

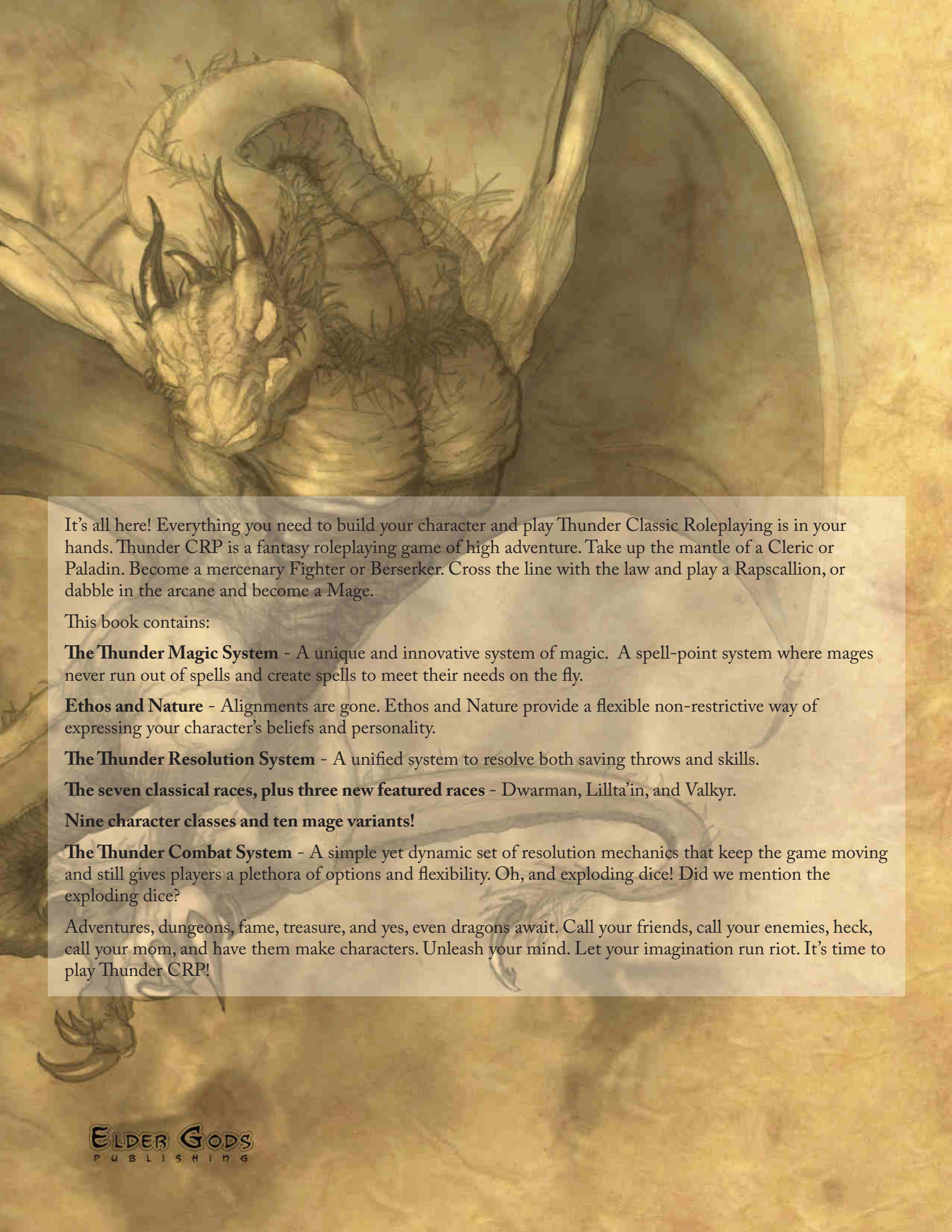
# THUNDER

Classic Role Playing™



BY D.B. POIRIER

ELDER GODS  
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It's all here! Everything you need to build your character and play Thunder Classic Roleplaying is in your hands. Thunder CRP is a fantasy roleplaying game of high adventure. Take up the mantle of a Cleric or Paladin. Become a mercenary Fighter or Berserker. Cross the line with the law and play a RapsCALLION, or dabble in the arcane and become a Mage.

This book contains:

**The Thunder Magic System** - A unique and innovative system of magic. A spell-point system where mages never run out of spells and create spells to meet their needs on the fly.

**Ethos and Nature** - Alignments are gone. Ethos and Nature provide a flexible non-restrictive way of expressing your character's beliefs and personality.

**The Thunder Resolution System** - A unified system to resolve both saving throws and skills.

**The seven classical races, plus three new featured races** - Dwarman, Lillta'in, and Valkyr.

**Nine character classes and ten mage variants!**

**The Thunder Combat System** - A simple yet dynamic set of resolution mechanics that keep the game moving and still gives players a plethora of options and flexibility. Oh, and exploding dice! Did we mention the exploding dice?

Adventures, dungeons, fame, treasure, and yes, even dragons await. Call your friends, call your enemies, heck, call your mom, and have them make characters. Unleash your mind. Let your imagination run riot. It's time to play Thunder CRP!

# THUNDER

Classic Role Playing™





Thunder Classic Role Playing™

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# Foreword

The desire to design a game is a mostly selfish one. It is that need for perfection and the idea that it can be done better. To satisfy that want or to correct a perceived flaw. New systems are designed all the time because designers believe the systems we have now have too many rules or not enough of them. Or perhaps not the right rules. Of this I am guilty too.

Truth be told, there is no such thing as the right system or the perfect system. This endeavor has taught me that. Thunder was written and scrapped many times, until I saw the truth of it. The best system is the system that works for you and with you. And as your tastes change, so will the system you desire.

Ultimately our goal was to provide a system that facilitated role-playing, and a lot of it, but still provided for intense smash-mouth combat. We understand, like most gamers, that combat is most satisfying when it is not all your character does. That combat is more exciting and fulfilling when there is a build up to it, when players are invested in their characters, the adventure, and the world around them.

Thunder is written with the principals of “Narrative Arc” and “Suspension of Disbelief” in mind. Put simply, the story should be descriptive, have a direction, and players should be so immersed in the experience that they believe, for a short while, that they are in another place, time, and reality. This truly is the secret to a great game.

The work before you is the product of many people. An enormous amount of time, effort, and sacrifice went into the creation of this book. Without the help and patience of my wife, children, friends, the design team, the artists, play testers, editors, layout people, and more, this game would never have come into being. I do not feel deserving of any of them yet I am still blessed with these people in my life. Truly I am grateful for every one of them.

## D.B. Poirier

Creator, Thunder Classic Role Playing

I'm a gamer from the old guard and I've been role-playing since I opened that first basic box set. Long have I gazed in awe at the art of masters like Jeff Easley, Larry Elmore, Clyde Caldwell and Keith Parkinson. I was truly inspired by the visceral presence and the life it breathed into the fantasy of the game. It is my wish that my art will do the same for you. A bit of my own dream has come true here and it is an honor to grace the pages of this game.

Moreover, my art is representing a game that Rocks! I haven't enjoyed playing an RPG this much since those early days of yore. Thunder is a truly fun and engaging RPG with some outstanding innovations.

So get that Thunder roleing and have some fun!

## Ogmios

Role playing games, especially old school games like this one, have always been about the rules. Rules for combat, rules for magic, rules for diplomacy, rules for, well, you get the idea. I've spent a lot of time helping iron out the rules for this game in particular, but I think there was one rule left out. In my opinion, the most important rule. The rule that all other rules need to defer to. Have fun. That's the only rule that matters. You and your gaming group should be having fun. You aren't playing wrong if you don't follow the rules in this, or any, book. You are playing wrong if you aren't having fun.

This should be obvious, but sometimes it gets forgotten. When the arguments start, when the rules lawyers appear, when gameplay stops, that's when that most important rule has been broken. And that is why we do all this after all. Let's face it, gaming can be hard work. Getting a group of people around the same table on a regular basis for months, hopefully years, at a time? Frustrating. Planning encounters, designing cities, equipping NPCs, building entire worlds? Exhausting. Watching thought-out, well-executed plans go horribly wrong because the dice don't cooperate? Depressing. And yet we keep doing it because it is, above everything else, fun. Don't forget that.

So now its time to read the book, learn the rules, create the characters, kill the monsters, and take their stuff.

You know. Have fun!

Robert Lamm

Continuity Editor



# Introduction

Welcome to Thunder! Classic Role-Playing game. Like all the classic RPGs, Thunder takes place in the mind's eye: Viewed from the inside out and given life by the players and Game Master. It takes a person of intelligence and creativity to play a game like Thunder CRP. If you are such a person, congratulations: you're about to embark on a truly wondrous journey of the imagination.

## WHAT IS CLASSIC ROLE PLAYING?

Back in the olden days, in the early epochs of role-playing games, players largely played around a table with a few books, paper and pencil, and their imaginations. Oh, and a lot of junk food. Some things haven't changed that much. A lot of games today have vast assortments of tools used to enhance play, and they do it very well. However, if you're like the folks here at Elder Gods Publishing, you have noticed that these tools have changed the gaming experience significantly. We have lost something precious: imagination and creativity. What was once largely a right-brain activity has become almost entirely left brain. Don't get us wrong. We love RPGs, but we like classic game play best.

## NARRATIVE VS. TABLE TOP

Classic role playing is narrative driven. The Game Master describes the world to the players as vividly as possible with players often asking many questions and taking notes. A narrative game invites players to immediately engage in discourse. Engaged players are happy players. No one quite knows what will happen from one moment to the next, which engenders excitement and involvement. On the other hand, table-top games are known quantities to experienced players. Options are often limited by battle maps, figures, and rules. To create a sense of the unknown, complex rules are layered on. These types of games are successful and have a large following for good reason. But if you find yourself getting tired of the grind—a round of combat that takes an hour or more to play, the hours of pouring over books to interpret rules, or the ugly debates that inevitably ensue over the rules—then you are in for a refreshing treat. The narrative style of classic role playing will change the way you play.

## SUSPENSION OF DISBELIEF: A LOST FORMULA

Most of us know the phrase "Suspension of Disbelief." It is a simple principle that when applied to novels and movies keeps the reader/viewer engaged in the story. To accomplish this, writers avoid inserting any information that distracts from the story. Simply put, they remove distractions. Applying this principle to your game makes an enormous difference.

Start by setting a private venue so you're not interrupted. Eliminate anything that draws your players away from the game, such as battle boards, figures, and books. Even avoid referencing the rules; they're just guidelines after all. If you have to, make things up as you go. You can refer to the rules after the game. Keep the players involved. Each time we look at a book or a battle map, or argue about rules, we lose suspension of disbelief and immersion. The game stops and momentum and interest wane. Lose the ancillary props that detract from your game, and you will likely have a lot more fun.

## HOW TO PLAY

Many role-playing games use the narrative method. Still, a lot of players have never experienced the narrative method first-hand. It can be difficult at first for them to adapt, having become dependent on a battle map and grid for play. Whole generations have missed out on this exciting phenomenon. When first playing it is important to go slow, carefully explaining all the details to both the players and even a new Game Master. If people make mistakes, it's OK. Let it go and have fun. Everyone will eventually figure out what needs to be done. Players often have the most fun when they have no idea what they are doing. It's the mystery of the unknown.

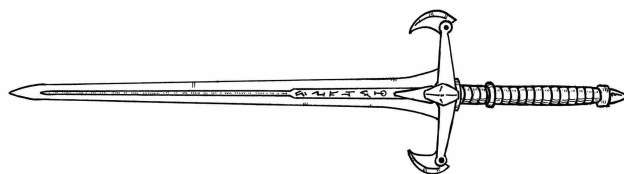
## WHAT YOU NEED TO PLAY

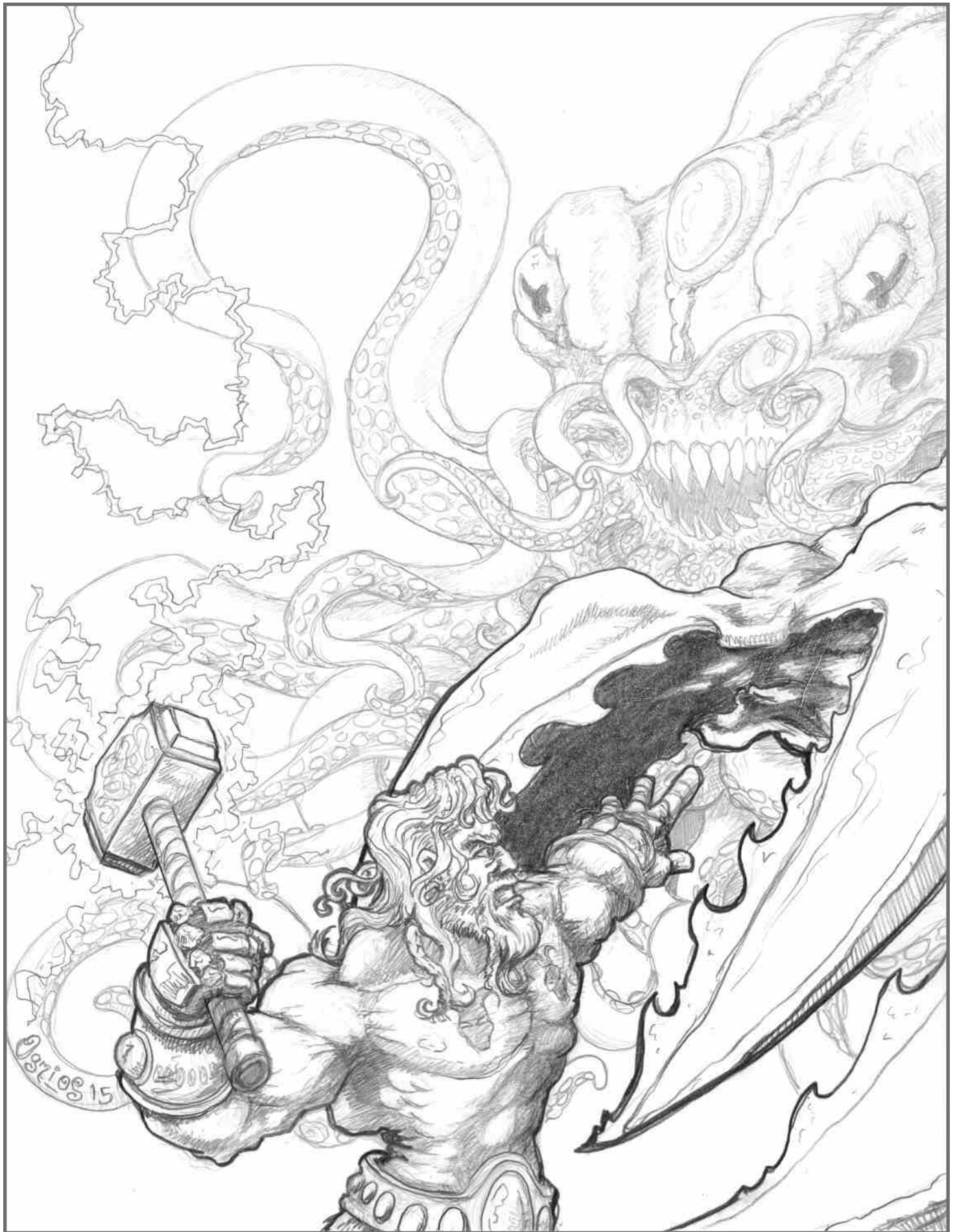
Players will need a character, dice, and a pencil, as well as a healthy imagination.

The Game Master will have a little more work to do. You'll have to read the rules and get command of them quickly. Fortunately, there aren't that many. If you don't remember the rules, just wing it, but be fair. You can figure out your mistake later. That's it. Just have fun!

## SUGGESTIONS

- Remember that the Game Master is in charge. The Game Master is the storyteller and the guide. Everyone contributes, but the GM ultimately decides what happens.
- Keep the book closed as much as possible while playing. It's alright to make mistakes. If the GM doesn't know something, they'll wing it. It's alright. Really. Try not to look at the book while playing. Don't be a rules lawyer. Opening the book stops the game's momentum and often leads to arguing. You can always review the book after the session ends and make corrections for the next game.
- Be creative. As a player, you should know your character. Who they are, why they're doing what they are doing, and what their motivations are. Write a short paragraph on your character background. Just don't go overboard. When playing the game, participate. Ask questions and give others a chance to ask questions too. Be descriptive about your character's actions, but not annoyingly so.
- The rules are just guidelines used at the best judgment of the GM. What may have made sense for the last story might not for the current one. Though this shouldn't happen often, the GM can change the rules when and if they see fit. The rules are designed to be open-ended, so this is going to happen from time to time.
- Keep your dice out of hand and out of sight, until it's your turn. Wait for the GM to call for a roll. Just describe what you do, and if a die roll is called for, the GM will ask you to do so.







# 1. Character Creation

The first step to playing Thunder CRP is creating a character. There are many steps to the character creation process as outlined below.

As you create your character, think about who they're going to be, their likes and dislikes, their positive and negative experiences, who they are attracted to, and the why of these things. Characters in Thunder CRP are dynamic and often have conflicting belief systems and behaviors that are at odds with one another. The section on ethos and nature has more information on this.

## CREATING YOUR CHARACTER

Follow the steps below to create your character.

STEP	CHECKLIST
1	Generate Primary Attributes
2	Choose a Race
3	Choose a Class
4	Determine Hit Points
5	Determine Recovery Points
6	Calculate Secondary Attributes
7	Document Class Abilities
8	Select Skills
9	Select Martial Proficiencies
10	Select Spells or Miracles
11	Record Base Attack
12	Create a Background
13	Purchase Equipment
14	Determine Armor Class

### Generate Primary Attributes

There are six primary character attributes: Strength, Dexterity, Toughness, Intellect, Insight, and Persona. To generate your attribute scores, roll 4d6 and discard the lowest die. Do this six times, and then place the scores into the desired attributes. A new character may not have any attribute above 18, even after applying racial modifiers.

### Choose a Race

- Dwarf: +1 Toughness, +1 Insight, -1 Dexterity
- Dwarman: +1 Strength, +1 Toughness, -1 Persona
- Elf: +1 Dexterity, +1 Intellect, -1 Toughness
- Gnome: +1 Dexterity, +1 Insight, -1 Strength
- Half-Elf: +1 Dexterity, -1 Toughness
- Halfling: +1 Dexterity, +1 Persona, -2 Strength
- Half-Orc: +1 Strength, +1 Toughness, -1 Intellect, -1 Persona
- Lillta'in: +1 Dexterity, +1 Intellect, +1 Insight, +1 Persona, -2 Strength, -2 Toughness
- Human: +1 to attribute of choice
- Valkyr: +1 Toughness, +1 Insight, -1 Persona

**Racial Information:** Review and record all bonuses to attributes, skills, proficiencies, and languages granted by character race (found in Chapter 2 of this guide).

### Choose a Class

- Bard: Fighter with some magic
- Berserker: Rage-based fighter
- Cavalier: Weapons and mounted fighter
- Cleric: Fighting priest
- Fighter: Warrior
- Mage: Spell caster
- Paladin: Holy fighter
- Ranger: Skirmish and wilderness fighter
- Rapscallion: Precision damage and skills

### Determine Hit Points

Hit points are determined by adding the following information together: Racial base hit points, the average of Strength and Toughness (rounded down), and finally, any class hit dice or bonus.

### Determine Recovery Points

Recovery points are equal to the character's Toughness score.

### Calculate Secondary Attributes

There are six secondary attributes: Brawn, Agility, Endurance, Willpower, Reason, and Psyche. Secondary attributes are used to determine the success of skills and saves via rolls. These rolls are called checks, and there are two types: simple checks and standard checks.

- **Write in Your Class Bonus:** This bonus is listed under your class and is a one-time bonus given during creation.
- **Write in Your Attribute Bonus:** This bonus is derived from your relevant attribute and can change if the attribute changes.
- **Calculate Your Simple Check:** The simple check bonus is your class bonus plus Attribute bonus.
- **Calculate Your Standard Check:** The character's simple check bonus plus their level bonus (half the character's actual level rounded down) equals the standard check.

### Document Class Abilities

Every class has its own set of abilities. Make a note of these.

### Select Skills

Skills define what a character knows and what tasks they are capable of performing. At 1st level, a character is locked into the skills available to their class and race. Beyond 1st level, when a character attains their next skill slot, they may choose any skill they like provided they can find someone to train them.

- **Bonus Skills:** Some classes and races receive bonus skills. These bonus skills do not use up starting skill slots.
- **Skill Slots:** The number of skill slots a character starts with and the





# Character Creation Steps

number of slots they receive for advancing levels is determined by the character's class. Skill slots received beyond 1st level may be spent on any skill the player likes, but a trainer must be found. Any slots not spent at first 1st are lost.

- **Intellect Bonus:** The character receives bonus skill slots equal to their Intellect bonus. These bonus slots may be spent on skills or languages. Any slots not spent at 1st level are lost.

## Select Martial Proficiencies

Available Martial Proficiencies and the number of Martial Proficiency slots are determined by class. Characters are restricted to the Martial Proficiencies listed for their class at 1st level. Slots received beyond 1st level may be spent on any weapon or armor the character likes provided they have someone to train them. For example, it is possible at 5th level that a Mage may decide to train with a longsword or leather armor.

- **Martial Proficiency Slots:** Slots may be spent on armor, weapons, or Advanced Proficiencies. Advanced Proficiencies may not be available to all classes, and have many restrictions or prerequisites.
- **Bonus Armor Proficiencies:** Some classes start with Armor Proficiencies for free. No slots are used for these.
- **Armor Proficiencies:** There are several categories of armor: light, medium, heavy, very heavy, and shield. To select an Armor Proficiency it must be available on the character's class list at 1st level. Beyond 1st level the character may purchase any Armor Proficiency provided they meet all the prerequisites. Proficiency for light armor must be learned before medium, medium before heavy, and heavy before very heavy. Proficiency with shields has no prerequisites and may be purchased at any time.
- **Bonus Weapon Proficiencies:** Some classes or races start with Weapon Proficiencies for free. No slots are used for these.
- **Weapon Proficiencies:** To select a Weapon Proficiency it must be available on the character's class list at 1st level. Beyond 1st level the character may purchase any Weapon Proficiency they like provided they meet all the prerequisites.
- **Advanced Proficiencies:** Many Advanced Proficiencies are available to characters. Most classes do not have access to Advanced Proficiencies at 1st level, however. See Martial Proficiencies for more information (Chapter 4).

## Select Spells or Miracles

Spells and miracles are not the same thing. Spells are magic, while miracles are divine manifestations. Only specific classes may cast spells or perform miracles.

- **Spells:** Spells are weaved on the fly as needed by magic-using classes. The casting of every spell is unique to the moment. However, many spell casters have go-to spells they prefer to use. See the section on Magic for more details.
- **Spell Points:** Classes that use magic receive spell points. Three different kinds of spell points exist: spell pool, spell reserve, and creation points. More details are in the Class and Magic sections.
- **Disciplines:** Magic has several disciplines or categories. Some examples are Mentalism, Transmogrification, Elemental, Illusion,

and more. Characters select their disciplines at 1st level.

- **Miracles:** A character in a class that can perform miracles starts out knowing how to perform only a few of them. The number of miracles known is dictated by the character's class and level.
- **Divine Points:** Miracles are performed by expending Divine Points. These are dictated by class and level.

## Document Base Attack

The character's Base Attack is their bonus to attack before modifiers are applied. It is determined by class.

## Create a Background

Flesh out your character with some personal details.

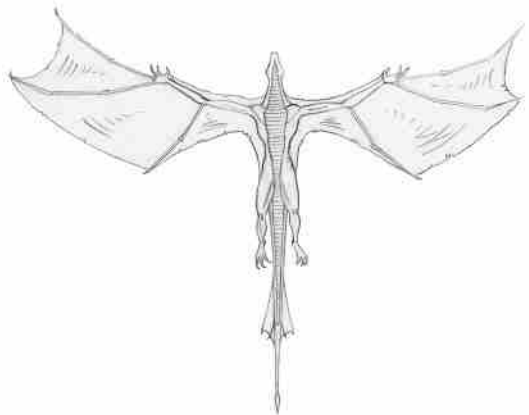
- **Alignment:** Choose the character's alignment. There are two sides to alignment: ethos and nature. A character's ethos is the belief system they follow, i.e., how they think they should behave and who they would like to be. Nature is the character's default personality, i.e., who they really are and how they behave under stress. Alignment is a simplified way of expressing complex personalities. It's a role-playing aid, not a pair of handcuffs.
- **Age:** Each race has a different age range. Roll on the chart under the Background chapter (Chapter 5).
- **Height/Weight:** Each race has a different height and weight range. Roll on the chart under the Background chapter.
- **Handedness:** Roll for the character handedness. Roll on the chart under the Background chapter.
- **Money:** Starting money is different for each class. Use the starting money chart under the Background chapter to determine starting silver. The silver standard is used to determine the cost of items.

