Gymnastics when balance is involved.
- **Natural Shepherds**: Firnoy take to farming and herding even more so. They receive a +2 bonus to Animal Control checks both on domestic and wild animals.
- Prodigious Fencers: When using rapiers or daggers, which are
  well-suited to a firma's stature, they receive a +1 bonus on rolls
  involving the weapon skill (e.g. Parry, Attack, Disarm). They say
  that a little of Zif's skill with the light sword made its way into
  their blood.

# **Humans**

It is held that *Loelir the Lady of Light* first sculpted the race of **humans** out of clay. She instilled them with a curiosity and drive not possessed by the other races, and resultantly, humans strive to greatness during their comparatively shorter lives. Having been created by the immortal of light, humans cannot see in the dark and children fear dark places.

# **Physiology**

Humans range in height, but average height varies in region between around 5' and 6' feet tall, but there are people who fall above and below this range, and females tend to be shorter than males. The race of Humans begin adolescence at around 13, and are considered adults by the time they reach 16 or 17. Humans live for at most 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 north are typically fair-skinned with fair hair. Humans in the south have darker skin and dark hair and eyes.

Of all the other races, vidari are the only ones capable of reproducing with humans. Whichever race conceives 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. Tell-tale signs of mixed heritage could include height, ear shape, and hair and eye color.

# **Appearance**

The appearance of humans has much more variance than any of the other sentient races, and is heavily dependent on the locale. The description for each country of Halestia details the customary appearance of its citizens.

# Personality

Humans are first and foremost ambitious; they strive to greatness and set lofty goals. 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.

Occasionally a human will be welcomed to live in the domain of the vidari, most often because a vidara has taken him or her as a mate.

# **Society**

Each country keeps its own style of government and local society. Some answer to a king and others answer to a council. Humans take to science more than the other races, for they are not as gifted with magic.

Humans enjoy a balanced diet of meats, fruits, grain, and vegetables: anything they can harvest or raise.

Humans observe the birth of their children by hosting great celebrations with family and friends. They will usually have between 1 and 6 children. Weddings are a time of great joy and are attended by close family and friends of the newlyweds 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 the deceased to allow them to return to the earth and clay from which they came.

# Language

Humans used to speak many languages based on their region. In recent centuries, a common tongue has been spread through the world, and while some people still hold to the old tongues, pretty much anyone speaks the common language of humans.

## **Relations**

Humans get along well with any of the other races, if they don't mind being called stuffy by the vidari or weak by the evengar. Out of all the sentient races of Halestia, they are most like the firnoy, for both take to farming, herding, and merchanting.

# **Occupations**

The occupations of humans fluctuate greatly, but many able-bodied men and women are professional soldiers. Few humans are miners because the evengar are so much better at it. Because of their affinity for science, humans dominate the ranks of chemists, tinkerers, and inventors.

## **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.

# **Max Caps**

The Max Caps for all humans is normal (10).

## **Powers**

 Fisticuffs – For whatever reason, humans love to fight with their hands. Beginning at childhood, humans exhibit a tendency to punch their way through their troubles. To represent this, humans receive a +1 to their Hand-to-hand Harm score (2 instead of 1).

- Immutable Due to their industrious nature, and many humans' aversion to magic, they receive +1 to Magic Defense.
- Versatile Humans receive a +2 to a skill check of the player's choice.
- Workaholic Humans receive the first rank in their first Occupation for free since they are quick learners and hard workers.

# **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 Vecia, 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**

A juren, on average, stands up to an impressive 18' tall and can weigh 6,000 pounds. Due to their size, they have a very slow metabolism, and move only as fast as a human at walking speed. 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. A juren toddler is the size of a full-

black. A juren toddler is the size of a full-grown human. Adolescence begins at age 20, and they're considered adults by 30. Jurens generally live not more than 200 years.

# **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 com-

mon 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 peaceful. 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.

# **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 dock hand, shipwright, or lumberjack. Most popularly, jurens are couriers or porters, and travel the wilderness with massive packs full of cargo. It is extraordinarily rare to find a juren

who enjoys battle. Their keen intellect makes most want to serve as strategists rather than warriors.

Some juren are spellcasters. Most prefer Perceptive and Warding spells.

#### **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.

# **Max Caps**

- Intellect 12
- Cunning 8
- Persuasion 8
- Courage 12

## **Powers**

- **Enormous**: Jurens tower over the other races. Bigger hits, harder falls. They're considered Size 5. This 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").
- 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. +2 to Search when navigating.
- Unrelenting: A juren is capable of walking for very lengthy durations with a load. +4 to Stamina to avoid any movement-related exhaustion.
- 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.

# **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. 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 opponent in a pinch. Kulgeris come of age at 10 and live about 80 or 90 years.

# **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 mammary glands, nor any external reproductive organs, 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.

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.

They are solely carnivorous and can eat raw meat right off the bone. 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.

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

# **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 ac-

# **Society**

commodate their large tails.

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.

# 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 apsara-

van 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 ju-

rens spend too much time thinking and wast-

ing 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.

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.

### **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.

# **Max Caps**

- Muscle 12
- Endurance 12
- Psyche 8
- Courage 8

#### **Powers**

- Big Deal: Kulgeris are taller and heavier than most races. Adults are considered Size 1.
- 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. This confers two benefits. First, kulgeris receive +4 to Vitality to resist bacterial infection. Second, 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 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.

# 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 unguligrades—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 al-

ways 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. 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.

# **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.

# **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.

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.

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, vidari. 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.

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.

# **Max Caps**

• Insight 12

- Cunning 8
- Charm 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 4, usually as part of a charge. A horn bash used to destroy an object grants a +4 bonus to the Might check. (Consider pairing with Destruc-

tive or Momentum)

- Hustle: Maghashi have powerful, hoofed legs. They gain a +2 to Dash checks. They also gain a +2 to Might checks when pushing, pulling, or carrying a load. (Consider pairing with Workhorse)
- 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. (Consider pairing with Born to Haggle or Peacemaker)

# 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). Adult shou tend to vary in height between 4'6" and 5'6", with males usually taller. 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.

**Appearance** 

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

# **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 convocation or *moot* to negotiate and arrange trade agreements and other treaties. These events are marked by celebration and ceremony. 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. Few shou are put to death for offenses. In-

stead, dishonored pack members are banished from the pack, and it is taboo 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 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.

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 sim-

ple 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.

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. Many shou are found amongst the Wilders.

### **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.

# **Max Caps**

- Agility 12
- Intellect 8
- Insight 8
- Psyche 12

#### **Powers**

- **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.
- 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. Their range for these senses is twice that of a human (a shou can halve Perception distance penalties). They can hear sounds one octave higher than humans.

 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.

# Vidari

After the Great War of Gods, *Alnarya the Star Dancer* wept for a full year. From her tears sprouted the massive forests Ardeste and 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 a sensitive spirit, taught the science 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 captivating eyes found in blues and greens. Both genders have big doe eyes and thick eyelashes. Vidari females aren't generally taller than 5', and males not more than 5'4". They begin maturing around age 50 and are considered adults by age 75. The race of men consider vidari to appear as young human adults, perhaps 16–25 in age, however they can live for many human lifetimes. Vidari are known to naturally live at least 700 years, but some have lived as long as a thousand (hidden sorcery might even extend *that* number).

Of all the other races, humans are the only ones capable of reproducing with vidari. Whichever race conceives 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. Tell-tale signs of mixed heritage could include height, ear shape, and hair and eye color.

# **Appearance**

An average vidara is usually adorned in robes or gowns made of silk or fine linens, their dress typically matching the color of the seasons. Adventurers wear lavish cloaks over tunics or light armor. Many wear rings, circlets, or necklaces made of fine metals and gems. Few wear earrings as they claim it interferes with their keen hearing. All vidari enjoy adorning themselves with flowers: males often with a boutonnière, and females with flowers in their hair and around the wrist.

# **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, but many deliver swift anger when it is warranted.

Vidari are typically 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 island nation of Ardeste and the forest nation of Gartania. Infrequently will vidari be found living among humans, and there are some vidari who live in solitude in forests or wilderness.

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

# **Society**

Vidari live an orderly life. They have a ruling Council of Elders that makes political decisions and a noble court that enforces law. Very

few vidari lack the common moral conviction of their kind, but it does sometimes occur. Most importantly, vidari celebrate art, song, and magic.

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, but usually do not since the food they grow provides all necessary nutrition. Vidari also produce and consume unspeakably tasty wines and ciders.

Vidari mate for life and revere new birth. While it is true that men and vidari can reproduce, human—vidari marriages and children are uncommon considering their vastly different lifespans. Births are celebrated with song and visitations by friends, family, and other town citizens. Marriages are a time of great celebration: song, dancing, and gift-giving, for the vidari consider marriage the best way to

personify the love of Alnarya. Deaths are very similar to births, as the vidari are very aware of the great cycle of life, but the songs and visitations bear a somewhat sad mood. If vidari have children, a small percentage of which do not, they tend to have 1–3.

# Language

The vidari language is described by men 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, make friends quickly, and keep them indefinitely. Vidari enjoy the passion of the apsarava, and the potential of goodness of humans. They identify with the positive demeanor of firnoy 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.

Vidari love archery and magic, and it is not uncommon to find an adventurer that practices one or both of these. Many

of the Voices of Light are vidari women.

## **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 his or her 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, seek out a lost sibling).

# **Max Caps**

- Endurance 8
- Charm 8
- Presence 12
- 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. Their range for these senses is twice that of a human (a vidara can halve Perception distance penalties).
- Hunch. Vidari possess a supernatural intuition about looming danger, getting a "bad feeling" when events could go sour. They receive a +3 to Clairvoyance checks to precognitively determine whether an action will end badly or has ended badly.
- Magic Sensitivity. Vidari are innately sensitive to magic and mana. A vidara can touch an object and determine if it is infused

with magic or covered by a spell. A vidara can locate a source of magic power as if it were a source of heat by making a Search check at a DL of 10 + 1 for every 5 feet of distance. ("You're getting warmer.")

# **5. 8Kill8**



kills are the very bread and butter of doing something in this role-playing game. Skills represent your character's knowledge, strengths, 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.

# The Skill Check

A skill check is equally comprised of luck, ones innate ability, and relevant experience. In game terms, it is comprised of the following:

A die roll

- + ranks in the skill
- + points in the relevant attribute
- + relevant bonuses from equipment, trumps, spells, etc.

The relevant attribute is what a character might use in conjunction with the skill—Cunning with Search for example. It's usually constant, but sometimes your GM might have you use a different attribute. For example, if you're trying to garner information from people, not just find an object, the GM might tell you to use Charm instead.

The sum of the die roll, skill points, attribute points, and any applicable bonuses is your total skill check.

#### **Pass or Fail**

To pass a skill check, you want the total number to meet or exceed a *Difficulty Level* determined by your GM. If your total is less than the Difficulty Level your character fails for that attempt at the task. Some tasks cannot be retried.

# **Skill Ranks**

Like all things, skills are bought with Expoints. You can buy 1 Skill Rank for 2 Expoints. This includes regular skills, weapon skills, and magic school skills. You can only have a maximum of 10 ranks in any skill without the purchase of the Legendary Skill trump (see the Trumps chapter for more information about this trump).

Skills represent knowledge or practical experience your character has. He or she didn't just wake up the day after slaying a giant with inexplicable knowledge of opening locks. Like all upgrades to your character, the GM should have final approval on what your character learns and how he or she learns it. Without an available book, scroll, mentor, or loads of trial and error, your character has a slim chance of learning a skill.

There are two kinds of skills: standard skills, the ones listed below, and special skills: occupation, weapon skills, and magic skills.

# Time

Some skill checks are instantaneous. That is, used during combat, they cost no Action Points (The Combat chapter gives a brief overview of how to use AP in 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 5

On skill checks that carry no penalties for failure (see the **Retries** portion of a skill description) and your character is in no immediate danger, you can choose to take 5 instead of rolling. This takes no additional time than a skill check with a roll. You can save some time around the gaming table by skipping the dice roll and just assuming the median of 5.

#### Example

Tim's character Drinnin wants to break a thin glass window so he can unlock a door. His bonus to the Might check, including his attribute and skill ranks is +12.

Tim is pretty sure a result of 15 will be enough to break the glass, so he decides to announce to his GM that he'll *Take 5* on the Might check for a result of 17. The GM explains that the window shatters and Drinnin is free to open the door.

#### Take the Best

On skill checks that carry no penalties for failure and your character is in no immediate danger, you can choose to take 10 as if you had rolled it. (This does not count as a critical). As opposed to "Taking 5", taking the best requires far more time.

In game terms, your character keeps trying until the check is done perfectly. Usually, this means taking the time it might normally take for one attempt and multiplying by 10 or more.

For 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.

# **Difficulty Levels**

A Difficulty Level (DL) is the minimum target for success when making skill checks. 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.

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 figure out their DLs.

#### 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! You can spend a Fate Point (see "Fate" in the Trumps chapter), and either re-roll your attempt or have your opponent re-roll. See the description for each Skill, as some allow a character to retry indefinitely.

# **Skills**

#### **Animal Control**

Typically used with: Charm.

In short: command critters. Those with ranks in Animal Control know how to train domesticated animals with sets of commands. It can also be used to safely drive off an animal encountered in the wild, or otherwise get it to do something. This skill cannot be used with super-intelligent animals, magical creatures, undead animals, or people (no matter how stupid, ugly, or hairy they are). This skill can also be used to affect the disposition of animals in the same way that Negotiate can affect the disposition of humanoids.

#### Difficulty

As there are several uses for this skill, some examples have been outlined in the table below:

Example	DL
Getting an animal to do a command it knows	5
Teaching an animal a normal command	15
Teaching an animal a command that could endanger it, shooing a dangerous wild animal	20
Domesticating a wild animal	20
Getting an animal to attack something unnatural or perform a command it doesn't know	25
Domesticating a wild animal in a day	30
Cruel treatment (overworking, etc.), animal is injured	+5

#### **Training**

Domesticating ("breaking") a wild animal or teaching a domesticated animal a command usually takes 5–7 days. In the case of domestication, the Animal Control check should be performed at the end of the period. If the check fails, the animal must be worked with for an additional period and the check retried.

An intelligent animal like a rat, cat, or dog 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 15 to teach

#### Down

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

#### Come

The animal will go to wherever you are.

#### 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.

#### Heel

The animal will follow and remain close.

#### Search

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

#### Stay

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

#### **Spellcasting**

Just kidding.

#### Tricks

The animal can perform the usual stupid pet tricks.

#### Work

The animal will pull or bear a load.

#### Riding

The Animal Control skill is also used when riding an animal suited for mounted travel or combat. The difficulty for riding maneuvers not listed here should be determined on a situational basis by the GM. Below are a few examples:

Example	DL
Steadying your arm for a ranged attack while mounted (1 AP;	
firing without a steadied arm means a -4 penalty to the Attack	12
Roll)	
Urge mount to leap (failure results in being thrown)	15
Roll safely from the back of a mount slain in battle	18
Staying on a mount which is panicking or attempting to throw you off	20
Attempting to mount and control a wild animal, bareback	25

#### **Time**

Teaching an animal commands takes 5–7 days per command. Interacting with an animal during combat generally takes 4 AP.

#### Retry

For training, yes. For wild animals, not without spending a fate point because they've usually started to charge.

#### **Bluff**

Typically used with: **Persuasion**.

In short: lie. Apart from the Thievery skill, Bluff is the only thing that can help you weasel out of a situation. Used to mislead or deceive other characters 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 ("So I'm dating the princess"). You can use Bluff to Feint in combat (see the combat chapter) or to disguise the contents of a conversation from nearby listeners.

#### Difficulty

Bluff checks have no set difficulty, as they're always opposed by a Discern check, however, completely outrageous fibs should allow the character or NPC discerning a bonus to the Discern check.

Example	Check
It's a stretch. (Saying to a police officer "I realize it's illegal, but I was just holding it for that old man over there.")	+2
Unbelievable. (Telling the bartender "Oh, my tab? I already paid it.")	+4
Inconceivable. ("I did not have sexual relations with that woman.")	+6
Absurdly preposterous. (Saying "I'm the sheriff around these parts" to the sheriff around those parts)	+8

#### **Opposed Rolls**

Bluff checks are opposed by a Discern check.

#### Retry

Bluff attempts cannot be retried without spending a fate point (fool me once...); however, the character can try a different Bluff on the same subject (fool me twice...).

## Craft

Typically used with: Intellect.

In short: make a thing. When you get that creative itch, the **Craft** skill lets you scratch it. If you're an artisan or an artist, this skill is your bread and butter.

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 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. For instance a sailor can tie knots, but only a shipwright or a carpenter would be able to make ship repairs.

Some creations or repairs might use a Machinery check instead of Craft if those pesky moving and working parts are involved.

#### Difficulty

When Crafting, the higher the DL, the more valuable, noteworthy, or complicated the item is.

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. 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 during item creation 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)

#### Time

Craft checks take a varied amount of time depending on the complexity and size of the object.

#### Retry

Craft checks can be retried, but any materials used in the process of creating the failure are ruined. 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).

# Clairvoyance

Typically used with Psyche.

In short: supernatural information. 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," they are using the Clairvoyance skill.

A talented clairvoyant could feel if a loved one is in trouble, the presence of magical or supernatural forces, or the sudden violent death of a large number of people somewhere far away.

#### Difficulty

Since Clairvoyance can be used for multiple purposes, the DL differs depending on the task.

#### **Emotive Transmission**

Clairvoyance also refers to the ability to communicate with others over long distances via methods which do not rely on speech. It differs from telepathy in that telepathy involves an active monitoring of a person's private thoughts or communication between minds while clairvoyance specifically conveys or observes feelings.

Example	Result
"Something has happened to one of your comrades. You can feel it."	10
"It is Therese. Something terrible has happened to her."	15
"Therese is dead. Griggs could be next."	20
"Therese died thinking about the sun on her face. It might	
have something to do with the Solarite Temple located in	25
the city. Griggs is in immense pain."	
"Therese sacrificed herself to save Griggs. He's someone	
important. She wants you to find him. Then there's	30
something about her dagger she wanted you to know"	

#### **Precognitive Dreaming**

Clairvoyance can be used when a character is asleep, at the GM's discretion, to provide him with information about possible future events. The roll determines the clarity of detials in the dream, which should be of an advantage to the character later. The higher the result of the Clairvoyance roll, the more details can be gleaned from the dream.

If the character critically fails the roll, he doesn't even remember he had the dream in the first place and the player should be provided

with no details of the dream nor any advantage in game regarding the events of the dream. Indeed, the GM should make good use of the blunder to pelt the character with a sense of foreboding, but offer 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.

Example	Result
The character remembers the general events and one pertinent detail about the dream: a terrible fire spread throughout the city of the character's birth. It happened on the festival day which falls on the 15th of next month.	10
Two details: the originator of the fire was a bald man with a tattoo on his hand.	15
Three details: the bald, tattooed man started the blaze in the stables of an inn.	20
Four details: the bald, tattooed man started the blaze in the stables, and then retreated to his home at the top of the tower to watch the destruction.	25
Five details: the bald, tattooed man cried tears of joy and spoke aloud "For my father, the Duke of Almery."	30

#### **Supernatural Sensitivity**

This use of the skill involves pinpointing the presence of supernatural or magical forces.

Example	Result
"Your hair stands on end. A feeling of vertigo passes over you. Something supernatural lurks nearby."	10
"This thing you sense is both magical and supernatural. It might be coming from two sources, actually. It gets stronger the closer you get to the north wall, upon which hangs a sword."	15
"You feel the telltale chill of a ghost nearby. You can feel its eyes on you. It is definitely guarding this sword."	20
"The sword which the ghost guards is immensely powerful. It has been enchanted with ice spells, which are interwoven all over the thing."	25
"You can see the ghost clearly. He looks like a dark-skinned man dressed in armor. He carries a broken sword which is dissimilar to the one on the wall. You can tell that in life, he was the guardian of this enchanted blade. He stares at you with suspicion and malice. He will likely attack you if you try to take the sword."	30

#### Time

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

#### Dash

Typically used with: 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, cycling, flying, or swimming is valid for Dashing.

### Difficulty

Dash checks don't have any set difficulties. The result of a Dash check dictates the amount of time a character will take to close a distance. The higher the result, the shorter the time it will take to finish the distance. Below are some examples DLs for the amount of time it would take...

Example	DL
pretty much anyone to complete	5
someone in average shape	10
an athlete	20
a world record holder	30

Keep in mind the world record speed for the hundred meter is around 10 m/s, and the record for the marathon is just over 5 m/s. In other words, if you roll a 30 on your Dash check, you're running like an Olympic champion, maybe better. We couldn't find any world records for human flight.

### **Opposed Rolls**

If two characters are vying for first place in a race, or one character is running from another, opposed rolls are necessary. The character with the higher result is the fastest.

### Discern

Typically used with: 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.

### **Difficulty**

Since Discern can be used for multiple purposes, the DL differs depending on the task. Mostly, Discern is an opposed roll.

#### **Estimation**

Estimating is useful for determining the number of troops on a battle-field, revealing the market price of a gem, guessing a woman's weight, or figuring out how long building a ship will take with six laborers. The GM should decide the DL for each on an individual basis using the example difficulties chart at the beginning of the chapter. A character can include ranks from an Occupation which is relevant to the estimation (e.g. a farmer can estimate when crops are ready for harvest, a sailor can estimate the travel speed of a sailboat).