## Purchase Equipment

Once you have determined starting money, purchase the character's armor, weapons, and other desired equipment.

## Determine Armor Class (AC)

A character's armor class is the total of their Dexterity bonus, plus armor bonus, plus shield bonus. Other bonuses, like magic, do apply but are unlikely to be available at 1st level.



# Generating Primary Attributes

## PRIMARY ATTRIBUTES

Characters have six different primary attributes: Strength, Dexterity, Toughness, Intellect, Insight, and Persona. All attributes have between 3 and 18 points. Characters should have at least one attribute score above 13. Attribute scores are rolled randomly and bought through a point-buy system or however the GM decides. Note that no character can start with a score better than 18, even if a racial bonus would otherwise push them above 18.

## ATTRIBUTE GENERATION

**Standard Method:** Character attribute scores are generated by rolling 4d6 six times, discarding the lowest die on each roll, and then placing the scores as desired.

### Point-Buy Method (Optional)

SCORE	POINTS	SCORE	POINTS
9	1	14	6
10	2	15	7
11	3	16	9
12	4	17	12
13	5	18	16

ATTRIBUTES SCORE	ATTRIBUTES BONUS
3	-3
4-5	-2
6-7	-1
8-12	0
13-15	+1
16-17	+2
18	+3
19-20	+4
21-22	+5
23-24	+6
25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12

The GM must choose one of the following power levels for the campaign to determine the number of points for the point-buy system.

- Low-Powered Campaign: 20
- Average Campaign: 25
- High-Powered Campaign: 30



Ognios



# Primary Attributes

## STRENGTH

Raw physical power is the nature of Strength. Carrying capacity and the amount a character can lift describe this attribute. Characters with a high Strength are ideal for the warrior classes.

**Strength Bonus:** This attribute bonus modifies attack, damage, and Brawn rolls.

**Bonus to Attack:** Add your Strength bonus to your melee attacks. Characters using light weapons (see Weapons sections) can opt to use their Dexterity bonus in place of their Strength bonus to attack. The two bonuses do not stack.

**Bonus Damage:** Add your Strength bonus to your melee damage. Characters using light weapons can opt to use their Dexterity bonus in place of their Strength bonus for damage. The two bonuses do not stack.

**Brawn:** This is the secondary attribute associated with Strength. See the section on Brawn for more details.

**Weight Allowance:** This value represents the amount of weight a character can carry without being encumbered. Weight allowance is determined by a character's Strength attribute and is measured in pounds. Actual weight allowance values are defined in the Encumbrance table.

- **No Load:** The character may carry up to the indicated number in pounds without suffering movement penalties.
- **Light Load:** A character carrying up to this number in pounds suffers a -5 penalty to movement and -1 penalty to Agility saves.
- **Medium Load:** A character carrying up to this number in pounds suffers a -10 penalty to movement and -2 penalty to Agility saves. The character cannot run, only jog (no times-three movement in a round).
- **Heavy Load:** A character carrying up to this number in pounds suffers a -20 penalty to movement and -4 penalty to Agility saves. The character cannot run, only jog (no times-three movement in a round). Every hour the character must make an Endurance save. The difficulty starts at 10 and increases by 1 every additional hour. If the roll fails, the character must rest for at least 1 hour. The difficulty decreases by 2 for every hour of rest.
- **Overly Encumbered:** A character carrying up to this number in pounds has movement reduced to 5' per round and Agility saves automatically fail. The character cannot run or jog (only 1 move action a round can be taken). Every hour the character must make

an Endurance save. The difficulty starts at 10 and increases by 1 every additional hour. If the roll fails, the character must rest for at least 1 hour. The difficulty decreases by 2 for every hour of rest.

- **Max Lift:** This is the amount of weight a character can lift over their head. A character can lift up to this amount, but they cannot move with it.

## PHYSICAL CHALLENGES

Physical challenges require simple Brawn checks. A simple check includes only the ability bonus and class bonus (not level bonus).

**Minor Challenge:** Minor challenges include opening doors, lifting heavy objects like small boulders, and prying open small items. This is a Brawn check. The base difficulty for this check is 15, modified as the GM sees fit for other factors.

**Major Challenge:** Major challenges include bending bars, lifting large objects, pushing over megalithic stones, and pushing heavy objects without wheels. This is a simple Brawn check with a base difficulty of 20, modified as the GM sees fit for other factors. It's not hard to imagine difficulties of 25, 30, or even more with checks of this type.



## ENCUMBRANCE

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
No Load	10	13	16	20	23	26	30	33	38	43	50	58	66	76	86	100
Light Load	15	20	25	30	35	40	45	50	57	65	75	87	100	115	130	150
Medium Load	20	26	33	40	46	53	60	66	76	86	100	116	133	153	173	200
Heavy Load	25	33	42	50	58	67	75	83	96	108	125	146	167	192	217	250
Overly	30	40	50	60	70	80	90	100	115	130	150	175	200	230	260	300
Max Lift	35	47	59	70	82	94	105	117	135	152	175	205	234	269	304	350



# Primary Attributes

## DEXTERITY

Dexterity is the physical expression of adroit, quick, and limber actions by the character. A low Dexterity score executes these poorly, often fumbling or tripping, while a high Dexterity executes with almost flawless precision.

**Dexterity Bonus:** This attribute bonus modifies armor class, missile attacks, light weapon attacks and damage, and Agility rolls.

**Armor Class:** The Dexterity bonus is added to the character's armor class.

**Missile Weapons:** Add your Dexterity bonus to all your missile attack rolls. If the character has a class ability or Martial Proficiency that grants a point-blank-range category, the character's Dexterity bonus is used for a damage bonus as well.

**Melee Weapons (Light):** You may add your Dexterity bonus to your attack with any melee weapon classified as a light weapon. This replaces your Strength bonus and does not stack with it.

**Precision Damage:** Add your Dexterity bonus to damage when using light weapons. This replaces your Strength bonus and does not stack with it. This bonus does not apply to thrown weapons unless they are classified as light weapons.

**Agility:** This is the secondary attribute associated with Dexterity. See the section on Agility for more details.

## TOUGHNESS

Some characters are resilient, recovering from damage quickly with the ability to endure significant pain and damage, while others are frail and unhealthy. Toughness is the measure by which these characteristics are judged.

**Toughness Bonus:** The Toughness attribute bonus is added to Endurance checks and saves. Additionally, the character's Toughness bonus is added to the character's hit points every time they raise a level.

**Base Hit Points:** A character's starting hit points equal their Toughness score plus their Strength score divided by 2 (round down), plus racial hit point base, plus class hit dice. ( $[(\text{Strength} + \text{Toughness})/2 + \text{Race} + \text{Class} = \text{HP}]$ )

**Recovery Points:** Recovery points allow a character to recover lost hit points. This is usually done outside of combat, restoring 2 hit points per minute of rest. There can be no exertion or stress of any kind during this rest period. A character's recovery points are equal to their Toughness score. See Recovery Points in the Combat section for more information.

**Massive Damage Check (MDC):** When a character takes a massive amount of damage (such as being dropped to 0 HP in a single attack), or suffers severe shock to the body, an MDC roll may be required. This roll is a base difficulty of 15 but can be modified up or down by the appropriate circumstances. Failure means the character falls unconscious and goes into shock. If not treated, the character will die in 2d4 rounds. A successful first-aid check will stabilize the character at 0 Hit Points.

**Max Resurrection:** A character's starting Toughness score represents the maximum number of times they can be resurrected or raised. This includes resurrection by wishes. It does not include resuscitations.

**Endurance:** This is the secondary attribute associated with Toughness. See the section on Endurance for more details.

## INSIGHT

Insight is a reflection of a character's life experience, intuition, and acumen. While characters with a low Insight might be considered green and immature, characters with a high Insight might be described as having a high awareness or being self-aware.

**Insight Bonus:** This bonus modifies miracle difficulty levels as well as Willpower saves and checks.

**Bonus Miracle Known:** A high Insight grants cleric bonus miracles. A bonus of +1 grants one level 1 miracle known. A bonus of +2 grants a bonus level 1 and a bonus level 2 miracle known. A bonus of +3 grants a bonus level 1, a bonus level 2, and a bonus level 3 miracle known. Bonus miracles cannot be accessed until their commensurate character levels have been attained (i.e., level 3 miracles cannot be used until the cleric attains 3rd level).

**Willpower:** This is the secondary attribute associated with Insight. See the section on Willpower for more details.

## INTELLECT

Intellect is the capacity to reason, memorize information, and solve problems. Characters with low Intellect scores are seen as slow or even stupid, while those with high scores are seen as intelligent, or even as prodigies.

**Intellect Bonus:** This bonus modifies bonus skills, spell difficulty levels, bonus damage for some spells, and Reason checks and saves.

**Skill Bonus:** This is the number of bonus skill slots a character may have. Listed under each class is a skill entry and the number of skills slots the character starts with plus Intellect bonus. These skill slots can also be used to purchase languages. Characters will receive more skills from their class as they advance in levels.

**Reason:** This is the secondary attribute associated with Intellect. See the section on Reason for more details.

## PERSONA

Persona captures the personality, identity, and charisma of the character. A character whose Persona is low is seen as boring and dull, while those with high Persona scores are considered natural-born leaders.

**Persona Bonus:** This bonus modifies some spell difficulty levels, plus Psyche checks and saves.

**Reaction Adjustment:** People don't always get along. A lot of creatures have racial enmities, while others are just spoiling for a fight. Characters may find themselves in a situation where they don't want to fight and may attempt a reaction adjustment to affect this outcome. This is a simple Psyche check with a difficulty 15 plus circumstance modifiers.

**Psyche:** This is the secondary attribute associated with Persona. See the section on Psyche for more details.





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## 2. Races

Fantasy worlds are filled with friendly races that can be adapted for player character use. Several common and a couple of new races are outlined below. However, they can all be modified to fit a GM's specific world.

### DWARF

A hearty and sometimes greedy lot, dwarves are a common sight in almost any land. Since dwarves are masters of mining and metal craft, dwarven steel is highly valued. They are also master engineers and accomplished merchants.

Dwarves detest the goblin, orc, and giant races, often attacking them on sight. Their most powerful enmity is reserved for the dwarman, whom they view as an aberration. Because dwarman are seen as friendly, social convention prevents dwarves from attacking them on sight in populated areas. Outside of the protection of a community, dwarves have been known to hunt them down. There have even been instances of racial cleansing inflicted upon the dwarman people by some of the dwarf races.

There are no known dwarf females. Dwarves procreate after death. Their children sprout from the ground where the parent was laid to rest. If tended and cared for, a single dwarf grave can birth a child every 50 to 100 years. There are stories of old battle fields birthing mobs of dwarf children hundreds of years after the fact—much to the distress of neighboring towns and villages.

It is not known why no dwarf females exist. Dwarves possess the biological capacity to reproduce, and on the rare occasion there is a union between a dwarf and a female dwarman, a dwarf son may result. Sages speculate that they are cursed by a god, while others believe the race is just now developing the ability to reproduce like other mammals and that dwarf females will appear within the next millennium. Still, elves insist it is the appearance of the dwarman that is meant to save the dwarf race.

Dwarves have all the appetites of men and seek companionship, most commonly with human women. When drunk, they become infatuated with them and will give them almost anything to win a human woman's favor. Hence the saying "like taking coin from a short man."

The future of dwarves is clouded. Their numbers are larger than most suspect, but some feel they are vulnerable to extinction unless they find their female counterparts.

All dwarves have the following racial traits in common:

#### Resistances

**Resistant to Poison:** This resistance applies to toxic substances, ingested or injected. All dwarves receive a +2 bonus to save vs. poison.

**Resistant to Magic:** All dwarves receive a +2 bonus to save vs. attacks by magic. This does not affect spells with the illusion descriptor.

#### Racial Advantages

**Subterranean Awareness:** Dwarves are miners of great skill. They are able to detect the following within 10' or less of the particular phenomenon: sloping passages, new construction, secret doors, traps (stone works and earth only), and approximate depth underground. The dwarven character must actively use this ability to detect a result. This advantage grants a +2 bonus to Perception checks.

**Bonus Languages:** Common, Dwarvish, plus 2 of the following: Gnome, Goblin, Kobold, and Orcish

**Superior Night Vision:** 40'

### HIGHLAND DWARF

**Attribute Modifiers:** +1 Toughness, +1 Insight, -1 Dexterity

**Base Hit Points:** 9

**Racial Hit Die:** d8

**Goblinoid Antipathy:** Dwarves receive a +1 bonus to hit half-orcs, goblins, hobgoblins, and orcs.

**Giant Defense:** When attacked by giant-type creatures, dwarves add +2 to their AC as a result of their battle tactics against these creatures.

**Bonus Weapon Proficiency:** Battle Ax or Crossbow

**Bonus Skills:** Knowledge (Engineering), Appraise

Hill dwarves are of a stock that split from their mountain kin thousands of years ago. Their culture and skills have evolved separately since. Oddly enough, the two breeds still look and behave very much alike and quickly join forces in time of war. These two cultures can be competitive, but depend on each other for the basic necessities required to live. The mountain dwarves provide metals, precious and mundane, as well as gems. The hill dwarves provide meat, grain, and wood.

Hill dwarves hate goblins, hobgoblins, and orcs and will usually attack them on sight.

### DWARMAN

Dwarman are an ancient race of humans and dwarves who crossbred in the distant past. Scholars are puzzled by this because all attempts to produce mixed children in recorded history have failed, the two blood lines being considered incompatible.

Strangely, dwarman breed true with humans, producing dwarman offspring. However, when mated with dwarves, a dwarf is produced. Such is the strength of dwarven blood.

Males are only 2" to 3" shorter than the average human with broad shoulders and a barrel chest. Their heads are bald and unable to grow hair. Often their heads are covered in tribal tattoos. Facial hair is common, however, and dwarman cultivate long and luxurious beards.

Females are bald as well. Their entire bodies are hairless. Averaging the same height as the males, they are considered beautiful by almost any human standard. They're thin and strong and often have well-defined muscles. Unlike in most cultures, female dwarman share in all



# Races



the jobs and roles as their male counterparts and are expected to carry their weight. Consequently, males are expected to carry their weight by sharing in the responsibility of child-rearing.

The dwarfman creation myth is unique. In the distant war-torn past, a clan of dwarves was forced from their lands and found refuge in a community of humans who lost most of their male population to orc wars. As the war raged on and the dwarves protected the community, their bonds grew strong and they inter-married with the human females they came to love and protect.

Unexpectedly, these unions were shunned by both human and dwarven gods alike. As a result, marriages were carried out in druidic pagan rituals. The neutral gods of nature blessed these unions, and ever since, they have born offspring. Until this very day, the majority of dwarfman worship pagan gods. Some have found their way back to dwarven and human deities, but this is a rare occurrence.

Humans have largely accepted the dwarfman people, who suffer only occasional discrimination by humans. Dwarves, however, have been slow to trust the new breed.

A rugged people, they live to the ripe old age of 150 years and don't often suffer the ill effects of old age until after 130 years. They do not produce children as slowly as dwarves but are still not as prolific as humans, though they can produce offspring until they are almost 100 years of age. Pregnancies last 18 months, whether both parents are dwarfman or whether one is either human or dwarf. This can be

a difficult pregnancy for a human woman. When tribal populations dwindle due to war, famine, or disease, dwarfman women have been known to carry repeated pregnancies for up to 20 or 30 years at a time to rebuild their clan.

## Resistances

**Resistant to Toxins:** This resistance applies to toxic substances, ingested or injected. All dwarfman receive a +2 bonus to save vs. poison.

**Resistant to Magic:** Dwarfman receive a +1 bonus to save vs. attacks by magic. This does not affect spells with the illusion descriptor.

## Racial Advantages

**Bonus Languages:** Dwarfman and Dwarvish

**Improved Night Vision:** 30'

## DWARMAN (A'SHEN)

**Attribute Modifiers:** +1 Strength, +1 Toughness, -1 Persona

**Base Hit Points:** 12

**Racial Hit Die:** d8

**Bonus Weapon Proficiency:** Hand Ax

**Bonus Skills:** Survival (Wilderness)

## ELF

Descendants of the celestial Alfar, elves are a beautiful, immortal, and arrogant race. Most elves view the other races as an annoyance to be ignored or at best tolerated. Because they are long-lived, they pay little attention to the politics of humans and other races except to annihilate possible infestations of the lesser races upon their land or borders.

Some elves do leave their homeland in search of adventure and are often found in human lands.

There are many races of elves, the most common of which are the verdant elves. They stand as tall as most humans, with vibrant blond hair and green eyes. It is true elves have been seen with red hair and blue eyes, but they are rare. Most elves, both male and female, wear their hair long, in ponytails or braids.

All elves have the following abilities:

## Resistances

**Immune to Sleep Spells:** Sleep magic does not affect elves.

**Resistant to Mentalism Spells:** Elves gain a +2 bonus to saves vs. mentalism spells and effects.

## Racial Advantages

**Bonus Languages:** Elvish, and 2 of the following: Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, and Common

**Superior Night Vision:** 60'

**Environmental Discernment:** When passing by a concealed or secret door, they automatically receive a Perception check. When actively looking for concealed or secret doors, they receive +2 to their Perception check.





# Races



## VERDANT ELF

**Attribute Modifiers:** +1 Dexterity, +1 Intellect, -1 Toughness

**Base Hit Points:** 6

**Racial Hit Die:** d6

**Bonus Weapon Proficiency:** Long Sword or Bow

**Bonus Skills:** Survival, Sneak

## GNOME

The forgotten race, gnomes tend to be ignored by most and in turn want little to do with the other races. Their communities and culture are not warlike, and as such they do not understand the murderous rampages by other races that sweep the lands causing so much pain.

A practical and hardworking people, gnomes take care of their own and others when circumstance deems it necessary. However, they are not pushovers or easily manipulated. It is expected that anyone receiving their hospitality carries their own weight.

The gnomish race was largely unnoticed when they arrived on this

world, but their role in saving the other races and the world from devastation has been pivotal. Their rational, stoic, and persistent nature has made them valuable allies.

Gnomes have the dubious reputation among dwarves as a kind of boogie man. Old dwarven tales tell of gnomish miners stealing their children. It is for this reason gnomes are not trusted by dwarves.

Gnomes are short, averaging about 4 to 4 ½ feet tall. Their skin runs the gamut from a pale pink to a dark, ruddy mud color. Brown eyes are most common, but hazel and green can be found. Their hair is almost always brown or white, though blond turns up from time to time.

All gnomes have the following abilities:

### Resistances

**Resistant to Magic:** All gnomes receive a +1 bonus to saves vs. attacks by magic. This does not affect spells with the illusion descriptor.

**Sound Mind:** Gnomes are resistant to the effects of illusions and mentalism and receive a +2 bonus on saves against these.

### Racial Advantages

**Inquisitive:** +2 Disable Device

**Bonus Languages:** Common, Gnome, plus 2 of the following: Dwarvish, Halfling, and Goblin

**Speak with Woodland Creatures:** Gnomes may converse with small mammals up to 1 hit dice.

**Superior Night Vision:** 60'

**AC Bonus:** Gnomes gain a +1 AC bonus for size.

### FOREST GNOME

**Attribute Modifiers:** +1 Dexterity, +1 Insight, -1 Strength



# Races

**Base Hit Points:** 4

**Racial Hit Die:** d6

**Attack Bonus:** +1 to hit goblins

**Bonus Weapon Proficiency:** Short Sword or Dagger

**Bonus Skills:** Sneak, Handle Animal

A gnome's preferred habitation is in areas of rolling and rocky hills, well-wooded, and uninhabited by humans.



## HALF-ELF

Half-elves do not form a race unto themselves, but rather they can be found amongst both elven-kind and humans. Though there are many sub-races of elves, half-elven abilities are always the same. However, they do inherit the looks and physical characteristics of the sub-race that birthed them.

Viewed with a kind of awe among humans, they are often seen as sad or depressed, as they find their friends dying much faster than they. Those half-elves that live among elves live far more interesting lives learning from teachers that are hundreds, sometimes thousands, of years old. The elves do not fully accept them, however, treating them forever like children and viewing them with

pity-filled eyes as half-human, a form that yields all too quickly to entropy.

Elf and human couplings are a fairly common occurrence, but half-elves are still rare. This is because both male and female elves work hard not to produce offspring with humans. It is a sad thing to outlive one's child, an experience elves wish to avoid.

There are many elf-human variants that are labeled as half-elves, the most common being verdant elf and human crossbreeds. They tend to be incredibly beautiful even by elven standards and share the complexions and colorings of the verdant elf. Unlike elves, half-elves do not have hairless bodies, and they tend to be noticeably stockier.

All half-elves have the following racial traits in common:

### Resistances

**Resistant to Sleep Spells:** +4 save vs. sleep magic

**Resistant to Mentalism Spells:** +1 save vs. charm spells and effects

### Racial Advantages

**Bonus Languages:** Elvish, and 2 of the following: Gnome, Half-ling, Goblin, Hobgoblin, Orcish, Gnoll, and Common

**Improved Night Vision:** 30'

**Environmental Discernment:** When actively looking for concealed or secret doors, they receive a +2 to their Perception check.

**Swift:** Half-elves move at 30'.

### VERDANT HALF-ELF

**Attribute Modifiers:** +1 Dexterity, -1 Toughness

**Base Hit Points:** 9

**Racial Hit Die:** d6

**Bonus Weapon Proficiency:** Long Sword

**Bonus Skills:** Persuade, Sneak

### HALF-ORC

Half-orcs are not the result of a different race's union with an orc, but are instead the product of violence. A rare and frightening sight, the forms of half-orcs are often twisted and distorted. Their skin color sees little variation, usually inky black with streaks of sickly dark green. Their irises are always the same color, black or red, giving them a demonic appearance. Sadly, though half-orcs have no predisposition to evil, they are almost always treated as such. Many a half-orc has been killed while simply trying to lend a helping hand.

Half-orcs are not a true race, thus humans and orcs breed true with them.

Because of their racial heritage, half-orcs are usually attacked on sight, unless vouched for, which is sad since most half-orcs want nothing more than to be left alone and to live their lives in peace.



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All half-orcs have the following abilities:

### Resistances

- Resistant to Necromancy: +2 save vs. Necromancy spells and effects
- Resistant to Diseases: +3 save vs. all diseases

### Racial Advantages

- Bonus Languages: Common and Orcish
- Improved Night Vision: 40'
- Human Lineage: Whether proficient with the Disguise skill or not, all half-orcs receive a +4 when disguising themselves as human.

### HALF-ORCS

- Attribute Modifiers: +2 Strength, +1 Toughness, -1 Intellect, -1 Persona
- Base Hit Points: 12
- Racial Hit Die: d8
- Bonus Weapon Proficiency: Khopesh, Whip
- Bonus Skills: Intimidate, Athletics

### HALFLING

Considered a plague by most cities and kingdoms, halflings are a criminal scourge victimizing most they come in contact with. Though there is the rare exception to the rule, halflings are mean, cruel, greedy, and self-absorbed. They enjoy playing harmful pranks, which as often as not turn out to be lethal. Should their target be killed, they loot the body and flee the scene.

Halflings are one of the few races that are native to the world. Legends among the elves tell of a gentle woodland race that was taken into slavery by a now extinct elder race and were twisted with dark magic. This legend has never been verified, but many feel that halflings are indeed tainted with evil.

In big cities, halflings roam the streets in large gangs, taking safety in numbers. Common pastimes include hunting and torturing homeless human children, which brings them into conflict with the Lillta'in, and deceiving elderly couples into believing that they are homeless children themselves. In the end, the halfling population is tolerated, as they do not tend to breed prolifically, and they make great scouts and incredible assassins. Still, it is not uncommon to find halflings being manhandled by city watch in connection with a crime.

Halflings stand between 3 and 3 ½ feet tall. Their hair, eye, and skin color is as varied as the humans, with lighter complexions coming from the north and darker coming from the south.

All halflings have the following abilities:

### Resistances

- Resistant to Darkness and Shadow Spells: +2 save vs. darkness and shadow spells and effects

### Racial Advantages

- Bonus Languages: Halfling, Common, plus 2 of the following languages: Dwarven, Elven, Gnome, Goblin, and Orcish.
- Improved Night Vision: 30'
- AC Bonus: +1 for size
- Lucky: Once a day, a halfling can reroll a failed check or save. The halfling gains an additional reroll every 5 levels, at 5th, 10th, 15th, and 20th. The halfling can only attempt a reroll once on any given failed check or save. If the second roll fails, the halfling must suffer the consequences.

### HALFLING

- Attribute Modifiers: +1 Dexterity, +1 Persona, -2 Strength
- Base Hit Points: 4
- Racial Hit Die: d6
- Bonus Weapon Proficiency: Dagger, Sling
- Bonus Skills: Sneak, Sleight of Hand



# Races

## HUMAN

Humans are the most successful of all the racial types in that they have adapted to all climates and exist in great numbers. Humans can be found almost anywhere and as a result often have more contact and conflict with other races. Humans are a young race compared to others, but their culture has grown much more quickly than those of most of the races that came before them, due in part to their adaptability. The human tendency to make war often bothers the other civilized races. In this regard, it would seem humans have a long way to go.

Human stories tell of a great exodus in which the gods led them to this world to avoid the great burning of their old world. The elves and dwarves corroborate this ancient legend. Indeed it is said there are elves, old beyond reckoning, that remember the exodus.

Humans come in all shapes, sizes, and colors, with climate and latitude often dictating these features.

### Resistances

Resistant to Poison: +1 save vs. poison effects

Resistant to Transmogrification: +2 save vs. transmogrification effects

### Racial Advantages

Bonus Languages: Common, plus 1 bonus language of choice

Night Vision: 15'

## COMMON MAN

Attribute Modifiers: +1 to attribute of choice

Base Hit Points: 9

Racial Hit Die: d8

Bonus Weapon Proficiency: Broadsword or Dagger

Bonus Skills: Survival or Gather Information, plus 1 bonus skill of choice

The common man can be found in cities and farms all over the world. They are by far the most abundant form of human in the world and come in many shapes and sizes. They have no class restrictions.

## LILLTAIN

Lillta'in are a race born of human conception. They appear in all ways as healthy, 10-year-old, human children, but are often much older. Scholars, indeed all humans, have struggled to explain the existence of the lillta'in. Born to humans, of all ranks and social class, they appear to be normal humans until their tenth birthday. Then their bodies stop maturing, but their minds continue to grow. Sometime between the ages of eleven and thirteen, their nature becomes apparent. This is usually a difficult time for both the lillta'in and their parents.

The average height of the lillta'in is 55" for males and 54" for females. They retain the childlike characteristics and personality of 10-year-old children and can remain indistinguishable from human children if they choose. Conversely, older lillta'in possess an insight and maturity beyond that of most humans and are capable of solid decisions under great stress. Lillta'in are often loath to reveal themselves to those who are not friends, but in time of great need, they quickly rise to the ranks



## Races

of leadership, acting as any charismatic leader would.

No one knows the life span of the lillta'in. It is believed that they are immortal, if they remain uninjured and in good health. While biologically identical to humans, they cannot reproduce. The idea of physical intimacy beyond a caring embrace or kiss on the cheek, which they do often with friends, is foreign to them. Any discussion or suggestion of the act in their presence is considered offensive and is one of the few subjects they can earn their enmity.

Through all their days, lillta'in retain their childlike love of life and curiosity of the world around them. They are inherently good-natured. Rarely will you find one of another disposition. When suffering a great loss, they will retreat from the world for years and emerge a different person. They are capable of forgetting their former lives and will pick up and start over with a new life. They remember little of their former lives, not friends, family, or even their own name. Occasionally, knowledge of a skill will just appear. Suddenly, they can play an instrument, understand a language, or craft an item.

No one is sure what caused lillta'in to come into being. Some speculate that it was a kind god trying to restore joy to the world. Still others believe it was a magical experimentation into immortality gone wrong. There are many speculations, but no one really knows why they exist. If the lillta'in know, they're not talking about it.

### Resistances

**Resistant to Miracles:** +2 save vs. miracles and effects

**Resistant to Fear:** +2 save vs. all fear effects

### Racial Advantages

**Bonus Languages:** Common, Dwarvish, Elven, Gnome, plus 1 of choice

**Improved Night Vision:** 30'

### LILLTA'IN

**Attribute Modifiers:** -2 Strength, -2 Toughness, +1 Dexterity, +1 Intellect, +1 Insight, +1 Persona

**Base Hit Points:** 4

**Racial Hit Die:** d6

**Bonus Weapon Proficiency:** None

**Bonus Skills:** Survival (Wilderness and Urban), Gather Information, plus 1 more of choice

**Alignment:** Nature must be good.

### DARK LILLTA'IN

Though unknown to most, the existence of dark lillta'in is a sad reality. Born good-natured, lillta'in cannot become evil without outside influence to corrupt them. It is thought that through torture, despair, or deep sadness, they may sometimes fail to retreat and forget their former lives, creating an evil and vile personality.

Dark lillta'in are true evil. Where the other lillta'in are fun-loving pranksters, dark lillta'in tricks are dangerous and lethal. If given enough time, they will amass power and money, attempting to conquer, destroy, and oppress everything that is joyful.

### VALKYR

The valkyr are distant relatives of the Valkyrie, the fabled choosers of the slain. A crossbreed of human and

Valkyries from the distant past, they breed true with humans. The breed is only passed to the females of the line, one generation to the next. A male valkyr has never been known to exist, though legends speak of them. Valkyrs identify themselves by attaching the suffix -val to the end of their surnames. However, one knows a valkyr when one sees one. Valkyrs are 6' to 6'6" tall, blond, and feminine yet athletic, thus they are predisposed to become warrior-type classes, but this is not a hard and fast rule. All classes are open to them. There are few valkyrs. They make up less than half of one percent of the population, and their number is thought to be dwindling.

Valkyrs are rare, and the males of the realm have been known to fight to the death for their hands in marriage. Few valkyrs settle down before exiting child-bearing age, instead preferring to adventure, fight, and war for a just cause. It is thus a sad fact that few valkyrs are born to the world. It's universally agreed that the world is a better place with them in it.

### Resistances

**Resistant to Magic:** +2 save vs. magic effects

**Resistant to Miracles:** +2 save vs. miracles

### Racial Advantages

**Bonus Languages:** Common, plus 1 bonus language of choice

**Improved Night Vision:** 30'

**Attribute Modifiers:** +1 Toughness, +1 Insight, -1 Persona

**Base Hit Points:** 9

**Racial Hit Die:** d8

**Bonus Weapon Proficiency:** Long Sword

**Bonus Armor:** Shield

**Bonus Skills:** Athletics, Knowledge (Religion)



# Class Threshold By Race

Class/Race	Dwarf	Dwarman	Elf	Gnome	Half-Elf	Half-Orc	Halfling	Human	Lillta'in	Valkyr
Bard	6	12	12	8	12	6	*	12	12	8
Berserker	12	12	6	8	8	12	6	12	*	12
Cavalier	6	8	8	6	12	8	6	12	*	12
Cleric	12	8	8	8	12	8	8	12	8	12
Fighter	12	12	8	8	8	12	8	12	6	12
Mage	*	6	12	8	12	*	*	12	12	8
Paladin	*	6	*	*	9	6	*	12	*	12
Ranger	8	12	12	8	12	12	8	12	6	8
Rapscallion	8	8	12	12	12	8	12	12	12	6

## CLASS THRESHOLD BY RACE

Class Threshold is the level a character cannot exceed in a given class with a prime attribute of less than 13. In addition, some classes are not open to some races at all. Thresholds may be exceeded if one of the character's prime requisites is 13 or higher. See *Advancing Beyond Thresholds* below.

Any field marked with an asterisk (\*) indicates a class not normally allowed to that race. However, GMs may allow characters to reach level 3, plus level threshold bonus, in rare circumstances.

## ADVANCING CLASS THRESHOLD

All races have level thresholds. For each point in a prime requisite beyond 12, a character can raise their maximum level by 1. Further, if a class has more than one prime requisite, characters need only raise one of them to gain the bonus to their maximum level. Bonus levels from multiple prime requisites do not stack. Only the greatest value is used.

ABILITY	BONUS LEVEL
13	+1
14	+2
15	+3
16	+4
17	+5
18	+6
19	+7
20	+8
21	+9
22	+10
23	+11
24	+12
25	+13
26	+14
27	+15
28	+16
29	+17
30	+18



# 3. Character Classes

## CLASS LEGEND

The following is a list of definitions for the class listings.

CLASS	ATTACK PROGRESSION	SPELL ABILITY
Bard	Good	Yes
Berserker	Excellent	No
Cavalier	Excellent	No
Cleric	Good	No
Fighter	Superior	No
Mage	Poor	Yes
Paladin	Excellent	No
Ranger	Excellent	No
Rapscallion	Good	No

**Heading:** Listed here will be the class name: Bard, Berserker, Cavalier, Cleric, Fighter, Mage, Paladin, Ranger, or Rapscallion.

**Prime Requisite:** The two main attributes of the class. These define the class's most important attributes, and their minimum values.

**Casting Attribute:** The attribute used by characters that cast spells or miracles for determining the difficulty class (DC) of their effects.

**Martial Proficiencies:** The number of Martial Proficiency slots received at 1st level and the number of Martial Proficiency slots gained as the character advances in level. Martial Proficiency slots are used to select weapons, armor, and Advanced Proficiencies.

**Bonus Armor Proficiencies:** Armor proficiencies granted at no cost.

**Armor Allowed:** A list of armor proficiencies available to select at 1st level. After 1st level, the character may select armor outside this list as long as the prerequisites are met.

**Bonus Weapon Proficiencies:** Weapon proficiencies granted at no cost.

**Weapons Allowed:** A list of weapons available to select at 1st level. After 1st level, the character may select weapons outside this list.

**Non-Weapon Proficiency Penalty:** The attack penalty a character suffers for using a weapon they are not proficient with.

**Skill Slots:** The number of skill slots a character starts with and the number of slots granted as the character advances in level.

**Class Skills (Available):** The list of skills characters must select from at 1st level. Characters can go outside this list, but the selected skill will be considered basic. See the Skills section for more details.

**Secondary Attribute Bonus:** Every class has a set of secondary attribute bonuses that are different. The secondary attribute bonuses of a class are fixed and do not change. Secondary attributes are used when determining saves and skill checks. See the chapter on Checks, Saves, and Skills for more information on secondary attributes.

**Hit Dice (HD):** This column denotes when the character will roll additional hit dice. The character may add their Toughness bonus to this roll.

A "+1 HP" entry on the HD column indicates a bonus of 1 hit point

for that level instead of an additional hit die. Characters may add their Toughness bonus to this hit point. There is no hit die roll at these levels.

**Base Attack:** The base attack bonus the character applies to attack rolls. This number advances at differing paces for each class.

**Abilities:** Every class has a set of abilities that defines it. These abilities will be listed in this column. The descriptions of these abilities are listed under each class.

## GAINING LEVELS

As characters complete quests, defeat monsters, and perform heroic deeds, they gain experience. After gaining enough experience, they will earn class levels that unlock more abilities and gain more power.

Follow these steps when increasing a character's level:

- Add hit points as indicated by the Hit Dice column of the class chart.
- Increase the base attack as indicated on the class chart. Adjust all attack bonuses as necessary.
- Document any new class abilities as indicated on the class chart. This includes any columns unique to the class, such as the bard's Inspirations, or the berserker's save bonus.
- If the character has earned a new Martial Proficiency, gain proficiency with a new weapon, or gain an Advanced Proficiency if the character has the appropriate prerequisites.
- If the character has earned a new skill slot, choose a new skill to become proficient in.
- If the new level is an even number, update the character's level bonus where appropriate.
- Characters that cast spells need to update their spell point totals. They may also have earned access to additional modifiers or disciplines, and should spend some time deciding how to construct new spells.
- Characters that use miracles should update their divine point totals, and review any new miracles they have access to.
- Characters that earn magic modifiers may drop any one modifier, each level, and choose a replacement modifier from the same discipline.
- Characters that use miracles may drop any one miracle, each level, and select a replacement miracle of the same level.
- Attribute Bonus: At 5th and 10th level, characters gain a bonus to an attribute of choice. These bonus points allow the character to exceed a score of 18.

LEVEL	XP	LEVEL	XP
1	0	6	16,001
2	1,001	7	32,001
3	2,001	8	64,001
4	4,001	9	120,001
5	8,001	10	240,001





# Bard

Bards are warrior poets who use their words and songs to inspire allies and frighten their enemies. Often found on the battlefield side by side with other warriors and men-at-arms, bards use inspiration and magic to swing the tides of battle. They have a passion for knowledge and commit as much to memory as possible. From the mundane to the magical, terrestrial to extra-planar, the bard's desire for knowledge is insatiable. Words, music, and language are the tools of the bard's trade and believed by them to hold the secrets of the universe. At higher levels, the bard's training leads them to investigate the outer planes to learn the words of creation. This journey changes the abilities of the bard at a fundamental level.

**Prime Requisite:** Intellect (13), Persona (13)

**Casting Attribute:** Psyche

**Martial Proficiencies:** 2 + 1 every 4 levels

**Armor Allowed:** Light and Medium (light restrictions)

**Bonus Armor Proficiencies:** Light

**Weapons Allowed:** Hand Ax, Club, Dagger, Knife, Scimitar, Sling, Spear, Staff, Broad Sword, Long Sword, Short Sword, Short Bow, and Long Bow

**Non-Weapon Proficiency Penalty:** -4

**Skill Slots:** 6 + Intellect modifier, +1 every 4 levels

**Class Skills:** Acrobatics, Appraise, Athletics, Craft, Deceive, Decipher Script, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Grapple, Handle Animal, Heal, Herbalism, Intimidate, Knowledge (Any), Linguistics, Performance, Persuade, Perception, Sense Motive, Sleight of Hand, Ride, Sneak, Survival, and Swim

**Secondary Attribute Bonus:** Brawn +0, Agility +2, Endurance +0, Willpower +1, Reason +2, Psyche +3

Level	Hit Dice	Base Attack	Class Abilities	Inspirations per Day	Modifiers	Caster Level	Creation Points	Spell Reserve	Spell Pool
1	+1 hp	+0	Bonus Skills, Bardic Lore, Bardic Inspiration, Magic Discipline	2	3	1	0	1	2
2	+1 HD	+1	Voice of Command	2		1	0	2	2
3	+1 hp	+2	Lore (Plants and Herbs)	2		2	1	3	3
4	+1 hp	+3	Sense Magic	2	4	2	1	3	3
5	+1 HD	+4	Lore (Woodland Creatures)	2		3	1	3	4
6	+1 hp	+5	Word of Defiance	3		3	1	3	4
7	+1 hp	+6	Identify	3	5	4	2	4	5
8	+1 HD	+7	Lore (Planar)	3		4	2	4	5
9	+1 hp	+8	Dark Speak	3		5	2	4	6
10	+1 hp	+9	Bonus Magical Discipline	3	6	5	2	4	7

## BARD ABILITIES

**Spell (1st):** Magic comes naturally to bards. They can learn from druids, mages, and even from faery creatures, though they have highly specialized talents. Bards can only ever use magical disciplines connected to Illusion or Mentalism.

**Magic Discipline (1st):** The bard chooses one magic effect at 1st level: Illusion or Mentalism.

**Discipline Modifiers (1st):** Available modifiers are found under the selected discipline. The bard starts with three modifiers at 1st level and may select another modifier at 4th, 7th, and 10th.

**Bonus Skills (1st):** At 1st level the bard gains Decipher Script and Linguistics as bonus skills.

**Bardic Lore (1st):** Bards possess the ability to recall and identify leg-

endary or mythical people, places, and items, especially rare and magical things that had great impact on history; the names of places; the owners of items; and an item's impact on people and places. Bards consider it their business to know such obscure details. The chance to know these details is modified by the distance and time the event occurred from their native lands. Base chance of success is DC 15. A standard Reason check is necessary.

The difficulty increases by 1 for every hundred years in the past and every hundred leagues outside the bard's native lands. The difficulty also increases based on a level of obscurity from +1 to +20. A bard gains a +1 modifier to this role at 1st level and every 4 levels thereafter. Bardic lore is not a substitute for other knowledge skills and should only be used on historical items, places, people, and events.





# Bard

## BARDIC INSPIRATION

Through song, poetry, a turn of phrase, and use of instruments, a bard can inspire, charm, and discourage others. Bards can even negate the sonic attacks of their enemies. The number of Inspirations usable per day is based on the bard's level. Inspirations replenish at a rate of 1 every 4 hours and 1 every 2 hours when meditating or sleeping. Where saves are granted, the difficulty is 15 + the bard's level + Persona bonus. Bards automatically gain these Inspirations at the level indicated.

- **Encouraging Words (1st)** – The bard can increase an ally's chance of success with a skill check by saying a few encouraging words. If the bard makes a successful Psyche check difficulty 20, the target receives a +1 bonus to their next skill check. This bonus increases by +1 every 4 levels.
- **Fascinate (1st)** – By singing to a group or crowd that is not hostile, the bard can temporarily enthrall them. The targets must make a Psyche save. Failure means that they are so absorbed with the bard's performance they fail to notice little things going on around them. People walking by and mundane conversations go unnoticed. Attempts to pick pockets gain a +5 bonus to succeed. If targets are attacked, the effect is instantly broken. This Inspiration will affect up to 20 people.
- **Song of Bravery (1st)** – Magical fear may be removed with this inspiring song. All who hear it may make a second save vs. any fear effect.. The song can only be used on a target once a day. If the save fails, the bard may try again in 24 hours. Even if successful, the song will not affect the same target twice in a 24-hour period. If the target is affected again by fear, they must wait the 24 hours. This song may be used to grant bonuses to saves vs. fear effects if used in advance. Targets within a 15' radius gain +2 save vs. fear and fear effects. This bonus increases by +1 for every 5 levels of the bard.
- **Battle Hymn (2nd)** – A roaring battle cry followed by powerful song grants allies a bonus in combat. Those within earshot and who understand the bard's words receive a bonus of +1 to hit, saving throws, and skill checks. The effect lasts for as long as the bard sings and ends 1 full round after the bard stops singing. While singing, the bard cannot cast spells or otherwise communicate with words, but is free to gesture with hands and feet.
- **Dire Dirge (2nd)** – A song so mournful, depressing, and filled with doom it adversely affects the bard's enemies. All enemies within 15' of the bard suffer a -2 penalty on saves, attacks, and skill checks. This effect requires a Psyche save to avoid.
- **Sonic Dissonance (3rd)** – A bard can negate the effects of sonic attacks from creatures or spells with a successful opposed roll. If the bard readies an action, they can attempt to negate a sound-based spell or attack as it is executed. In the case of ongoing sonic effects, the attempt need only be made on the bard's initiative. The bard makes a standard Psyche check opposed by the creator of the target spell or effect. (Use Reason for mages, Willpower for clerics, etc.) A tie goes to the creator of the effect. The bard can also provide a +2 to the saves against sonic attacks if performing Sonic Dissonance in advance. Bards may also counter each other with this ability to negate Inspirations.

- **Poetic Inspiration (4th)** – The bard may recite such a moving poem to a target that it grants a bonus equal to the bard's level bonus (maximum +5) to attacks, damage, and saves. This effect lasts for 5 rounds.
- **Suggestion (5th)** – Through the use of song and magic, the bard can affect 1 target with a suggestion as with a spell. A successful Psyche save negates the effect.

**Voice of Command (2nd):** This ability may be used once per day and is similar to the Compel miracle. With 2 words and a gesture, the bard can cause a target to follow their orders for 1 round. The target receives a Willpower save, and if the orders would otherwise cause death, the target receives a +4 to their save. The target must understand the caster and their intent or the effect fails.

**Lore (Plants and Herbs) (3rd):** This class ability works just like Bardic Lore except it applies to plants and herbs. Knowledge is limited to the region and climatic zone in which the bard lives. At the discretion of the GM, the bard may have knowledge of other regions. This lore includes plant and plant-like creatures, as well as the mundane and magical effects that plants and herbs have on people.

**Sense Magic (4th):** The bard can sense magic at will, but must be in contact with the object. The bard must concentrate for 1 round before knowing whether an item is magical. Unlike the mage, the bard cannot determine the type of magic.

**Lore (Woodland Creatures) (5th)** – Bards have knowledge of all the mundane and magical creatures within their region, including any dragon types, faery, and monsters that dwell there.

**Word of Defiance (6th):** Negates the effects of a spell or miracle, once a day. This is similar to the mage's Disrupt Magic or a cleric's Repudiate Miracle ability. Simply say the word "No" to remove the targeted effect. An opposed check is required. The bard rolls a d20 and adds their Psyche bonus to oppose the mage's Reason bonus +10 or the cleric's Willpower bonus +10. Ties go to targeted effect.

**Identify (7th):** This ability reveals the function of an item of power to the bard. The bard must know the item is magical before the process begins. One hour must be spent preparing for this ritual. The bard must make a standard Reason check of DC 20 plus the MR (see Items of Power) of the item to reveal its magic. A roll will be required for each function of the item as well as to determine command words and charges if any exist. The bard may make 1 roll for each level of bard they possess. This power drains the bard utterly. Four hours of rest will be required after its use, and no spell casting or other powers may be used until this rest is completed.

**Lore (Planar) (8th):** Through ongoing reading, training, and investigation, bards become familiar with creatures and places beyond the terrestrial realm of existence. The bard's thirst for knowledge and mastery of sound and language drive them to dig deeper into the mysteries of the universe and the source of creation itself. The ability works like the Bardic Lore ability except the base difficulty is 25. Knowledge of creatures, places, and things can be understood with this ability. However, knowledge of the planes is vast. The more obscure a thing is, the harder it is to know. Knowledge of familiar gods and infamous demon princes would be a difficulty of 25, but an obscure place or people with little relevance could be a DC of 50 or more.



# Bard

**Dark Speak (9th):** Dark speech is the language of unmaking. Once a day, the bard may attempt to articulate dark speech. The bard must elect which effect they will use and whether the target will be a single person or object, or an area centered on the bard. Dark Speak affects people or objects. After generating the effect, the bard must avoid negative effects themselves. They must make an Endurance save DC 10 + the bard's Psyche score. Failure means the bard is struck deaf and blind for 1 plus 1d4 rounds. Even if the save is made, the bard is still deafened for 1 round. Use of this ability can attract powerful planar creatures within a mile radius. Even if they don't show up to investigate, they become aware of the bard.

When used, those so affected suffer one or more of the following effects. The bard selects which of these effects to inflict before making the dark speech attempt.

- **Damage** – This is an area of effect with a 15' radius. Damage is suffered equal to 1d6 every for every 2 levels of the bard. A successful Endurance save halves the damage.
- **Blind, Deaf, and Dumb** – Affects a single target for 5 rounds +1 per 2 levels of the bard. Save vs. Psyche to avoid the effect. The target also suffers the damage effect.
- **Stun** – Affects a single target for 5 rounds +1 per 2 levels. A save vs. Willpower avoids the effect. The target also suffers the damage effect.
- **Sunder** – Affects an object such as a door, sword, column, bolder, etc. The object takes 1d6 damage per level of the bard and ignores hardness unless its origin is magical.

**Bonus Magical Discipline (10th):** The bard may select another magical discipline from their list.



# Berserker

Berserkers are skilled warriors in their own right. Their true power emerges from their great anger and rage. When their berserk state is unleashed, they become a terrible power, losing all reason to blood lust. Berserkers are common among the northern lands but are not unheard of in other parts of the world. Organized cultures and armies usually avoid these warriors, as they tend to attack allies and innocents in their berserk state. Even when not in battle, the anger and rage threatens to boil over at the simplest provocation.

**Prime Requisite:** Strength (12), Toughness (13)

**Martial Proficiencies:** 5 + 1 every 3 levels

**Armor Allowed:** Any

**Bonus Armor Proficiencies:** Light, medium, heavy

**Weapons Allowed:** Any

**Non-Weapon Proficiency Penalty:** -1

**Skills Slots:** 4 + Intellect modifier, +1 every 4 levels

**Class Skills:** Athletics, Craft, Grapple, Handle Animal, Heal, Intimidate, Knowledge (Engineering), Knowledge (History), Knowledge (Local), Ride, Survival, and Swim

**Secondary Attribute Bonus:** Brawn +3, Agility +1, Endurance +3, Willpower +1, Reason +0, Psyche +0

Level	Hit Dice	Base Attack	Class Abilities	Bonus Save	Bonus Recovery Points	Bonus Strength	Rounds of Rage
1	+1 HD	+0	Rage, Bonus Recovery Points	+2	4	+4	5
2	+1 hp	+1	Fast Move		5		
3	+1 HD	+2	Mighty Blow	+3	6		
4	+1 hp	+3	Unencumbered		7		
5	+1 HD	+4	Improvised Weapon		8	+6	6
6	+1 hp	+5	Control Rage	+4	9		
7	+1 HD	+6	Instant Rage		10		
8	+1 hp	+7	Fight with Anything		11		
9	+1 HD	+8	Euphoric Rage	+5	12		7
10	+1 hp	+9	Berserk Fury, End Rage		13	+8	

## BERSERKER ABILITIES

**Rage (1st):** Berserkers rage. It's what they do. It's what they live for. Battle is an intoxicating and euphoric experience for them, one that consumes their mind, body, and soul. Dangerous allies, berserkers have volatile personalities and are prone to frequent and explosive bursts of violence. A berserker's nature is always chaotic.