#### **Learning combat plans**

With a successful Discern check, you can determine your enemy's (or ally's) 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. Oppose your Discern against the combatant's Bluff (if you're trying to determine the plans of an entire group, use the commanding officer's Bluff).

#### Sense ability

With a successful Discern check, you can figure out specific things about people you meet. A DL of 10 will get you comparative skill (they're better/worse/as good as you at something). A DL of 15 will get you style specifics (the clothes they wear indicate they practice fire magic, etc.). A DL of 20 will get you limited statistic information (a ballpark of how many Health Points remaining, what percentage of their Magic Points are drained, or what's the neighborhood of their Endurance score, etc.) A DL of 25 or over gets you specifics—one stat (e.g. attribute, skill) per roll.

### **Opposed Rolls**

Discern checks are used versus Bluff and Disguise checks.

#### Retry

Discern attempts cannot be retried without spending a fate point, however, the character can try to Discern something different about the same subject.

### Disguise

Typically used with: Presence.

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

### **Difficulty**

Disguise checks are always opposed by a Discern check. However, the following table lists situational bonuses and penalties to the Disguise check.

Situation	Check
Different gender	-2
Different race	-4
Somewhat different weight/height	-2
Vastly different weight/height	-5
Employing a costuming kit with wigs, makeup, facial hair,	+5
etc.	, 5

Penalties and bonuses are cumulative. For example, a male human, 6 feet tall and 200 pounds, with a costuming kit, attempting to pass for a female vidara, 5 feet tall and 100 pounds, would take a -6 to Disguise.

When a character is disguised to look like a specific person, anyone making a Discern check who actually *knows* the person is granted bonuses to detect a disguise.

Example	Check
A casual acquaintance	+2

A friend	+6
A lover or best friend	+8

### **Opposed Rolls**

Disguise checks are always opposed by a target's Discern check.

#### Retry

Disguise attempts cannot be retried without spending a fate point; however, the character can try a different disguise on the same subject.

### **Dodge**

Typically used with: Agility.

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

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

### Difficulty

Typically, a Dodge roll is used against an incoming attack by an opponent. The GM can institute a DL for a danger that has no opposed roll, for instance, a collapsing ceiling beam, or arrows from that devious trap you just triggered.

#### **Opposed Rolls**

Dodge rolls are most often in direct opposition to Attack Rolls.

### Grip

Typically used with: Muscle.

In short: hang on. Awe your onlookers with your fearsome wall-scaling abilities. Clutch onto a bucking bronco. Turn a screw with your bare hands. These are the kind of possibilities presented to characters with an exceptional Grip skill. It can be used to effectively ascend or descend vertical distances as well as maintain solid holds on objects.

### Difficulty

When Grip is used to hang on to an object, there are no set difficulties as it's usually in opposition to another character.

#### Climbing

The difficulty for a Grip check for climbing depends on the conditions of the surface. Detailed below are a few examples of common climbing difficulties.

Example	DL
A ladder, a very steep hill	0
A knotted rope, monkey bars	5

A tree with few branches	10
A flat rocky cliff, a pole, an unknotted rope	15
An uneven wall with small handholds	20
A wall with a very rough surface (cave wall, brick wall)	25
A rough wall with an inverse slant	30
A nearly smooth wall with incredibly tiny handholds	35
The surface is slippery (ice, grease, slime)	+5

The following table lists situational bonuses and penalties to the Grip check for climbing.

Situation	Check
A neighboring surface can be used for support	+5
The character uses climbing equipment	+5

A smooth, flat surface is basically impossible for mortals to Climb short of using magic spells. A device such as magnetic boots, while not magical, allow for climbing of flat, metal surfaces at a DL of 10.

Characters cannot defend themselves adequately while climbing, and are considered Wide-eyed to attackers in such circumstances (just like in an opposed Grab; in this case you're wrestling the wall). A character cannot use a two-handed weapon while climbing (unless, say, the character has more than one set of arms).

If a party member climbing above you falls, you can attempt to catch him or her with a successful Might check. If you fail, the character continues falling. If you Critically Fail the roll, you follow suit in proper arm-flailing fashion.

#### Time

Climbing characters can move half their speed per AP (e.g. 5 feet/AP for humans). Other uses of Grip are usually determined instantaneously and take no AP.

### **Opposed Rolls**

Grip can be used between two characters to vie for the same held object ("It's *my* locknar").

#### Retry

A character who fails a Grip check to climb is unable to begin scaling a surface. If he's already climbing and fails a check, the character stalls for a round. If he critically fails, he plummets straight down.

Grip checks for climbing can be retried as many times as necessary (that is, if the character hasn't already failed and fallen to an untimely death.) Other Grip checks can't be retried without spending a Fate point

### Guard

Typically used with: **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.

If you fail a Guard Roll, the amount by which you miss the mark is the amount of HP you lose. A Critical Failure of a Guard Roll actually causes harm to any armor you're wearing. See the Combat chapter for more information.

### Difficulty

Most of the time, a Guard Roll is used against an incoming attack by a moving opponent. However, there are nasty obstacles out there that can cause a character harm, too. Traps and other damage-causing hazards have a fixed Damage DL. 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.

#### **Falling**

You can use a Gymnastics check to soften a fall, removing one foot of distance per point of the roll. Whatever difference 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). You can turn 10 feet of falling damage into one step down the Knockout Track per every 5 points of your Guard Roll (maximum 25). Anything left over is deducted from your HP.

#### Falling Example

Drinnin and Skorna are knocked from a cliff ledge 90 feet above a rocky beach.

Shrieking and flailing, Drinnin rolls 16 for Gymnastics. He's left with 74. He crits for a whopping 35 on his Guard Roll. Since he made over 25, this converts 50 feet into 5 steps down the Knockout Track. 24 remains, which he takes as damage. Drinnin smacks into the rocks below, knocked out cold, but clinging onto life with 6 HP.

Skorna, on the other hand, rolls 20 for Gymnastics. She's left with 70. She makes 19 on her Guard Roll. This converts 30 feet into 3 steps down the Knockout Track. 40 remains. Sadly, Skorna only has 30 HP, so she hits the rocks like a trashbag full of ham.

### **Opposed Rolls**

Guard Rolls are used against another character's Damage Roll or Casting Roll.

#### Guts

Typically used with 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.

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.

Guts checks are also used to oppose attempts to Intimidate or demoralize

### **Difficulty**

Guts checks are usually in response to the actions of another creature. However, there are times when you need to face your fears. When standing your ground, the higher the DL, the scarier the situation.

### **Opposed Rolls**

Guts checks are used versus Intimidate checks. They are also used against some Magic Spells and similar effects. In this case, Magic Defense can be added to the roll.

### Retry

Guts attempts may be retried in some situations if the GM allows, and only when the fear is a continuing nuisance. Guts checks to resist Intimidation during combat cannot be retried without spending a fate point.

### **Gymnastics**

Typically used with: Agility.

In short: move or steady your body. An acrobat prefers this skill over most others. The gymnastics skill is used to determine a character's ability to balance, leap, cartwheel, dive, flip, tumble, somersault, kipup, roll, and other acrobatic maneuvers.

### **Difficulty**

The difficulty depends on the complexity of the action being performed and its setting.

#### **Horizontal Jump**

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. (For perspective, a world record for the long jump is 29.36 feet). Characters need a good running start to gain sufficient momentum to jump this far. If a sufficient distance is not completed, the GM should determine what impact it has on the distance. (For example, a record for standing long jump is a little over 12 feet. The GM may say that the result should be halved or thirded).

#### **Vertical Jump**

Leap over a fence or out of a pit. The result of the skill check divided by 4 equals the number of feet the character can move vertically. Thus, if the character rolls a 30, they can jump 7.5 feet. (For perspective, the current world record for the high jump is 8.03 feet). Characters need a good running start to gain sufficient momentum to jump this high. If a sufficient distance is not completed, the GM should determine

High Jump DLs

 DL
 Feet

 5
 1.25

 10
 2.5

 15
 3.75

 20
 5

 25
 6.25

 30
 7.5

what impact it has on the distance. (For example, the record for the

standing high jump is about 6 feet, so the GM may say that the result of the check divided by 5 equals the number of feet moved vertically).

#### **Falling**

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). You can subtract your entire Gymnastics check 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 Knock-out Track. The rest comes straight out of your HP.

#### Other uses

Example	DL
Kip up from the ground (1AP)	15
Tumbling under or over foes (roll for each if going past multiple foes)	20
Executing a flawless and impressive Olympic gymnastics routine	30
Landing a couple of cartwheels and a back-hand-spring on a tightrope while carrying a sword in one hand	40

### **Healing**

Typically used with: Intellect.

In short: play doctor. 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 stitch a guy back together proper again. Medicine and healing lore spans across several occupations such as herbalist, surgeon, doctor, nurse, medic, mage, alchemist, etc. In addition to referencing general medical knowledge, the Healing skill can be used as part of a skill check to help a wounded ally regain health during rest, attempt to heal a disease, or negate the effects of poison.

### Difficulty

The DL for a Healing check is dependent on the task at hand.

When a character wants to heal another overnight, the DL is 10. For every point of success, the character being healed receives one HP beyond the amount he or she would normally heal. Only one character can be healed in this manner per night.

A character may make a Healing check against a DL of 5 in an attempt to heal themselves or another person of Knockout penalties. For each 5 points of success (e.g. on a roll of 10, 15, 20, etc.), the attended character moves up the Knockout Track one stage. The attending character can attempt to negate Knockout penalties once a day per target.

Even curing disease or poison is no problem for a Healer. If a character has failed a save against a disease or poison, an ally can make a Healing check instead of the character's save. If successful, this works just as if the character had rolled a successful save. Each disease or poison lists the DL for success.

A healer can use a Healing Kit for assistance with the check. 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.

### **Intimidate**

Typically used with: 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.

You can use Intimidate during combat to instill a sense of fear into a single opponent, imposing −2 penalties on all rolls during combat. Performing such an action takes 4 AP. An opponent can only be intimidated in this manner once per encounter. Taunt and Intimidate are incompatible: you're either scaring a person, or you're provoking them, so the penalties do not stack.

### Difficulty

Intimidate is an opposed roll, so there are no set difficulties.

### **Opposed Rolls**

Intimidate is always opposed by a Guts roll. If the target critically fails the Guts check, they attempt to flee from you by whatever means possible. The GM can decide how long a target remains fearful of the encounter.

#### Time

Intimidating opponents in combat takes 4 AP.

#### Retry

Failed Intimidate checks can be retried at a cumulative -2 penalty each time.

### Leadership

Typically used with: Charm.

In short: take command. All great generals, kings, and ringleaders have several ranks in the Leadership skill. Use it to motivate your allies, or calm them in a pinch.

### Difficulty

There are several uses for this skill.

First, you can use a Leadership roll in place of a Guts or Mind Control for a number of comrades equal to your number of ranks in Leadership (for example 3 ranks, 3 comrades). In this use, your Leadership roll is against a Casting Roll from an opponent, so there is no DL. When utilizing the skill in this way, you must designate precisely which comrades you're attempting to help.

Second, you must use Leadership to keep a Jeeves/Retainer under your command and on their feet if they are wounded in combat or an-

other dangerous situation. Make a Leadership check against a difficulty of 15.

See the Trumps chapter for information on the Natural Leader trump, Jeeves/Retainers or the Ally trump.

### **Opposed Rolls**

In the first listed use of this skill, the roll is opposed by a Casting Roll.

### Lore

Typically used with: Insight.

In short: know the answer. Knowledge is power to those who know. Those with ranks in Lore are learned scholars, poring over books to glean even the smallest scrap of information. Characters with many ranks are 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?"

It can also be used to remember details about past events or specific people. Note that you must have noticed whatever detail it is you try to recall. If your character didn't perceive it, she won't have a memory of it.

Buying ranks in this skill could mean your character learns memory improvement and concentration techniques, or maybe has an all-night cram session with intravenous caffeine and piles of books.

### Difficulty

To recall knowledge, 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
Normal information (a king's length of reign; the stories of a common 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; what you had for breakfast on a specific date twenty years ago)	30
"How do you know that?" (the names of all past owners of a particular non-magical walking stick; the exact distance from a planet to the star it orbits at any given moment; the birth date of every person you've ever met)	40

If the check is to recall past details, the difficulty for the check 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
Recalling the name of the tavern where you ate three days ago	0
Recalling what you had for dinner	5
Recalling the name of the waitress	10
Recalling a verse from a song the minstrel in the corner was singing	20
Recalling what your friends ordered, how long before it was out, and the total on the check	30

#### Time

Lore checks take no time at all; your character either instantaneously knows about a topic or not.

#### Retry

Lore checks cannot be retried without spending a Fate point.

### Lucidity

Typically used with 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. Anything which affects the five senses in an artificial or magical way may require a Lucidity check to see if the character will experience things as they actually are and not as they were altered to be.

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

### Difficulty

Lucidity checks are always in opposition to a Magic Spell or similar effect, so there are no set difficulties.

#### **Opposed Rolls**

Lucidity checks are used against Magic Spells and similar effects.

### **Machinery**

Typically used with: Intellect.

In short: master machines. The Machinery skill is used to create, operate, tinker, repair, 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: open locks, diffuse bombs, disarm traps, repair equipment, operate vehicles, and subvert machines.

#### Difficulty

The difficulty for a Machinery check depends on the object being disabled or repaired.

Example	DL
Disable an overly simple trap, replace a flat tire	10
Disable a standard trap, open a simple lock, change the oil in	15

an engine	
Repair a disabled vehicle	20
Disable an overwhelmingly complex bomb or piece of	25
machinery	23

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

Situation	Check
Character is using tools geared specifically for disabling the	
given type of obstacle (e.g. magical lock picks, a bolt-	+4
cutter, a crowbar)	

The character may be granted a bonus on disabling an obstacle if he or she knows how to build one (typically, a good Lore check, ranks in Occupation, or spell ranks relevant to the obstacle spell cast).

If the character is attempting to disable an object, and reaches or exceeds the DL, the obstacle is disabled. If the character surpasses the DL by 5, he or she can leave the obstacle seemingly untouched. If the character surpasses the success requirement by 10 or more, the character can re-set it after his or her party has circumvented it.

When attempting to operate a mechanical device, a check can be made to operate it safely and effectively. The DL should be based on how complex the machine is.

### **Opposed Rolls**

Machinery checks can be opposed with other Machinery checks, as in the case of a car chase.

### Retry

Machinery attempts can be retried as many times as necessary, however, if consequences come with failure (read: the darn thing blows up in your face), such consequences are incurred and may possibly be incurred again after each failed attempt. Flat tires generally don't get flatter, however.

#### Mettle

Typically used with: 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 attacks. A better way to think of this skill is Vitality of the spirit; a tangible supernatural toughness.

### Difficulty

Mettle checks are always in opposition to another roll or effect, so there are no set difficulties.

### **Opposed Rolls**

Mettle checks are regularly used to oppose some Magic Spells and similar effects.

### Might

Typically used with: Muscle

In short: be strong. Might represents quick feats of strength: picking things up, bursting through bonds, prying a chest open, hurling a rock, breaking down a door, or yanking a knife out of an opponent's hands. The physically inclined, the professional athlete, the hired brawn: all users of the Might skill.

### **Difficulty**

The difficulty depends on the physical action being performed. Thus, it's up to the GM to determine appropriate numbers. Here are some examples. In the descriptions below where you see the phrase "if a character rolls a 30," take that to represent a character with 10 in Muscle, 10 ranks in Lift, and rolls a 10.

#### Push/Pull

Your character may need to push, pull, or hoist an opponent, ally, or other heavy object. Depending on the conditions, a character can 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.

Here are some examples: Nox the human knight is a well-built soldier, weighing 300 lbs. Thus, if he rolls a Might of 30, he can pick up 900 pounds from the ground. (For perspective, a world record for dead lift is about 1,000 pounds). If he gets beneath the object and lifts with his whole body, he can pick up 1,350 lbs (a world record for squat is over 1,200 pounds).

#### **Throwing**

Your character may need to throw a weapon to a comrade or a bomb to an enemy. 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 (for perspective, a world record for the hammer throw is about 285 feet, the javelin throw 297 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 3 should equal the number of feet thrown. Thus, if a character rolls a 30, they can toss a 16 pound shot 90 feet. (For perspective, a world record for the shot put is about 76 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. (For perspective, a world record for throwing a 56 pound weight is 36 feet).

#### **Breaking Objects**

Typically, this is used to shove open locks, doors, and the like. The DL here deals with the solidness or fortitude of the object in question.

Example	DL
A simple wooden door	10
A standard wooden door	15
A reinforced wooden door	20
Rope bonds	25
Chain bonds	30
Iron bars, a metal or stone door	35

If you actually want to destroy the thing, it's treated as an attack roll (the object will actually receive a Guard Roll and have HP).

#### **Bigger/Smaller Creatures**

The example DLs and feet 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 for lifting (an elephant weighing 6 tons should be able to lift his own weight on a DL 10 Lift), and their own height for throwing (a lemur should only be able to throw a marble so far).

### **Opposed Rolls**

Might can be used when two characters are vying against each other (e.g. arm wrestling, escaping a Grab). Escaping a Grab is opposed by the attacker's Grip check.

#### Retry

Opposed rolls cannot be retried (without spending a fate point) as failure means the other character wins. Non-opposed rolls can be retried as often as time allows.

#### Time

The amount of time a Might check takes really depends on the task. Throwing or picking up an object should be 1–2 AP. Bursting bonds and breaking down obstacles should be 4 AP.

### **Mind Control**

Typically used with **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 used in order to repel those who would seek to trespass into one's mind and soul and control the actions of that person. It is a function of willpower and mental resolve. If someone tries to brainwash you, tell them you are dry-clean only.

Mind Control can also be used to steady your hands, so to speak, in a distracting or harmful environment. If a task requires mental focus, you can use Mind Control to ensure you can continue despite anything going on around you (e.g. casting a spell; diffusing a bomb;

picking a lock; carrying that heavy, priceless artifact). If environmental conditions call for a Stamina check, no Mind Control is necessary.

### **Difficulty**

When using Mind Control in opposition to a spell, there are no set difficulties. When using Mind Control to focus on an activity, the more distracting the situation, the higher the DL. Below are some set DLs for environmental turbulence:

Example	DL
Moderate rain or wind, a ship's rocking in choppy waters,	10
horseback riding	10
Heavy rain, a ship's rocking in a storm, riding at full gallop, minor earthquake	20
On deck during an ocean storm, major earthquake	30
Being pulled into a nearby tornado, on the edge of an erupting volcano	40

If you actually take damage, the DL is 10 + 1/HP lost. So for example, if you take 5 damage, the DL is 15.

If a check is failed, you ruin the task at hand. If the task is spellcasting or using a special power that requires magic points or spirit points, the points are wasted.

### **Opposed Rolls**

Mind Control checks are used versus spells and similar abilities.

### Negotiate

Typically used with: Persuasion.

In short: make friends. Diplomats, lawyers, politicians, and merchants are master Negotiators. This skill represents the ability to haggle and discuss a topic with another creature, in an attempt to lighten its disposition towards you.

The Negotiate skill is usually the one to appeal to someone's sense of reason or goodness—peace negotiations, getting out of trouble, and so forth. Appealing to someone's darker nature is the work of the Seduce skill. In addition, some characters are beyond negotiations, and only seduction or violence will make them listen.

#### Difficulty

There is no set DL for negotiate checks, as they are opposed between two people. The difference from the roll determines a character's new disposition. If the target gets the bigger roll, its mood is worsened. If the character performing the check gets a higher roll, the target's mood is improved.

### Disposition Chart

Roll Difference	Disposition
-20	Down four
-15	Down three
-10	Down two
-5	Down one
-4 to 4	No change
5	Up one
10	Up two
15	Up three
20	Up Four

#### 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.

A character can roll this check more than once to improve another's mood consecutively. After a certain point, however, some folks may refuse to listen to any more banter. Attempting to Negotiate with a target that has reached this point (outside of combat) will be sure to automatically reduce their mood one step. When both parties are at their leisure to present arguments and reason them out, the negotiation process could take a minute or more each time (as in the example of bartering with a merchant). During combat, attempting to use Negotiate as Diplomacy only takes 4 AP since decisions are being made at breakneck speed.

Attempting to Negotiate with some kind of incentive for the other party, for instance money or release of hostages, provides a situational bonus to the Negotiate check.

#### Haggling

Using Negotiate, a character can attempt to haggle with a merchant in order to get goods or services at a lower cost. The character can make a Negotiate check against a set DL. If the GM has stats for a particular shopkeeper, opposed rolls can be arranged as well. The character has to state what kind of a discount is desired. If the roll is failed, no discount is offered. The maximum price goods can be discounted is 50%. Period.

Example	DL
"Give me a break, buddy. I'm only a little short." (5% off)	15
"Fifty? It's an outrage! A scandal! An insult! Forty five, on the other hand, would be a deal." (10%)	20
"I saw this over at the market for half as much. I'd settle for a split-difference if I didn't have to walk all the way back over there" (25% off)	25
"This looks defective. I'll take it off your hands for half-off." (50% off)	30

#### **Opposed Rolls**

Negotiate attempts are always opposed by Discern

#### Time

Each Negotiate check takes a minute or more (GM's call).

#### Retry

Diplomatic Negotiate attempts can be retried, but each occurrence takes time. In the case of haggling with merchants, Negotiate checks cannot be retried.

### Perception

Typically used with: 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.

For the cognitive skills, the GM might want to inform rollers of successful checks of what was seen or heard 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.

### Difficulty

If not in response to an opposed check, the difficulty is as follows. For hearing, the softer the noise, the further away, the more obstacles in between, the harder it is to hear something. For seeing, the smaller the target, the further away, the quicker the movement, the harder it is to see something. As such, below are some example modifiers for any Perception difficulties and checks.

Example	DL
Per 10 feet of distance	+1
Character is surrounded by moderate sensory distraction (a tavern, a marketplace)	+4
Character is surrounded by extreme sensory distraction (a battle, a riot)	+8

Here are some situational modifiers to Perception DLs based specifically on sound.

Example	DL
Character and the noise are on opposite sides of a wooden door or wall	+4
Character and the noise are on opposite sides of a stone or iron door or wall	+8

Noises in water take -4 to the distance penalty as sound travels further in water than air. Similarly, sounds traveling through solid matter, the ground for example, take a -8 to the distance penalty. For example, a train is coming. The DL for a character to hear the train while walking is 30, but if the character puts an ear to the train tracks, the DL is reduced to 22.

#### **Opposed Rolls**

Stealth checks are always opposed by Perception checks. Thievery checks are often opposed by Perception checks.

#### Time

One Perception check takes no time, however a second attempt, trying to see or hear something you did not previously, takes 3 AP.

#### Perform

Typically used with: **Presence**.

In short: make smiles and money. 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, make some cash, 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, juggling, 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.

### Difficulty

A Perform check can be used like a Negotiate check to improve someone's mood: for example, sing a beautiful, happy song, or tell a hilarious joke. See the Negotiate entry for the DLs for such a use. The GM may rule that a particular character may not be able to be affected by the performing arts, particularly those with little emotion or no sense of humor.

A Perform check can also be used to score some quick wages in a populated area. Money received is not only a product of how well you Perform, but also the economy of the city or town in which you do it. Usually, a minstrel can entertain for an entire evening and earn an amount of wealth equal to the check rolled.

The GM should make it apparent that a great amount of attention (both good and bad) can come from higher Perform checks.

#### **Opposed Rolls**

A character can use Perform to create a diversion. Take for example a minstrel who sings a song on a street corner while his ally picks the pockets of the audience. Any person enthralled by the performance (i.e. loses a Discern to the Perform check) takes a -2 to their Perception to notice the Thievery.

#### Retry

A Perform check can be retried, but *usually* after one unimpressive performance, you may be too busy dodging tomatoes to give it another shot.

#### Reaction

Typically used with 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. For instance, Reaction checks are called for at the outset of any combat. The higher the roll, the sooner the character can act. The character with the highest Reaction check result gets to act first, the character with the second highest acts second, and so on down the line.

Reaction is also used to see if a character can react quick enough to avoid some sort of danger. For instance, if a trap is sprung and the characters are pelted with poisoned darts, the GM might ask for a Reaction check at a given DL. The characters who fail the check are caught wide-eyed by the trap and are at a penalty to avoid its dangers.

More information about the involvement of Reaction in combat order is further explained in the Combat chapter.

### **Difficulty**

Reaction checks are always in opposition to another roll or effect, so there are no set difficulties.

### **Opposed Rolls**

Reaction rolls are compared with other Reaction rolls to determine order of action.

#### Resilience

Typically used with: **Self-Control**.

In short: body control. Resilience is a measure of a character's inner fortitude, the ability to shrug off mutations, which are spells or powers which distort a target's body. Any supernatural phenomenon which physically distorts a character's physical being is opposed by a Resilience check: shape shifting, petrification, disintegration, or psychokinetic clothing removal.

### **Difficulty**

Resilience checks are always in opposition to another roll or effect, so there are no set difficulties.

#### **Opposed Rolls**

Resilience checks are regularly used to oppose some Magic Spells and similar effects.

### Sanity

Typically used with: Psyche.

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

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.

### Difficulty

The DL for horrifying phenomena is extremely varied. Your GM has the final call, as always, for determining DL for these.

#### **Opposed Rolls**

Sanity is rolled in response to Magic Spells and similar effects.

#### Search

Typically used with: Cunning or Charm.

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, busy-bodies, and anyone who is lost. Scour for items in rubble, look around a room for something specific in conjunction with Cunning, or hang with the locals and catch the latest news by using Charm instead.

### Difficulty

The DL for Search should be based on how well an item or path is hidden.

Example	DL
Finding an exposed ally amongst collapsed rubble	5
Determining true north	10
Looking for a simple trap on a door	15
A secret door made to look like part of a wall motif	20
Locating a contact lens in the desert or finding the way out of a labyrinth	30

The character should be granted bonuses to the search check in certain circumstances:

Situation	Check
The character has a legible, reliable map which is relevant	+2
to the current search	<b>⊤</b> ∠
The character has tools relevant to the specific search (a	+2
metal detector, for instance)	+2

Consult the table below when gathering information in a populated area by carousing with the inhabitants.

Example	DL
Finding information about current events, rumors, and gossip	5
Finding out where a specific individual, item or place is	10
Finding out information which is guarded, illegal or illicit such	
as where to buy stolen goods, or how to break into a particular	20
shop	
Finding out information which is highly secret, personal, or valuable such as who the king's mistress is, where the rebel hideout is, or the route the princess takes when she ventures	30
into the city.	
General populace is scared to talk about topic	+2
General populace is prejudiced against you	+2

Alternately, the GM may simply ask the player to make a Charm + Search roll and based upon the result, inform the player what informa-

tion is gleaned. The higher the result, obviously the more detailed the information is.

#### Time

One can thoroughly search a 5 foot square in 6 AP. Carousing and eavesdropping to gather information vary with regard to time required, but generally takes at least a few hours if it is done thoroughly.

#### Retry

Search rolls can be retried as often as desired, but it is probably more effective to take the best and accept how long that takes.

### **Seduce**

Typically used with: Charm.

In short: charm them. This is the one skill that has single-handedly been responsible for countless nightcaps. Courtesans, spies, and escorts are excellent users of the Seduce skill. It can be used to improve the mood of another, get someone's attention, or tempt a person (see the Negotiate skill for details about mood improvement). A creature that has been Seduced can generally be made to do anything reasonable the seducer wishes.

Seduce can be used in a romantic or sensual manner. It can also be used to tempt another; appeal to their darker side. The GM may rule that a particular person cannot be negotiated with, but is only susceptible to seduction, or vice versa.

### Difficulty

A Seduce check has no set DL, but some situational modifiers may apply.

Example	DL
Minor resistance: The seducer isn't the target's type	+2
Medium resistance: The target doesn't prefer the seducer's race or gender (but is still open to it)	+4
Strong resistance: The target has sworn celibacy, or is prejudiced against the seducer	+8

Trying to make someone notice you, for instance get the attention of an attractive conquest across the room, is a set difficulty. The more people that are in the area, the harder it is to catch someone's attention.

Difficulty	DL
A place with few people	10
A place with a moderate draw of patrons	15
A crowded place	20

### **Opposed Rolls**

Seduce rolls are always opposed by a Virtue check.

#### Retry

Failed Seduce checks can be retried at a cumulative -2 penalty each time.

### Stamina

Typically used with: 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.

### **Difficulty**

The DL for environmental effects is varied. The more extreme the climate, the higher the DL. If a character is suffering from environmental effects (heat, cold, etc.) and fails a check, he moves down one step on the Knockout Track. A new roll must be made each hour a character is in harsh conditions.

The Adventures chapter details the use of Stamina to march, jog, or ride for long periods of time.

In an environment with no air, a character who is not doing anything physically taxing can hold her breath one minute for each point of Endurance she possesses (thirty seconds per point if performing strenuous activity such as combat or swimming). After this, the character is considered to be suffocating. For each round spent suffocating, a Stamina roll against a DL of 15 must be made in order to keep from slipping one step down the Knockout Track. Each round the difficulty increases by one point (DL 16, DL 17, and so on). Once the character reaches step five (unconscious), if the airless conditions persist another round, the character suffocates. One skilled in Healing may be able to revive a drowned character if quick to action.

### **Opposed Rolls**

Stamina checks are used against some Magic Spells and similar effects

### Stealth

Typically used with: Cunning.

In short: avoid detection. A wise man once said, "The primary element of a surprise attack is surprise." The Stealth skill is the central ingredient in that recipe. A character with ranks in Stealth knows the best place to stick 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 amongst the shadows, or follow someone through a dark alley.

A character that is using Stealth can only move up to half their normal speed without penalty. A character can move her full speed while being Stealthy, taking a -10 penalty on the check.

In order to prevent oneself from being seen, a character needs an actual hiding place. You cannot be Stealthy while being directly observed. It would take a distraction or Bluff ("What in the world could that be?!") to get your onlookers to give you an opportunity to hide. 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 a room. While using Stealth, any directional attack or ability (an arrow, a beam spell, etc.) you make will reveal your location. You can perform such a maneuver and attempt to use Stealth again.

### **Difficulty**

Stealth attempts are always opposed by a Perception check, so there is no set difficulty. The table below lists some situational penalties to the roll.

Situation	Check
The character must walk through water, mud, leaves, or a	-2
similar obstacle	-2
The character is wearing overly noisy equipment, such as	-4
keys, chains, or metal boots	-4
The character is attempting the Stealth and moving at full speed	-10
The character is attempting the Stealth and running	-20

### **Opposed Rolls**

Stealth checks are always opposed by another character or monster's Perception check.

### **Taunt**

Typically used with: **Persuasion**.

In short: causing incompetence through teasing. 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.

You can use Taunt during combat to incite rage from a single opponent, imposing -2 penalties on all rolls during the encounter. Performing such an action takes 4 AP. An opponent can only be taunted in this manner once per encounter. Taunt and Intimidate are incompatible: you're either scaring a person, or you're provoking them, so the penalties do not stack.

Whenever you successfully Taunt an opponent in combat you have the option to draw the attention of the opponent instead of imposing a penalty. This means that if a target is acting violently, it will turn its attacks towards the taunting character. This is extremely useful when a comrade is surrounded by too many foes, or to distract an opponent so someone can get the drop on them.

#### Difficulty

Taunt is an opposed roll, so there are no set difficulties.

### **Opposed Rolls**

Taunt is always opposed by a target's Virtue. If a target critically fails the Virtue check, they're considered wide-eyed to everyone except the taunter for one round of combat.

#### Time

Taunting opponents in combat takes 4 AP.

#### Retry

Failed Taunt checks can be retried at a cumulative −2 penalty each time.

### **Thievery**

Typically used with: Agility.

In short: swiping and release. This skill isn't as nefarious as it sounds. Thievery represents the art of misdirection, swindling, and self-liberation. 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.

### Difficulty

Thievery checks where the character is trying to hide an action from another character's view shouldn't have a set DL as they oppose the other character's Perception; however, circumstantial bonuses or penalties apply.

Example	Check
Object is very small or otherwise easy to conceal (a marble,	+2
a dagger, four aces)	12
Object is large, heavy, or otherwise very noticeable (a	-2
Dachshund, an axe, a sack of potatoes)	-2

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.

A Thievery check where the character is trying to escape bonds is dependent on the complexity of the given binding.

Example	DL
Rope binding	Check
Net	15
Crawling through a narrow space	20
A set of simple manacles	25
A masterful set of manacles	30

When the character is escaping rope bonds, the check is in opposition to the captor's Craft check. A Thievery check where the character is trying to escape another character's Grab is in direct opposition to the opponent's Grip.

#### **Opposed Rolls**

Thievery checks to conceal an action, such as pickpocketing, are opposed by a Perception check from a viewer. Thievery checks to es-

cape rope bonds are made in opposition to the captor's Craft check. Thievery checks to escape another character's Grab are against the attacker's Grip check.

#### Retry

Thievery checks to escape bonds can be made until the character succeeds. Your GM may or may not allow you to *Take the Best* on this check. Escaping a Grab can be retried for 2 AP. Any other use of Thievery cannot be retried without a fate point.

### **Translate**

Typically used with: 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.

When you buy a rank in Translate, your character also gets the added bonus of learning to speak, read, and write in a new language. Consult the information about your campaign setting or your GM for a list of languages available to you.

### Difficulty

The difficulty for gaining information should be determined on a situational basis by the GM. Below are a few examples:

Example	DL
A conversation or writing from recent years	20
A several hundred year old tablet	25
Ancient text in a forgotten alphabet	30
Conversation is muffled or text is slightly illegible (smeared, worn)	+5

These are the examples of difficulty for evoking ideas and intents across language barriers.

Example	DL
Audience speaks or writes in a language similar to your own	10
(Often geographical differences)	10
Audience speaks and writes with vastly different characters	20
and patterns than your own (Often racial differences)	20
Audience has little to nothing in common with how you	
communicate (primitive and emotive grunting, exclusively	30
written or signed language, etc.)	

The GM might want to roll the Translate check in secret so the player isn't sure what the character interpreted is correct or not.

#### Time

Translating a full page of text generally takes 5–10 minutes. Communicating without a common language depends on the complexity of what you are trying to say. Plus, some people you just can't get through to.

### Virtue

Typically used with: **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 able to reign in their natural reactions when provoked, solicited, or coaxed.

#### **Difficulty**

Most of the time, Virtue checks are opposed by attempts by other characters and creatures to lure, entice, or enrage. Otherwise, a character who makes a Virtue check is resisting general temptation or compulsion. The difficulty of the check should follow the guidelines at the beginning of the Skills chapter, but here are some guidelines.

Example	DL
Resist a normal temptation	10
Character has a predisposition to desire the temptation (e.g. a	+5
kleptomaniac vs. a wallet, a recovering alcoholic vs. a drink)	_
Temptation is particularly inviting (e.g. an extremely valuable	+5
item, an attractive bar patron)	٠, ن

#### **Opposed Rolls**

Virtue checks are opposed by Seduce and Taunt checks, as well as some spells and similar powers.

### Vitality

Typically used with: 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.

A character heals an amount of HP equal to the sum of their Endurance and Vitality for each full night of rest.

#### **Difficulty**

Every poison and disease a character might encounter has its own DL. The Life and Death chapter has some example diseases and poisons.

Vitality is also used in those unfortunate situations where your character needs to keep his lunch down or his pants *stain-free*. The circumstances for these challenges are as varied as their effects, so the DLs are variable.

#### **Opposed Rolls**

Vitality is used against some Magic Spells and similar effects. In this case, Magic Defense can be added to the roll.

# **Special Skills**

In addition to the skills listed above, there are two special types of skill ranks: Weapon Skills and Elemental Skills.

### **Occupation**

The only place where success comes before work is the dictionary. A character can use his or her skill 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	•	Gambler	•	Potter
•	Aviator	•	Guard	•	Preacher
•	Brewer	•	Herbalist	•	Printer
•	Carpenter	•	Hunter	•	Sailor
•	Cartographer	•	Merchant	•	Scribe

Chef • Metal smith • Surgeon
Cooper • Miller • Tailor/Cobbler

FarmerFisherMinerLawyerWeaver

### Weapon

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)

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. 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. Obviously, Attack Rolls with a weapon in which the character has no ranks will be fairly low.

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.

### **Elemental**

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
Fire
Ruin
Ice
Slime
Earth
Light
Verdance
Electricity
Metal
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.

# 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 or she 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 off-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**

You are one tough son-of-a-gun to budge once you get planted. You receive a +4 to opposed rolls against any attempts to lift, toss, move, trip, drag, or knock you down against your will. 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

of attractiveness.

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 god/goddess 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

**Incompatible with:** Unremarkable, Shady, and Unappealing. Those who are Obese, have Extra Padding, or 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.

#### Back in the Saddle



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



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



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 circumstance bonus to Stealth and Disguise checks.

**Incompatible with:** Clumsy, Easily Distracted, Hyperactive, and Walking Target.

### **Chem Resistant**



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**

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

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**

All fat jokes aside, 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**

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**

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**

You are as graceful as a cat. You gain a +2 circumstance bonus to Gymnastics checks, and whenever you fall and succeed at a

Gymnastics check to roll with the fall, you land on your feet (are not knocked prone).

**Incompatible with:** Clumsy, Lame, and Lousy Balance.

**Requires:** A minimum Agility of 6

### Hale

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**

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**

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 and any checks which involve surviving or rejecting metamorphosis or 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**

You are gifted with a bone-crushing grip. You gain a +4 bonus to Grip. This is applicable on Grab attacks and to resist a Disarm. 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 and Unarmed

**Requires:** A minimum Muscle of 6

### **Massive**

You are just plain *huge*—you're one Size category higher than the norm for your species. For example, a human male (normally

Size 0) is now Size 1, over 7 feet tall and more than 300 pounds. You receive a +4 bonus to Intimidate rolls. Your Muscle score is treated as 1 higher than it really is when determining the minimum required Muscle to wield a weapon effectively in combat (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, Unremarkable, and Vertically Challenged

**Requires:** A minimum Muscle of 5

### **Pickpocket**

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**

Through natural or supernatural means, you are completely immune to poisons of any kind, even magical spells that bestow similar effects. 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

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**

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

Incompatible with: Clumsy, Lame, and Walking Target

### **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



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.

**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. Compatible with Missing Hand/Arm or Poor Vision (for a missing eye) only if a reasonably real-looking prosthetic conceals the absent appendage/organ.

**Requires:** A maximum Presence of 5

#### Workhorse



Being able to withstand fatigue is always a good thing, and carrying on when everyone else has dropped will gain you plenty of friends. You receive a +2 bonus on Might checks for carrying or throwing heavy objects. Additionally, when carrying an ally, you take none of the usual penalties to attack, defense, skill checks and speed.

**Incompatible with:** Sluggard

**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:** Laughable (due to mental instability), Masochist, Non Compos Mentis, Nightmares, Phobia, and Sadist

**Requires:** A minimum Psyche of 5

### **Daredevil**



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



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 any Phobia

### **Getaway Driver**



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**



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**

1

You are technologically apt. You gain a +2 bonus to Machinery checks which deal with repairing or disabling mechanical devices.

Incompatible with: Technophobe

### **Mind over Matter**



In your mind, even when you are in pain, the pain doesn't matter. During times of physical duress, you grit your teeth, steel your mind, and trudge through. You receive a +2 bonus on Stamina.

**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



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. Often possessed by: Gurus, Potheads, 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**



You remember everything perfectly and can conjure up vivid details from past events. You may re-roll one Perception or Discern check per session. Also, at the GM's discretion, you may call upon your photographic memory to recall specific details that you, as a player, have forgotten, but that your character would know.

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**



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.

#### Sixth Sense



You have very short-range latent precognitive ability. Your hackles prickle whenever an unknown or threatening presence lurks nearby, warning you of possible danger. You can never be caught wide-eyed.

#### **Incompatible with:** Stupefied

### Skeptic

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 re-

ceive a +2 bonus on Discern (when used vs. Bluff) and Lucidity.

**Incompatible with:** Gullible

### Strategist



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**



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



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**



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, he or she is 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**



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, and Sadist.

### **Born to Haggle**



You make the art of the deal look almost criminal. When haggling over the price of goods/services, you receive a +2 bonus to the Negotiate check, but only when buying 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**



"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**



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



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**



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 genuinely great person or a cunning manipulator, the results are the same: it is hard to dislike you. Strangers you meet start out at the Benign stage on the Disposition Chart.

**Incompatible with:** Beyond Good and Evil, Callous, Hyperactive, Mistaken Identity, Mute, Notorious, Prehistoric, Shady, and Stinky.

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 or her 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 unwanted 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**



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**



With a rousing voice and an exciting air about you, you bring motivation to your allies that can hear you. If you give your allies an inspirational speech before or during combat (a war song could count for this effect), they receive a +1 morale bonus to Attack Rolls, Guts, Virtue, Mettle, and Sanity, as long as you keep it up and for a number of rounds equal to your Presence score thereafter. You can take this trump multiple times, its effects are cumulative.

Incompatible with: Bummer, Mute, and Speech Impediment

**Requires:** A minimum Presence of 5

#### Jeeves



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



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. He or she is wise, powerful, and influential and you possess a powerful ally in him or her. Work with your GM to determine the details of your Mentor. Paint dee fence.

### **Natural Leader**



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 roleplay through the role of gracious leader well.

**Incompatible with:** Bummer

**Requires:** A minimum Charm of 6

### Oh Snap!



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, and you win the opposed roll, your opponent takes a -4 penalty to his or her rolls instead of the usual -2. You must be able to communicate verbally with your opponent in an understood language.

Incompatible with: Mute, Soft Hearted, and Speech Impediment

Requires: A minimum of 3 ranks in Taunt

### **Peacemaker**



Acts of violence deeply offend you, and you always seek a peaceful resolution to any conflict. You gain a +4 bonus to Negotiate in order 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

### 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**



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**



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, Unremarkable

**Requires:** A minimum Presence of 6

### Wealth



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. A character can take this Trump as many times as he/she likes.