- **Enter Rage** – Berserkers can only rage once every 5 minutes.
- **Hard to Kill** – While raging, berserkers move their recovery points to their normal hit point pool. These points will act as hit points do until the rage ends. Any remaining points will return to the recovery point pool. If the berserker is left with no hit points, 1 point is removed from the recovery pool so that the berserker has at least 1 hit point. When raging, if the berserker runs out of hit points (this includes the moved recovery points), they fall unconscious and start to die. They must make a death roll as per the dying condition.
- **Bonus Saves** – At 1st, 3rd, and every 3 levels after 3rd, the berserker gains a bonus save against mind-affecting spells and spell-like effects. (Any spell using the Mentalism discipline falls into this category.) The berserker's mind is too clouded to be manipulated easily. The exceptions to this are spells that provoke the berserker, like Taunt. See Rage Drawbacks for more details.
- **Extra Attacks** – While raging, the berserker will always take extra attacks (see the extra attack rule in the Combat section). The penalties for taking extra attacks are reduced by 3 for one-handed weapons and reduced by 5 for two-handed weapons.
- **Bonus Strength** – While raging, the berserker's Strength increases by 4 points at 1st, and by 2 more points at 5th and 10th levels.
- **Using Rage** – A berserker can rage for 5 rounds. This increases by 1 round every 4 levels. It takes 2 rounds to go into a rage. If in combat, rage becomes available automatically after 2 rounds even if not declared (this makes it easy to provoke the berserker into rage as well). The rage starts on the beginning of the third round. After a rage is over, the berserker becomes fatigued, see Rage Drawbacks.
- **End Rage** – Purposefully coming out of a rage is difficult. The berserker may attempt to willingly stop the rage with a Willpower check DC 16 + 2 for each round the berserker has been in the rage. Success indicates the rage has ended. This attempt may be made once every round the berserker is raging, however, the penalty keeps increasing for each round the rage continues. The berserker will keep attacking available targets (including allies) until a save is made or the rage ends normally. Once a successful check has been made, it takes a full round for the rage to end. If attacked at any time during this period, the rage resumes.





# Berserker

**Rage Drawbacks (1st):** Berserkers are unstable, always on the verge of exploding into a violent rage and attacking.

- **Easily Provoked** – The berserker is never quite in control of themselves. If taunted, the berserker must make a Willpower save of DC 20 or fly into a rage. (It still takes 2 rounds for the rage to begin, but the berserker will attack immediately.) If attacked, the difficulty to resist is 30. If an ally is attacked, the difficulty is 25. If an ally is killed, the difficulty is 35. The berserker may choose to fail this check if they wish.
- **Continuous Attack** – The berserker will keep attacking any creature in sight until the rage ends. They will attack if a truce is called or even if all the enemies are dead. In this case, they turn on their allies or innocents.
- **Careless Attack** – Berserkers receive no shield bonus even if one is equipped. They are more likely to use it as an offhand weapon or simply cast the shield off. Further, berserkers do not use tactics or mindful attacks. They will charge headlong into combat, attacking targets in front of them first. If another enemy should grab their attention with spells or heavy damage, they may redirect their focus. Otherwise, in their blood lust, they only see red and cannot focus beyond 10' or their next target, whichever is closer.
- **No Missile Weapons** – While raging, the use of missile weapons is not possible. However, thrown and hurled weapons are permitted, but without Dexterity bonuses. Strength bonuses still apply.
- **No Advanced Martial Proficiency Use** – While the berserker is free to choose and use any Martial Proficiency available to the warrior classes, no advanced Martial Proficiencies may be used while raging. Rage is a thing of wild and animal instincts. No conscious thought goes into the berserker's attacks. Berserkers still have access to their normal Martial Proficiencies, except shields.
- **Illusions and Provocation Magic** – Berserkers receive no bonus to saves against visual illusions, because illusions are images outside the mind. Mind-affecting (Mentalism) spells that taunt or cause loss of control through anger will also affect the berserker normally. Such spells always draw the attention of the berserker to the caster, who will become the berserker's primary target.
- **Fatigue** – After a rage ends, the berserker is exhausted. The fatigue lasts for 2 rounds for each round that the rage lasted. During this time the berserker's Strength drops a number of points equal to the bonus received during the rage and movement drops to half normal speed. If the berserker is unable to rest (due to continued combat or some other unavoidable activity), recovery from the rage is delayed and does not start until the berserker can rest.

**Bonus Recovery Points (1st):** The berserker gains 4 bonus recovery points plus 1 for each level of berserker. This bonus is permanent and in effect whether raging or not.

**Fast Move (2nd):** The berserker can move 5' faster, and a total of 10' faster while raging.

**Mighty Blow (3rd):** Once every 5 rounds, the berserker can unleash a mighty blow that doubles damage dice, each one eligible to explode. This is a single attack that requires two hands (no off-hand weapon or shield may be used that round) and may be used while raging. This is an exception to the continuous attack rule described under Rage Drawbacks.

**Unencumbered (4th):** While raging, all armor movement penalties are reduced by 10' and all other armor check penalties are reduced by 2.

**Improvised Weapon (5th):** The berserker can pick up virtually any object that can be wielded in one or two hands and use it as a weapon. The damage, speed, and the handedness of the object are determined by the GM. As long as its weight does not exceed that of other typical one-handed weapons, it can be wielded one-handed, and the same criteria should be used to adjudicate two-handed weapons. Objects heavier than typical two-handed weapons cannot be wielded. This ability also applies to martial weapons that the berserker may be wielding. There is no penalty for using improvised weapons in this manner. This ability effectively grants the berserker a Martial Proficiency for any object they can wield.

**Control Rage (6th):** The berserker gains a +2 bonus to Willpower checks to end their rage.

**Instant Rage (7th):** Once a day, the berserker can fly into a rage on the first round of battle.

**Fight with Anything (8th):** Similar to Improvised Weapon. While raging, the berserker can pick up nearly anything and fight with it. Items include anything larger than a standard two-handed weapon, though the berserker will suffer a penalty to hit with such objects. Dead bodies, unconscious allies, tree limbs, and large rocks may be wielded. Larger and heavier objects may also be used as weapons. However, the attack penalties will be greater. The GM may assess a penalty of -4 to -20 or more. The only requirement is that the berserker can actually lift the object. In outrageous cases, if the object is extremely heavy but can still be lifted, the GM may allow a free attack against the berserker as the berserker picks it up or attempts to attack with it.

**Euphoric Rage (9th):** While raging, the berserker feels no pain and gains DR1/-.

**End Rage (10th):** Once a day, a berserker can end their rage at will.

**Berserk Fury (10th):** Once a day, the berserker can unleash the full fury of their angry, hateful rage. When Berserk Fury is triggered, the berserker suffers no penalty for extra attacks. This effect lasts for the duration of the berserker's rage.



A knighted warrior, the cavalier serves a lord or king and observes a code of honor. Skilled in combat, they excel with weapons, armor, and horse. While deadly in hand-to-hand, they are devastating on horseback and greatly feared. They can be found on solo quests or leading great armies in desperate battles for or against evil. It's a regrettable reality that many cavaliers become corrupted by power and money.

**Prime Requisite:** Strength (13), Toughness (13)

**Martial Proficiencies:** 3 + 1 every 2 levels

**Armor Allowed:** Any

**Bonus Armor Proficiencies:** Light, medium, heavy, and shield

**Weapons Allowed:** Any

**Bonus Weapons:** Lance, Horseman's Flail, Horseman's Mace, Horseman's Pick

**Non-Weapon Proficiency Penalty:** -1

**Skill Slots:** 4 + Intellect modifier, +1 every 3 levels

**Bonus Skill:** Ride

**Class Skills:** Athletics, Craft, Grapple, Handle Animal, Heal, Intimidate, Knowledge (History), Knowledge (Local), Perception, Sense Motive, Ride, Survival, and Swim

**Secondary Attribute Bonus:** Brawn +2, Agility +0, Endurance +2, Willpower +2, Reason +1, Psyche +1

Level	Hit Dice	Base Attack	Class Abilities
1	+1 HD	+0	Horsemanship, Protection from Fear 10' R, Weapon of Choice (3)
2	+1 hp	+1	Weapon Focus, Fight to the Last Breath
3	+1 HD	+2	Mental Resistance, Weapon Expert
4	+1 hp	+3	Weapon Focus
5	+1 HD	+4	Advanced Parrying, Weapon Expert
6	+1 hp	+5	Weapon Focus
7	+1 HD	+6	Save vs. Illusions, Weapon Expert
8	+1 hp	+7	Weapon Mastery
9	+1 HD	+8	Mental Resistance
10	+1 hp	+9	Last Breath, Extraordinary

## CAVALIER ABILITIES

**Horsemanship (1st):** Cavaliers are master horsemen. They have the following abilities when handling and riding horses.

- **Select Quality Steed** – A cavalier's steed, when determining hit points, will always have at least 20% more than the average.
- **Saddle Born** – Cavaliers have a knack for staying on their horse. Whenever a cavalier would be thrown from their steed, they receive a standard Brawn check DC 12 + damage received. If successful, they are not thrown.
- **Mounted Attack Bonus** – The cavalier receives a +1 bonus to attacks while on horseback with melee weapons.
- **Mounted Damage Bonus** – The cavalier does bonus damage equal to their level while on horseback. This bonus is only granted to melee weapons the cavalier is proficient with.

**Weapon of Choice (1st):** At 1st level, the cavalier starts with three Weapons of Choice: the lance, the choice of long sword, broad sword, or scimitar; and the choice of horseman's mace, horseman's flail, or horseman's pick. Details on Weapons of Choice are listed under Ad-

vanced Weapon Proficiencies in Chapter 4.

**Protection from Fear, 10' Radius (1st):** The cavalier gains a +4 save vs. fear effects. Allies within a 10' radius of the cavalier gain a bonus of +2 to all fear effects.

**Weapon Focus (2nd):** At 2nd, 4th, 6th, and 8th levels, the cavalier gains Weapon Focus in a weapon in which the cavalier already has selected as a Weapon of Choice.

**Fight to the Last Breath (2nd):** Cavaliers can function when others would fall unconscious. The cavalier receives 4 bonus recovery points. When the cavalier loses all their hit points, they can continue to fight, but movement is halved and a penalty of -2 is suffered on all attacks, saves, and skill checks. Note that unless stabilized, they are still bleeding out and lose 1 hit point a round. The cavalier's body may still stabilize on its own, but stabilization rolls are at a -2 penalty while still in combat. See Stabilizing under the Combat section. When the cavalier reaches 0 hit points and 0 recovery points, they finally fall unconscious and must make a death roll or die.



# Cavalier

**Mental Resistance (3rd):** The cavalier receives a +2 bonus to saves vs. all mind-affecting spells, miracles, and effects.

**Weapon Expert (3rd):** At 3rd, 5th, and 7th levels, the cavalier may select Weapon Expertise with any weapon for which they have already selected Weapon Focus.

**Advanced Parrying (5th):** A cavalier can sacrifice attacks to block an enemy's attack. This may even be done with an extra attack (all penalties still apply). If the cavalier has not yet attacked and suffers a hit, they may choose to block it with a parry. It is just an opposed attack roll against the attack that struck the cavalier. A tie on this roll goes to the cavalier. If the cavalier has already attacked, but saved an attack, they may use that to parry with. All unused attacks are lost at the end of the round.

**Save vs. Illusions (7th):** The cavalier receives a +2 save vs. illusions.

**Melee Weapon Mastery (8th):** At 8th level, the cavalier may select the Martial Proficiency Melee Weapon Master. Only weapons in which the cavalier already has Weapon Focus may be selected. The bonuses to attack and damage each increase to +3. The penalty for taking an extra attack drops by a total of 8. This Martial Proficiency also grants additional 1d6 points of damage to melee attacks.

**Mental Resistance (9th):** The cavalier receives a total bonus of +4 save vs. all mind-affecting spells, miracles, and effects.

**Last Breath, Extraordinary (10th):** The cavalier receives an additional bonus of +4 recovery points. The Fight to the Last Breath ability suffers no penalties to attacks, saves, skills, or movement, and the cavalier automatically stabilizes at the end of each round.



# Cleric

Clerics are warrior priests, more warrior than priest, who use the power of the gods to aid themselves and their allies in battle. They use the power of miracles. Strangely, whether they follow the edicts of their religion or not, their miracles always seem to work, as long as the cleric believes they are doing what is right. Miracles are not magic. See the Magic section for more details.

**Prime Requisite:** Insight (13), Persona (13)

**Casting Attribute:** Willpower

**Martial Proficiencies:** 2 + 1 every 4 levels

**Armor Allowed:** Any

**Bonus Armor Proficiencies:** Light and Medium

**Weapons Allowed:** Battle Ax, Broad Sword, Club, Flail, Mace, Staff, Staff Sling, Spear, War Hammer, and their deity's favored weapon

**Non-Weapon Proficiency Penalty:** -3

**Skill Slots:** 5 + Intellect modifier, + 1 every 3 levels

**Class Skills:** Concentration, Heal, Herbalism, Knowledge (History), Knowledge (Local), Knowledge (Religion), Knowledge (Magic), Knowledge (Miracles), Knowledge (Nobility), Knowledge (Planes), Persuade, Ride, Sense Motive, and Thaumaturgy

**Secondary Attribute Bonus:** Brawn +1, Agility +0, Endurance +1, Willpower +3, Reason +1, Psyche +2



Level	Hit Dice	Base Attack	Class Abilities	Gifts/Day	Gifts Known	Divine Power Points	Miracles Known
1	+1 hp	+0	Gifts, Miracles, Blessing	1	2	4	4
2	+1 HD	+0	Deity's Weapon of Choice	2		6	5
3	+1 hp	+1	Create Waters	3	3	8	7
4	+1 HD	+2	Deity's Weapon - Focus	4		10	8
5	+1 hp	+3	Iron Faith	5		12	10
6	+1 HD	+4	Deity's Weapon - Expert	6	4	14	11
7	+1 hp	+5	Words of War	7		16	13
8	+1 HD	+6	Blessed Blood	8		18	14
9	+1 hp	+6	Divine Sight	9	5	20	16
10	+1 HD	+7	Righteous Wrath	10		22	17

## CLERIC ABILITIES

**Blessing (1st):** Clerics can use the Blessing ability once a minute (which equals 10 rounds). A blessing can be used in one of two ways: First, it can be used to grant all allies in a 15' radius a +1 bonus to saves, attacks, or skill checks, cleric's choice. Second, it may be used to imbue a single weapon with a +1 bonus to attack and damage rolls. These effects last for 5 rounds. They last for 10 rounds after the cleric has reached 6th level. Only one blessing can be active at any one time, even if a new blessing is granted by another cleric. The most recent blessing effect stands. If an older blessing is still active when the latest one expires, it will take effect for the remainder of its duration.

**Gifts per Day (1st):** The number of times gifts can be used each day.

Clerics receive one daily use of gifts per level. A 3rd level character has 3 gifts per day: 1 gift could be used three times, or 1 gift could be used once and a second gift twice, or 3 gifts could each be used once.

**Gifts Known (1st):** The cleric is gifted powers by their god, or simply by the intensity of their faith. A cleric may know 2 gifts +1 more every 3 levels: at 3rd, 6th, and 9th levels. Certain gifts are not available until the cleric reaches the appropriate level. Each gift indicates the minimum level necessary for its acquisition.

- **Radiant Strike (1st)** – Divine energy drops from the sky or shoots from the hand, cleric's choice. The energy strikes 1 target for 1d6+1 points of damage per 2 levels of the cleric. A successful Psyche save reduces this damage by half.





# Cleric

- **Revisit (1st)** – The cleric may activate Revisit on an ally within 30' who has failed a save on a persistent magical effect. The target receives a second saving throw as long as it has been less than 1 full round since the failed save. This effect can be cast before a failed save as a preventative measure. If the target fails a save, they can try again. The effect will last for 1 minute if used this way. Regardless of the outcome of the second roll, the miracle ends after the second roll.
- **Resist (1st)** – Grants a +2 bonus on saves to a touched target for 10 rounds.
- **Protect Ally (3rd)** – The cleric uses an action to create a link between themselves and an ally that is within 50' and which the cleric can see. Once the link is established, the ally may move as far as 100' before the link will break. While the link is active, half the damage the cleric's ally receives is transmitted back to the cleric. This damage is subtracted from the cleric's recovery points. The link persists for 5 rounds plus 1 round for every 2 levels of the cleric, or until the cleric's recovery points are exhausted.
- **Aural Surge (3rd)** – The cleric may use an Aural Surge to heal damage on all allies within a 15' radius of the cleric for 1d6 + the cleric's level.
- **Mighty Strike (6th)** – While making a melee attack, clerics may activate Mighty Strike. This affects only 1 attack, but grants an attack bonus equal to the cleric's level and deals double damage (roll double dice and double all bonuses).
- **Root Enemy (6th)** – Enemies find their feet stuck to the ground, preventing movement. A successful Brawn check negates the effect. The affected target can still attack and cast spells, but movement is reduced to 0 and all Agility checks and saves are reduced to simple checks.
- **Preserve Ally (7th)** – After creating a link as described by Protect Ally, the cleric may cast healing and protective miracles across the link as touch spells.
- **Holy Eye of the Gods (9th)** – A divine beam of light shines down in a 10' radius. The cleric may select the location of this beam within a range of 50'. Those whose nature is not the same as the cleric's god take 5d8 + the cleric's level in damage. An Endurance save reduces the damage by half. Those who have the same nature as the cleric's god are healed for 5d8 + the cleric's level.
- **Battle Blessing (9th)** – All allies within 15' of the cleric receive a +2 bonus to attack, damage, and saves for 10 rounds. Further, any living allies who have failed a save vs. a spell or a miracle with a persistent effect immediately gain an additional saving throw to escape the effect.

## MIRACLES

Clerics do not cast spells or use magic. They invoke divine power, which is an enigma to non-believers. Those who wield it, ask (or command, depending upon the perspective of the faith) reality to comply and it does. Bending to the will of the wielder, the unchangeable changes, the impossible becomes possible, and a miracle is witnessed, for only the gods can make such a thing possible.

- **Divine Power Points:** These points are used to activate miracles. Divine power points replenish at a rate of 1 every 2 hours: 1 per

hour while resting, and 2 per hour while sleeping.

- **Miracles Known:** At 1st level, clerics know four miracles. At every even level, one more miracle is granted. At every odd level, two more miracles are granted.
- **Miracle Levels and Cost:** There are miracles listed for every cleric level, 1 through 10. The cost of performing a miracle is the same as its level. Thus a 2nd level miracle costs 2 points.
- **Choosing Miracles:** New miracles may be selected each time the cleric raises level. The cleric is free to choose a miracle of their level or lower, but never a higher one.

**Deity's Weapon of Choice (2nd):** At 2nd level, a cleric can use their deity's weapon as a Weapon of Choice with all the benefits that come with it.

**Create Waters (3rd):** The cleric learns how to create holy waters as outlined in the Items of Power section. Daily uses of gifts are invested into waters during creation. Each gift invested is equivalent to 2 divine points when creating waters.

**Deity's Weapon Focus (4th):** The cleric gains a +1 bonus to hit with their deity's weapon.

**Iron Faith (5th):** The cleric gains a +1 class bonus on all saves and checks.

**Deity's Weapon Expert (6th):** The cleric gains a +1 damage bonus with their deity's Weapon of Choice.

**Words of War (7th):** The cleric speaks a declaration of war on an enemy and invokes their deity's name. The target is struck by divine malice and suffers 4d8 points of damage plus the level of the cleric, and must make a Psyche save DC 10 + the cleric's Willpower score or be blind for 1 round. The range of this effect is 30'.

**Blessed Blood (8th):** The cleric's faith is so devout, their very blood is touched by the gods. If the cleric's blood is spilled by a melee weapon attack, all adjacent creatures will be splashed with it. All non-allies whose nature does not match the cleric's will suffer 1d6 points of divine energy damage. This damage increases to 2d6 against undead, demons, and devils.

**Divine Sight (9th):** Once a day, for 2 minutes, the cleric can invoke the power of their god to allow the cleric to see what is unseen. This ability lets them see the invisible, magic, and even divine energies within 30'. Beings that exist on both the terrestrial plane and another simultaneously can also be seen. This power only allows the cleric to view unseen and invisible phenomena, not understand it. The different forms of magic, or what plane of existence a being has come from, will not be readily apparent, though that may be determined by other means.

**Righteous Wrath (10th):** Once a day, the cleric can summon all their anger into a battle fury for 5 rounds. While clerics are in this state, their Strength increases by 4 points, and their recovery points temporarily join the cleric's hit point pool. Though they are overcome with anger, they may still use miracles normally. This is not rage, and the cleric does not suffer rage drawbacks.





# Fighter

Warriors are common to every community, but from them emerge the true fighters. The fighter is a skilled warrior whose relentless and skilled attacks wear down their enemies. They are valuable allies to any party.

**Prime Requisite:** Strength (12) or Dexterity (12), Toughness (13)

**Martial Proficiencies:** 5 + 1 every 3 levels

**Armor Allowed:** Any

**Bonus Armor Proficiencies:** Light, Medium, Heavy, and Shield

**Weapons Allowed:** Any

**Non-Weapon Proficiency Penalty:** -2

**Skill Slots:** 3 + Intellect modifier, +1 every 5 levels

**Class Skills:** Athletics, Craft, Grapple, Handle Animal, Heal, Intimidate, Knowledge (Engineering), Knowledge (History), Knowledge (Local), Ride, and Swim

**Secondary Attribute Bonus:** Brawn +3, Agility +1, Endurance +3, Willpower +1, Reason +0, Psyche +0

Level	Hit Dice	Base Attack	Class Abilities
1	+1 HD	+1	Weapon Specialization
2	+1 hp	+2	Bonus Damage, Relentless
3	+1 HD	+3	Shake It Off (15 points)
4	+1 hp	+4	Armor Specialization 1
5	+1 HD	+5	Advanced Weapon Specialization
6	+1 hp	+6	Shake It Off (Quick)
7	+1 HD	+7	Shake It Off (25 points)
8	+1 hp	+8	Armor Specialization 2
9	+1 HD	+9	Weapon Mastery
10	+1 hp	+10	Shake It Off (Magic or Miracle)



## FIGHTER ABILITIES

**Weapon Specialization (1st):** At 1st level, the fighter may choose one weapon to specialize in by spending an additional weapon proficiency slot. See *Melee* or *Ranged Specialization* under *Advanced Proficiencies*.

**Bonus Damage (2nd):** Any time a fighter strikes with a weapon they are proficient with, they deal extra damage equal to half their level rounded down.

**Relentless (2nd):** Each time a fighter misses an attack, they receive a +1 bonus on their next attack. This bonus is cumulative with each miss to a maximum bonus of +10. Once a successful hit is scored, the bonus resets to 0. This bonus represents a fighter's attack routine. The bonus returns to 0 if the fighter changes targets, or weapons, or if their attack is otherwise interrupted by spells or conditions, such as *stun* or *unconsciousness*.

**Shake It Off (15 points) (3rd):** Once a day, whenever the fighter takes damage, they may, as a move action on the next round, remove up to 15 points of this damage. This ability does not remove poison or restore missing limbs.

**Armor Specialization 1 (4th):** The fighter gains an additional *Armor* or *Shield Specialization*.

**Advanced Weapon Specialization (5th):** The fighter may select *Advanced Melee Specialization* or *Advanced Ranged Specialization* for one weapon they have already specialized in.

**Shake It Off (Quick) (6th):** The fighter may use *Shake It Off* immediately after being struck and suffers no loss of action as a result.

**Shake It Off (25 points) (7th):** The fighter may shake off up to 25 points of a single attack once a day. This replaces *Shake It Off (15 points)*.

**Armor Specialization 2 (8th):** The fighter gains an additional *Armor* or *Shield Specialization*.

**Weapon Mastery (9th):** The fighter advances one weapon from *Advanced Specialization* to *Weapon Mastery*.

**Shake It Off (Magic/Miracle) (10th):** Once a day, in addition to their normal *Shake It Off*, the fighter can shake off a persistent magical or miraculous effect. It takes 1 round to negate the effect, and the effect can only be negated on the fighter's initiative.





# Mage

Magic is a powerful mystical energy that permeates the world. It responds to what practitioners call the language of the universe. To speak this language gives one control of magic and the ability to affect the world around them. Difficult to master, magic is a dangerous art, thus many consider it evil. Magic has many disciplines, and the mage may practice many of them or specialize in a single one.