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.

### You Know a Guy...?



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**



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 his way in a round.

**Incompatible with:** Clumsy

**Requires:** A minimum Agility of 6

### **Backstabber**



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 successfully attack

an opponent who is Wide-eyed, 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,

### **Blind-Fighting**

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 are minimum -4 penalty to Attack (more depending on range). Keep in mind that failing to hit your mark could also mean striking your allies.

**Incompatible with:** Coward, Combat Shy

**Requires:** A minimum of Rank 6 in at least one weapon skill, Ears of the Bat, and Sixth Sense

### **Bodyguard**

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**

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**

Superseding the Missile Swat Trump, you can opt to actually grab projectiles out of the air instead of deflecting them out of the way. With a successful parry using the Hand-to-Hand weapon skill, you hold the ranged weapon in your hand instead of knocking it aside. 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

turn.

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 win a Parry against an opponent's Attack, you can make an immediate attack against the foe, even if it's not your

You may only use a Counterattack once per round for each time you purchase the Trump. 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

#### Destructive

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.

### **Domino Strike**

When you make an attack against an opponent, and the opponent drops or otherwise becomes incapable of fighting back (such as a paralysis effect), you can turn and make a single attack against any opponent adjacent to you. You can do this once for each time you take this Trump and only if you drop each of the previous enemies.

Incompatible with: Coward, Combat Shy, and Straight-Shooter.

### **Dual Weapons**

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 **one** free attack with the weapon in your off-hand. If the weapons cost different AP, use the higher of the two. Remember that any actions you make with your off 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 take this Trump, you may make an additional off-hand attack for each regular attack.

**Incompatible with:** Unarmed, Missing Hand/Arm, Coward, Combat Shv.

Requires: 6 Ranks in at least one one-handed weapon skill

#### 54

### **Duelist**

2

### I Know Your Tricks

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, uh, 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 Domino Strike are good pairings for this Trump.

Incompatible with: Coward, Combat Shy, Pacifist, and Soft Hearted

### **Hasty Reload**



Fire rounds as fast as you like; you are an expert at reloading. Just a moments' inconvenience and you are ready to put a slew of holes in a new batch of targets. Pick a weapon for which you have ranks in the weapon skill: cut the time for reloading that weapon in half.

**Incompatible with:** Clumsy, Missing Hand/Arm, Unarmed, and Battle Brute,

**Requires:** A minimum of 5 ranks in a ballistics weapon

#### I Know Your Flaws



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 chinks in their defensive armor are. Pick a race: 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.

# You have studied a particular race of people so well that you can anticipate their behaviors and instincts in combat. Pick a race: you receive a +2 bonus to Evasion Rolls against members of that race.

### **Item of Value**



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 Swim checks 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 hand-to-hand attacks.

### **Last Chance**



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**



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**



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**

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**

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**

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

Through intense training and discipline, vou'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**

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 with of a bestial nature..

### **Precision**

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 human 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**

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

**Incompatible with:** Clumsy and Combat Shy

### Roundhouse

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

You know how to turn an opponent's momentum against him. Whenever a Charge is performed against you and you successfully Dodge it, you can make a free Trip attempt against the attacker. You do not receive an attempt to Trip if you Parry the charge.

**Incompatible with:** Clumsy

**Requires:** A minimum Agility of 5

### **Spell Swat**

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. If you take this trump, we will no longer be angry at you for trying to parry a spell. Sorry.

**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



### 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. If you win an opposed Grab with an enemy, and you opt to deal crushing damage you can lift your foe and smash them downward. Your foe takes appropriate damage and at the end of the maneuver and is considered prone.

**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 Attacks 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 an amount of others equal to your Leadership score.

**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**



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 auditory effect that requires a save can be nullified. 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**



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**



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 creature with a *plantlike* nature.

Requires: Spellsong

#### Dance Macabre



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**



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 staffs 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 the mage is ever without the focus, or is aligning to it, he or she takes –4 to any Spell Attack. 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



After training with firing off spells repeatedly for so long, you realized how to make a spell split, or fork, and essentially cast it twice. This maneuver uses twice the Magic Points a single spell would take, but still only consumes the normal amount of Action Points.

Requires: A minimum Insight of 6

### **Magic Defense**

2

You possess a natural fortitude against magical spells or effects, due to the favor of the gods, bloodline, or powerful enchantment. For each point of Magic Defense you buy, you may add it to any save rolls made in opposition to a Casting Roll.

### **Magic Point**

2

Magic Points are used as raw fuel for spellcasting. It is the capacity within each mage that he is trained to tap. One MP is used for each level of Intensity cast. For instance, a waterball cast at Intensity 5 (the highest) costs 5 MP. A magic-using character's original Magic Points score is derived from his Casting Attribute, which is Intellect by default. To access additional reserves within themselves, magi may seek astral awareness through intense meditation and to enlarge their capacity for magic. In this case, additional Magic Points may be bought, however, this in no way affects a character's original Intellect score.

### **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, and make the mana stored within burst. The Damage Roll includes Muscle (as the object is thrown), and the Harm dealt is 3 for every level of Intensity in the item (thus, an Intensity 4 item deals 12 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 the character 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

### **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 simultaneously affect an additional creature with your spellsongs. 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 no mental activity or means of hearing (e.g. amorphous, fabricated, plantlike, undead) 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 spell school (see the Magic chapter for more info). A list of magic songs may be specific to the campaign setting in which the game takes place. At the very least, a list should include the 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**



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 have a spell which you are especially good at casting. All your spell rolls for your chosen spell get a +2 bonus. You can take this Trump more than once, each time for a different spell.

**Incompatible with:** Magic Dunce

### **Spell Conditioning**

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.

# **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**

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.

### **Empty Body**

With the utmost control over your mortal frame, you can will yourself just outside of this realm of being. Your body becomes slightly translucent to anyone viewing you directly. When in this state, you can pass through solid objects: walk through locked doors and solid walls, or dive into the floor below you (just standing there doesn't cause you to sink down). Also while Empty Body is activated, you can ignore any incoming object or force: the cannonball, blast of fire, or the sword swing that would have connected simply flies through you. It takes 2 Action Points to activate this state, and for every Spirit Point you spend, you stay *empty* for one round.

Requires: Harness Spirit and a minimum Self-Control of 6

### **Fate**

Fate is the force that guides all life, whether it is counted as favor or disfavor of the gods, good or rotten luck, mere chance, or a destiny predetermined by a prophecy. Whatever the case may be, each individual has a knack for escaping or not escaping dangerous situations. Dice rolls in general, the cornerstone of RPGs, are a question of Fate. You can use a Fate point to allow any one of the following:

#### Re-rolls

You can use a Fate point to re-roll a missed roll once (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), make another character or enemy re-roll the dice (Fate has saved your neck, so to speak, by a hair's width).

#### **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 his strength and courage to overcome a dramatic situation.

#### Health Points as Mana

Magic-users may call upon their Fate when Mana is spent, for spending a point of Fate allows the spellcaster to use her body as fuel, exchanging 5 Health Points where 1 MP would be due (this is described further on in the chapter on Magic).

You may never have more than 5 points of Fate at any time.

### **Ghostly Guide**

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

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

### **Harness Spirit**

Grasshopper, you have studied the ambient spiritual energy circling throughout the cosmos: ki; the very life force inherent all things. You recognize the precious balance of the positive and negative forms of ki. Through your studies, you have special insight into channeling it, controlling it, and using it to your benefit. You may use and add to the Spirit Points (SP) stat (based initially on your SFC score), and can buy ki-related trumps.

It costs 3 AP to Harness one Spirit Point. You may then expend the Spirit Point to receive a +2 bonus on your next check. You may Harness your Spirit Points as many times as you like, consecutively, and

2



apply that bonus on your next check. For instance, if Leiwyn spends 6 AP in a round Harnessing her Spirit, she expends 2 SP and receives a +4 bonus on her next check. If she were to continue Harnessing on her next turn, she could spend 3 or 4 SP and receive a +6 or +8, respectively.

This bonus may be used to improve Skill checks as the spirit energy has temporarily improved your mental, physical, social, or spiritual faculties. It can also be used for the Attack Roll as the spirit energy has temporarily improved your aim. If the Harness is done at the end of a character's turn and the character must make any kind of defensive roll before his next turn (such as a Evasion Roll, a Guard Roll, or a save against a spell), the bonus can optionally be used for defending as the spirit energy can temporarily improve speed, endurance, or resistance to the arcane. The only roll that cannot benefit from this Trump is the Casting Roll— *mana* and *ki* are two separate things.

Any character that takes physical damage while Harnessing Spirit must make a Mind Control check at a DL of 10 + any damage dealt. Failure means broken concentration and all Spirit Points harnessed are lost.

Harnessing Spirit can represent many historical martial art concepts including Iaijutsu, Iron Shirt, and Iron Palm.

**Incompatible with:** Aura of Decay, Chaos Knight, and Beyond Good and Evil

### **Legendary Skill**

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.

### **Light Body**

You essentially cling to the flows of Ki themselves, giving the appearance that your body is up to 1/10 of your normal weight. You gain a +5 bonus to Gymnastics while balancing or jumping and Grip while climbing for each Spirit Point spent. You can be in this state for up to five minutes per Spirit Point spent. Tell us how the weather is up there when you're hanging out on the end of a tree branch.

**Requires:** Harness Spirit and a minimum Self-Control of 6

### **Nine Lives**

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



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.

**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. Fast Healer and Regeneration *are* compatible, but their effects are exclusive (Fast Healer does not cause Regeneration to heal double the HP).

Requires: A minimum Self-Control of 4

### **Sleep Control**



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**



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. FAULT8



Il 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 ingame 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 drugs 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.

### **Allergies**



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**



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



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



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**



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**



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**



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**

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

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 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. Your maximum movement Speed is reduced to half, and you take a -2 to Dash checks involving the use of your legs (e.g. running, swimming). For 8 points, both your legs are nearly crippled, 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 are rendered prone (-4 to Evasion Rolls) 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

10/12

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



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



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**



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:** Attractive, 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



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 Max Caps in Muscle, Agility, and Endurance is one fewer. You also have 1 fewer Action Point.

Incompatible with: Child, Ancient, Prehistoric

#### Ancient



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 Max Caps 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**



"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 Max Caps 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**



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



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.

**Incompatible with:** Iron Grip, Massive, and Workhorse

### Sickly



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**



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**



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-that's all, folks!

**Incompatible with:** Mute, Inspirational, Oh Snap!, Peacemaker, Spellsong, Silver Tongue

### Stinky



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**



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



You possess no arms and cannot engage in any form of combat that requires the use of arms/hands. To inflict harm on another 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**



You are, well, short. Really short. You're one Size category lower than the norm for your species. For example, a human male (normally Size 0) is now Size −1, an underwhelming 4 feet 6 inches and 75 pounds. You suffer obstacles and indignities bigger folk never even consider. Equipment forged for those of normal size is pretty heavy for you! Your Muscle score is treated as 1 lower than it really is when determining the minimum required Muscle to wield a weapon effectively in combat. Must be *this* tall to ride.

**Incompatible with:** Massive and Unremarkable

### **Walking Target**



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



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**



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 unowned 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**

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

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

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**



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 granted 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**

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

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

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 check—unfortunately, all your Discern checks relating to believing something or someone (Bluff checks, etc.) have a -2 penalty. You also take a -2 to Lucidity. Oddly enough, the word "Gullible" itself is not in the dictionary.

**Incompatible with:** Born to Haggle and Skeptic.

### **Honest Abe**

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 person, 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 Haggle, Devil on Your Shoulder, and Silver Tongue.

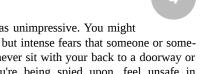
### **Indomitable**

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



You are easily shrugged off as unimpressive. You might be paranoid: 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. Or perhaps you are physically under-developed or mentally slow on the take. Your verbal jabs and body language don't communicate that you mean business.

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. Have fun muttering to yourself and looking over your shoulder every two seconds.

It should be noted just because you don't seem particularly dangerous doesn't mean you aren't, in some fashion.

Goes very well with Coward and Hyperactive.

Incompatible with: Compos Mentis (if the reason for being Laughable is a mental instability), and Bully

### Masochist



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**



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**

Short Fuse

You are plagued by horrendous nightmares during sleep. 5 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**



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**



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 spiders and arachnids), necrophobia (fear of corpses and death), and zoophobia (fear of animals).

**Incompatible with:** Compos Mentis and Fearless

### Sadist



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.

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



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**



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



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**



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 Ma-

chinery 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

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 story-line).

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!

### **Uneducated**

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**

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 of 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**

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

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**

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**

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

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**

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 un-

helpful. 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**



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



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



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**



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**



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



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

Another Fault that goes hand in hand with this one is Deformity.

# **Pesky Sidekick**

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.

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**



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**



Not only are you wrong, you're also a dick!

**Incompatible with:** Everybody's Best Friend and Perspective

# **Shady**



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 deformed, scarred, branded as a criminal, or simply have an air about you that says you are no good. Strangers you meet start off on the Malign state on the Disposition Chart. 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 Leadershipbased 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**



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 (midgets, 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**



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**



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-eved 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**



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



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**



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**



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 ex-

treme 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, Counterattack, 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**



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, Counterattack, Domino Strike, Duelist, Mounted Charge, Mounted Defense, Mounted Smite, Overzealous, Roundhouse, Stranglehold, Suplex. Also incompatible with the Hands of Fate Special Power.

# Uncooperative



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**



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**



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



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 Spell-casting Attribute score.

**Requires:** The ability to cast spells or use abilities that require MP.

# **School Sensitivity**



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**

9

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

7

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 rationalizing, 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.

There is a higher power in the universe, and it is good.

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**

world, and all worlds.

An ancient maxim oft-repeated across Jaeis 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

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

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.

# **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 problems 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.

#### 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).

### Hands of Fate

After intense study of the workings of your own hands and the force that you can exert through them, you have learned how to manipulate parts of the world around you with the expulsion of ki through your hands.





Incompatible with: Combat Shy, Coward, Frail, Straight-Shooter,

and Unarmed.

Requires: Harness Spirit

### 1. Breaking Touch

You have realized a *Bakusai Tenketsu*, a single striking point on any object that causes it to fall apart. Boulders, shields, doors, barrels, crates, chests, and the like crumble after your strike. (add an additional +4 to damage breaking objects)

Requires: 2 ranks in Hand-to-hand

### 2. Sleeping Touch

You have realized parts on the humanoid body that when struck cause the body to fatigue. Make a Called Shot attack against an opponent. If the opponent fails the defense roll, he or she immediately falls asleep for as many rounds as you have spent Spirit Points (e.g. 4 Spirit Points will cause your opponent to fall asleep for 4 rounds). This attack deals no damage. If any damage is done to the opponent while he or she is asleep, the effect ends and the opponent awakes immediately. This technique only works on living, humanoid creatures.

Requires: 4 ranks in Hand-to-hand

### 3. Paralyzing Touch

The flows of ki through the nerves and muscles of a body are now known to you. You have realized the *Chin Na* and can strike a part of a humanoid body and cause it to be paralyzed. Make a Called Shot against a part of an opponent's body. If the opponent fails the defense roll, that body part is paralyzed and unusable for as many rounds as you have spent Spirit Points (e.g. 4 Spirit Points will cause paralyzation for 4 rounds). This attack deals no damage. To paralyze an entire body, a Called Shot must be made for the base of the neck. This technique only works on living, humanoid creatures.

**Requires:** 6 ranks in Hand-to-hand

### 4. Healing Touch

You have learned *Tui Na*: how the flows of ki through the pressure points of the body strengthen and weaken it. You can spend Spirit Points to restore damage done to yourself or an ally you can touch. You restore 5 Health Points per Spirit Point spent.

Requires: 8 ranks in Hand-to-hand

### 5. Killing Touch

You have studied long and hard to realize the *Dim Mak*, the ability to strike an opponent and instantly kill. Spend a Spirit Point and make a called shot to a specific part of the head. If the opponent fails the Guard Roll, he or she must make a Mettle check against 5 plus any damage dealt. Even if the technique fails, this move still inflicts damage as normal. This technique only works on living, humanoid creatures.

Requires: 10 ranks in Hand-to-hand

## **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.

### 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.

### 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. 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.

### 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.

# **Spirit Blast**

You can wield the very ki inside you as a weapon, and combat foes with tangible concentrations of spirit energy. These bursts of power can either be directed alone as a ranged attack, or delivered as bonus damage along with a weapon attack.

To enact a Spirit Blast, you must Harness one or more Spirit Points (taking 3 AP for each as normal). Instead of conferring a +2 bonus to a check for each point, this will add +5 Harm to your Damage Roll. The Spirit Blast delivered alone as a ranged attack uses the *Thrown* Weapon Skill, and does not include any Muscle in the Damage Roll. When the Spirit Blast is delivered during an attack with another weapon (e.g. thrown javelin, bow, hand-to-hand, sword), simply add the bonus Harm.

Spirit Blast attacks are often times unique to a school of martial arts, or to an individual. Since these techniques are learned or developed, a player is encouraged to give specific names and descriptions to their different ki-related offensive abilities.

Requires: Harness Spirit

#### 1. Ki Novice

Your weapon glows faintly while you focus your ki. You can Harness 1 SP for +5 Harm.

### 2. Ki Adept

Your entire body noticeably glows while your spirit power is collected. You can Harness 2 SP for +10 Harm.

#### 3. Ki Virtuoso

A bright nimbus of spirit power surrounds you as you channel your inner strength. You can Harness 3 SP for +15 Harm.

### 4. Ki Expert

The very ground beneath you seems to burst with power as you concentrate. You can Harness 4 SP for +20 Harm.

#### 5. Ki Master

The ground shakes and the heavens rumble as you summon the very energy of the cosmos. Harness 5 SP for +25 Harm.

# Teleport

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 ki, you can instantly will yourself to be in another place, including passing through solid matter. The art of teleportation using spirit energy is known by few and mastered by fewer.

In game terms, teleportation in this sense can be used to move to higher or lower ground without climbing, as well as circumventing walls, floors, ceilings, or other obstacles. It takes one Spirit Point to activate this Special Power. If a character attempts to teleport into solid matter, he or she returns to the original spot and the Spirit Points spent are lost.

When a character chooses a destination, he or she must be able to see it with the naked eye. For example, if Tim's character Drinnin is outside the city gates and sees a secluded spot by a building through the portcullis, he can choose to reappear on the other side of the gate. Precision is lost the further away the destination lies. For example, if Drinnin is looking out a tower window and wants to reappear in a field he can see in the distance, the GM may require him to make a Perception check. When Drinnin appears, he mistakenly arrives 15 feet in the air, at which time the GM requires him to make a Gymnastics check to avoid falling damage. Teleporting great distances in this manner is at the character's own risk.

You can opt to bring some traveling companions on your journey. For every Spirit Point you spend, you can bring one extra living being (an ally, a trusty steed, etc). If the creature is unwilling, the attacker and defender must make opposed Resilience checks. If the defender succeeds, he or she stays behind when the teleporting character disappears.

Requires: Harness Spirit

### 1. Spirit Walk

Your body drifts across the flows of spirit energy. You can teleport to any location within eyesight. It takes 4 AP and a successful Resilience check at DL 14.

Requires: A minimum Self-Control of 6

### 2. Spirit Run

Your body sprints forth with the winds of life force behind it. Your teleportation takes only 3 AP and a Resilience check at DL 13. In addition to line-of-sight teleportation, your character can also choose a *Get-Away*: a place in which he or she can always appear (let's be honest, retreating is most likely why you're using the Get-Away in the first place). Good Get-Aways include your character's home town, base of operations, or local bar. Be careful selecting a Get-Away, because you cannot change it once chosen.

**Requires:** A minimum Self-Control of 7

### 3. Spirit Jaunt

Your body sails quickly on the unseen sea of life force. Your teleportation takes only 2 AP and a Resilience check at DL 12. In addition to line-of-sight teleportation, your character can choose another Get-Away for a total of 2.

**Requires:** A minimum Self-Control of 8

### 4. Spirit Journey

Your body moves forth like the winds of a storm. Your teleportation takes only 1 AP and a Resilience check at DL 11. In addition to line-of-sight teleportation, your character can choose another Get-Away for a total of 3.

Requires: A minimum Self-Control of 9

#### 5. Spirit Excursion

Achieving a unity with the currents of spirit energy themselves, your body can trek as the planets do through the heavens. Your teleportation is instantaneous (but must still occur on your turn) and a Resilience check at DL 10. In addition to line-of-sight teleportation, your character can choose another Get-Away for a total of 4.

Requires: A minimum Self-Control of 10

## **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 Handto-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

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

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

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

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

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

Simple tricks and prestidigitations are foiled by you. You are immune to all Intensity 1 Illusion Spells and similar effects.



### 2. Bleary Eye

You can peer straight through cunning enchantments. You are immune to all Intensity 2 Illusion Spells and similar effects.

### 3. Open Eye

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

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

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

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

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

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

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

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. Combat



hen 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 just 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 drawnout, 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



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.

#### Reaction Order Example

"You burst into the room. The evil sorceror 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," she 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. You all notice Aelfin reciting an incantation, he's about to cast dark magic. And Nox?" Wes asks.

"I'm going to hold my turn until Aelfin casts a spell. If he does, I'll try to attack and interrupt it," James says.

"Okay, James, you hold your turn," Wes continues. "Aelfin definitely begins casting, it's Nox's turn. You may attack."

James rolls a 19 for his Attack Roll, and Wes rolls an 14 for Aelfin's Defense Roll. James rolls a 23 for his Damage Roll, Wes rolls an 18 for Aelfin's Guard Roll. Aelfin takes 5 points of damage and must roll a Mind Control to continue casting his spell. Wes groans as he critically fails (rolls a 1).

"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. "Instead, Aelfin pulls a dagger from his belt and attacks Nox."

Afterwards, Akare makes a Stealth check, and Celeste casts her spell.

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.

# **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 another 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 another combatant
- Taunt another combatant
- Trip another 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.

# **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



*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.

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 comprised of the following.



The *harm* bonus comes from the weapon itself. Check the Equipment chapter for the specific harm a weapon can deal.

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. Any ranged weapon which is thrown *can* use the attacker's Muscle and Might.

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.

### Called Shot

A **Called Shot** is a special type of Attack Roll in which you aim for a specific, usually small, target. For instance, you want to shoot the gun out of someone's hand, or use a whip to cut off a spellcaster's tongue.

# **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 po-tay-to/po-tah-to and we *do* like mashed potatoes.

Making a called shot imposes a -2 penalty to an Attack Roll if the target is slightly hard to hit (for instance, a leg or an arm). Anything more specific (the heart, an eye) imposes a -5 penalty.

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.

### 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.

### 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.

### **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.

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.

### Knockout

When forced to use violence against opponents towards whom they have no malice, players will often opt to have their character forgo dealing normal damage and instead attempt to move an opponent down the Knockout Track and so incapacitate them without killing them. Narratively, what this means is that your character uses the flat of a blade, hilt, pommel or other non-lethal part of a weapon to beat the opponent down. When you announce your attack, state that you are attempting to deal Knockout damage or "pulling your punches." The characters make Attack and Damage Rolls as normal. For every five points of damage you normally would have done, the opponent is moved one space down the Knockout Track.

The further down the Knockout Track a character is, the more penalties are applied to his or her rolls. When a character reaches Stage Five on the Knockout Track, he is rendered unconscious until he is healed of his condition or has adequate time to rest.

Knockout Track

Status	Penalty
Stage One	-2
Stage Two	-4
Stage Three	-6
Stage Four	-8
Stage Five	Knocked-out

### 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. To charge, you must have enough AP to use your weapon and move the distance between you and the opponent at full speed. If you don't have enough, you can run during one turn and attack the next. You must move a minimum of 10 feet; a character can't charge to attack an opponent that's directly adjacent.

Michelle's character Skorna wants to charge at Dustin's character Nox. Unfortunately, Skorna must use 4 AP to close the distance between herself and Nox, but using her Waraxe takes 5 AP. Michelle decides to have Skorna charge, using one turn to close the distance (round one), and her second turn to make the attack (round two).

Charging adds +2 to the Damage Roll.

### **Overrun**

Instead of attacking at the end of the charge, a character can attempt to Trip the defender. This is called an overrun. You receive a +2 bonus to Trip when overrunning.

### **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 difference between the Attack Roll and Parry Roll is negative) 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.

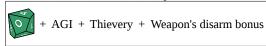
### **Disarming**

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.

Any weapon can be used to disarm a defender, even ranged weaponry. 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.

An attacking character must make a Called Shot against the weapon, therefore taking a penalty of -2. Ranged weaponry incurs a penalty of -5 due to the extreme difficulty of hitting the other weapon at a distance. The defender makes an Evasion Roll as usual. If successful, the attacker rolls a Disarm Attempt instead of a Damage Roll. The defender, in place of a Guard Roll, makes a Grip check to hold on.

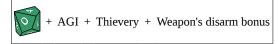
#### Disarm Attempt



For example, a whip has a +3 disarm bonus. Some weapons actually incur a penalty when used to disarm.

The defending character will roll a Grip:





### Defend against a Disarm



For example, a scythe has a +2 resistance bonus because one holds it with two hands.

If the attacker's result is greater than the defender's result, the defender's weapon is dropped to the ground. If the attacker is using the Hand-to-Hand skill, he can opt to grab the weapon away instead of it falling.

### Example

Josh's character Risp uses a whip to try to disarm an enemy who carries a scythe.

- Josh's attack roll (with Called Shot penalties) 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 (darn!)

Instead of a Disarm attempt, it may be easier to make a Called Shot to the hand (a -5 penalty), in the hopes that doing so will cause the defender to drop the weapon being held. Upon a successful Called Shot to the hand, the defending character must make a Grip check against a DL of 10 + any damage dealt or drop the weapon. Upon sufficient damage, the GM may rule that the defender's hand is severed clean at the wrist, and the weapon and hand fall in gruesome fashion.

### **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.

### The Grab

Sometimes you just gotta put someone on hold. Those trained in the wrestling arts or those skilled at hand-to-hand fighting are very good at these maneuvers. It can be beneficial to incapacitate an enemy or pry something from their fingers.

### Starting a Grab

Attempting a Grab takes 4 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 instead rolls a Grip check. The defender must roll either a Might check or a Thievery check at his option. If the attacker's Grip is higher than the Defender's Might or Thievery, the defender is considered *pinned*, and rendered basically immobile. The attacker is free to release the Grab at any time if so desired.

#### 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 puts Skorna in a full nelson.

Note that while in a Grab, the attacker and the defender add neither Agility nor Dodge to their Dodge Rolls, nor can they parry using their own weapons. If one of the participants in a Grab is targeted with an attack, and the other is holding a weapon, the targeted character can try to use the other's weapon to parry. They must both roll Might checks and if successful, the character receiving the attack can use the other's weapon. In a similar manner, a character in a Grab can try to use the other as cover when attacked. This also requires opposed Might checks.

If the defender was casting a spell that required the use of her arms at the time of the pin, the spell is lost but the Magic Points are kept.

After the pin has been established, the attacker can do any of the following (either on the same turn if there's enough AP left, or on later turns)

- Squeeze 3 AP. The attacker tightens the Grab and deals crushing damage using a normal hand-to-hand Damage Roll opposed by the target's Guard Roll. No Attack/Dodge is necessary.
- Throw 4 AP. The attacker and defender roll opposed Might checks. If the defender wins, she stays put. If the attacker wins, the defender is thrown by that many feet and lands prone.
- Move You can pick up the defender and drag or carry her along with you. The attack and defender roll opposed Might checks. The AP cost is normal for moving.
- Pry 2 AP. You can try to pry something out of the defender's hands or equipment. Make opposed Grip checks. If the defender wins, she keeps the item. If the attacker wins, the item is taken from the defender.
- Choke 3 AP. The attacker constricts the defender's airways, making it impossible to breathe. The attacker makes a normal hand-to-hand Damage Roll opposed by the target's Guard Roll. If the attack is successful, no damage is applied, but the defender is considered to be suffocating, and will slide one step down the Knockout Track. Unlike some other forces which push a character down the Knockout Track, if the defender breaks free of the pin before falling unconscious, the penalties accrued from being choked immediately vanish. Also, if the defender falls unconscious from a choke attack, the attacker has two options: let the character fall and remain unconscious, or deliver a coup de grâce at the next opportunity.

# **Escaping a Grab**

For 3 AP on her turn, a defender can try to break out of the pin. 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.

If the defender doesn't require the use of gestures to cast spells (say, the character has Focus Casting and the item is in hand), she can cast normally. Personal-area damage spells such as Full Metal Jacket or Immolate work nicely in this situation.

## **Entangle**

Becoming entangled in something like a net, whip, or trap means a character suffers penalties to many actions and movement may be halted entirely.

When an attacker attempts to entangle an opponent with a weapon, the attacker makes an Attack Roll. If the defender fails the Evasion Roll, the defender is considered *entangled*. To break from the entanglement, the defender needs to succeed at a Thievery or Might check to escape or break the bonds.

### **Manacles**

Normal manacles (handcuffs, leg-irons) cannot be put on by means of an attack. If an opponent has been pinned, the manacles can be applied, if the target is unwilling. If the target is willing to be handcuffed, there is no check involved. While hand-cuffed, movement is not impaired, but any attack, defense, or skill rolls requiring the use of hands is at a -4 penalty. While in leg-irons, the character's speed is halved and any rolls involving the use of legs or feet is at a -4 penalty. If the character wears both leg-irons and hand-cuffs then speed is halved and the character takes -8 to any rolls which require freedom of movement. Rolls to escape from or break open the manacles are not impaired in this way. The DL for breaking basic manacles is 20, and the DL for breaking well-made ones is 30. Wriggling free of manacles has a DL of 25. Normal manacles obviously do no damage and have no Harm score.

#### Nets

Regular nets do no damage on their own, though a magic net or one studded with barbs might. A net is a ranged weapon like an arrow and so once a net has been cast on a target, an attacker needs another net if they want to net someone else. A character entangled in a net cannot move from the spot and is at a -4 to rolls which require freedom of movement. The DL for escaping a net is 18. Ripping the net and busting out carries a DL of 20. Nets cannot be parried.

If a net has an attached rope or cord by which the net can be dragged, the netted character can be pulled along against their will.

### Whips and Chains

Whips and chains both do a bit of damage, and are employed a little differently than a net. Whips and chains can be used over and over again. When a defender has become entangled with a whip or chain, they cannot move away from the attacker so long as the attacker maintains a hold on the entangling weapon. The defender can move forward or in a circle around the attacker, but cannot move further away.

Additionally, an attacker can make special called shots with a whip or chain. With a successful called shot to the neck the attacker can attempt to choke the target, similar to choking while in a Grab. As long as the target does not escape the entanglement, the attacker can make a Damage roll. The defender rolls Guard as usual. If the Damage succeeds, the defender suffers no damage, but begins to move down the Knockout Track. Called shots which entangle limbs holding weapons mean the target takes a -4 to use that weapon so long as the defender remains entangled.

Finally, an attacker who has entangled an opponent with a whip or chain can try to pull them closer with opposed Might checks. For each point of difference between the attacker's roll and the entangled character's, the target is pulled one foot closer. Weak attackers should beware of this tactic since if the roll is failed, the defender can pull the attacker! This action costs 4 AP to initiate.

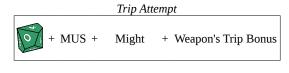
Being entangled by a whip or chain also impairs one's balance. A trip attempt made against an entangled defender (using the entangled weapon, of course) requires a Might check (plus any bonus the weapon might have for trip attempts) opposed by a Gymnastics check. This is the same as a trip roll without the need to try to hit the target, since they are already entangled.

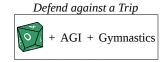
### **Unwinding**

It costs 6 AP to intentionally unwind or disentangle your own weapon or tool from something and you have to be able to reach where it is caught. If you have entangled an opponent, you can go ahead and try to walk up and ask for your whip or net back, but expect a punch in the face and obscene hand gestures for your effort.

### **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 a Gymnastics check to stay balanced.





If the attacker's result is higher than the defender's result, the defender is tripped. No damage is incurred by a trip.

When a character is tripped, he or she has been thrown to the ground. In game terms this means the character takes a -4 penalty to any Evasion Rolls.

While you can't perform a Trip attempt with a ranged weapon, you can certainly make a Called Shot to a person's foot or ankle. If the attack hits and causes damage, the defender must roll Gymnastics against a DL of 10 + any damage incurred or fall to the ground writhing in pain.

# **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, al-

though 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).

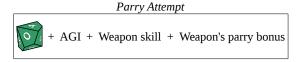
# Dodge

A character who is quick on her feet can try to remove their person from the path of an opponent's attack or hazard.



# **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.



The defending character may use any attack-related bonuses but *not* damage related bonuses. Some weapons grant a bonus when used to parry, and some 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.



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.

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.

# 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 may not add Agility nor Dodge to the Dodge Roll, and may not parry.

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.

### 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.

# **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 Negotiate check to alter the disposition of a combatant or achieve a resolution. 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!

Seeking a diplomatic resolution takes 4 AP and targets one opponent at a time. See the Negotiate skill for the result of the difference in checks. Once the target has been moved to the Benign disposition, they will cease hostilities towards you and your allies.

Certain conditions will give you the advantage in a negotiation.

If the target	Check
has been Intimidated by you or your allies	+2
has less then half of their max HP	+2
has 5 or less HP remaining	+2
is presented with a hostage to whom they are sympathetic	+2
has been offered rewards and has a reasonable expectation that the offered bribe is legit	+2
has been Taunted by you or your allies	-2

All of these bonuses to the Negotiate check are cumulative. For instance, if the target has 3 HP remaining and you have his best friend on his knees staring at the business end of a sword, you receive +6 to your roll.

Keep in mind that the GM may decide 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 incur a very severe penalty to the Ne-

gotiate check. Characters with certain Trumps or Faults (*Indomitable* or *Vengeful*, for instance) may also be ruled immune or resistant to this tactic. And *Callous* characters won't care if you have a hostage.

Diplomacy is especially useful when you and your companions are outnumbered, out-gunned, weak and weary from previous combats, or all of the above.

### **Intimidating**

As detailed in the Skills chapter, Intimidate can be used to instill fear into a single opponent. The target of a successful Intimidate check incurs a -2 penalty to all rolls during an encounter. Intimidating another combatant takes 4 AP. If the target's Guts check is a Critical Failure, they'll flee the fight.

### **Taunting**

Also detailed in the Skills chapter, Taunt can be used to incite anger and make an opponent flustered. The target of a successful Taunt check incurs a -2 penalty to all rolls during an encounter. Instead of imposing this penalty, Taunt can alternatively be used to draw an opponent's attention away from an ally. In either case, Taunting another combatant takes 4 AP. If the target's Virtue check is a Critical Failure, they'll be considered wide-eyed against anyone but the Taunter.

# **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 casts 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.

# Moving

A character can also spend Action Points to move around the area in which the combat is taking place, closing with foes, or escaping them. The starting base speed for player characters is 10 ft. per action point 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.

Characters can use the Gymnastics skill to 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. Upon success, you can move right past an opponent. 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, moving at half speed. You can also attempt a Gymnastics check to jump over it.

A character who is using Stealth moves at half speed. You can take a -10 on the check to move at full speed.

# **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 in the Movement section, 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.

# **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 Animal 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.

# 10. EQuipment



t'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 the Immortal Legacy RPG 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.

Starting characters begin the game with 500s unless they have purchased the Wealth trump.

# **Clothing**

Sometimes it's not who you know, but how you dress. Here are some examples of outfits available for your character to purchase.

Name	Cost
Royal Clothes	500s
Noble Court Clothes	300s
Cold Weather Clothes	100s
Noble Court Clothes Cold Weather Clothes Woodsman's Clothes	50s

Name	Cost
Peasant Clothes	5 <b>s</b>
Wanderer's Clothes	25 <b>s</b>
Fashionable Clothes	400s

# 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.

### 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.

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 ( $\ddagger$ ) 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 onehanded, but may be wielded with both hands for increased stability. When these weapons are used two-handed, their Muscle requirement is reduced by one and they receive a +2 bonus against being Disarmed.

### Hand-to-hand

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Unarmed	3	-2	1	В		N/A	1
Cestus / knuckles <sup>†</sup>	3	-2	2	В	+3 vs Disarm	25s	1
Punch dagger <sup>†</sup>	3	-1	3	P	+2 vs Disarm	50s	1
Claw <sup>†</sup>	3	-1	3	S	+2 vs Disarm	75s	1

- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Dagger / knife <sup>†</sup>	3	-2	2	P,S		25 <b>s</b>	1
Parrying dagger	3	+3	1	P,S	Disarm +3	125s	1
Sai	3	+3	1	В	Disarm +3	40s	1
Stiletto / poignard	3	-1	3	P		40s	2
Dirk / combat knife	3	-1	3	S,P		75 <b>s</b>	2

- 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 maingauche 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.
- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Short sword / gladius	3	0	4	P,S		100s	3
Longsword*	4	+2	5	S,P		225 <b>s</b>	4
Broadsword*	4	0	6	S,P		175s	5
Katana	4	-2	7	S,P	Reduced AP & Harm when used 1 handed. +1 Accuracy	1000s	6
Bastard sword	4	-1	7	S,P	Reduced AP & Harm when used 1 handed	500s	6

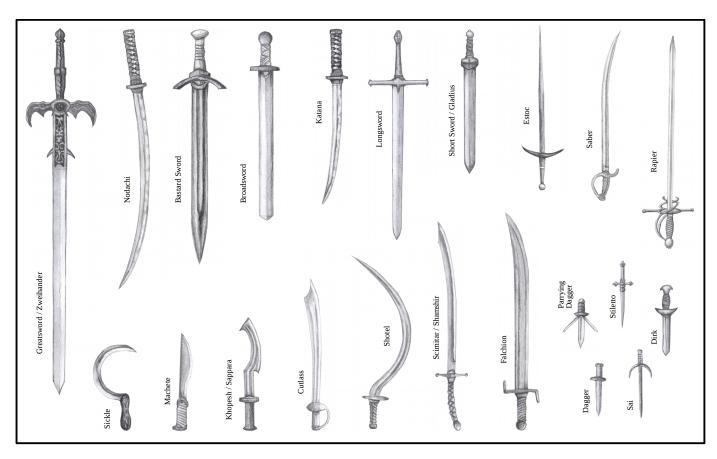
• *Short sword/gladius* – A very common and dependable thrusting sword, less than three feet in length.

- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Katana*	5	-1	10	S,P		1000s	5
Bastard sword*	5	+1	10	S,P		500s	5
Nodachi <sup>‡</sup>	5	0	12	S,P	+1 Accuracy	1500s	7
Greatsword / zweihander <sup>‡</sup>	5	+1	12	S,P		750s	7

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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Sickle	3	0	2	S	Disarm +1	25 <b>s</b>	1
Shotel	3	+1	3	S,P	Disarm +2, Trip +1	90s	2
Machete	3	-1	4	S		50s	3
Khopesh / sappara*	3	+1	4	S	Disarm +2, Trip +2	125s	3
Cutlass	3	+1	4	S,P	+1 vs Disarm	125 <b>s</b>	3
Scimitar / shamshir	4	0	5	S		125s	4
Falchion*	4	0	6	S		175 <b>s</b>	5

- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Estoc*	3	+1	4	P		150s	3
Saber	3	+1	4	S,P	+1 vs Disarm	175s	3
Rapier	3	+3	4	P,S	+2 vs Disarm	250s	3

- 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 light-

weight, flexible blade and ornate handguard makes it ideal for defense as well as offense.

# **One-handed Bludgeons**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Blackjack / sap / cosh <sup>†</sup>	3	-5	1	В	+4 Knockout	20s	1
Club*	3	0	3	В		10s	2
Warhammer*	3	0	4	В	+1 vs Parry	125s	4
Mace	4	0	5	В		125s	5
Flanged mace / pernach	4	0	6	B+P	+1 vs Parry	175s	5

- Blackjack/sap/cosh A small club consisting of leather-wrapped lead. Known for easy concealment.
- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Sledgehammer <sup>‡</sup>	5	-3	8	В	+1 vs Parry	50s	6
Morningstar / spiked mace <sup>‡</sup>	5	0	10	B+P	+1 vs Parry	150s	6
Flail <sup>‡</sup>	5	-2	12	В	+3 vs Parry, Entangle +1	175s	7
War maul <sup>‡</sup>	6	-3	15	В	+2 vs Parry	350s	8

- 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	Parry	Harm	Type	Notes	Cost	Mus
Throwing axe / tomahawk	3	-1	3	S	Ranged Harm: see <i>Thrown</i>	50s	2
Hatchet / hand axe	3	0	4	S		50s	3
Kama	4	+1	5	S,P		100s	3
War/bearded axe*	4	-1	7	S		175s	5

- 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

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Woodcutting axe <sup>‡</sup>	5	-3	8	S+B		50s	5
Pickaxe / mattock <sup>‡</sup>	5	-3	9	P+B		75 <b>s</b>	5
War pick / beaked axe <sup>‡</sup>	5	-2	11	P+B		250s	6
Berserker axe / tabarzin <sup>‡</sup>	5	-2	12	S+B		350s	7
Great axe / executioner <sup>‡</sup>	6	-2	15	S+B	−1 vs Parry	500s	8

- *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 dualbladed axe head.