**Prime Requisite:** Dexterity (12), Intellect (15)

**Casting Attribute:** Reason

**Martial Proficiencies:** 1 + 1 every 5 levels

**Armor Allowed:** None

**Weapons Allowed:** Dart, Knife, and Staff

**Non-Weapon Proficiency Penalty:** -5

**Skill Slots:** 6 + Intellect modifier, +1 every 3 levels

**Class Skills:** Appraise, Concentration, Craft, Decipher Script, Forgery, Herbalism, Knowledge (Any), Perception, Ride, and Thaumaturgy

**Secondary Attribute Bonus:** Brawn +0, Agility +1, Endurance +0, Willpower +2, Reason +3, Psyche +2

Level	Hit Dice	Base Attack	Class Abilities	Modifiers	Creation Points	Spell Reserve	Spell Points
1	+1 hp	+0	Spell Points, Focus, Magic Discipline, Modifiers, Familiar	5	1	2	3
2	+1 hp	+0	Sense Magic, Scribe Scrolls (Lesser)	6	2	3	4
3	+1 HD	+0	Identify		2	3	5
4	+1 hp	+1	Brew Potions (Minor)		3	4	6
5	+1 hp	+1	Bonus Discipline or Specialization	7	3	4	7
6	+1 HD	+1	Scribe Scrolls (Greater)	8	4	5	9
7	+1 hp	+2	Penetrate Resistance		4	5	10
8	+1 hp	+2	Disrupt Magic		5	6	12
9	+1 HD	+2	Bonus Discipline	9	5	6	13
10	+1 hp	+3	Brew Potions (Major)	10	6	7	15

## MAGE ABILITIES

**Spell Points (1st):** There are three sources of spell points: the spell pool, the spell reserve, and creation points. All three may be used to cast spells. However, each type returns at a different rate and has additional functions.

- **Spell Pool** – The normal pool from which the mage can cast their spells. All spells have a spell point cost. These points replenish at a rate of 1 point per round.
- **Spell Reserve** – A reserve pool of magical power the mage can draw on for more power or for emergencies. These points replenish at a rate of 1 per hour. Often, spells require the use of spell reserve points specifically.
- **Creation Points** – Creation points are the mage’s deep reserve of magic. These points are invested into temporary magic items and powerful spells. They return at a rate of 1 point every 24 hours after the magic item has been used or the spell it was invested in has expired.

**Focus (1st):** Most mages use a magical focus to cast spells. A focus can be a wand, staff, knife, ring, or even a rock. It must be held and flourished during spell casting and spell activation. A focus can be disarmed

or destroyed. The use of a focus lowers the cost of a spell by 1 point. If a focus is destroyed, it takes a week to make a new one. The new focus can be different from the previous. The item chosen takes 7 days to bond with the mage.

**Magical Discipline (1st):** At 1st level, the mage selects a Discipline from which to cast their spells. See Disciplines under the Magic section for more information.

**Modifiers (5) (1st):** Modifiers are essential for spell casting. The mage starts with 5 modifiers and may select more modifiers as they advance in level, as indicated on the mage class table.

When the mage gains a level, they may discard a known modifier and replace it with a new one from the same discipline. The mage no longer has access to the discarded modifier and can cast no spells that require it.

**Familiar (1st):** A familiar is a magical animal companion that has elected to join the mage of their own free will. They provide certain powers to the mage and gain intelligence and a prolonged life span, so long as they are not killed and their mage lives.

While within 1 mile of their familiar, the mage gains the power granted by the type of animal.



# Mage



Type	AC	HP	Move	Power
Cat	12	5	25'	+1 Dexterity
Owl	13	5	Fly 30'	Increased Night Vision, +15'
Rat	12	4	15'	Resist Disease +2
Raven	13	5	Fly 30'	+1 Insight
Snake	11	5	15'	Resist Poison +2
Toad	12	4	10'	+1 Toughness

Familiars gain the following benefits from their master.

- +1 HP per level of the mage
- +1 Intelligence per 2 levels of the mage (animal Intelligence begins at 1)
- While on the mage's person, they receive the mage's AC and saves.

The mage receives the following benefits when within 1 mile of the familiar.

- 1st Level – Empathy with familiar
- 3rd Level – Communicate (verbally) with familiar
- 5th Level – Cast touch spells through familiar
- 7th Level – Effective communication (empathic) at range out to 3 miles
- 9th level – Telepathy with familiar

If the familiar dies, the mage is stunned for 1 minute and takes 3d6 damage. The mage must make a simple Endurance check DC 15. If

successful, the mage is stunned for only 1 round, and the damage is halved.

The mage can call a new familiar if the current familiar dies. This process takes 3 plus 1d3 months. The new familiar arrives at the end of this time.

**Sense Magic (2nd):** A mage can sense magic at will but must be in contact with the object. The mage must concentrate for 1 round to determine whether an item is magical. The mage may detect the type of magic on the item with a standard Reason check DC 15. The mage adds their level as a bonus to this check. The difficulty can be modified up or down at the GM's discretion. This power can only be attempted once per day per object.

**Scribe Scrolls (Lesser) (2nd):** Mages can scribe scrolls by investing creation points. The mage may imbue the scroll with 2 spell points for every creation point they invest. The scroll will last for one week after leaving the mage's possession. See Items of Power for more details.

**Identify (3rd):** This power drains the mage utterly. Four hours of rest are required after its use, and no spell casting or other powers may be used until this rest is completed. The ability reveals the function of an item of power to the mage. The mage must know the item is magical before the process begins, and 1 hour must be spent preparing for this ritual. The mage must make a standard Reason check of DC 20 plus the MR (see Items of Power) of the item to reveal its magic. A roll will be required for each function of the item as well as to determine command words and charges if any exist. The mage may make 1 roll for each level of mage they possess.

**Brew Potions (Minor) (4th):** Brewing potions is an art unto itself. Mages know a few things about brewing potions and may invest creation points into making them. Review Potions under the Items of Power section.

**Bonus Discipline or Specialization (5th):** The mage may select another discipline or specialize in one already known. The effect of specializing reduces the cost of casting for the specialized discipline by 1 point.

**Scribe Scrolls (Greater) (6th):** Similar to Scribe Scrolls (Lesser) except that the mage imbues 3 spell points for each creation point invested, and the scroll will not deteriorate until it has been more than a mile from the mage for a week. See Items of Power for more details.

**Penetrate Resistance (7th):** Once per day, while casting a spell, a mage can reduce a target's magic resistance by 5 points + 1 point per level beyond 7th. The spell using this ability takes a full round to cast, unless the mage spends twice the cost to make it a single action.

**Disrupt Magic (8th):** By touching a person or object a mage can disrupt the magic of a semi-permanent spell. This effect can be used once every hour. The mage must succeed at an opposed Reason check with the original caster of the spell. If successful, the spell loses all power and disappears. A tie means the effect is not disrupted.

**Bonus Discipline or Specialization (9th):** The mage may select another bonus discipline or specialize in one already known. The effect of specializing reduces the cost of casting for the specialized discipline by 1 point.

**Brew Potions (Major) (10th):** Similar to Brew Potions (Minor) except the mage can create truly powerful potions. Review Potions under the Magic section.



# Paladin

Paladins are holy warriors that fight the never-ending battle against evil and chaos. They are often servants of a church but some, a rare few, walk the path of righteousness alone. Like cavaliers and knights, they follow a code of honor dictated by their religion and faith.

**Prime Requisite:** Insight (13), Persona (13)

**Martial Proficiencies:** 3 + 1 every 3 levels

**Armor Allowed:** Any

**Bonus Armor Proficiencies:** Light, Medium, Heavy, and Shield

**Weapons Allowed:** Any

**Non-Weapon Proficiency Penalty:** -3

**Skill Slots:** 4 + Intellect modifier, +1 every 3 levels

**Class Skills:** Athletics, Craft, Grapple, Handle Animal, Heal, Intimidate, Knowledge (History), Knowledge (Local), Knowledge (Religion), Perception, Ride, Sense Motive, Survival, and Swim

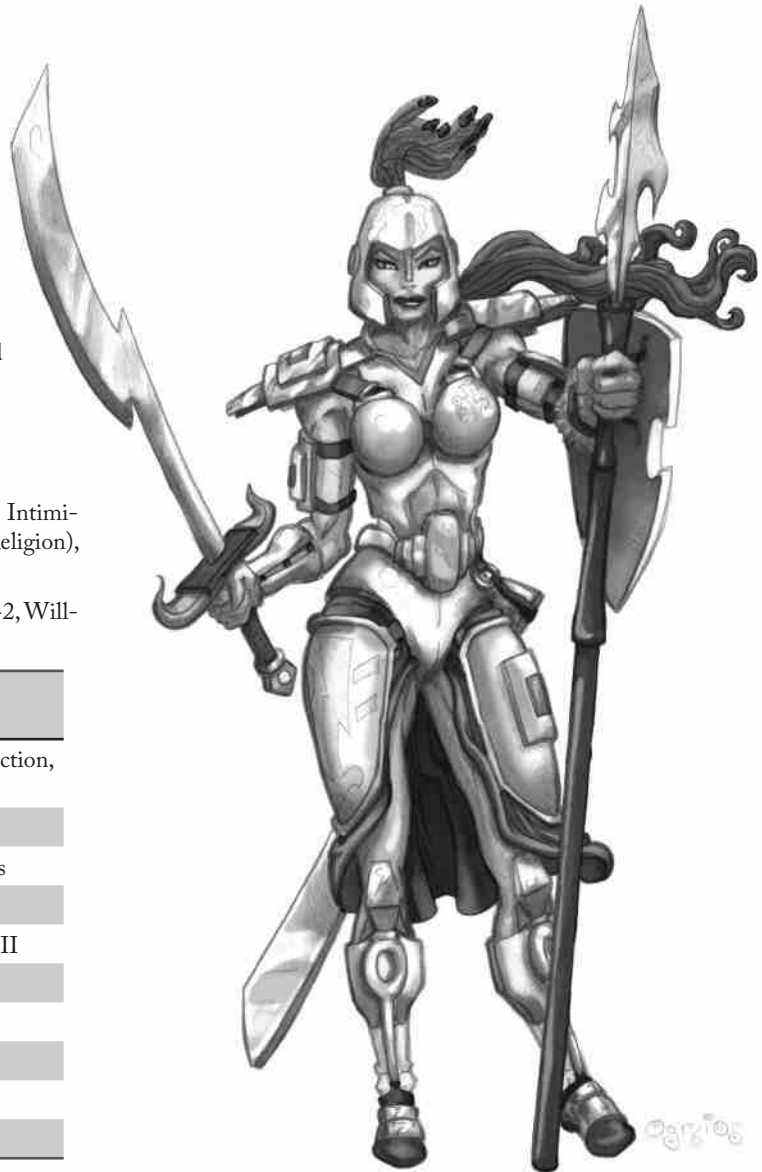
**Secondary Attribute Bonus:** Brawn +2, Agility +0, Endurance +2, Willpower +2, Reason +0, Psyche +2

Level	Hit Dice	Base Attack	Class Abilities
1	+1 HD	+0	Horsemanship, Divine Protection, Sense Evil
2	+1 hp	+1	Crush Evil
3	+1 HD	+2	Hedge Undead, Healing Hands
4	+1 hp	+3	Pristine
5	+1 HD	+4	Faithful Steed, Hedge Undead II
6	+1 hp	+5	Divine Protection (Allies)
7	+1 HD	+6	Crush Chaos
8	+1 hp	+7	Banish Demons
9	+1 HD	+8	Almighty Push
10	+1 hp	+9	Consecrate Divine Weapon

## PALADIN ABILITIES

**Horsemanship (1st):** Paladins are master horsemen. At the GM's discretion, the paladin may obtain a creature other than a horse for a steed, but this should be exceedingly rare, and the steed can be no more than one size greater than a horse. (Sorry, no dragons!) Paladins have the following abilities when handling and riding horses.

- **Quality Steed** – A paladin's steed, when determining hit points, will always have at least 20% more than the average.
- **Saddle Born** – Paladins have a knack for staying on their horse. Whenever a paladin would be thrown from their steed, they receive a standard Brawn check DC 12 + damage received. If successful, they are not thrown.
- **Mounted Attack Bonus** – The paladin receives a bonus +1 to attacks with melee weapons while on horseback.
- **Mounted Damage Bonus** – The paladin does bonus damage equal to their Level bonus while on horseback. This bonus is only granted to melee weapons the paladin is proficient with.



**Divine Protection (1st):** Paladins receive a +2 bonus to AC and saves.

**Sense Evil (1st):** By focusing for a full round on a target, the paladin can sense evil or evil intent. This effect reaches out 30' and affects 1 target at a time.

**Crush Evil (2nd):** Paladins add their Level bonus to damage when they successfully strike evil creatures. This bonus stacks with the paladin's Mounted Damage bonus.

**Hedge Undead (3rd):** The paladin gains the ability to force unintelligent undead away, similar to the cleric miracle Hedge Undead.

**Healing Hands (3rd):** The paladin may heal a target by placing their hands on the body of the injured. Starting at 3rd level, the paladin can heal 2d6 plus their level in damage each day, plus another 1d6 every 2 levels (3d6 at 5th, 4d6 at 7th, 5d6 at 9th, etc.). The paladin may, if they choose, break up the healing using 1d6 at a time per target. If done in this way, the amount of healing is greater overall, as they may add their level each time they use healing hands (1d6 plus level). However, if all the dice are used in one go, the level bonus is only added once. The paladin may only use this ability on a target once every 4 hours.



# Paladin

**Pristine (4th):** Paladins become immune to disease and receive a bonus of +2 on saves to avoid magical diseases and curses.

**Faithful Steed (5th):** When a paladin finds a steed they really like, they may decide to bond with it. They can anoint the steed through a special ritual that takes 1 full day. If the steed dies or is set free, the ritual can be performed again one year later. The following benefits are granted:

- If the steed's Intellect is lower than 9, it will raise to 9.
- While the paladin and the steed are within 1 mile of each other, they will have an empathic bond and have a good idea of each other's emotional state.
- The steed can start leveling in animal classes.
- Steed always knows the general direction of the paladin no matter the distance.
- As long as the steed is within 1 mile, the paladin can share their hit points with it. The paladin must decide immediately whether to transfer hit points when damage to the steed occurs.
- When the paladin reaches 7th level, the steed may share recovery points with the paladin, as long as it is within 1 mile. This works like normal recovery points with the paladin transferring the steed's recovery points to the paladin's own hit points at a rate of 2 per minute.
- When the paladin reaches 10th level, the paladin and steed may telepathically communicate as long as they are within 100 yards of each other.

**Hedge Undead II (5th):** The paladin gains the ability to force all undead away, similar to the cleric miracle Hedge Undead II.

**Divine Protection (Allies) (6th):** Similar to Divine Protection, except this extends to a 10' radius around the paladin, giving allies a +2 bonus to AC and saves. If an ally leaves the area, they lose the benefits of this effect. This effect is always active.

**Crush Chaos (7th):** Like Crush Evil, but to chaotic creatures. The two abilities stack.

**Banish Demons (8th):** Once a day, the paladin may invoke this effect to drive away demons. Demons of greater level than the paladin cannot be affected. A Willpower save, DC 10 + the paladin's Psyche negates this effect. A failed save sends the demon back to its home plane.

**Almighty Push (9th):** Once a day, the paladin can push forth a wave of divine energy in a 30' radius that harms only enemy targets. Targets take 5d6 points of damage, Psyche save DC 10 + paladin's Psyche for half damage. Undead, demons, and devils take 5d8 plus the paladin's level in damage.

**Consecrate Divine Weapon (10th):** Like their steed, paladins may anoint any weapon in their possession. Anointing bestows a +3 bonus to attack and damage. If the weapon already has a magical or holy bonus, it will increase to +3. If the existing bonus is already +3 or more, this ability will grant an additional +1 bonus. The weapon will also grant the wielder 25% magic resistance and divine resistance. The weapon can only be used by those with the same ethos as the paladin. Only one weapon may be so imbued. If the weapon is lost or destroyed, the paladin may break the bond. After waiting one month, the paladin may anoint another weapon.





# Ranger

Rangers are infiltrators, scouts, and protectors. They are expert wilderness warriors and skilled in the art of the ambush. They live by their own personal codes, which often puts them at odds with local governments.

**Prime Requisite:** Dexterity (15), Toughness (13)

**Martial Proficiencies:** 3 + 1 every 3 levels

**Armor Allowed:** Light, Medium, and Shield

**Bonus Armor Proficiencies:** Light, Medium, and Shield

**Weapons Allowed:** Any

**Bonus Weapons:** Ax Hand, Long Bow, Short Bow, and Spear

**Non-Weapon Proficiency Penalty:** -3

**Skill Slots:** 5 + Intellect modifier, +1 every 3 levels

**Class Skills:** Acrobatics, Athletics, Craft, Disguise, Escape Artist, Gather Information, Grapple, Handle Animal, Heal, Herbalism, Intimidate, Knowledge (History), Knowledge (Local), Knowledge (Ruins), Perception, Sense Motive, Ride, Sneak, Survival, Swim, and Rope Use

**Secondary Attribute Bonus:** Brawn +2, Agility +2, Endurance +2, Willpower +1, Reason +1, Personality +0

Level	Hit Dice	Base Attack	Class Abilities	AC Bonus
1	+1 HD	+0	Bonus AC, Bonus Skills, Adversary Focus, Tracking, Two-Weapon Fighting	+1
2	+1 hp	+1	Guardian, Natural Sense	
3	+1 HD	+2	Weapon Specialization	
4	+1 hp	+3	Onslaught 1	+2
5	+1 HD	+4	Bonus Movement, Oath	
6	+1 hp	+5	Two-Weapon Fighting - Advanced	
7	+1 HD	+6	Wooded Step	
8	+1 hp	+7	Hunter, Onslaught 2	+3
9	+1 HD	+8	Dodge, Adversary Focus II	
10	+1 hp	+9	Guardian II	

## RANGER ABILITIES

**Bonus AC (1st):** While in light armor, the ranger gains a +1 bonus to AC. This bonus increases by +1 at 4th and 8th levels.

**Bonus Skills (1st):** The ranger gains Athletics, Sneak, and Survival as bonus skills.

**Adversary Focus (1st):** The ranger may choose one specific type of creature to excel against. The ranger knows this type of creature very well and receives a +1 to attacks, checks, and saves when dealing with this creature type. The creature should be native to the ranger's terrain type. Examples are dark elf, dwarf, goblin, giant (frost), ogre, etc. The bonus for this class ability increases by +1 at 5th level and every 5 levels thereafter.

**Tracking (1st):** A Survival check is used to determine whether the ranger is successful at tracking. The ranger receives a +2 bonus to their tracking ability and may follow tracks with a DC greater than 20.

**Two-Weapon Fighting (1st):** As long as the ranger is wearing light armor, they get the benefit of the Two-Weapon Fighting Advanced Proficiency.

**Guardian (2nd):** Grants the ranger a fierce fighting ability driven by passion, love, and an oath to protect. When the ranger receives this ability, they must choose a single place, object, or people as their charge

to protect. These may be specific, such as an individual or a ring or a building, or general, such as a forest, a country, or an organization. When the ranger's charge is directly threatened, a bonus of +1 to hit is granted. The ranger also receives their Level bonus to damage while protecting their charge. The GM will ultimately decide when a charge is being violated and what the bonus is applied to. Despite a player's desire to read this into every circumstance, it only applies when the charge is in clear and present danger from a circumstance or enemy.

**Natural Sense (2nd):** The ranger has a sixth sense in the wilderness and around animals. They can sense trouble through the reactions of animals or sounds in the wild. The ranger must make a Perception check DC 15 to succeed at this. This sense can also be used to avoid confrontation with a wild creature, provided the animal has not been attacked or has not yet attacked, by making a DC 15 Handle Animal check. This only works with non-magical animals.

**Weapon Specialization (3rd):** The ranger may select Melee or Ranged Specialization, as described under Advanced Proficiencies, with one weapon they are proficient with.

**Onslaught (4th):** Onslaught allows the ranger to move and still take extra attacks. The ranger may attack separate targets with each attack. (Normally, a character must end all movement after an extra attack, and when used, the extra attack must be on the same target.)



# Ranger

- **Onslaught 1 (4th)** – The ranger may move and attack with their off-hand weapon. Both the primary attack and the off-hand attack may be on the same target or on separate targets. All penalties for two-weapon fighting still apply. Other types of extra attacks and multiple attacks are still prohibited. The ranger cannot perform this attack while wearing heavy or very heavy armor.
- **Onslaught 2 (8th)** – The ranger may move, attack with both their primary and secondary weapons, and still take an extra attack with their primary weapon. Only one type of penalty applies to all these attacks, either the two-weapon fighting or the extra attack, whichever is greater. The ranger cannot perform this attack with heavy or very heavy armor.

**Bonus Movement (5th):** The ranger's base movement increases by 5'.

**Oath (5th):** Once per adventure/campaign cycle, the ranger may take an oath to protect a person. The ranger is bound and cannot take another oath until the terms of the existing oath are fulfilled (e.g., completion of the current adventure), at the GM's discretion. Once given, the oath provides all the bonuses that the Guardian class ability grants, provided circumstances are directly related to protecting the ward.

**Two-Weapon Fighting Advanced (6th):** As long as the ranger is wearing light armor, they gain the benefit of the Two-Weapon Fighting Advanced Proficiency. The ranger's penalty for wielding two weapons is now reduced by 5.

**Wooded Step (7th):** The ranger may move through any sort of undergrowth (natural thorns, briars, overgrown terrain, and similar areas) at normal speed without suffering any ill effects or leaving a trail. This does not include magically affected areas.

**Hunter (8th):** The ranger may track targets without penalty to movement.

**Dodge (9th):** When the ranger succeeds at an Agility save vs. area spells and attacks, they suffer no damage at all.

**Adversary Focus II (9th):** Similar to Adversary Focus, only this ability allows the ranger to choose a second adversary to focus on. The bonus for the new focus starts at +1 at 9th level and increases by +1 every 5 levels.

**Guardian II (10th):** The ranger gains a second charge and receives the bonuses described under Guardian.



# Rapscallion

The rapscallion can be found in any society. They are criminals, fences, robbers, spies, con-artists, murderers, and assassins. They tend to operate among the less educated and less fortunate, catering to the darker side of the human and inhuman psyche. Quick of hand, mind, and tongue, rapscallions are attracted to wealth and power and use their talents to attain it.

**Prime Requisite:** Dexterity (13), Persona (13)

**Martial Proficiencies:** 2 + 1 every 4 levels

**Armor Allowed:** Leather, Studded Leather

**Bonus Armor Proficiencies:** Light

**Weapons Allowed:** Short Bow, Broad Sword, Caltrop, Club, Dagger, Dart, Hand Crossbow, Knife, Rapier, Sap, Spear, Sling, Short Sword

**Non-Weapon Proficiency Penalty:** -3

**Skill Slots:** 8 + Intellect modifier, +1 every 4 levels

**Class Skills:** Acrobatics, Appraise, Athletics, Deceive, Decipher Script, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Grapple, Herbalism, Knowledge (History), Knowledge (Local), Knowledge (Ruins), Linguistics, Persuade, Perception, Ride, Sense Motive, Sleight of Hand, Sneak, Swim, Thaumaturgy, and Rope Use

**Secondary Attribute Bonus:** Brawn +0, Agility +3, Endurance +0, Willpower +1, Reason +2, Psyche +2

Level	Hit Dice	Base Attack	Class Abilities	Defense Bonus
1	+1 hp	+0	Secret Language, Class Disposition (Combat or Skill)	+1
2	+1 HD	+0	Somersault	+2
3	+1 hp	+1	Agile	+2
4	+1 HD	+2	Talent I	+3
5	+1 hp	+3	Sixth Sense	+3
6	+1 HD	+3	Sudden Somersault	+3
7	+1 hp	+4	Talent II	+4
8	+1 HD	+5	Flank Attack	+4
9	+1 hp	+6	Seventh Sense	+4
10	+1 HD	+6	Talent III	+4

## RAPSCALLION ABILITIES

**Defense Bonus (1st):** This is an active bonus to armor class. As long as the rapscallion is wearing light armor and is aware of the attack, this bonus is applied to the rapscallion's armor class.

**Secret Language (1st):** All rapscallions, regardless of affiliation, have their own secret language, the "thieves' cant." This language is known in addition to others, which may be learned because of race and/or Intellect. While rapscallions can always understand the thieves cant from their own area, it is not always the same in other areas. In fact, in most areas (villages, towns, and cities) the secret language is often entirely different. The rapscallion must spend skill slots on Secret Language if they wish to understand secret languages from other areas.

**Class Disposition (Combat or Skill) (1st):** Rapscallions are a flexible class. At 1st level, they must choose a disposition. A disposition is an area or talent set the rapscallion favors.

- **Combat Disposition:** Going forward, whenever the rapscallion gains a talent, it must be selected from the combat talent tree. At 1st level, the rapscallion gains Two-Weapon Path (light weapon) or Thrown-Weapon Path (thrown weapon), as well as Cunning Strike (1d6).

- **Combat Path** – Each time the rapscallion, who has chosen the Combat Disposition, receives a new talent they may advance one of two paths: Two-Weapon or Thrown Weapon. Each time one is chosen, the rapscallion advances to the next level of proficiency. The rapscallion need not stick to one path. They may choose one path, then the other as they receive talents. However, they cannot skip a proficiency level and must advance specialization in a linear fashion.
- **Two-Weapon Path** – The weapons used with the Two-Weapon Path must be light weapons. The Two-Weapon Path is as follows: Two-Weapon Fighting; Two-Weapon Fighting, Advanced; Two-Weapon Fighting, Superior.
- **Thrown Weapon Path** – The weapon chosen for the Thrown Weapon Path must be a hand-held, thrown weapon. The Thrown Weapon Path is as follows: Ranged Specialization; Advanced Ranged Specialization; Ranged Weapon Mastery.
- **Cunning Strike:** This is a vital strike that occurs when the rapscallion finds their opponent surprised, off-guard, or flanked. Cunning Strike does not grant any additional bonus to attack. On a successful hit, the rapscallion does a bonus 1d6 damage. Only light weap-





# Rapscallion

ons can be used for Cunning Strike, and it is necessary that the rapscallion understand the biology of the creature being attacked. Some creatures, such as oozes, puddings, golems, undead, demons, and more, cannot suffer this extra damage. The GM decides when a creature has a resistant form or when the rapscallion is unfamiliar with its biology and cannot do extra damage. However, the rapscallion may be able to learn and identify weaknesses by studying the creature. At this point, the GM may allow the extra damage. The largest weapon that may be employed for this purpose is a scimitar. The damage from Cunning Strike never explodes.

- **Skills Disposition:** Going forward, whenever the rapscallion gains a talent, it must be selected from the skills talent tree. At 1st level, the rapscallion receives an additional 4 skill slots. The rapscallion also gains a +1 bonus to the following skills: Acrobatics, Athletics, Decipher Script, Disable Device, Escape Artist, Open Locks, Sleight of Hand, and Sneak.

**Somersault (2nd):** Any character can attempt to tuck and roll to avoid an attack, but rapscallions are better at it. Rapscallions receive a +2 bonus to all tuck and roll checks.

**Agile (3rd):** Rapscallions take no damage from effects and spells on a successful Agility save.

### Talent I (4th)

- **Combat Disposition:** Two-Weapon Path (light weapon) or Thrown-Weapon Path (thrown weapon), Cunning Strike (2d6).
- **Skills Disposition:** The rapscallion gains a bonus language or skill and the Double Roll talent. This talent applies to one rapscallion skill of the player's choosing and cannot be changed afterwards. The rapscallion can pick from: Acrobatics, Athletics, Decipher Script, Disable Device, Escape Artist, Open Locks, Sleight of Hand, and Sneak. When using the chosen skill, they may make a second roll if they do not like the first. However, the second roll must be kept no matter what the result.

**Sixth Sense (5th):** The rapscallion is not vulnerable to surprise attacks and can avoid strikes normally granted by surprise or flanking.

**Sudden Somersault (6th):** The rapscallion can make a sudden tuck and roll as a bonus action at the beginning of the round, before any attacks or other movements. The rapscallion can move up to 10' with a successful sudden tuck and roll check. If the check fails, the rapscallion remains where they started. Afterwards, the rapscallion may take all their actions as normal.

### Talent II (7th)

- **Combat Disposition:** Two-Weapon Path (light weapon) or Thrown-Weapon Path (thrown weapon), Cunning Strike (3d6).
- **Skills Disposition:** The rapscallion gains a bonus language or skill and the Double Roll talent. This talent applies to one rapscallion skill of the player's choosing, different than the one selected for Talent I, and cannot be changed afterwards. The rapscallion can pick from: Acrobatics, Athletics, Decipher Script, Disable Device, Escape Artist, Open Locks, Sleight of Hand, and Sneak. When using the chosen skill, they may make a second roll if they do not like the first. However, the second roll must be kept no matter what the result.

**Flank Attack (8th):** Once per round, the rapscallion is granted a free attack if their target is struck by any ally in melee combat. The rapscallion must be engaged in melee with the target and have a melee weapon in hand to take advantage of Flank Attack.

**Seventh Sense (9th):** The rapscallion can sense invisible and unseen adversaries within 10' of them and is not surprised by their attacks. Further, the rapscallion only suffers a -2 penalty to hit these foes.

### Talent III (10th)

- **Combat Disposition:** Two-Weapon Path (light weapon) or Thrown-Weapon Path (thrown weapon), Cunning Strike (4d6).
- **Skills Disposition:** The rapscallion gains a bonus language or skill. They also receive the Skill Focus talent. The rapscallion may choose two skills and receive +2 bonus to both skills.





# 4. Abilities, Skills, and Martial Proficiencies

Character classes are described by their features: Abilities, Skills, Martial Proficiencies, and in some cases miracles and spells. A feature is not just descriptive, it grants characters the capability to perform an action in the game.

## ABILITIES

Abilities are class-based features. Abilities are innate and gained through class selection and not usually obtained in any other fashion.

## SKILLS

Skills are always learned and can be obtained from the character's racial heritage or purchased with slots granted by the character's class. Skills are different from abilities in that they all advance as the character's level increases. See the Skills section later in Chapter 7 for more details.

## MARTIAL PROFICIENCIES

All characters receive Martial Proficiencies from their classes. Some Martial Proficiencies are granted by the character's race as well. The most basic function of a Martial Proficiency is the selection of weapons and armor. When proficiencies are spent in this way, the character is granted the knowledge to use the item without penalty. Characters may also invest proficiencies in the same item repeatedly to gain additional bonuses. Proficiency slots may also be used to purchase Advanced Proficiencies.

At 1st level, all characters are restricted to the weapons and armor listed by their classes. Beyond 1st level, characters may spend their proficiencies as they wish. This means they can select weapons and armor outside their class lists. For example, a mage can choose to wield a long sword or wear light armor with their 5th level proficiency slot, provided they find someone to train them.

Class	Starting Proficiencies	Proficiencies/Level
Bard	2	1/4
Berserker	5	1/3
Cavalier	3	1/2
Cleric	2	1/4
Fighter	5	1/3
Mage	1	1/5
Paladin	3	1/3
Ranger	3	1/3
Rapsallion	2	1/4

Martial Proficiencies fall into two categories, armor and weapons. Characters must select their starting proficiencies from their class lists. Each class list reflects the weapons and armor available to characters at 1st level. Provided they can find someone to train them, characters can choose any weapon or armor they qualify for as they receive new Martial Proficiency slots. Armor must be advanced in order: light, then medium, then heavy, then very heavy. Shields and tower shields are separate categories.

## LIST OF PROFICIENCIES

**Additional Weapons:** Proficiency with a new weapon may be selected. After 1st level, the character is allowed to gain proficiency for a weapon outside their starting list.

**Additional Armor:** Proficiency with a new type of armor may be selected. After 1st level, the character is allowed to gain proficiency for armor outside their starting list.

**Shield:** This includes proficiency with bucklers, light, medium, and heavy shields. After 1st level, the character is allowed to gain proficiency with shields outside their starting list.

**Tower Shield:** The character gains proficiency with tower shields. After 1st level, the character is allowed to gain proficiency with shields outside their starting list.

## NON-PROFICIENT WEAPON PENALTY

Characters not proficient with the weapon they wield suffer a penalty dictated by their class. The less training the class does with weapons, the higher the penalty. Further, all weapons have a minimum Strength requirement. If this requirement is not met, a penalty to hit and damage is assessed. This penalty is the difference between the minimum Strength required and the character's actual Strength.

**Example:** A long sword requires a 9 Strength to wield properly. If a character with an 8 Strength wields a long sword, they suffer a -1 to hit and -1 damage.

## NON-PROFICIENT ARMOR PENALTY

If characters are not proficient with the armor worn, the following penalties apply.

Armor	AC	Move	Armor Check Penalty
Light	-1	-5'	-1
Medium	-2	-5'	-2
Heavy	-3	-10'	-3
Very Heavy	-4	-10'	-4

**AC:** The protection of the armor is reduced by this number.

**Move:** Movement is reduced by this amount.

**Armor Check Penalty:** The armor check penalty is increased by this amount.

## ADVANCED PROFICIENCIES

Characters can advance their capabilities with weapons and armor by investing more proficiency slots in the same item. Below are some options they can choose. Each costs one proficiency slot. Characters may not choose these options at 1st level unless their class states otherwise.

## FIGHTER CLASS

The fighter class offers the most flexibility of all the warrior classes. As such, fighters have more Advanced Proficiency options at 1st level than any other class. In addition to weapons and armor proficiencies,





# Advanced Weapon Proficiencies

they may select the following Advanced Proficiencies provided they have the slots available: Weapon of Choice, Weapon Focus, Weapon Expertise, Two-Weapon Fighting, Shield Bash, and Armor Focus. Fighters receive specialization (melee or missile) at 1st level. The fighter never gains more than one specialization.

## WARRIOR CLASSES

Warrior classes may purchase Weapon of Choice and Weapon Focus in one weapon at 1st level provided they are proficient with the weapon. Additionally, they are eligible to purchase any weapon, armor, or shield at 1st level. Berserkers, cavaliers, fighters, and paladins are all warrior classes.

## MARTIAL CLASSES

While not considered true warriors, martial classes receive extensive training in combat. The bard, the cleric, and rascallions with combat path (see class for details) are martial classes. At 1st level, they may purchase Weapon Focus provided they are proficient with the weapon. Additionally, they may also purchase the shield proficiency at 1st level.

## ALL OTHER CLASSES

All other classes are restricted to the starting weapons allowed at 1st level. However, beyond 1st level, any class may gain proficiency with any weapon, armor, or Advanced Proficiency (but not with any specialization) provided they have Martial Proficiencies available and meet all the requirements.

## ADVANCED WEAPON PROFICIENCIES

**Two-Weapon Fighting:** This allows characters to reduce the penalty for fighting with two weapons by 3 for each hand.

**Two-Weapon Fighting, Advanced:** The penalties for fighting with two weapons are reduced again to a total of 5 for each hand.

**Two-Weapon Fighting, Superior:** The penalties for fighting with two weapons are reduced a final time by a total of 7 for each hand.

**Weapon Focus:** Any class can focus on a weapon by adding an additional proficiency. Unless otherwise specified, each class must wait to receive their next Martial Proficiency. Weapon Focus grants a +1 to attack with that weapon.

This proficiency may be selected multiple times. It must be applied to a different weapon each time.

**Weapon Expert:** Any class can become an expert with a weapon by adding an additional proficiency. Unless otherwise specified, each class must wait to receive their next Martial Proficiency. Weapon Expert grants a +1 to damage with that weapon.

**Weapon of Choice:** Warrior classes that do not receive Weapon Specialization may take a Weapon of Choice at 1st level. Weapon of Choice may only be selected once; the only exception is the cavalier, who may select it many times. Weapon of Choice reduces the penalty for taking an extra attack by 4. Normally, an extra attack is penalized by using the weapon speed as the penalty. An extra attack must be declared before the character acts, and all attacks for that round suffer the same penalty. May be selected for missile weapons as well, the penalty for extra attacks with the missile weapon is reduced by 2.

**Melee Specialization:** Single-class fighters may specialize in one weapon at 1st level and rangers at 3rd level. No other classes are eligible for Melee Specialization. This ability offers a +1 bonus to hit and a +1 bonus to damage. It also reduces the extra attack penalty as per Weapon of Choice (drops by 4). This reduction does not stack with the reduction of the extra attack penalty from any other ability or effect. Only the greatest reduction to the extra attack penalty takes effect.

**Advanced Melee Specialization:** The bonus for the selected melee weapon increases to a total of +2 to attack and +2 damage. Penalties for taking an extra attack are reduced by a total of 6 points. Rangers do not qualify for Advanced Melee Specialization until 11th level. Single-class fighters can select this proficiency after reaching 5th level. Melee Specialization must have already been selected for the chosen weapon.

**Melee Weapon Mastery:** This Martial Proficiency can only be selected by the fighter at 9th level and cavalier at 12th level. The fighter must have Advanced Melee Specialization for the chosen weapon before Melee Weapon Mastery can be selected. Bonuses to attack and damage increase to a total of +3 each. The penalty for taking an extra attack is reduced by a total of 8.

**Ranged Specialization:** Single-class fighters may specialize in one weapon at 1st level, rangers may specialize at 3rd level, and rascallions of the Combat Disposition may specialize when they follow the Thrown Weapon Path. No other classes are eligible for Ranged Specialization. Those who specialize in the long, short, or composite bow are entitled to a “point-blank” range category. Point-blank range is from 6’ to 30’. Additionally, the penalty for extra attacks with the weapon reduced by 2.

**Ranged Specialization, Advanced:** The Ranged Specialization proficiency must have already been selected for the chosen weapon. Single-class fighters at 5th level, rangers at 11th level, and rascallions of the Combat Disposition, when they follow the Thrown Weapon Path, may select Advanced Ranged Specialization. No other classes are eligible for Advanced Ranged Specialization. The bonus for the selected weapon increases to a total of +2 to attack and +2 damage. The penalty for taking extra attacks drops by a total of 4, and the character gains the extreme range category for the selected ranged weapon.

**Ranged Weapon, Mastery:** This Martial Proficiency can only be selected by fighters at 9th level and rascallions of the Combat Disposition, when they follow the Thrown Weapon Path, if they have taken the Advanced Ranged Specialization. The bonus for attack and damage increases to +3. The penalty for taking extra attacks is reduced by a total of 6.

## ADVANCED SHIELD PROFICIENCIES

Advanced shield proficiencies follow a progression that cannot be skipped. The order is as follows: Shield Bash, Improved Shield Bash, and Superior Shield Bash.

**Shield Bash:** The character may attack with a shield (small, medium, or large) as a second weapon. Penalties for attacking with two weapons apply. The character still gains the armor class bonus from the shield. This Advanced Proficiency can’t be taken at 1st level, except by warrior types.



# Advanced Armor Proficiencies and Horsemanship

**Improved Shield Bash:** Similar to Shield Bash, but attack penalties are reduced by a total of 2.

**Superior Shield Bash:** Similar to Shield Bash, but attack penalties are reduced by a total of 4.

## ADVANCED ARMOR PROFICIENCIES

Before a character can choose an Advanced Proficiency in a type of armor, they must first be proficient with the specific armor. Advanced Proficiencies follow a progression that cannot be skipped. The order is as follows: Armor Focus, Armor Expert, Armor of Choice, Armor Specialization, and Armor Mastery. Similar benefits do not stack (e.g., a character with both Armor Focus and Armor of Choice has an armor check reduction of 2, not 3).

**Armor Focus:** Reduces the movement penalty of armor by 5' or, in the case of light armor, grants +1 AC. Also, the armor check penalty is reduced by 1 point.

**Armor Expert:** Provides a bonus DR1/- for medium and heavy armor. AC for light armor is increased by a total of +2.

**Armor of Choice:** The character can sleep in the armor without adverse effects, and the armor check penalty is reduced by a total of 2. Normally, characters who attempt to sleep in armor are not well rested and end up fatigued. A fatigued character suffers a -2 penalty to all attacks, saves, and checks.

**Armor Specialization:** The armor movement penalty is reduced by 10', and the AC bonus is increased by +1 or, for light armor, to a total of +3.

**Armor Mastery:** The armor movement penalty is reduced by a total of 15', the AC bonus is increased by a total of +2, and the armor check penalty is reduced by 3. Armor Mastery does not grant an advantage to the use of light armor.

## HORSEMANSHIP PROFICIENCIES

Mounted combat is one of the most advanced forms of melee. However, to gain the full benefits of mounted combat, both the character and the horse must be trained. Below are the modifiers for the differing levels of mounted combat. The cavalier and paladin start with the advanced Martial Proficiency and Advanced Horsemanship, and receive additional class abilities. **Mounted Combat Skill Level**

Skill Level	Attack Modifiers	Damage Bonus	Un-Horse	Missile Fire
Unskilled	-2	No	Yes	No
Horsemanship	-1	Yes	Yes	-5
Horsemanship, Advanced	0	Yes	Yes +4	1 Attack
Mounted Combat	0	Yes	Yes +6	Normal

**Unskilled:** The unskilled can ride a horse but not very well. If they ride a horse into combat, they suffer a -2 penalty to melee attacks and they cannot use missile weapons.

If struck in combat, the unskilled rider must make a simple Ride

check at DC 15 + 1 per point of damage or fall off their horse.

If the horse is not a warhorse (a horse trained for combat), at the beginning of every round and every time the horse takes damage, the rider must make a simple Ride check, DC 15 + 2 per point of damage, to maintain control of the animal. Otherwise, the horse takes off with the rider in a random direction.

**Horsemanship:** Both the cavalier and the paladin start with Horsemanship at 1st level. Characters with Horsemanship may fight while mounted but suffer a -1 penalty to attacks.

Characters with Horsemanship can benefit from weapons designed for use on horseback. Weapons like horseman's mace, flail, and pick all do double dice for damage while used from horseback if the character is proficient with the weapon. The character may also use missile weapons from horseback, as long as the horse does not move. The character may only make one shot.

When hit while on horseback, the rider has the chance of becoming unhorsed. A standard Ride check, DC 15 + 1 per point of damage, must be performed to avoid falling.

If the horse is not a warhorse (a horse trained for combat), the rider must make a standard Ride check, DC 15 + 1 per point of damage, at the beginning of every round and every time the horse takes damage, or the horse takes off with the rider in a random direction.

**Horsemanship, Advanced:** Characters with the Advanced Horsemanship class ability may fight while mounted and suffer no penalty to attacks. Weapons like horseman's mace, flail, and pick all do double dice for damage while used from horseback. Proficiency in the weapon is required. The character may also shoot from horseback. They may take 2 shots with a missile weapon as long as the horse does not move, or they may choose to take one shot and then move normally.

When hit while on horseback, the character has the chance of becoming unhorsed. The character must make a standard Ride check, DC 10 + 1 per point of damage, to avoid falling.

If the horse is not a warhorse (a horse trained for combat), the rider must make a standard Ride check, DC 12 + 1 per point of damage, at the beginning of every round and every time the horse takes damage, or the horse takes off with the rider in a random direction.

The rider also receives a +4 to resist being pulled off the horse.

**Mounted Combat:** Similar to the Horsemanship class ability with the following exceptions: The character has no chance of being knocked off their horse from a standard hit, except when hit with a weapon designed to knock riders from their horses.

The rider may take 2 shots with a missile weapon while moving on a horse, but not while charging.

If the horse is not a warhorse (a horse trained for combat), the rider must make a Ride check, DC 10 + 1 per point of damage, at the beginning of every round and every time the horse takes damage, or the horse takes off with the rider in a random direction.

The rider also receives a +6 to resist being pulled off the horse.





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# 5. Character Background

## ETHOS & NATURE

Ethos and nature are tools for the player to describe their character's beliefs and behaviors. As such, they are a role-playing aid for the player to build their character's personality upon. They are not meant to be a set of handcuffs.

There are game functions where ethos and nature can be used against one's own interest. These include spells, miracles, and items of power that do damage, prevent passage, or even hold or bind a creature or being as a result of ethos or nature.

### Ethos

The character's belief system, desires, and sometimes code of honor. What the character believes is the ideal outlook and way to behave in life.

### Nature

How the character is programmed. The way a character will behave while under stress, on automatic, or without thinking. In other words, this is how the character was born.

Characters cannot start with the same ethos and nature. While such a thing can occur over long periods of time, it is not possible for characters at 1st level.

When the rules refer to an "evil" or a "good" creature, such as in the requirements for the target of a spell or miracle, they are referring to either the creature's ethos or nature. If one or the other matches the defined alignment, the creature fulfills the definition.

**Ethos:** No one is perfect at following their ethos. Some fail miserably, wrongly believing they are being good, lawful, chaotic, or evil. Because of their chosen ethos, characters are often torn between what the mind tells them to do and what their heart wants to do.

- **Lawful** – The character believes in some or all of the following: the law, order, integrity, honor, faith, and a code of conduct. Those with a lawful ethos think that behaving this way makes them and others "good" people. However, lawful people, in their pursuit of their ethos, sometimes commit horrible acts.
- **Good** – You have to want to be good to be good, those of this ethos believe. Good people are helpful. Some are helpful even when you don't want them to be. They try to be nice all the time. There are those who are nice even when they hate you, but that's what good people do.
- **Neutral** – While those of another ethos might know what to do in most situations, characters of the neutral ethos are often tortured souls. They believe in non-involvement and non-interference. Those who suffer the most turmoil are the characters who go as far as to believe they should not feel anything or judge the actions of others. Sadly, this often painfully conflicts with their nature.
- **Evil** – An evil ethos is almost never the goal, nor is it often apparent to the character that their beliefs are in fact evil. Often tortured physically, mentally, and emotionally, these characters are driven by anger and revenge, wrongly believing that if only they had treated others cruelly first they would not have suffered. These characters are often selfish and will justify their evil acts, rationalizing rape, murder, torture, and theft. This ethos is always at odds with

good and neutral natures, creating more anger at themselves and the world and propelling a vicious circle. Lawful natures can both struggle or thrive with this ethos, while chaotic natures just don't care, unless they do.

- **Chaotic** – Like the evil ethos, most people don't believe they are being chaotic or choose to be chaotic. A chaotic ethos can be mischievous, playful, and prankish - or downright mean and cruel. They often rebel against rules and think laws don't apply to them.

**Nature:** A character's nature is not about beliefs. It's a way of being. They don't think about it; it's just who they are. When the world is going to hell, it is the behavior they are most likely to fall back on. The exceptional nature of others is often the inspiration or the deciding factor of another's ethos.

- **Lawful** – Characters with a lawful nature do what they are told, keep their word, and follow the law. Their nature may mimic or emulate the code of honor of a parent or an inspiring figure. Characters often won't even notice this behavior until someone points it out.
- **Good** – Good-natured characters are usually pleasant to be around. They are kind, courteous, and polite, and their first thought is usually about the comfort and safety of others. Forgiving souls, they do not like violence or murder, even if their ethos is diametrically opposed. Most are giving individuals and will donate food, money, and shelter to those they think are in need.
- **Neutral** – Those with a neutral nature tend to be pragmatic, fair, and non-judgmental. They are usually emotionally stable and able to judge situations in a non-biased way. Many, however, can be miserable. A differing ethos that has been taken or thrust upon them can make for an unhappy character. Interfering with something or someone when they feel in their hearts they should remain neutral and uninvolved can cause a lot of anguish, especially if the action results in the opposite of the intended outcome.
- **Evil** – Those with an evil nature are greedy and selfish people for whom the end justifies the means. However, some don't see their behavior as evil. Others do but don't care. Killing innocents isn't even a second thought, if it's what's needed to get what they want. They never think of consequences, and even when they see consequences, they don't care unless they'll be affected. This usually means they didn't kill enough people. After all, a witness can be an issue. Evil natures can thrive with a chaotic ethos but are somewhat less functional with neutral or lawful ethoses. Those with a good ethos and an evil nature do exist. They are crazy to behold, as they genuinely want to be good but just can't shake their evil natures. Relationships with those who have these combinations always end in disaster.
- **Chaotic** – It is not appropriate to see chaotic natures as evil. Often, people with chaotic natures are carefree, capricious, absent-minded pranksters. It is not unusual that some be out-of-control risk-takers leaping before they think. This can have negative consequences for others, and it is not uncommon for others to get accidentally hurt by their antics. There can be a darker side to the chaotic nature as well, leading to bullying and vandalism among other things. The chaotic nature craves excitement and stimulation. A bored chaotic can be a dangerous thing. Some may even become sociopaths, or worse.



# Character Age, Height, and Weight

## ETHOS AND NATURE: HOW THE TWO WORK TOGETHER

It is the combination of the two, ethos and nature, which make an interesting character. Conflict makes the character come alive and fun to play. Alignment combinations are never the same; two characters could have the same combination but be totally different characters with their own unique goals, beliefs, and behaviors. The descriptions of ethos and nature are just guidelines to be expanded upon. It is not necessary to play your character close to their ethos and nature, as people break from ethos all the time for many and varied reasons. Similarly, people resist their nature frequently, especially if following their ethos. The ethos/nature combination is just a role-playing aid, a way to have fun. Characters should never be punished for not following either. However, players will have more fun staying within the two. Non-player characters (NPCs) will judge characters on their deeds and behaviors, and there will always be repercussions, positive and negative.

## OPPOSITIONAL COMBINATIONS

**Good Ethos/Evil Nature** – This oppositional ethos and nature combination results in many different personalities. These characters desire to be good but always seem to fail: A parent who is well meaning but just can't stop beating their children (and killing them accidentally) or the dim-witted villain who is in love with a fair maiden and pledges he can change and be good, but can't understand that acquiring a gift of three heads, those of people whose hair the maiden liked, is an evil act. Such characters fulfil the definitions of both "evil" and "good" creatures.