### **Polearms**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Quarterstaff / bo <sup>‡</sup>	3	+2	3	В		100s	2
Scythe <sup>‡</sup>	5	-3	9	S		100s	4
_					Disarm		
Partizan / ranseur <sup>‡</sup>	5	+2	10	P,S	+1, Trip +1	350s	5
Halberd / poleaxe‡	5	0	11	S,P	Trip +1	350s	6
Lucerne hammer <sup>‡</sup>	5	0	11	В,Р	+1 vs Parry	350s	6
Heavy glaive / naginata <sup>‡</sup>	5	0	12	S,P	+1 vs Parry, Trip +1	450s	7

- 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 closequarters combat, but can cause grevious 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

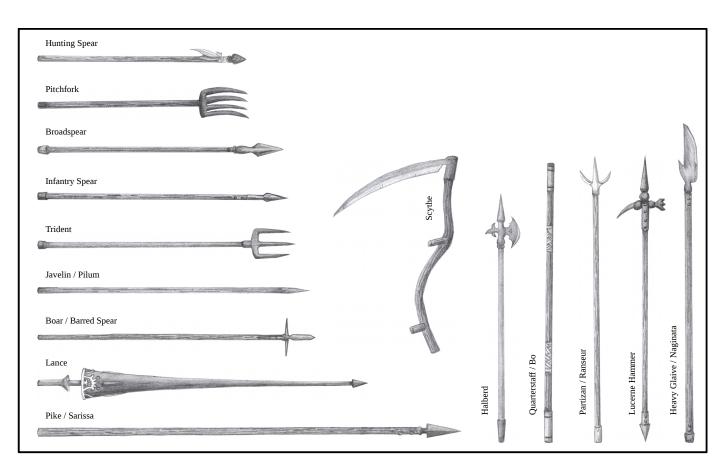


- edge against other polearms at the expense of some attacking power.
- Halberd/poleaxe The most common pole weapon, around six or seven feet in length, with an large axe head topped with a long spike. The reverse of the axe head has a thorn or hook useful in combating mounted riders.
- Lucerne hammer 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Javelin / pilum*	3	-2	2	P	Ranged harm: see <i>Thrown</i>	50s	2
Hunting spear*	3	-2	3	P		10s	2
Pitchfork*	3	+1	3	P	Disarm +1	25 <b>s</b>	2
Infantry spear*	3	-1	4	P		75 <b>s</b>	3
Trident*	3	+2	4	P	Disarm +2	100s	3
Broadspear*	4	0	5	P,S		125 <b>s</b>	4
Boar spear / barred spear*	4	+1	6	P	Disarm +1	150s	5
Pike / sarissa <sup>‡</sup>	6	-3	10	P	+5 vs Charge	250s	5
Lance	5	-3	6	P	Mounted charge = Harm ×2	150s	4

- *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.
- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
					+1 vs Parry,		
Bullwhip	3	-5	2	S	Disarm +3,	100s	1
					Entangle +3		
Studded /					+1 vs Parry,		
Studded / spiked whip	3	-5	3	S	Disarm +3,	150s	1
spiked willp					Entangle +3		

- 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**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Kusari- gama <sup>‡</sup>	4	-1	5	B,S	+1 vs Parry, Disarm +2, Entangle +3	250s	4
Ball & chain / Meteor hammer‡	5	-3	8	В	+2 vs Parry, Disarm +1, Entangle +2	200s	5

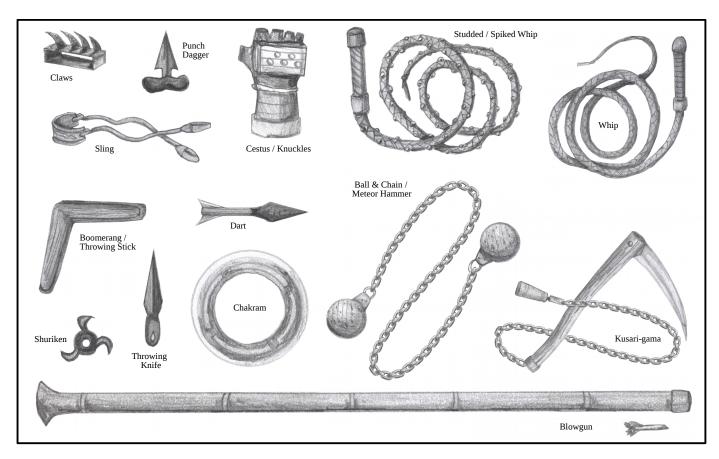
 Kusari-gama – A Kama (see One-handed Axes) attached at its base to a heavy metal weight by a three- to five-foot length of chain. The weighted ball can be used to strike opponents and

- 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.

### Thrown

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Dart <sup>†</sup>	3	-7	1	P		5 <b>s</b>	1
Shuriken <sup>†</sup>	3	-6	2	S		15s	1
Throwing knife <sup>†</sup>	3	-4	3	S		20s	1
Boomerang / throwing stick	3	-3	3	В		25s	2
Throwing axe / tomahawk	3	-1	4	S	Melee Harm: see <i>One-</i> handed Axes	50s	2
Javelin / pilum	3	-2	4	P	Melee Harm: see <i>Spears</i>	50s	2
Chakram	3	-3	4	S		75 <b>s</b>	2

- 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 stun-



- ning 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	Parry	Harm	Type	Notes	Cost	Mus
Short bow‡	4	-4	10	P		200s	4
Longbow <sup>‡</sup>	5	-2	14	P		350s	5

- 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**

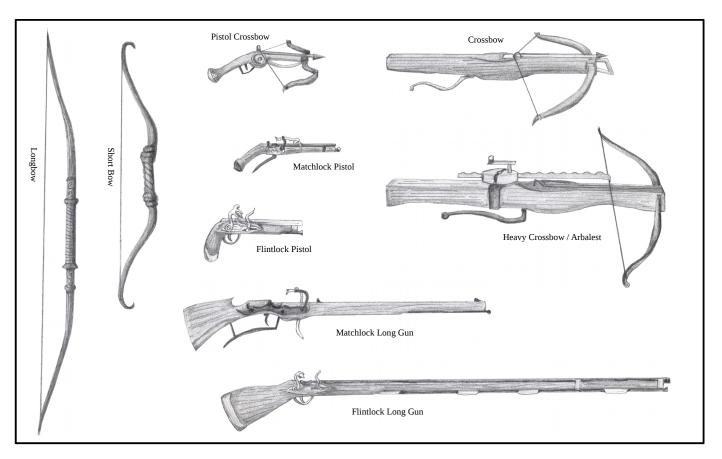
Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Pistol crossbow <sup>†</sup>	3	-4	6	P	Reload: 3AP	600s	1
Crossbow <sup>‡</sup>	4	-3	20	P	Reload: 8AP	400s	3
Heavy crossbow / arbalest <sup>‡</sup>	5	-3	30	P	Reload: 16AP	750s	5

- 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.
- Heavy crossbow/arbalest A very large crossbow with a metal bow. Has a crank to be used for reloading. This crossbow hits with a sickeningly massive force. Effective range is between 4 and 300 yards.

### **Firearms**

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Matchlock	3	-4	20	P	Reload:	2000s	2
pistol	3	7	20		12AP	20003	_
Matchlock long	1	-3	30	P	Reload:	3000s	4
gun <sup>‡</sup>	4	-3	30	Р	18AP	30008	4
Elipthody pictol	3	-4	20	P	Reload:	3000s	2
Flintlock pistol	3	-4	20	Р	9AP	3000S	2
Flintlock long	4	-2	30	Р	Reload:	4000s	4
gun <sup>‡</sup>	4	-2	30	r	12AP	40008	4

• 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.

# Miscellaneous & Specialized

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Net	5	-2	0	N/A	Entangle +5	50s	1
Blowgun <sup>†</sup>	3	-7	0	P	Reload: 1AP	25 <b>s</b>	1
Sling <sup>†</sup>	3	-5	3	В	Reload: 1AP	10s	2

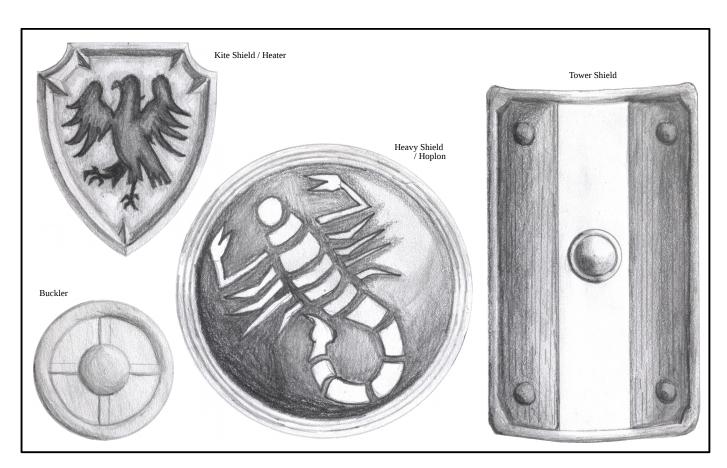
- Net Derived from the fishing device, this mass of ropes and weights is meant to encumber and hold an opponent.
- Blowgun The ammunition from a blowgun doesn't cause much damage, but is an effective way to deliver poisons, nerve agents, and other toxins.
- Sling A leather or rope corded weapon which 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

Name	AP	Parry	Harm	Type	Notes	Cost	Mus
Buckler	3	+3	2	В		100s	1
Kite shield / heater	3	+4	3	В		175s	2
Heavy shield / hoplon	4	+5	4	В	+1 to Trip	250s	4
Tower shield / scutum	4	+6	5	В	+2 to Trip	350s	5

- 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, Swim, Run, Gymnastics, Stealth, Thievery, and perhaps even Perception (if wearing a fully-enclosed helm).

### Don AP

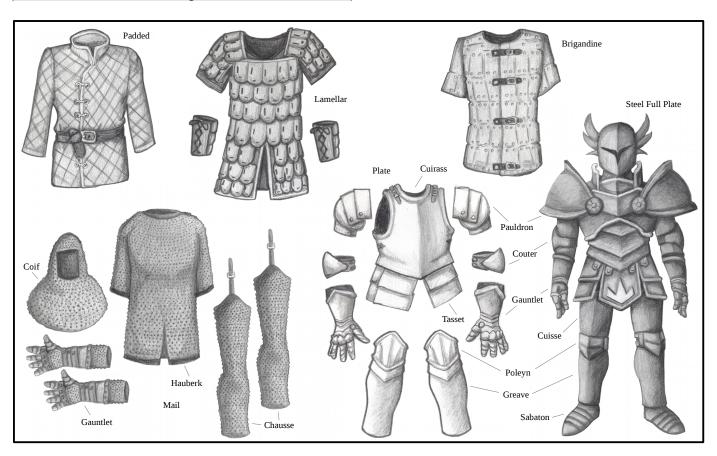
The amount of time in AP that it takes to put on this armor with assistance. Without assistance, it's double this number.

#### Remove AP

The amount of time in AP that it takes to remove this armor with assistance. Without assistance, it's double this number.

Type	e Bonus Hind. Notes		Cost	Don	Rem.	
Padded						
Cloth	1	0	Can wear over Mail, ½ repair cost	100s	12	8
Leather	2	0	Can wear over Mail, ½ repair cost	200s	12	8
Brigandine						
Brigandine	3	0	Can wear over Mail	700s	10	6
Lamellar						
Leather	3	1	−1 Armor vs. Piercing	300s	24	12

Bronze 4 2							
Bronze   4   2	Type	Bonus	Hind.	Notes	Cost	Don	Rem.
Iron       5       3       Piercing Piercing Piercing       600s       24       12         Steel       5       2       Piercing Piercing       800s       24       12         Mail         -1 Armor vs.         Bronze       5       2       Bludgeon, ½ repair cost       1800s       24       12         Leather       6       3       Bludgeon, ½ repair cost       2400s       28       14         Cost       -1 Armor vs.       3200s       28       14         Steel       6       2       Bludgeon, ½ repair cost       3200s       28       14         Cuirass         Leather       2       0       Can wear over Padded       500s       30       16         Bronze       3       2       Can wear over Padded       800s       30       16         Steel       4       1       Can wear over Padded       1000s       30       16         Plate       2       Ornate       2500s       48       24         Steel       9       4       Ornate       4000s       48       24	Bronze	4	2		400s	24	12
Steel       5       2       Piercing       800s       24       12         Mail         -1 Armor vs.         Bronze       5       2       Bludgeon, ½ repair cost       1800s       24       12         -1 Armor vs.         Steel       6       2       Bludgeon, ½ repair cost       3200s       28       14         Cuirass         Leather       2       0       Can wear over Padded       150s       24       12         Bronze       3       2       Can wear over Padded       600s       30       16         Iron       4       2       Can wear over Padded       1000s       30       16         Steel       4       1       Can wear over Padded       1000s       30       16         Plate         Bronze       8       4       Ornate       2500s       48       24         Iron       9       5       Ornate       3000s       48       24         Steel       9       4       Ornate       4000s       48       24	Iron	5	3		600s	24	12
Tarmor vs.   Steel   France   Steel   France   Steel   France   Steel   France   Steel   France   Steel   France   Steel   Steel   France   Steel   Steel	Steel	5	2		800s	24	12
Bronze 5 2 Bludgeon, ½ repair 1800s 24 12 cost	Mail						
Iron       6       3       Bludgeon, ½ repair cost       2400s       28       14         Steel       6       2       Bludgeon, ½ repair cost       3200s       28       14         Cuirass         Leather       2       0       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       Ornate       2500s       48       24         Iron       9       5       Ornate       3000s       48       24         Steel       9       4       Ornate       4000s       48       24	Bronze	5	2	Bludgeon, ½ repair	1800s	24	12
Steel       6       2       Bludgeon, ½ repair cost       3200s       28       14         Cuirass         Leather       2       0       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       Ornate       2500s       48       24         Iron       9       5       Ornate       3000s       48       24         Steel       9       4       Ornate       4000s       48       24	Iron	6	3	Bludgeon, ½ repair	2400s	28	14
Leather       2       0       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       Ornate       2500s       48       24         Iron       9       5       Ornate       3000s       48       24         Steel       9       4       Ornate       4000s       48       24	Steel	6	2	Bludgeon, ½ repair	3200s	28	14
Leather       2       0       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       Ornate       2500s       48       24         Iron       9       5       Ornate       3000s       48       24         Steel       9       4       Ornate       4000s       48       24	Cuirass		,				
Bronze       3       2       Padded 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       Ornate       2500s       48       24         Iron       9       5       Ornate       3000s       48       24         Steel       9       4       Ornate       4000s       48       24	Leather	2	0		150s	24	12
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	Iron	9	5	Ornate	3000s	48	24
Steel, Full 10 5 Ornate 6000s 60 30		9	•	Ornate			
	Steel, Full	10	5	Ornate	6000s	60	30



- 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, 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, Negatiate, 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, Negatiate, 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*.
- 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.

### **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 mentioned above, plate armor is already considered ornate.
- Well-made +1 to Armor bonus. Cost is additional 50%.

# Gear

Name	Cost
Standard Kit	30s
Camp Kit	25 <b>s</b>
Cooking Kit	25 <b>s</b>
Climbing Kit	25 <b>s</b>
Digging Kit	30 <b>s</b>

Name	Cost
Disguise Kit	100s
Healing Kit	80s
Thieves Kit	200s
Skald's Kit	70s

- 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.
- 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.
- 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.

# **Mounts and Animals**

Name	Cost
Riding Horse	400s
Working Horse	40s
Warhorse	2,000s
Donkey	40s
Ox	45s
Cow	45s

Name	Cost
Pig	8s
Sheep	6s
2 Chickens	1s
Leather Barding	700s
Steel Barding	2,000s
War Barding	10,000s

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.

- 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.
- 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.
- 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.
- Cow Your standard domesticated cattle. Different breeds may be better suited either as livestock or as dairy animals.
- Pig The end result of centuries of domesticating wild boars.
   Renowned for its meat and hide.
- Sheep This herd animal is favored for its meat, fur, and milk.
- Chicken Domesticated fowl. They're widely used for their meat and eggs. Some regions also favor their feathers.

# **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**

• 1s 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

# 11. Life and Death



ptimists are known to repeat the tag line: "at least you still have your health!" On the road to adventure, there are many downs in the form of aches, pains, and bludgeonings. There are also many ups in the form of rest, healing, and relaxation. This chapter attempts to detail them both and explain how characters live and die.

# **Health and Healing**

As mentioned earlier, a character's life-force is measured in Health Points. Most folks start off with 30 of these at character creation, though a creature's size determines this number, and some characters and monsters have more or less than 30.

### **Size**

A creature's **size** represents its mass and how much space it occupies. The following table lists the size modifiers, 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. Consult the table below.

The 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.

The Muscle bonus is added to Might and opposed Grip. In feats of strength, larger creatures are many times stronger than smaller ones.

### Rest

When a character rests at the end of a day, chances are that character has lost some Health Points. A character regains a number of lost HP equal to his Endurance score plus his Vitality score for each night he rests peacefully. Resting peacefully requires at least six hours of sleep in a non-hostile environment. In addition to gaining back HP, a rested character awakens to replenished Magic Points and Spirit Points.

Injured characters can also 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 against a DL of 10. For each point of success, the attended character regains an additional HP (that is, in addition to the usual HP they usually regain). Healers may tend to themselves overnight in this way, but cannot tend to more than one person per night.

### **Poor Rest**

If a character rests poorly, he does not regain HP from his Endurance and Vitality scores. He can still be tended to overnight and regain HP that way, but his own body is too exhausted to heal correctly without a little help. Characters who get poor rest still regain MP and SP.

### No Rest

This means that the characters have been going strong for over 24 hours, without reprieve, without a chance to rest at all. Characters who get no rest in a given day obviously have no chance to regain HP while resting and will begin to move down the Knockout Track. For each day a character does not rest at all, he moves one stage down the Knockout Track. Characters who get no rest do not replenish their MP or SP as a result of resting.

Size
------

Size	MUS	HP	Typical Weight	Typical Height	Example
-6	-32	1	0-0.5	0-0.25	Toad, mouse
-5	-16	5	0.5–2	0.25-0.5	Bat, gray squirrel
-4	-8	10	2–10	0.5–1	Human infant, brown rat, cottontail rabbit
-3	-4	15	10–25	1-1.75	Human toddler, falcon, house cat
-2	-2	20	25-50	1.75–3	Lynx, beaver, border collie
-1	-1	25	50-100	3–5	Firna, grey wolf, cheetah
0	0	30	100-250	5–7	Human adult, mastiff, wild boar
1	1	35	250-500	7–9	Kulgeri, gorilla, black bear, bull shark
2	2	40	500-1,000	9–11	Grizzly, tiger, bottlenose dolphin, alligator
3	4	50	1,000-2,500	11–13	Horse, bison, tiger shark
4	8	70	2,500-5,000	13–16	Hippopotamus, white rhino, great white shark
5	16	100	5,000-10,000	16–20	Juren, African elephant, stegosaurus, colossal squid
6	32	150	10,000-25,000	20–25	Tyrannosaurus rex, triceratops, orca
7	64	200	25,000-50,000	25–30	Apatosaurus louisae
8	128	275	50,000-100,000	30–40	Sperm whale, humpback whale
9	256	375	100,000-250,000	40–60	Argentinosaurus, fin whale
10	512	525	250,000-500,000	60–90	Amphicoelias fragillimus, blue whale
11	1024	750	500,000-1,000,000	90–150	Rampaging radioactive reptilian monsters

### **Healing Items**

It is said that there exist elixirs which instantly heal wounds and restore life force. Some elixirs are rumored to enhance the prowess of the drinker or to restore youth. The availability of these elixirs is most certainly rare and they would be pricey at best. Only practitioners of magic or experienced alchemists would have the knowledge of the workings of these concoctions, let alone be able to produce them.

The natural world, as opposed to the magical one, however, is rich with verdant energy. Finding herbs and nectars that can help in restoring a character's health is much easier. If an adventurer is seeking it, he or she should be able to purchase things like herbal salves, ointments, poultices, etc. that can be applied to a wound. Legends tell of flowers that cure specific illnesses. Some say that the fruit of rare trees can heal in much the same way. Generally speaking, these items assist the process of healing when a character rests overnight. The GM should be the final authority on the availability of healing supplements and their price.

A character who regains HP, MP, or any other similar score from a healing item still needs to rest that day unless the item specifically states that it is a substitute for rest.

See the sections below on Diseases and Poisons for information on creating healing items.

## **Damage and Death**

When a character suffers injury, whether from the actions of foes in combat, bad luck, or naturally occurring hazards, they suffer damage. Whereas Harm is a term used to describe the lethal power of weapons and the like, **Damage** means the amount of injury a character sustains in the form of lost Health Points. When a character reaches 0 HP, he dies. Cry you may, but die you must.

When a character dies, there's no denying, that kind of sucks. The dead character is not playable anymore and the player has to create a new character if he wants to continue playing with that group of gamers. 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. The main thing to remember is not to get discouraged. This happens to even veteran gamers innumerable times. There are even some gamers 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.

Tainted Damage is a form of damage which cannot be healed in the normal fashion of resting and healing. It is so insidious that it must be healed by magical, supernatural or highly specialized means. Forms of healing will always say if they heal tainted damage. Tainted damage is often caused by dark and destructive magic, the natural weapons of monsters, or cursed items and traps. When a character suffers tainted damage the GM should be sure to point it out. The player may want to 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.

#### The Knockout Track

As a character becomes increasingly exhausted, ill, dazed, or punch-drunk, that character moves further down the Knockout Track. The further down the track a character is, the more penalties

Stage Offe	2
Stage Two	-4
Stage Three	-6
Stage Four	-8
Stage Fixe	Knocked-out

Knockout Track

**Penalty** 

Status

are applied to skill checks, attacks, and defense rolls.

#### **Removing Knockout Penalties**

When a character rests at the end of the day, any and all penalties the character is suffering as a result of moving down the Knockout Track are negated as the character rests and heals. A character with ranks in Healing may make a check against a DL of 5 in an attempt to heal themselves or another person of Knockout penalties. For each five points of success (i.e. on a roll of 10, 15, 20, 25, 30), the attended character moves up the Knockout Track one stage. The attending character can attempt to negate Knockout penalties once a day per tar-

#### **Diseases**

In addition to the physical dangers of the world, characters are often accosted by sniffles and common ailments, as well as many serious bacterial and viral diseases. In this game, when it comes to disease and plague, running out of tissues is the least of your worries.