No combination of ethos and nature is forbidden. Oppositional combinations offer potential for interesting role-playing, but they should never be taken so far as to disrupt the game.

## CHARACTER AGE

Character age can be determined by the chart below. The chart generates the average age of a 1st level character just starting out on their adventuring career. At the GM's discretion, players can choose their character age.

Race	Starting Age
Dwarf	40+5d4
Dwarman	25+3d6
Elf	130+5d6
Gnome	60+5d4
Half-Elf	22+3d4
Half-Orc	15+1d4
Halfling	20+3d4
Human	16+1d6
Lillta'in*	100+5d10*
Valkyr	16+2d4

\* Lillta'in do not know their actual age. This is just how far back they can remember.

## HEIGHT & WEIGHT

Character height and weight can be determined by the chart below. The chart does not produce much outside of average height and weight. At the GM's discretion, players can choose their character height and weight. (*Height in inches/weight in pounds*)

Race	Base Height (M/F)	Modifier	Base Weight (M/F)	Modifier
Dwarf	48/-	+2d6	150/-	+4d10
Dwarman	66/66	+1d6	150/130	+6d10
Elf	62/60	+2d6	90/70	+3d10
Gnome	48/46	+1d6	72/68	+5d4
Half-Elf	62/61	+3d4	110/85	+3d12
Half-Orc	70/68	+2d6	170/150	+6d10
Halfling	38/36	+4d4	52/48	+5d4
Human	60/59	+5d4	140/100	+6d10
Lillta'in*	48/48	+2d4	60/60	+2d10
Valkyr	-/72	+1d6	-/140	+3d10

## HANDEDNESS

Roll	Handedness
01-07	Lefty
08-11	Ambidextrous
12-00	Righty





# Money

## MONEY

The amount of starting money can vary based on the GM's campaign. In most cases, characters should not start higher than moderate. However, for more challenging campaigns poor is recommended. Few things lead characters to a life of adventuring more quickly than poverty.

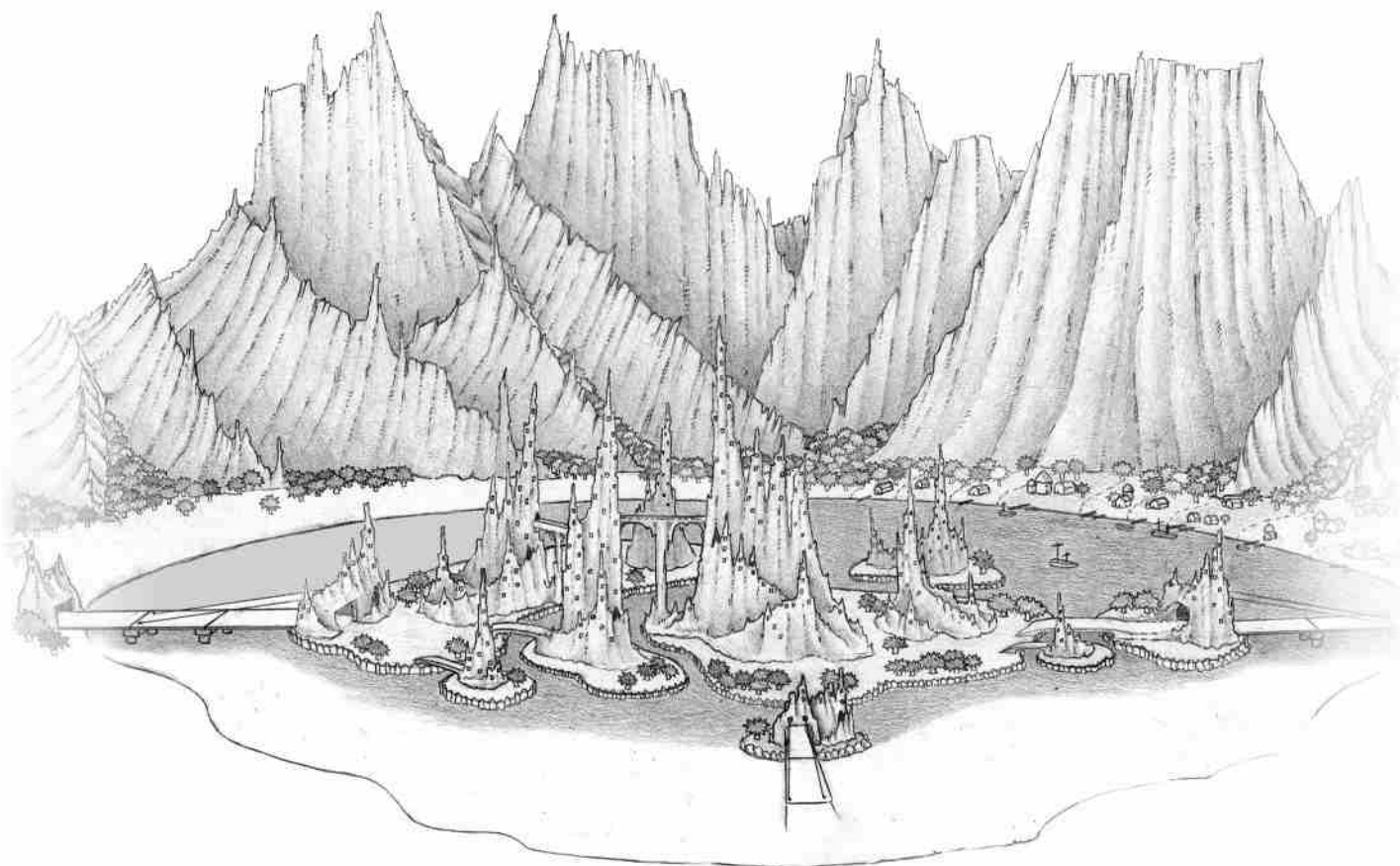
### STARTING MONEY (IN SILVER PIECES)

Class	Poor	Moderate	Wealthy
Bard	40 + 5d20	80 + 5d20	120 + 5d20
Berserker	50 + 10d12	100 + 10d12	150 + 10d12
Cavalier	60 + 10d12	100 + 10d12	150 + 10d12
Cleric	50 + 10d10	100 + 10d10	150 + 10d10
Fighter	50 + 10d12	100 + 10d12	150 + 10d12
Mage	25 + 5d10	50 + 5d10	100 + 5d10
Paladin	50 + 10d12	100 + 10d12	150 + 10d12
Ranger	50 + 10d12	100 + 10d12	150 + 10d12
Rapscallion	40 + 5d20	80 + 5d20	120 + 5d20

## THE SILVER STANDARD

The silver standard is used to determine wealth. All prices are based off silver pieces unless otherwise noted.

- 10 Copper Pieces = 1 Brass Piece (bp)
- 10 Brass Pieces = 1 Silver Piece (sp)
- 2 Silver Pieces = 1 Electrum Piece (ep)
- 10 Silver Pieces = 1 Gold Piece (gp)
- 5 Electrum Pieces = 1 Gold Piece
- 5 Gold Pieces = 1 Platinum Piece (pp)





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# 6. Equipment

## GEAR

Item	Cost	Weight
Backpack (empty)	2 sp	2 lbs.
Bedroll	1 bp	5 lbs.
Bell	1 sp	—
Blanket, winter	4 bp	3 lbs.
Block and tackle	4 sp	5 lbs.
Bucket (empty)	4 bp	2 lbs.
Caltrops (6)	1 sp	2 lbs.
Candle	1 cp	—
Canvas (1 sq. yd.)	1 bp	1 lbs.
Case, map, or scroll	1 sp	1/2 lb.
Chain (10')	25 sp	2 lbs.
Chalk, 1 piece	1 cp	—
Chest (empty)	1 sp	25 lbs.
Climber's kit	8 gp	5 lbs.
Crowbar	3 sp	5 lbs.
Disguise kit	5 gp	8 lbs.
Firewood (per day)	1 bp	20 lbs.
Fishhook	1 bp	—
Fishing net (25 sq. ft.)	3 sp	5 lbs.
Flask (empty)	3 cp	1-1/2 lbs.
Flint and steel	1 sp	—
Grappling hook	1 sp	4 lbs.
Hammer	5 bp	2 lbs.
Healer's kit	5 gp	1 lbs.
Holy symbol, wooden	1 bp	—
Holy symbol, silver	2 gp	1 lbs.
Hourglass	1 gp	1 lbs.
Ink (1 oz. vial)	8 sp	—
Ink pen (Quill)	1 bp	—
Jug, clay	3 cp	9 lbs.
Ladder (10-foot)	5 bp	20 lbs.
Lamp, common	1 sp	1 lbs.
Lantern, hooded	7 sp	2 lbs.
Lantern, bull's-eye	8 sp	2 lbs.
Manacles	15 sp	2 lbs.
Magnifying glass	10 gp	—
Mirror, small, steel	1 gp	1/2 lb.
Mirror, small, silver	11 gp	1 lbs.

Item	Cost	Weight
Mug/Tankard	2 cp	1 lbs.
Musical instrument	5 sp	3 lbs.
Oil (1-pint flask)	1 sp	1 lbs.
Paper (1 sheet)	4 bp	—
Parchment (1 sheet)	2 bp	—
Pick, miner's	3 sp	10 lbs.
Piton	1 bp	1/2 lb.
Pole (10-foot )	3 bp	8 lbs.
Pot, iron	5 bp	10 lbs.
Pouch, belt (empty)	1 sp	1/2 lb.
Rations, trail (per day)	5 bp	1 lbs.
Rope, hempen (50')	1 sp	10 lbs.
Rope, silk (50')	1 gp	5 lbs.
Sack (empty)	1 bp	1/2 lb.
Scroll case, bone	1 sp	1/4 lb.
Scroll case, leather	5 bp	1/8 lb.
Sealing wax	1 sp	1 lbs.
Sewing needle	5 bp	—
Signet ring	5 sp	—
Sledge	1 sp	10 lbs.
Soap (per lb.)	5 bp	1 lbs.
shovel	2 sp	8 lbs.
Tent	10 sp	20 lbs.
Thieves' tools	25 sp	1 lbs.
Tinder box	2 sp	2 lbs.
Torch	1 cp	1 lbs.
Vial, ink or potion	1 sp	1/10 lb.
Water skin	1 sp	4 lbs.
Whetstone	3 cp	1 lbs.

## CLOTHING

Item	Cost	Weight
Belt	2 bp	-
Boots, riding	2 bp	-
Boots, soft	1 bp	-
Breaches	2 sp	-
Brooch, plain	10 sp	-
Cleric's vestments	2 gp	-
Cloak	3 bp	-
Girdle	3 bp	-
Gloves, riding	5 bp	-
Hat	4 bp	-
Hose	2 sp	-
Pin	6 sp	-
Robe, common	4 bp	-
Sandals	5 cp	-
Sash	2 bp	-
Scabbard, sword	4 sp	-
Shoes	1 sp	-
Surcoat	6 bp	-
Tabard	6 bp	-
Tunic	8 bp	-
Vest	6 bp	-



# Food, Lodging, Mounts, and Transport

## FOOD AND LODGING

Item	Cost	Weight
Ale, cask	2 sp	8 lbs.
Ale, barrel	4 sp	1 lbs.
Ale, stein	4 cp	-
Bread, loaf	2 cp	1/2 lb.
Cheese, chunk	1 bp	1/2 lb.
Honey	4 bp	1 oz.
Inn stay (per day)	-	-
- Good	2 sp	-
- Common	5 bp	-
- Poor	2 bp	-
Meals (per day)	-	-
- Good	4 bp	-
- Common	3 bp	-
- Poor	1 bp	-
Mead, cask	6 sp	-
Mead, barrel	12 sp	-
Mead, stein	3 cp	-
Meat, chunk	3 bp	1/2 lb.
Soup	1 bp	-
Wine, common	-	-
- Glass	2 bp	-
- Bottle	2 sp	3 lbs.
Wine, Fine	-	-
- Glass	1 sp	-
- Bottle	10 sp	3 lbs.

## MOUNTS

Item	Cost	Weight
Dog, guard	5 gp	-
Dog, riding	10 gp	-
Dog, war	15 gp	-
Donkey or mule	4 gp	-
Feed (per day)	5 bp	10 lbs.
Horse	-	-
- Horse, heavy	20 gp	-
- Horse, medium	15 gp	-
- Horse, light	10 gp	-
- Pony	5 gp	-
- Warhorse, heavy	40 gp	-
- Warhorse, medium	30 gp	-
- Warhorse, light	20 gp	-
- War pony	10 gp	-
- War pig	15 gp	-

## TRANSPORT

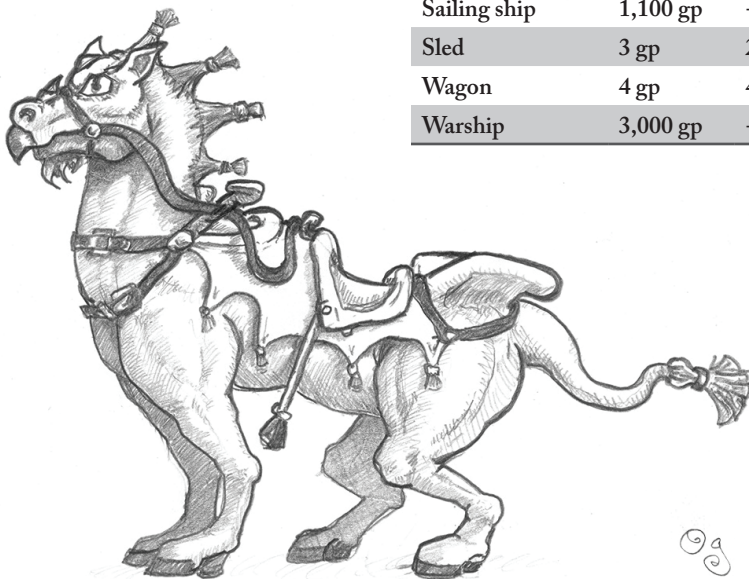
Item	Cost	Weight
Carriage	11 gp	650 lbs.
Cart	2 gp	175 lbs.
Galley	3,500 gp	-
Keelboat	400 gp	-
Long ship	1,500 gp	-
Rowboat	6 gp	120 lbs.
Sailing ship	1,100 gp	-
Sled	3 gp	275 lbs.
Wagon	4 gp	420 lbs.
Warship	3,000 gp	-

## TACK AND HARNESS

Item	Cost	Weight
Barding		
- Medium creature	×2	×1
- Large creature	×4	×2
- Chain	55 gp	70 lbs.
- Plate	250 gp	80
- Scale	45 gp	70
- Studded	15 gp	60
- Leather	10 gp	50
Bit and bridle	2 sp	1 lb.
Halter	1 bp	-
Horse shoe	1 sp	2 lbs./shoe
Shoeing	1 sp	-
Saddle	-	-
- Military	2 gp	25 lbs.
- Pack	5 sp	16 lbs.
- Riding	1 gp	24 lbs.
Saddle, pack	5 sp	13 lbs.
Saddle, riding	25 sp	30 lbs.
Saddle bag, large	5 sp	10 lbs.
Saddle bag, small	1 sp	4 lbs.
Saddle blanket	1 sp	3 lbs.
Stabling (per day)	5 bp	-
Yoke, horse	4 sp	14 lbs.

## BARDING ARMOR CLASS

Barding Armor	AC
Chain	+4
Plate	+5
Scale	+3
Studded	+2
Leather	+1



# Armor

Type of Armor	Cost	AC Bonus	Max Dex Bonus	Move Penalty	Spell Failure	Armor Penalty	HP	Weight	
<b>Light Armor</b>									
Leather	10 sp	+1	+5	0	20%	0	30	5 lbs.	
Studded leather	25 sp	+2	+4	0	30%	-1	40	10 lbs.	
Hide	20 sp	+3	+3	0	40%	-2	20	10 lbs.	
<b>Medium Armor</b>									
Ring mail	80 sp	+3	+3	0	50%	-2	100	25 lbs.	
Scale mail	120 sp	+4	+2	-5	60%	-4	125	35 lbs.	
Chain mail	160 sp	+4	+3	0	55%	-3	150	25 lbs.	
<b>Heavy Armor</b>									
Splint mail	300 sp	+5	+1	-5	80%	-5	200	35 lbs.	
Banded mail	500 sp	+5	+2	-5	70%	-4	250	30 lbs.	
<b>Very Heavy Armor</b>									
Plate mail	1,000 sp	+6	0	-10	90%	-6	350	60 lbs.	
Full plate mail	3,000 sp	+7	0	-15	99%	-7	400	130 lbs.	
<b>Shields</b>									<b>Cover**</b>
Buckler	12 sp	+1*	N/A	0	40%	-1	15	5 lbs.	-
Small shield, wooden	4 sp	+1	N/A	0	60%	-2	30	5 lbs.	+2
Small shield, steel	13 sp	+1	N/A	0	60%	-4	40	6 lbs.	+2
Large shield, wooden	9 sp	+2	N/A	0	90%	-3	40	10 lbs.	+4
Large shield, steel	25 sp	+2	N/A	0	90%	-5	50	15 lbs.	+4
Tower shield, wooden	35 sp	+3	+5	-10	99%	-6	50	45 lbs.	+6
Tower shield, steel	100 sp	+3	+5	-15	99%	-8	70	65 lbs.	+6

\* Buckler protects against only 1 target at a time. / \*\* Cover bonus granted by shields vs. missile weapons

**Types of Armor:** There are five types of armor: light, medium, heavy, very heavy, and shields. Each type has several armors listed under it. Characters need only be proficient with a type to gain access to all the armors listed under it. The only exception is tower shield, which requires its own proficiency slot.

**Cost:** The cost to purchase the armor, if it is available.

**AC Bonus:** The bonus to armor class granted by the armor.

**Max Dex Bonus:** The maximum Dexterity bonus that may be added to armor class while wearing the armor.

**Move Penalty:** The number of feet subtracted from the character's movement rating while wearing the armor.

**Spell Failure:** A spell caster suffers the chance of spell failure while wearing armor. Every time a spell is cast while the character is wearing armor, the character must roll a percentile die. If the number rolled is equal to or lower than the number listed under spell failure, the spell fails and the spell points are lost.

**Armor Penalty:** This penalty is applied to Athletics and Sneak checks and is doubled for Acrobatics. The penalty is multiplied by 5 for Swim checks.

**Hit Points:** The amount of damage the armor can take before it no longer provides protection. When the armor's hit points are reduced to 0, the armor is broken and no longer grants any protection. Until the armor is removed, its max dex bonus, movement penalties, spell failure chances, armor check penalties, and weight continue to affect the character.

**Weight:** How heavy the armor is. This affects encumbrance.



# Melee Weapons

Weapon	Cost	Size	Type	Minimum Strength	Weapon Speed	Damage	Weight
Ax, battle	5 sp	M	S	10	8	1d8+2	7 lbs.
Ax, great <sup>1</sup>	60 sp	L	S	12	10	3d6	18 lbs.
Ax, hand or throwing <sup>4</sup>	1 sp	M	S	7	3	1d6	5 lbs.
Caltrop <sup>2</sup>	2 sp	S	P	-	5	1d6	2 lbs.
Club	-	M	C	9	6	1d8	3 lbs.
Club, great <sup>1</sup>	-	L	C	12	10	2d8+2	12 lbs.
Dagger <sup>3</sup>	2 sp	S	P	5	2	1d6	1 lb.
Dart	5 sp	S	P	3	1	1d4	1/2 lb.
Footman's flail	15 sp	M	C	8	7	1d10	15 lbs.
Footman's mace	8 sp	M	C	8	7	1d10	10 lbs.
Footman's pick	8 sp	M	P	8	6	1d8+2	6 lbs.
Harpoon <sup>4</sup>	1 gp	M	P	9	5	1d8+1	4 lbs.
Horseman's flail	8 sp	M	C	7	5	1d6+1	5 lbs.
Horseman's mace	5 sp	M	C	7	5	1d8	6 lbs.
Horseman's pick	7 sp	M	P	7	5	1d6+2	4 lbs.
Javelin <sup>4</sup>	5 sp	M	P	12	4	1d8	2 lbs.
Knife <sup>3,4</sup>	5 sp	S	P/S	3	2	1d6-1	1/2 lb.
Khopesh	10 sp	M	S	9	7	1d8+2	7 lbs.
Lance, heavy	15 sp	L	P	14	12	3d6	15 lbs.
Lance, medium	10 sp	L	P	12	11	2d8	10 lbs.
Lance, light	6 sp	L	P	10	9	2d6	5 lbs.
Morning star	10 sp	M	C	10	7	1d8	12 lbs.
Rapier <sup>3</sup>	15 sp	S	P	5	3	1d6+1	1/2 lb.
Scimitar	15 sp	M	S	8	5	1d8	4 lbs.
Staff, quarter	-	L	C	9	4	1d8	4 lbs.
Sickle	6 sp	S	S	6	5	1d6+2	3 lbs.
Spear <sup>4</sup>	8 sp	M	P	9	5	1d8	5 lbs.
Spear, great <sup>1,4</sup>	10 sp	L	P	12	7	1d10	8 lbs.
Staff sling	2 sp	M	C	9	4	1d8	2 lbs.
Sword, bastard, one-handed	25 sp	M	S	12	9	1d10	10 lbs.
Sword, bastard, two-handed <sup>1</sup>	25 sp	M	S	12	8	1d12	10 lbs.
Sword, broad	10 sp	M	S	8	8	1d8+1	5 lbs.
Sword, long	15 sp	M	S	9	7	1d10	7 lbs.
Sword, long, elven	2,000 sp	M	S	16	6	1d8+2	5 lbs.
Sword, short <sup>3</sup>	10 sp	S	P	6	4	1d8	3 lbs.
Sword, two-handed <sup>1</sup>	50 sp	L	S	15	10	2d8+2	15 lbs.
Trident	15 sp	L	P	7	7	1d8+1	5 lbs.
War hammer	2 sp	M	C	8	7	1d8	6 lbs.
War mattock <sup>1</sup>	45 sp	L	C	16	13	1d12+1d6	22 lbs.
Whip	1 sp	M	-	3	2	1d4-1	2 lbs.

<sup>1</sup> Requires two hands to wield / <sup>2</sup> Does not require a proficiency to use / <sup>3</sup> Light weapon / <sup>4</sup> Thrown weapon / <sup>5</sup> Non-lethal damage



# Natural Weapons, Pole Arms and Shields

## NATURAL WEAPONS

Weapon	Cost	Size	Type	Minimum Strength	Weapon Speed	Damage	Weight
Head butt <sup>2</sup>	-	M	C	-	3	1d8	-
Punch <sup>2,3,5</sup>	-	S	C	-	2	1d6	-
Kick <sup>2,3</sup>	-	M	C	-	4	1d8	-

<sup>1</sup> Requires two hands to wield / <sup>2</sup> Does not require a proficiency to use / <sup>3</sup> Light weapon / <sup>4</sup> Thrown weapon / <sup>5</sup> Non-lethal damage

## POLE ARMS

Weapon	Cost	Size	Type	Minimum Strength	Weapon Speed	Damage	Weight
Awl pike <sup>1</sup>	5 sp	L	P	14	8	2d6	12 lbs.
Bardiche <sup>1</sup>	7 sp	L	S	14	8	1d8+2	12 lbs.
Glaive <sup>1</sup>	6 sp	L	S	10	9	1d8+2	8 lbs.
Glaive guisarme <sup>1</sup>	10 sp	L	P/S	12	10	2d6	10 lbs.
Guisarme <sup>1</sup>	5 sp	L	S	10	10	2d6	8 lbs.
Halberd <sup>1</sup>	10 sp	L	P/S	15	9	1d12	15 lbs.
Hook fauchard <sup>1</sup>	10 sp	L	P/S	10	7	1d6+2	8 lbs.
Lucerne hammer <sup>1</sup>	7 sp	L	P/C	15	10	2d6	15 lbs.
Military fork <sup>1</sup>	5 sp	L	P	9	9	1d10	7 lbs.
Partisan <sup>1</sup>	10 sp	L	P	10	8	1d8+2	8 lbs.
Ranseur <sup>1</sup>	6 sp	L	P	9	10	1d10	7 lbs.
Spetum <sup>1</sup>	5 sp	L	P	9	9	1d8+2	7 lbs.
Voulge <sup>1</sup>	5 sp	L	S	15	10	2d6	15 lbs.

<sup>1</sup> Requires two hands to wield / <sup>2</sup> Does not require a proficiency to use / <sup>3</sup> Light weapon / <sup>4</sup> Thrown weapon / <sup>5</sup> Non-lethal damage

## SHIELDS\*

Weapon	Cost	Size	Type	Minimum Strength	Weapon Speed	Damage	Weight
Buckler	-	S	C	5	3	1d6	5 lbs.
Small shield, wooden	-	M	C	6	4	1d6+1	5 lbs.
Small shield, steel	-	M	C	9	5	1d6+2	6 lbs.
Large shield, wooden	-	L	C	10	6	1d8	10 lbs.
Large shield, steel	-	L	C	12	7	1d8+1	15 lbs.
Tower shield, wooden	-	L	C	14	9	1d10	45 lbs.
Tower shield, steel	-	L	C	16	10	1d10+1	65 lbs.