When a character comes in contact with a disease, the character must make a Vitality check to avoid becoming infected. Some diseases are spread through touch, others through injury and direct contact with the blood, and others still are airborne. The DL of the save is dependent on the level of disease, but GMs may decide that a particularly resistant or deadly strain of the disease attacks the character and so the DL would be higher in this case.

If the initial save is failed, the character is infected and will suffer the effects of the disease. Each time the character rests, he or she must make another save. If this save is passed, the character may ignore the effects of the disease for the following day. If the character makes two consecutive, successful saves the character is considered to have beaten the disease. If a character with ranks in Healing is on hand, he or she can make a skill check instead of the character's save. If successful, this works just as if the character had rolled a successful save.

The effects of the disease are dependent on the level. Each day, the infected character wakes at a specific stage of the Knockout Track. There are also side effects of each disease as well.

Listed below are some simple diseases.

Minor Malaise - Sniffles, a lowfever, and aches and pains gently pelt the body with slight discom-

Two Stage Two KO Three Stage Three KO Four Stage Four KO

fort. Most employers will ask for a note from the doctor if the character misses work (Level One, Airborne, DL 10]).

Icy Shivers – The infected character begins to shiver violently and suffers from a feeling of extreme cold, dizziness, and numbness in extremities. Fatal if endured for long. Writing legibly is

#### Disease Levels

impossible, and tasks requiring manual dexterity or steady hands are extremely difficult. The infected character becomes increasingly dependent on extreme heat, and in bad cases, may attempt to burn themselves (Level Two, Airborne, DL 14).

- Rusty Leg Flu-like symptoms including nausea, weakness, and vomiting accompany a nasty red-orange rash which causes the inflamed skin to flake like rust. Character has a hard time walking faster than a shuffle due to pain in the shins and feet, which is where the symptoms usually first manifest. Speed is halved (reduced to 5 ft./AP for most humanoids) for the duration of the disease (Level Three, Injury, DL 12).
- Violet Death A plague-like sickness which begins with itching and a bile-like taste in the mouth. Purple splotches begin to appear first around the armpits, feet, and crotch of the victim, then appearing on the neck, elbows and knees and spreading outwards. Open sores then appear on the skin, which turn necrotic and begin to rot, causing damage to the infected character. The character suffers 1 damage/hour each day (Level Four, Touch, DL 16).
- Hematic Scourge Three days after becoming infected, the character is wracked by terrible pain. They are considered KO'd, but still conscious, and so are incapable of Skill Checks or Attack and Defense Rolls. The body begins to seep blood out of the pores and orifices (2 damage/hour each day). Screaming and moaning are commonplace, as are last will and testaments (Level Five, Injury, DL 18).

Using the ingredients in the natural world, a character can craft medicines such as salves, pills, and teas, which combat or cure disease. To craft medicines, the character needs access to a space that can be used as a laboratory, as well as fire and containers to boil or distill liquids, and a mortar and pestle for grinding ingredients. They also need to be familiar with the materials used in the creation process: which herbs, plants, seeds, or fruit lessen which ailments. To create a medicine, the character must make a Craft check against a DL of 20 + 1 for every Level of disease (so for example, the DL to craft a medicine for a Level Three disease is 23). As noted in the Craft skill, a character with a roll above or below the DL creates a medicine of differing quality. Below are the details of different quality medicines.

Difference	Quality
-10	Awful (extra Knockout penalty)
-5	Not great (ineffective)
0	Normal (Knockout penalties removed, but symptoms persist)
+5	Good (symptoms slightly lessened, +2 to save)
+10	Outstanding (symptoms masked, +4 to save)
+15	Perfect (character automatically passes save for 1 day)
+20	Legendary (instantly cures the disease)

Medicines generally take two hours per Level of disease to create. A character cannot create medicines which combat diseases introduced through magic.

### **Poisons**

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. Poison is a common weapon in the po-

Poison Levels

Level	Damage/Round
Zero	0
One	1
Two	2
Three	4
Four	8
Five	16

litical world of kings and pawns. Then there are the exotic animals and monsters of the world with their natural venoms. Anything that poisons the blood and causes impairment is considered a poison. Poisons work in much the same way as Diseases. When a character comes into contact with a poison, a save is required. If passed, everything is fine. If failed, the character has been poisoned. A further save must be passed each round or the character will suffer the damaging effects of the poison and detrimental side effects for the duration of the poison. Some poisons enter the bloodstream through injury, some must be imbibed, and some can simply be absorbed through contact with the skin.

- Webking Venom The venom of these huge spiders causes a drowsy or unconscious state in its victims. Affected characters move one step down the Knockout Track each round, eventually falling unconscious (Level Zero, Injury, DL 14, 5 rounds).
- Ginger Ivy Oil Extract The oils of the Ginger Ivy plant severely irritate the skin, causing small blisters and boils which itch like a sonofagun, but are mostly an annoyance. If the extract of the plant is imbibed, however, it causes the mouth and throat to swell and blister, cutting off airflow. The victim often tears frantically at his or her own throat in a futile attempt at relief, and this sometimes does more damage than the Ginger Ivy Oil. The character suffers suffocation as a side effect for the duration of the poison (Level One, Imbibed, DL 12, 10 rounds).
- Hag's Blood This is the actual blood pulled from the veins of slain hags. It is highly toxic and causes short bouts of violent illness and hallucinations. A character poisoned with Hag's Blood is considered Confused (Level Three, Imbibed, DL 16, 10 rounds).
- Mortargore Poison This alchemical poison is capable of thickening and hardening the blood in a victim's veins, causing rigidity in the body and heart attack. The character is also subject to moving down the Knockout Track for each failed save (Level Four, Imbibed, DL 18, 5 rounds).
- Black Lotus Poison Capable of killing in a matter of seconds, Black Lotus poison is an assassin's preferred weapon, when they can afford it. It is swift, traceless, and extremely potent. A character poisoned with the Black Lotus is rendered blind (Level Five, Imbibed/Injury/Contact, DL 20, 5 rounds).

A character can create a poison antidote, antitoxin, or antivenom using an alchemical countering agent. To create an antidote to a chemical poison, the character must have the ingredients available to create a compound that can counter it. To create an antivenom, the character must be able to locate and identify natural ingredients (possibly the venom itself) which can be processed. In addition to a space to create this compound, the character may require equipment such as syringes, mixing containers and instruments, and heat sources. To create an antidote, the character must make a Craft check against a DL of 20 + 1 for every Level of poison (so for example, the DL to craft an antidote for a Level Four poison is 24). Antidotes are straightforward: they neutralize the agent in a victim's body, so one of greater quality has no additional effects. If the Craft check fails, the character makes an antidote of lesser quality, and it may actually harm the victim of the poison. A critical failure results in no antidote, and will ruin any materials. Antidotes generally take one hour per Level of poison to create. A character cannot create antidotes which counter the effects of magic poisons.

## **Condition**

Sometimes a character can be impaired through causes other than the loss of blood and HP. Often, diseases, poisons, spells, exhaustion, heat, or strong emotions can affect how well a character feels.

- Blinded Unable to see at all. Blind characters 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. Characters without the Blind-Fighting Trump are at a −8 to combat maneuvers.
- Burning On fire and usually a bit panicky. Characters who are
  partially aflame can extinguish the flames for 3 AP. A character
  who is completely engulfed in flames must spend 6 AP to put out
  the flames. Spells, torches, chemicals, some weapons, and all
  other sorts of things can start a fire that can spread to a character.
  While a character is burning, they will continue to take 8 damage
  each round until the fire is extinguished.
- Confused Unable to tell friend from foe. Confused characters have a 50/50 chance to mistake allies for opponents.
- Deafened Unable to hear. Deafened characters automatically fail auditory Perception checks and cannot benefit from or be harmed by spells, abilities, or skill checks that rely on hearing.
- Grabbed/Pinned Currently held in a Grab by another character or force. A character who is pinned is considered Wide-eyed (see below).
- Knocked-out Unconscious as a result of trauma. Characters do not receive the benefits of rest while knocked-out.
- Muted Completely unable to speak. Characters usually denied the use of the following skills at the GM's discretion: Taunt, Seduce, Leadership, Bluff, Negotiate, and sometimes Perform. Spellcasters without the use of Focus Casting take twice as long to cast spells. Magic Minstrels cannot cast at all.
- Paralyzed Unable to move at all. A character who is paralyzed may not engage in actions or checks that require physical movement.
- Prone Off your feet and on the ground. Prone characters suffer a –4 to Evasion Rolls until they stand up. It takes 2AP to stand up from a prone position.
- Sleeping Unconscious as a result of rest. While asleep, a character counts as Wide-eyed (see below). Rousing a sleeping ally takes 4AP.
- Stunned Physically stalled or in shock. Characters who are stunned automatically go last in the Reaction order on their next turn.
- Suffocating As a result of lack of sufficient air, the character is
  unable to breathe. A character who is not doing anything physically taxing (such as actively fighting in combat) can hold his
  breath one minute for each point of Endurance he possesses. After this, the character is considered to be suffocating. Each round
  the character is suffocating, a Stamina roll against a DL of 15
  must be made in order to keep from slipping one step down the
  Knockout Track. Once the character reaches unconscious, if the
  suffocating conditions persist, the character dies.
- Wide-eyed Surprised and unprepared for the action at hand. A character who is wide-eyed in combat cannot parry and cannot use Agility and Dodge in the Dodge Roll.

# 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**

#### **Cities**

- 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.
- 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 craftspersons can contribute to dangerous architecture just as age and erosion can. They just don't build 'em like they used to, do they?
- 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.
- 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-stricken areas, folks are desperate, and capable of things they never thought they might do if it means putting food on their belly.
- 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, 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

- 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.
- 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.
- 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.
- Natural Catastrophe When outside of civilization, things like hurricanes, tornadoes, floods, violent storms, forest fires, earthquakes, and volcanic eruptions take on a whole new level of scary. 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.

#### Hazards

Hazards are environmental dangers which can hurt the characters if they are left exposed to them. This can be anything from severe weather to cunningly devised traps.

Hazard Levels

Level	DL
Zero	0
One	5
Two	10
Three	15
Four	20
Five	25

Hazards have a set DL which must be met or exceeded and if it is not, the character takes the difference as damage. A level zero hazard is one which does not require a save or check, but only presents conditions which affect skill checks made while in the effect of the hazard.

These numbers are just an easy guide, so if the GM wants to set a hazard at a DL of 3, 18, 34, whatever, that's fine too.

Here is an example: if 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 (a Level Three hazard), the GM might tell Tim to roll a Dodge Defense Roll with a DL of 15. Tim rolls a 12 for Drinnin. The GM tells Tim that Drinnin falls into the pit, but manages to grab a handhold in the rock before he can be thoroughly impaled on the spikes. He escapes with 3 damage, a bleeding leg, and must climb out of the pit. If Drinnin had scored a 15 or more, he would have jumped clear of the pit entirely and would not have to climb out.

Some Hazards aren't inherently or solely harmful, but make certain actions more difficult or impair characters without hurting them. Hazards like these might incur a slide down the Knockout track. A trap that throws sleeping powder into the room or noxious gases issuing forth from a fissure in the ground provide good examples of this. If the DL for avoiding the hazard is not met, the character moves to the appropriate stage on the Knockout Track (Stage One for a Level One Hazard, Stage Two for Level Two, etc). Some hazards can hurt characters and move them down the Knockout track.

When assigning a DL for a skill check, consider any hazardous conditions, like those listed below.

- Fog/Steam Visibility is limited, so sight-based Perception checks are more difficult.
- Thunderstorms Rain affects Perception checks, thunder and lightning scare animals, so Animal Control checks are harder, and riding goes slowly due to treacherous footing.
- Swamps/Low water Dropped/disarmed items are lost or hard to find in the muck, speed is halved or impaired.
- Tundra/Ice 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. Heavy snow makes movement difficult without specialized footwear. Speed should be reduced in heavy snow.
- Bridges, Ledges, Pits Fighting on the side of a mountain trail or 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. Trip and overrun attacks made around such hazards push targets off the edge of the precipice and into whatever waits below.
- Darkness Some characters 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 torches, spells which give light, or special devices like night-vision goggles (if available).
- Extreme Conditions Desert conditions threaten characters with exhaustion, sunburn, and thirst. Arctic weather is capable of chilling unprepared characters to the core and is usually accompanied by driving snow, sleet, ice, hail or rain. Each hour spent unprotected in extreme conditions requires a Stamina check or the character moves one step down the Knockout Track. When the character falls unconscious, it is likely he or she will die. If the character is not removed from the conditions and/or healed and protected from the conditions by the end of the day, the character expires.
- 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.
- Volcanic eruption The skies are 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 could cause choking, magma poses a threat to escape routes and personal health. Embers and hot ash can ignite flammable materials. Some items could melt. Tremors require Gymnastics checks to avoid being knocked prone or off balance.
- Underwater 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 armor or equipment causes characters to sink, and everything happens at

- the breakneck speed of... goopy molasses. On top of all that there is the drowning.
- Turbulent water Makes swimming and sailing very difficult and could pull unwitting characters under the surface with riptides and undertow. Drowning is a large possibility.

## **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.

### **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 and Jumping**

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.

#### **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.

## **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 cannon 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 cannon 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 offensive weapons and armor, or utilitarian in nature. Magical items usually are hardier 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 Hurt 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 story-telling.

#### 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 girl-friend). 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 PCs 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 GMs 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 PCs 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 Users**

Those who cast magic spells are known by many names—wizards, witches, magic-users, magicians, sorcerers, warlocks, and shamen. In this game, they are called *mages*.

Some examples of famous mages in history or fiction are Merlin, the Weird Sisters, Doctor Faustus, Prospero, Odin, Baba Yaga, Marie Laveau, Circe, the Wicked Witch, and Fairy Godmothers.

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 is 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.
- 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 artisanor 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:

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.
- Innate ability to wield magic is passed down through bloodlines.
   Either one is born with the talent for magic, or one is not.
- 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.

## **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.

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 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).

More properties of spells are detailed in the Spells chapter.

## **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. To find a character's MP total, simply take the character's Intellect score and double it. At character creation, a mage can choose the At-

### **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 spells you want to cast. The rolls you make when casting the spell are influenced by the amount of ranks you have in it. If you don't have ranks in a spell, you can't cast it.

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.

tribute used to determine their MP score (see *Casting Attribute*, below).

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 his or her reserve of mana, he or she can use the very life force in his or her 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: a character can exchange 20 Health Points for 4 Magic Points, by spending a Fate point.

type of magic is often opposed by Stamina, Guard, Vitality, or Mettle. 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.



#### **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.



## **Essences**

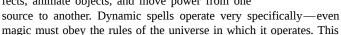
A spell's **essence** describes its makeup, purpose, and means of operation. It's the very fabric of the magic that is enacted by the spell. Every spell falls into one of the following essences.

#### **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 transfers, alters, or releases energy itself. Dynamic spells use MP to temporarily change energy into matter, invoke effects, animate objects, and move power from one



## 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 eve, 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, serpantine dragons.

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.

*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**

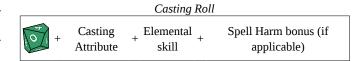
Iron-willed, unflappable, and projects an aura of unbreakable resolve. Nearby allies may use this mage's Saving rolls against harmful magic instead of their own.

#### **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.



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.



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.



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.

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).

#### Inkantation

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 Handto-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, Dynamic, 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.

#### Totem

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.

#### Rechargable

A self-powered item that's depleting and can also be recharged or refueled. Perhaps it takes manacells (essentially magic batteries). Maybe in 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. **SPELL8**



f 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.

#### 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.

#### **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 remains of a creature), *Area* (the spell affects an area and anything within it).

#### 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.

## **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
- Befriend Make others more amiable
- Confuse Make creatures act randomly
- Control Plants Make plants do your bidding
- Demoralize Scare the pants off 'em
- Disenchant Remove enchantments
- Enrage Make others right angry
- Insanity Take someone to crazy town
- Marionette Move a creature against its will
- Paralyze Keep a person from moving
- Pheromones Friendship through chemistry
- Sadism Drive a creature to harm others
- Sleep Bed time
- Suggest Tell 'em what to do

### **Dynamic**



- Amplify Make Perception checks easier
- Barrier Conjure a solid, protective wall
- Bless Bonuses to all rolls
- Calm/Enrage the Sea Surf's up (or down)
- Control Fire
- Control Winds Breeze to gale or vice versa.
- Curse Penalties to all rolls
- Dancing Whips Summon animated weaponry to attack, trip, disarm, or entangle.
- Darkness Turn out the lights
- Decay Attack and corrode metallic weapons, armor, and creatures
- Earthquake Trip creatures
- Elemental Blast Hurl a ball of elemental energy at a target
- Elemental Healing Recover HP from elemental damage
- Elemental Onslaught Cover an area with an elemental attack
- Elemental Weaponry Conjure or augment a magic earth weapon
- Field Trip Trip others with a slippery surface
- Flare Temporarily blinds others
- Haste Add Action Points
- Health Drain Sap away HP
- Hush Make Perception checks harder
- Inflict Pain Knock out opponents
- Light Illuminate dark places
- Lightning Bolt Shock and stun others
- Magnetize Grants disarm bonuses to metal weapons
- Nullify Magic Erases the arcane

- Revive Remove Knockout penalties
- Scar Deal Tainted Damage
- Slow Remove Action Points
- Stay Put Trap creatures' hands and feet
- Steal Strength Sap away Muscle
- Sudden Death Invoke coma or death in a creature
- 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
- Asphyxiate Deprive a target of air
- Blindness/Deafness/Muteness Make people unable to either see, hear, or speak
- Copycat
- Cure Remove physical effect spells
- Dangerous Body Cover yourself in an element to punish assailants
- Deafness/Muteness Make people unable to hear or speak
- Disease Infect a creature
- Fluid Body Turn yourself into a puddle
- Fly Take to the skies and float back down when it's over
- 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
- Metamorphose Liquid Turn one liquid into another
- Nauseating Breeze Penalties due to illness
- Petrify Turn a creature to stone
- Phasing The mage can swim right through solid objects
- Poison Magically poison a creature
- 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
- Shatter Explode objects
- Shift Element Move earth, ice, or water around
- Sicken Penalties due to illness

- Steelshape
- Strip Take away another's item
- 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
- 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

### **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.
- Circle of Defiance Trap creatures in a magic field
- 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

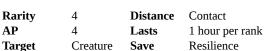
## **Spells**

Here are the details of the spells listed above.



Rarity

ΑP



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 (see the Negotiate skill for information on Disposition). 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 🚫



**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

### Ashes to Ashes





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 &









Rarity3DistanceNearAP4LastsIntensity-dependentTargetCreatureSaveResilience

The mage uses his knowledge of the elements at his disposal to deprive a creature of the oxygen it breathes. This effects of this spell are exactly as the *suffocating* condition listed in the Life and Death chapter, except targets cannot hold their breath. If the target fails its save, it will *asphyxiate* for a number of rounds depending on the Intensity. For one round per level of Intensity, the target must succeed at a Vitality check of DL 15 as detailed in Life and Death. If the save fails, the character moves one step down the Knockout Track. If the save is critically failed, the character moves *two* steps down the Knockout Track. The target passes out at step 5 as usual, 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.

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. To air mages, this spell is known as *Suffocate*, and pulls the air out of the target's lungs. Slime mages call this spell *Smother*, and encourages a mass of mucus to clog the target's nose and mouth. Water mages call it *Drown*, and condense water in their target's lungs.

#### **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 RollV. +5 to Guard Roll

### 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 🐯



Rarity2DistanceMediumAP4LastsN/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. 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.

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. In the ice school, it's called *Ice Wall*. To earth mages, it's *Stonewall*. Metal mages refer to it as *Steel Stockade*. In the verdance school, it's called *Brier Patch*.

#### **Intensity Effects**

I. 20 HP

II. 40 HP

III. 60 HP

IV. 80 HP

V. 100 HP

## Befriend 6





**Rarity** 1 **Distance** Near

**AP** 4 **Lasts** One hour per rank

Target Creature Save Virtue

**Counter** Enrage

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 notably—each level of Intensity of this spell moves the target up one Disposition (see the Negotiate skill for information on Disposition).

As a Spellsong, 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





Rarity 1 Distance Near

AP One hour per rank Lasts Object (fire) Save **Target** 

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





Rarity Distance

AP Lasts Two rounds per rank

**Target** Creature Save Mettle

Counter Curse

This spell bestows supernatural luck and competence on a target, giving the target's attempts at tasks a greater chance of succeeding. The target gains a bonus on actions to attack, cast, defend, and make skill checks.

#### **Intensity Effects**

I. Target gains +2 bonus

II. Target gains +4 bonus

III. Target gains +6 bonus

IV. Target gains +8 bonus

V. Target gains +10 bonus

## Blindness/Deafness/Muteness





AP 4 Lasts Level dependent Creature Save Resilience **Target** 

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



Rarity Distance Self

AP 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

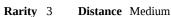
II. +4 bonus

III. +6 bonus

IV. +8 bonus

V. +10 bonus

## Bubble



AP 4 Lasts 10 minutes per spell 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 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.
- 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-eved

### **Circle of Defiance**





Rarity 3 Distance Near

AP Varies Lasts 10 minutes per rank

Target Area Save

The mage draws a circle on the ground using any means and materials necessary. The amount of time to draw this circle and cast the spell on it depends on the size of the circle, which is determined by the Intensity of the casting. If any creature or object enters into the circle, it cannot penetrate outward for the duration of the spell. The mage himself can enter the circle, in which case nothing can get in. The mage can choose whether the circle forbids any movement in or out, allows movement in but not out, or allows movement out but not in.

#### **Intensity Effects**

I. 1 foot radius. 1 AP

II. 2 foot radius. 2 AP

III. 5 foot radius. 3 AP

IV. 10 foot radius. 6 AP

V. 20 foot radius. 12 AP

## **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





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**





Rarity1DistanceNearAP4LastsN/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

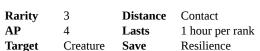
II. Winds increased: Ranged attacks take −3, +4 to Casting Roll; Winds decreased: nullify moderate winds

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



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 *juren*).

#### **Intensity Effects**

I. +4 Disguise

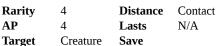
II. +8 Disguise

III. +12 Disguise

IV. +16 Disguise

V. +20 Disguise

## Cure 😂



The mage can resolve vile intrusions to the body. This spell can in-

stantly 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 Cure spell must be cast at the same or higher Level of the disease or poison that has been induced.

## Curse 😺

**Rarity** 3 **Distance** Near

**AP** 4 **Lasts** Two rounds per rank

Target Creature Save Mettle

Counter Bless

The Dark Mage can forecast misfortune and woe upon a target, causing that target's attempts at tasks to be cursed to fail abysmally. The

target takes a penalty on actions to all rolls. The degree of the Curse depends on the Intensity.

#### **Intensity Effects**

I. Target takes −2 penalty

II. Target takes -4 penalty

III. Target takes –6 penalty

IV. Target takes -8 penalty

V. Target takes −10 penalty

## **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. 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.

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. Slime mages call this spell *Tentacles* and it summons black, stinging, acidic tentacles. Metal mages refer to it as *Chain Gang*, and it conjures lengths of iron chain with tiny barbs. In the verdance school, this spell is known as *Rose's Fury*, and it evokes sharp, thorny vines adorned with small rose buds.

#### **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 opponent 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. He or she 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. Fire is opposed by ice, electricity is opposed by water, slime is opposed by metal, ruin is opposed by verdance. Damage dealt by this field to assailants 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. In the fire school, this spell is known as Immolate. Electricity mages call this spell Shocking Personality. Slime mages call this spell Acid Blood. To ruin mages, this spell is called Aura of Decay. To light mages, it's Radiance.

**Intensity Effects** 

I. +2 Spell Harm

II. +4 Spell Harm

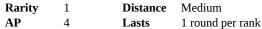
III. +6 Spell Harm

IV. +8 Spell Harm

V. +10 Spell Harm

### **Darkness**





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

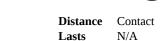
Object (weapon)

## **Decay**

Rarity

**Target** 

AP



Mettle

Save

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).

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 (either Metal, Ruin, or Slime). 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

### **Demoralize**









Rarity 2 Distance Medium AP Lasts 2 rounds per rank 4 **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.

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. In the ice school, it's called Cold Sweat. In the ruin school, it's called Erode Spirit. To dark mages, it's Horrify.

#### **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-tohand 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



### **Divination Ward**







 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.

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 incapable 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

IV. 20 ft radius V. 25 ft radius

## **Elemental Blast**



Rarity1DistanceFarAP3LastsN/ATargetCreature/ObjectSaveGuard 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.

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. In the fire school, this spell is known as *Fireball*. In the ice school, it's called *Snowball*. To earth mages, it's *Boulder*. To air mages, it's *Air Blast*. Slime mages call this spell *Acid Ball*. Metal mages refer to it as *Cannonball*. Electricity mages call this spell *Ball Lightning*. Water mages call it *Water Blast*. In the verdance school, this spell is known as *Radiation*. In the ruin school, it's called *Wrecking Ball*. To light mages, it's *Laser*. To dark mages, it's *Dark Matter*.

#### **Intensity Effects**

I. +4 Spell Harm

II. +8 Spell Harm

III. +12 Spell Harm

IV. +16 Spell Harm

V. +20 Spell Harm



















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.

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. In the fire school, this spell is known as *Firewall*. To air mages, it's *Wind Wall*. Slime mages call this spell *Corrosive Cage*. Electricity mages call this spell *Electric Fence*. Water mages call it *Wall of Water*. In the ruin school, it's called *Wilting Wall*. To light mages, it's *Corona*. To dark mages, it's *Darkroom*.

#### **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.

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. In the fire school, this spell is known as *Fire Healing*. In the ice school, it's called *Cold Compress*. To earth mages, it's *Rock Rehab*. To air mages, it's *Healing Wind*. Slime mages call this spell *Corrosive Cure*. Metal mages refer to it as *Acupuncture*. Electricity mages call this spell *Shock Therapy*. Water mages call it *Healing Water*.

#### **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.

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. In the fire school, this spell is known as *Smoke Signal*. In the ice school, it's called *Morse Cold*. To earth mages, it's *Ear to the Ground*. To air mages, it's *Whispering Wind*. Slime mages call this spell *Slick Missive*. Metal mages refer to it as *Steelspeech*. Electricity mages call this spell *Live Wire*. Water mages call it *Babbling Brook*. Light mages know it as *Light Reading*. Verdance mages call this spell *Life Line*.

#### **Intensity Effects**

I. 1 hour

II. 10 minutes

III. 1 minute

IV. 1 round

V. Immediately

## **Elemental Onslaught**



Rarity4DistanceFarAP6LastsN/ATargetAreaSaveGuard 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 diameter 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 (with-

out 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).

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. In the fire school, this spell is known as *Firestorm*. In the ice school, it's called *Iceberg*. To earth mages, it's *Meteor*. To air mages, it's *Twister*. Slime mages call this spell *Acid Rain*. Metal mages refer to it as *Bullet Storm*. Electricity mages call this spell *Seven Thunders*. Water mages call it *Deluge*. In the verdance school, this spell is known as *Sonic Boom*. In the ruin school, it's called *Downfall*. To light mages, it's *Supernova*. To dark mages, it's *Black Hole*.

#### **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.

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. In the fire school, this spell is known as *Up in Smoke*. In the ice school, it's called *Snowdrift*. To earth mages, it's *Rock and Roll*. To air mages, it's *Airwalk*. Slime mages call this spell *Snot Rocket*. Metal mages refer to it as *Steel Away*. Electricity mages call this spell *Ride the Lightning*. Water mages call it *Water Slide*. In the verdance school, this spell is known as *Transplant*. In the ruin school, it's called *Wasting Away*. To light mages, it's *Traveling Light*. To dark mages, it's *Fly by Night*.

#### **Intensity Effects**

I. 50 feet

II. 500 feet

III. 1 mile

IV. 10 miles

V. 100 miles

### **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.

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. In the fire school, this spell is known as *Firebrand*. In the ice school, it's called *Frost Brand*. To earth mages, it's *Weapon of Earth*. To air mages, it's *Weapon of Wind*. Slime mages call this spell *Acid Armament*. Metal mages refer to it as *Weaponsmith*. Electricity mages call this spell *Lightning Brand*. Water mages call it *Weapon of Water*. In the verdance school, this spell is known as *Thorny Brand*. In the ruin school, it's called *Weapon of Chaos*. To light mages, it's *Holy Brand*. To dark mages, it's *Unholy Brand*.

#### **Intensity Effects**

I. Special. +2 Harm

II. Magicked. +4 Harm

III. Spellbound. +6 Harm

IV. Enchanted. +8 Harm

V. Relic. +10 Harm

## **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.

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 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

## Enrage 🔯

AP



1 hour per rank

Virtue

Lasts

Save

**Target** Creature **Counter** Befriend

This spell is the opposite of Befriend; 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

### **Eternal Fire**





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  $(5' \times 5')$
- 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')

## **Farsight**









**AP** 4 **Lasts** 1 minute per rank

Target Object (reflective) Save Mettle

The mage can perceive a remote location, creature, or item as if he or she were there with it. If the mage wants to view a particular creature or an item held by a creature, the creature gets a save to block out the mage. 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 Two rounds per rank

Target Area Save Gymnastics

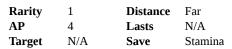
This spell is intended to bring an area of creatures tumbling to the ground. For the duration of this spell, anyone caught in the area of effect who attempts to move must succeed at a Gymnastics roll. Any failed checks cause the creature to slip and fall prone. If the spell is enacted on a slanted surface, 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.

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. In the ice school, it's called Sheet of Ice. To earth mages, it's Mud Puddle. Slime mages call this spell Grease. Metal mages refer to it as Ball Bearings.

#### **Intensity Effects**

I. 5 ft radius II. 10 ft radius III. 15 ft radius IV. 20 ft radius V. 25 ft radius





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.





Rarity Distance Contact

AP One minute per rank Lasts

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











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 perfect traction. In the water school, the creature can move without issue across lakes, rivers, and ocean waves, unable to fall in.

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. In the ice school, it's called Snow Shoes. To earth mages, it's Cleats. To air mages, it's Cloud Step. Water mages call it Water Skis.

#### **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 Distance Self

One round per rank AP 4 Lasts

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











**Target** 

**Intensity Effects** 

Object

know a password)

spell with no conditions

Save

and elemental remain bound to the object until activated.

activates the spell unconditionally.

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

I. Normal operation of the spell, anyone who touches the object

II. The mage can choose one limiting condition for the activation

III. The mage can choose two limiting conditions for the activation

IV. The mage can specify specific individuals who can activate the

V. The mage can decide if a creature can be transported at the in-

stant it touches the object. For instance, Akare touches a magic shoe which acts as a Gate Key, and the Phineas, the caster, is

word and have in their possession a specific item)

of the spell (for instance, the creature touching the object must

of the spell (the creature touching the object must know a pass-



Rarity Distance Medium

alerted and declines the transport.

AP Lasts 2 rounds per rank

**Target** Creature Save Mettle

Counter Slow

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

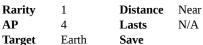
III. +3 Action Points

IV. +4 Action Points V. +5 Action Points

## Harden/Soften Earth







The mage wills a mass of earth, whether solid rock or gooev 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

#### **Intensity Effects**

I. The mage can turn mud to sand or dirt and vice versa

with 5 ranks could melt a 50 foot radius that is 5 feet deep).

- 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













Rarity 2 Distance Self 4 2 rounds per rank AP Lasts

**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 his or her total volume. (For instance, a mage cannot fit him or herself entirely into a teapot, even though he or 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 or Entangled. 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.

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. To air mages, this spell is known as Mister Mist, and they turn into a rolling fog. Slime mages call this spell Ectoplasmic Form, which makes them a stream of psychic goo. Water mages call it Body of Water, and turns them into a puddle of clear water. To dark mages, it's Shadow Man, and they assume the form of a creeping shadow.

#### **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 Distance Contact AP Lasts Permanent

## **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 or her skin. While in this state, the mage gains immunity to magic attacks of the same element, plus an armor bonus to his or her 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 double damage. Earth is opposed by air, ice is opposed by fire, metal is opposed by slime, verdance is opposed by ruin.

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. In the ice school, this spell is called *Cold Hearted*. To earth mages, it's *Diamondback*. Metal mages refer to it as *Juggernaut*. Verdance mages call it *Treelimb*.

#### **Intensity Effects**

I. +2 armor, +1 Harm

II. +4 armor, +2 Harm

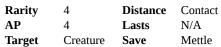
III. +6 armor, +3 Harm

IV. +8 armor, +4 Harm

V. +10 armor, +5 Harm

## **Health Drain**





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**





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

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 Stamina

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**









4 AP 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**





AP Lasts 1 minute per rank

Target Creature Save

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 cripple 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.

## Invisibilit



Rarity 2 Distance Contact

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.





Rarity Distance Contact

AP 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 extra 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
- 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 -2penalty
- 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**

3

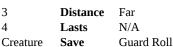
4

Rarity

**Target** 

AP





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 futher 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)

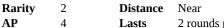
IV. +8 Spell Attack (Electricity)

V. +10 Spell Attack (Electricity)

## Lock







Lasts 2 rounds per rank

Save Object **Target** 

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.

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 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.

## 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.

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 (either Metal or Electricity).

#### **Intensity Effects**

I. +2 to Disarm

II. +4 to Disarm

III. +6 to Disarm

IV. +8 to Disarm

V. +10 to Disarm

## Marionette





3 Rarity Distance Medium AP Lasts 2 rounds per rank Creature Target Save Mind Control

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

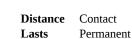
This spell grants a creature a mind of steel. The recipient of a Mental Ward is immune to any Compulsory spell.

The Intensity at which Mental Ward is cast is effective against charms of the same Intensity or lower.

## Metamorphose Liquid

4





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**

Rarity

AP

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**

- 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

**Paralyze** 



Rarity Distance

AP Lasts Two rounds per rank Creature Save Mind Control **Target** 

The mage shuts down the nervous system of his or her target, rendering them completely immobile. Only creatures with discernible nervous systems can be affected by this spell (see Nature). Paralyzed spellcasters or creatures with Special Powers can only use them if they require no motion. 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)





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)

Distance

Lasts

- IV. Size 6 and below (T. Rex? more like T. Rocks!)
- V. Any size creature (how they really built the Colossus of Rhodes)

Self



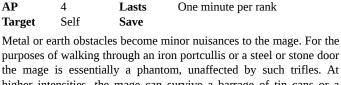
Rarity

AP









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 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.

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. To earth mages, it's Stoneswim. Metal mages refer to it as Pass Through Metal.

#### **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 Save Virtue Area

The mage exudes an exotic mixture of airborne, scentless pheromones which excite other creatures around him/her. Each level of Intensity of this spell moves the targets up or down one Disposition (see the Negotiate skill for information on Disposition). The mage can affect an area of 10 feet in radius per 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





Rarity	3	Distance	Self
ranity	J	Distance	JULI

AP Lasts One minute per rank

Self Target 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

## **Poison Ward**





Target Creature Save

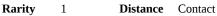
The mage casts a ward that infuses the blood of its target with potent magical defense against poisons and venoms. A person who is already suffering from poison or venom can receive the effects of this spell, but it only applies to subsequent poisoning. Remember that Cure counteracts natural and magic 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.

## **Pool Shark**





AP 4 Lasts Ten minutes per rank

**Target** Creature Save

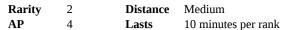
The mage instills in himself or in another the ability to breathe water as if it were air, as well as improved swimming ability. The manifestation of this spell typically confers gills on the recipient, but incurs no problem with breathing air above water as well. At higher Intensities, additional abilities 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 under-
- V. +5 to Dash/Might. Gain scales: +1 to Guard Roll.

### **Portation Ward**





**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 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
- II. The portal exits exactly where the mage intends up to 10 miles
- III. The portal exits exactly where the mage intends up to 100 miles
- IV. The portal exits exactly where the mage intends up to 500 miles
- V. The portal exits exactly where the mage intends up to 1,000 miles away.

## Resize







Rarity Distance Contact

AP 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

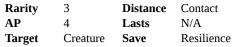
II. Size  $\pm -2$ 

III. Size +/- 3

IV. Size +/- 4

V. Size +/- 5

## Revert 😂

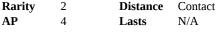


The mage can hit the undo button on spells with a Mutative essence. Revert can be cast on any creature currently suffering the effects of a Mutative spell. The opposite powers cancel each other out, and the Mutative spell immediately ends.

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.

## Revive



Target Creature Save

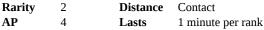
The mage is able to sober up someone who's punch-drunk. For each level of Intensity, the mage can move a person one step up the Knock-out Track. This can be used for both mundane and magical effects.

#### **Intensity Effects**

- I. Moves a creature one step up the Knockout Track.
- II. Moves a creature two steps up the Knockout Track.
- III. Moves a creature three steps up the Knockout Track.
- IV. Moves a creature four steps up the Knockout Track.
- V. Moves a creature five steps up the Knockout Track.

#### **Rocket Boots**





**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 melée 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

#### 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 reseals 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 🔯



**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 vou)
- 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)







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.

## Shatter 🥙





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). 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

## 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 ele-

ment 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 rank. Note that the element you move doesn't vanish, it needs a place to relocate.

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. In the ice school, it's called *Snow Plow*, and 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. To earth mages, it's *Dig*, and 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.. Water mages call it *Floodwaters*, and 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.

#### **Intensity Effects**

- I. Till a small garden, sink a canoe, make yourself a few snow men (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 sail boat. 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.)

### Sicken





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 Spellsong, 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
- V. Fetal Position, collapses on the ground in a nauseated heap





## Spell Ward



Rarity Distance Medium

1 minute per rank AP Lasts Area Mind Control **Target** Save

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).

#### **Intensity Effects**

I. 5 ft radius

II. 10 ft radius

III. 15 ft radius

IV. 20 ft radius

V. 25 ft radius







AP Two rounds per rank Lasts

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

## **Sound Ward**





4 AP 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

Rarity Distance Medium

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.

### **Stay Put**













Rarity 2 Distance Medium AP 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 is then considered *pinned* as if it were in a Grab, and therefore wide-eyed. 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). Attempts on trapped targets to push, pull, or overrun them must also meet the Casting Roll. If a creature has more than two appendages trapped, it can't be tripped, but it can be overrun and burst from the bonds.

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.

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. In the ice school, this spell is called Freeze!, and it traps targets' appendages in blocks of ice. To earth mages, it's Bury, and it draws up hard rock around the targets' appendages. Slime mages call this spell Glue, which sticks targets in place with a powerful adhesive. Metal mages refer to it as *Shackles* because metal harnesses appear and lock down targets. Verdance mages call it Root, which causes roots to grow around the targets.

#### **Intensity Effects**

I. 5 ft radius

II. 10 ft radius

III. 15 ft radiusIV. 20 ft radiusV. 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

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

Distance

Lasts

Save

- 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

Near

N/A

Resilience

V. A very complex or detailed item, such as a clock, statue

## Strip 🥰

4

Creature

Rarity

**Target** 

AP





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**





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

## **Teleport Circle**



Rarity	5	Distance	Contact
AP	6	Lasts	N/A
Target	Creatures	Save	

The mage rides the flows of magic to a remote location with all his buddies, their equipment, and their pets in tow. The mage can bring along one living creature in addition to himself per spell rank. The mage need not have ever visited the destination to successfully journey there. All of the passengers on the trip need to be in contact with

#### **Intensity Effects**

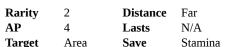
I. Up to 100 yards

each other when the spell activates.

- II. Up to a mile
- III. Up to 10 miles
- IV. Up to 100 miles
- V. Up to 1,000 miles

### Thunder





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

**AP** 4 **Lasts** 10 minutes per rank

Target Creature Save Resilience

The mage grants a creature a natural adaptation possessed by many insects and amphibians: sticky digits. They can use their newfound adhesiveness 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.

#### **Intensity Effects**

- I. +2 bonus to Dash
- II. +4 bonus
- III. +6 bonus
- IV. +8 bonus
- V. +10 bonus

## 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

## 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 firebreathing 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 vards

III. ¼ mile

IV. ½ mile

V. 1 mile

## Youth 🐼



Rarity4DistanceContactAP4Lasts1 hour per rankTargetCreatureSaveResilience

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.

# Іц9ех

Accuracy:84
Action Points: <b>10,</b> 84, 119
Advancement:9
Age:120
Agility: <b>6</b>
Alignment: <b>4</b>
Ambidexterity:85
Animal Control:29, 30
Apsarava:12, 13
Apsarava:
Attributes: <b>6</b>
Aura of Destruction:59
Blinded: <b>106</b>
Blobs:114
Bluff: <b>30,</b> 87
Boggles:114
Burning: <b>106</b>
Called Shot: <b>84</b>
Casting:114
Casting Attribute:115
Casting Roll:115
Charge:86
Defending Against86
Charm:
Clairvoyance:31
Combat:
Hand-to-Hand <b>85</b>
Hand-to-Hand <b>85</b> Mounted <b>91</b>
Hand-to-Hand       85         Mounted       91         Ranged       85
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3         Critical Success:       3
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3         Critical Success:       3         Cunning:       7
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3         Critical Success:       3         Cunning:       7         Damage Roll:       84
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3         Critical Success:       3         Cunning:       7         Damage Roll:       84         Bonuses to       86
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3         Critical Success:       3         Cunning:       7         Damage Roll:       84         Bonuses to       86         Dash:       31
Hand-to-Hand       85         Mounted       91         Ranged       85         Concept:       4         Confused:       106         Counter:       119         Counterspell:       115, 116         Courage:       8         Cover:       90         Craft:       30, 105         Critical Failure:       3         Critical Success:       3         Cunning:       7         Damage Roll:       84         Bonuses to       86         Dash:       31         Deafened:       106
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