See shield cost under armor section.





# Missile Weapons and Ammunition

## MISSILE WEAPONS

Weapon	Cost	Size	Type	Minimum Strength	Weapon Speed	Damage	Weight
Blowgun	1 sp	M	P	3	4	-	1
Bow, composite, long <sup>1</sup>	100 sp	M	-	14	5 or 1*	-	3 lbs.
Bow, composite, short <sup>1</sup>	75 sp	M	-	14	5 or 1*	-	2 lbs.
Bow, long <sup>1</sup>	75 sp	L	-	9	5 or 1*	-	3 lbs.
Bow, long, elven <sup>1</sup>	1,500 sp	L	P	16	5 or 1*	-	2 lbs.
Bow, short <sup>1</sup>	30 sp	M	-	9	5 or 1*	-	2 lbs.
Crossbow, hand <sup>1</sup>	300 sp	S	-	9	7 or 1*	-	3 lbs.
Crossbow, heavy <sup>1</sup>	50 sp	M	-	14	14 or 1*	-	14 lbs.
Crossbow, heavy, dwarven <sup>1</sup>	1,500 sp	M	P	14	13 or 1*	-	15 lbs.
Crossbow, light <sup>1</sup>	35 sp	M	-	12	10 or 1*	-	7 lbs.
Sling <sup>4</sup>	5 bp	S	C	3	3	-	-

*Damage based on ammunition used. <sup>1</sup> Requires two hands to wield / <sup>4</sup> Thrown weapon*

## MISSILE WEAPON AMMUNITION

Weapon	Cost	Size	Type	Minimum Strength	Weapon Speed	Damage	Weight
<b>Blow Gun</b>							
Dart <sup>4</sup>	1 sp	S	P	3	-	1d6-1	1/10 lb.
<b>Bow</b>							
Arrow flight	1 sp/20	S	P	-	-	1d8	1/10 lb.
Arrow sheaf	1 sp/12	S	P	-	-	1d10	1/10 lb.
<b>Crossbow</b>							
Quarrel, hand	1 sp/10	S	P	-	-	1d6-1	1/10 lb.
Quarrel, heavy, dwarven	1 sp/5	S	P	-	-	2d8+2	1/10 lb.
Quarrel, heavy	1 sp/5	S	P	-	-	2d8	1/10 lb.
Quarrel, light	1 sp/8	S	P	-	-	2d6	1/10 lb.
<b>Sling/Staff Sling</b>							
Sling bullet	1 cp	S	C	-	-	1d6	1/2 lb.
Sling stone	-	S	C	-	-	1d6-1	1/2 lb.





# Missile Weapon and Thrown Weapon Range

## MISSILE WEAPON RANGES

Weapon	Minimum Strength	Draw	Short	Medium	Long	Extreme*
Blow gun			10	20	30	40
Composite long bow, flight arrow	14	160	80	160	240	320
Composite long bow, sheaf arrow	14	160	60	120	180	240
Composite short bow, flight arrow	12	120	70	140	210	280
Crossbow, hand	9	30	20	40	60	-
Crossbow, heavy	14	800	80	160	240	-
Crossbow, heavy, dwarven	15	900	90	180	270	-
Crossbow, light	12	400	60	120	180	-
Long bow, flight arrow	9	100	70	140	210	280
Long bow, sheaf arrow	9	80	50	100	150	200
Long bow, elven, flight arrow	16	200	90	180	270	360
Long bow, elven, sheaf arrow	16	200	80	160	240	320
Short bow, flight arrow	9	50	50	100	150	200
Sling bullet	6	-	30	60	80	100
Sling stone	6	-	25	50	60	70

\* Extreme Range can only be used by Specialists in that specific weapon.

## THROWN WEAPON RANGES

Weapon	Minimum Strength	Short	Medium	Long	Extreme*
Dagger/Knife	8	10	20	30	50
Dart	-	20	40	50	60
Hand ax	9	15	30	40	50
Harpoon	13	25	50	75	100
Javelin	12	40	80	120	200
Spear	9	20	40	60	80
Spear, great	12	15	30	40	50

\* Extreme Range can only be used by Specialists in that specific weapon.





# 7. Checks, Saves, and Skills

## SECONDARY ATTRIBUTES

Brawn, Endurance, Agility, Reason, Willpower, and Psyche are the secondary attributes available to characters. They are used to resolve skill checks, saving throws, and more. Each secondary attribute corresponds to a primary attribute and its relevant modifier. Additional bonuses are received from the character's class and levels. The sum total indicates the character's aptitude in a secondary attribute. These secondary attribute scores are added to the character's die roll when making saves and skill checks.

- **Brawn:** This is a strength-based check. Any effect that can be overcome by brute force requires a Brawn save or check.
- **Endurance:** Any physical effect that relies on the character's physiology to resist, that is not a Brawn check, requires an Endurance check: poison, paralyzation, and the like.
- **Agility:** Any check that requires avoidance or the ability to get out of the way of an effect receives an Agility save or check.
- **Willpower:** Any effect that can be overcome through the force of will or insight receives a Willpower save or check.
- **Reason:** Effects that can be thwarted with problem solving or deductive reasoning can be avoided with a Reason save or check.
- **Psyche:** All effects that assault the character's Persona can be overcome with a Psyche save or check.

Secondary attributes are occasionally used in calculations, such as setting the DC of an effect. In these cases, the value of the standard check bonus is used.

For example, when a paladin uses their Hedge Undead class ability, the undead within range receives a save to ignore the effect. The DC is 10 plus the paladin's Psyche. The value of the paladin's standard check for Psyche is used here.

## CHECKS

When a character wants to perform a task, a difficulty class (DC) is assigned to it. A d20 is rolled and the appropriate attribute modifier added. If the total is equal to or higher than the DC, the task is successful.

**Standard Check:** A standard check uses all relevant bonuses. The attribute bonus, class bonus, level bonus, and any miscellaneous bonuses are applied.

**Simple Check:** A simple check is a roll where only the attribute bonus

and class bonus are added. No Level bonus is added. Any miscellaneous bonuses, such as from items of power, may be added at the GM's discretion.

**Level Bonus:** A character's Level Bonus is equal to half their level, rounded down. +0 at 1st, +1 at 2nd, +2 at 4th, etc.

**Setting the Difficulty Class:** The GM determines the difficulty of the task at hand. The difficulty of the check is a base 10 plus a modifier as determined by the GM.

## DIFFICULTY LEVEL

- Very Easy:** -5 (Often requires no roll.)
- Easy:** 0 (Requires little effort.)
- Moderate:** +5 (A skill performed during combat will usually be at least moderately difficult.)
- Challenging:** +10
- Hard:** +15
- Very Hard:** +20
- Epic:** +30
- Near Impossible:** +40
- Inconceivable:** +50
- Godlike:** +100

## SAVES

Many elements in the game will require a save should a character be subject to their effects. To make a save, roll a d20 and add the appropriate standard check modifier. If the total is equal to or higher than the DC, the save is successful.



## SECONDARY ATTRIBUTE SAVE EXAMPLES

Brawn	Endurance	Agility	Willpower	Reason	Psyche
Grapple	Paralysis	Directed Spells	Mind-Affecting Spells	Illusions	Charms
Immobilization Spells (Physical)	Poison	Breath Weapon	Death Magic	Misc. Magic	Fear
Petrification	Energy Drain	Area-of-Effect Spells	Misc. Miracles	Confusion	Gaze Attacks



# Skills and Proficiency

## SKILLS

Skills describe specific talents, actions, and knowledge that the character possesses. The player describes what the character is doing and the GM decides whether the difficulty of the task calls for a skill check. When a roll is needed, the secondary attribute associated with the skill is used to determine success.

**Skills:** The knowledge and talents required to execute a specific task. Skills are an important part of the game. Each is paired with a specific secondary attribute. The attributes are used to modify the character roll. Skills are purchased at 1st level and at higher levels as characters earn new skill slots. Each skill costs 1 skill slot.

**Proficient Skills:** A proficient skill is a skill that appears on the character's class list and/or has been purchased with a skill slot. When using a proficient skill, a standard check is made.

**Non-Proficient (NP) Skills:** Skills labeled "Y" may be used even if the character is not proficient with that particular skill. Skills labeled "N" cannot be used until the character has purchased the skill and gained proficiency with it.

**Advancing Skills:** Characters may purchase skills not listed by their class. A skill outside the class list may be purchased as early as 1st level. Once purchased, the skill acquires basic status and can be utilized but only with a simple check. After 1st level, a character may invest a second skill point in the same cross-class skill, giving it proficient status. Thereafter, the character may use that skill with a standard check.

## USING SKILLS

**Skill Checks:** When a character uses a skill, the character must succeed at a skill check to be successful. Roll a d20 and add the relevant check modifiers for the particular skill. If the total is equal to or higher than the difficulty of the task, as assigned by the GM, the check is successful.

**Standard Checks:** A character must be proficient in a skill to make a standard check. Modifiers for this check include class bonus + attribute bonus + level bonus.

**Simple Checks:** A simple check is used when the character is not proficient in a skill, or when no amount of experience will help the skill roll. For instance, some Brawn checks fall under this category. (Remember, not all skills can be used without proficiency.)

**Non-Proficient Skill Use:** In addition to requiring a simple check, the roll is at a -2 penalty.

**Proficient Simple Checks:** Modifiers used for a simple check are the class bonus and attribute bonus. There is no level bonus. An example of a simple check is dead lifting a heavy object. No amount of skill will allow a person to lift more than their strength will permit; this is a hard limit. A character can still try. However, this would be a simple check. If the character is successful, the explanation will be up to the GM. It could be that the character tapped unknown inner strength, over-extended themselves, or even experienced divine intervention. The point here is to give the character a chance to succeed. However, there are things that will never be possible. No one is going to lift a mountain (although in certain cases magic or divine intervention is possible).

NP	Skill	Ability
Y	Acrobatics	Agility
Y	Appraise	Reason
Y	Athletics	Brawn
Y	Concentration	Endurance
Y	Craft	Reason
N	Decipher Script	Reason
Y	Deceive	Psyche
N	Disable Device	Reason
Y	Disguise	Psyche
Y	Escape Artist	Agility
Y	Forgery	Reason
Y	Gather Information	Psyche
Y	Grapple	Brawn
N	Handle Animal	Psyche
Y	Heal	Willpower
N	Herbalism	Reason
Y	Intimidate	Psyche
N	Knowledge (Engineering)	Reason
SN	Knowledge (Geography)	Reason
N	Knowledge (History)	Reason
Y	Knowledge (Local)	Reason
N	Knowledge (Magic)	Reason
N	Knowledge (Miracles)	Reason
N	Knowledge (Nature)	Reason
N	Knowledge (Nobility)	Reason
N	Knowledge (Planes)	Reason
N	Knowledge (Religion)	Reason
N	Knowledge (Ruins)	Reason
N	Knowledge (Undead)	Reason
N	Linguistics	Reason
Y	Persuade	Psyche
Y	Perception	Willpower
N	Perform	Psyche
Y	Ride	Agility
Y	Sense Motive	Willpower
N	Sleight of Hand	Agility
Y	Sneak	Agility
Y	Survival	Willpower
N	Swim	Brawn
N	Thaumaturgy	Reason
Y	Use Rope	Agility

## SKILL DESCRIPTIONS

**Acrobatics:** Flips, tucks and rolls, balancing, vaulting, and properly falling are all part of Acrobatics. The GM should set difficulties appropriately. Remember, difficulties are always higher during combat.

**Appraise:** The ability to determine the general value of an object. Common objects are easier to evaluate and only require a DC 12 check. Success means correctly judging the worth of the item. Failure means estimating the value at greater or less than the value. Rare or exotic items are more difficult. The DC can be 15, 20, or higher. Success means evaluating the item's value, while failure in this case indicates you are unable to make a judgement.

**Athletics:** Running, jumping, pushing, lifting, and forcing are all aspects of Athletics.

**Concentration:** The ability to maintain focus while distracted, under duress, or while taking damage. The DC for Concentration can vary. Distraction can be a loud noise or a loved one dying next to the character. Duress can be just physical pain or the threat of a loved one being harmed. If a Concentration check is needed because the character has taken damage, the base DC should be increased by an amount equal to the damage taken. If the character fails the roll, focus is lost and the attempted task failed.

**Craft:** The creation of objects. The character must choose a specific craft when this skill is selected, such as blacksmith, armorer, glass blower, potter, etc. The character must also have access to the tools and materials of the craft to make the item.

**Decipher Script:** The ability to deconstruct codes and written languages. This is a difficult task, even for the experts. It helps the character to understand other languages when using this skill. The more obscure and/or old the script, the higher the DC.

**Deceive:** This skill is used to mislead or lie to another. This is an opposed roll of the character's Psyche against the target's Reason. A tie goes to the defender.

**Disable Device:** Locks, traps, and other mechanical objects can be disabled by the character. Tools of the trade are often critical in these circumstances. To disable or pick a lock, the character must have lock picks. Traps will also often need tools to be disabled.

**Disguise:** The character can appear as another race, another gender, or even a specific person. Size—along with the overall change needed to appearance, scent, and voice—is a huge factor when determining the DC. Distance also plays a factor and may drop the DC if the target to be fooled never gets close. The base DC is 15. The DC for changing gender or race is 20 or 25 for both. A change in one category of size adds 10 to the DC. If appearing as a specific person, if the character won't speak and assuming the gender and race are the same, the DC is 30. Disguises are just plain difficult.

**Escape Artist:** Escaping grappling holds, ropes, chains, and bindings

requires the Escape Artist skill. With this skill, the character can attempt to squeeze, bend, or slip out of almost anything. Dislocating a shoulder or an arm as part of the escape is not unheard of by the truly skilled. Sometimes the escape artist uses small, concealed knives as well.

### Escape Artist Example DCs

- Tied Rope: 15
- Tied Rope w/ Superior Knot: 20
- Hog Tied: 25
- Chains: 25
- Manacles: 30
- Grappled: Opposed Agility roll vs. Brawn

The DC can be further modified by superior devices or materials. Used with Disable Device, the Escape Artist skill can make skilled characters impossible to hold indefinitely.

**Forgery:** The character can precisely copy another individual's penmanship and signature. Make an opposed Reason check to fool the discerning eye.

**Gather Information:** This includes the knowledge of where to go and who to ask for information. Often involves using coin to pry facts from otherwise sealed lips. The DC is based on time, money spent, the obscurity of the information, fear of reprisal, and how much anyone actually knows. Using this skill requires a minimum of one day spent talking to contacts and spending at least 5 silver.

### Gather Information Example DCs

- Common Information: 15
- Obscure Information: 20
- Rare Information: 25
- Almost Unknown: 35
- Other Factors
- Loyalists: +5 to +10
- Fear of Reprisal: +5 to +20
- For Each Day Spent: -1 (max -5)
- For Each Gold Spent (max 1/day): -2 DC (max -10)

The longer a character is asking questions, the more likely they are to attract unwanted attention. The chance to gain the notice of someone who will object to the activity is 5% per day or 10% per day if gold is spent.

**Grapple:** The Grapple skill is used to resolve grappling in combat. Typically the 2 combatants make opposed Grapple checks, with the individual initiating the grapple being in control. The controlling grappler may inflict damage or attempt to pin the target. The target may attempt to escape the grapple or reverse it to become the one in control. See the Grappling entry in the Combat section for more details on resolving grappling.





# Skill Descriptions

**Handle Animal:** This skill allows the character, over time, to work with tame or otherwise calm animals, even magical animals. The DC is determined by the circumstances and how fearful or skittish the animal is. The base DC under optimal circumstances is 15, or 25 for magical animals. This skill never works if the animal has been attacked. A fighting animal cannot be “handled.”

**Heal:** Use this skill to heal and repair injury to others, bind wounds, stop bleeding, and even resuscitate people who have drowned or just died.

- **Heal a Wound:** If a wound is not serious, the character may attempt a Heal check, DC 15, to heal d3 HP. This can only be done once per injury and must be done within 1 minute plus 1 minute for every level of the healing character to gain the benefit of the returned hit points.
- **Bind Wounds:** If a target is bleeding out (at 0 hit points and losing recovery points), the character can stabilize the target by binding their wounds. This stops the loss of recovery points each round. This is a DC 15 Heal check.
- **Resuscitate:** Through the use of herbs, wound-binding, and chest compressions, with the breath of life the character can try to restore the target to life. The process will only work if the character is whole with no fatal wounds (lost limbs, crushed head, slit throat, gaping wounds in chest or abdomen, etc.). The DC for resuscitation is 15 plus 5 for every round since the target died. This check may only be made once. Failure means the target is dead.
- **Treat Poison:** Characters can slow the effects of poison with a Heal check, DC 25. The wound is cut open and flushed. If the character has Herbalism, a cure may be administered. If the character is conscious, they may attempt this on themselves.

**Herbalism:** The character is knowledgeable in the properties of plants, fungi, and molds. Herbalism can be used to delay and even cure some poisons. Additionally, it may be used to aid in healing and the resuscitation of the dead.

- **Healing:** If a character has both the Heal and Herbalism skills, they are granted a d6 instead of a d3 when using the Heal skill successfully, assuming the character has access to the materials they need for applying Herbalism.
- **Poison:** The type of poison can be identified with Herbalism. The DC is equal to the poison's intensity +2. If identified, the onset of poison's effect can be delayed with a successful Herbalism check. Roll against the DC intensity of the poison. If the DC is beaten by at least 5, the poison has been neutralized. If the poison has already taken effect, there is nothing that can be done with this skill. Herbalism can be used to treat both the primary and secondary effects of a poison, but they require separate checks.
- **Resuscitation:** If Herbalism is used while resuscitating someone, it grants a +4 bonus to that person. Characters successfully resuscitated also receive +5 on their system shock rolls. See Resuscitation under Combat.

**Intimidate:** A character can intimidate an opponent in combat, causing the opponent to flinch or shy away and resulting in a combat penalty of -2 to the target's attack rolls. This is an opposed Psyche check. The Intimidate effect ends when the target successfully strikes the character who intimidated them or when combat between the character and target ends (e.g., one of them falls or flees).

An Intimidate check may be used to get results similar to a Persuade roll, except that, in this instance, the character is using threats instead of diplomacy.

**Knowledge:** A character with this skill has specialized knowledge in a particular subject. This is far above passing acquaintance, but not master-level knowledge. Areas of expertise include:

- **Knowledge (Engineering):** The knowledge and understanding to build simple and complex structures. This skill gives insight into repairing or destroying structures.
- **Knowledge (Geography):** The character is familiar with the topographical layout of an area. They possess the ability to navigate mountains, caves, rivers, forests, and other natural terrains. Characters will have to specify when they select this skill.
- **Knowledge (History):** This skill can be specific or general. Characters will have to specify when they select it. It can also be selected multiple times covering several topics. History can pertain to many topics, including regions, counties/kingdoms, cities, towns, people, militaries, royalty, and more.
- **Knowledge (Local):** This indicates an awareness of a small region or area, usually a village, town, or city, and its immediate environs. It includes knowledge of people, businesses, laws, roads, and individuals of import.
- **Knowledge (Magic):** The knowledge of magic should not be confused with its practice. Those with this skill know magic when they see it and have a familiarity with its components, accoutrements, and tomes. They have an understanding of the magical disciplines, the famous mages of the region, and of the related history. Some spells, magical phenomena, and creatures are identifiable.

With this skill, the actual function and practice of magic are still not understood. Spell casting and magical devices remain a mystery. The Thaumaturgy skill is necessary to decipher these.

- **Knowledge (Miracles):** There are 10 classifications of miracles that result from prayer and succor, each greater in power and impact than the last. Then there are spontaneous miracles, those that occur solely as an act of the gods or of the universe itself.

Those who possess this skill can identify and categorize these miracles if so witnessed. Sometimes they can identify the deity responsible or at least what aspect the miracle represents: earth, fire, fertility, rebirth, death, etc.

In some cases, meaning or portent can be divined from a miracle as well as knowledge of how to reverse, negate, or sabotage it, though this is often difficult, usually impossible.

- **Knowledge (Nature):** The character has an understanding of the living wilderness. Life from plants and animals, even magical animals, is understood by those with this skill. This skill is region based, like Survival. The typical subtypes include arid, arctic, dungeon, glacier, sea, subterranean, temperate, tropical, and urban.

Flora and fauna can be identified and their uses known with a successful check of this skill, though sometimes a check may not be necessary at all.



# Skill Descriptions

- **Knowledge (Nobility):** The ability to identify the seals, crests, and standards of royalty, noble families, and the lords of a region. Additionally, it is the understanding of court politics, procedures, and manners.
- **Knowledge (Planes):** The planes of the multiverse are vast and infinite. This skill, in the general form, covers a basic understanding of these other realities. It includes enough understanding to identify most extra-planar beings and even some items. Specifics on these beings and items will be more difficult to come by unless the character has studied a specific plane in depth, Knowledge (Planes: Fire) for example.
- **Knowledge (Religion):** This includes the understanding of the beliefs and practices of a faith or religion. This skill is region based, usually around a pantheon. Knowledge about a specific deity, rituals, clergy members, and secret cults within a sect is more difficult to come by. This would require Knowledge (Religion: Thor), for example.
- **Knowledge (Ruins):** Characters with this skill understand the exploration and navigation of dungeons, old castles, and other ancient structures in a general sense. They tend to have a good sense of direction and of how to find exits and escape traps.
- **Knowledge (Undead):** The plague of the living world, undead are varied and often appear in large numbers. There can be many variations of types of undead. The more rare the undead, the more difficult it is to identify. Identification of an undead does not grant knowledge of its weaknesses. This would require another roll, for which the DC must be at least 5 higher than the roll needed to identify the undead. Some undead are unique and unable to be identified. However, if the undead is similar to another type of undead, a possible weakness may be deduced with a check 10 higher than the original DC.

**Languages:** Characters may learn a new language by spending a skill slot at any time, even at 1st level. There is no limit to the number of languages a character can learn.

**Linguistics:** This skill includes the study of language and its root components. Characters can, if they speak, read, and write similar dialects, understand related languages or at least fragments of them.

**Literacy:** The ability to read and write is not automatic. It must be purchased with skill slots. However, the GM may wish to assume that characters with a 13 or better Intellect automatically know how to read and write in their native languages. Those of higher social stations may also be granted a bonus to literacy. This is entirely up to the GM.

**Persuade:** A character can persuade a target to act or accept a belief with this skill. This is an opposed Psyche check. However, the target may choose to defend with a Reason check.

**Perception:** The ability to notice subtle details or discern the nature of sudden events.

**Perform:** This skill includes acting, singing, dancing, playing an instrument, and comedy. The character must select one of these subtypes when spending skill points in Perform. Skill slots may be spent on multiple different subtypes.

**Ride:** The character is skilled at riding. This skill is especially useful in combat. The character can prevent themselves from being unhorsed and can control the horse when spooked.

**Sense Motive:** This is the talent to detect a spoken lie or to intuit the intention of another. Factors that increase difficulty are the language spoken, a thick accent, or a differing race (the tone of voice and non-verbal cues differ greatly among races), the level of lighting, and the skill of the target to tell a lie or hide intention. This roll is opposed by the Deceive skill with the difficulty modified by the GM using the circumstances described above.

**Sleight of Hand:** This skill combines the art of distraction and the dexterous articulation of one's digits and hands. Visual, non-magical illusions can be performed to the amazement of all. Sadly, this gift is often misused to lighten another's money purse.

**Sneak:** This involves the ability to render one's self inaudible and unseen, be it through hiding or moving quietly. This skill determines the level of success in these endeavors. Sneak is opposed by a Perception roll.

**Survival:** There are subtypes of the Survival skill, each different and important in its own way. The typical subtypes include arid, arctic, dungeon, glacier, sea, subterranean, temperate, tropical, and urban. The character must select one of these subtypes when spending skill points in Survival. Skill slots may be spent on multiple different subtypes.

Each of these zones has unique features. A character with a skill in a given zone knows how to find food and water and how to deal with indigenous people, has familiarity with the laws, has a general sense of direction, and knows how to make their way to a destination.

Some areas can possess more than one zone, such as a city in a desert, or a forest in the subarctic. In these cases, the character needs skills in both zones to be truly successful. However, a character skilled in a subarctic forest would find similarities in a temperate forest. The GM will need to adjudicate these situations carefully.

Characters may use the Survival skill to track quarry, but only if the DC for the trail is 20 or less. Rangers gain training in tracking so they gain a +2 bonus when tracking and can follow trails with a DC of greater than 20.

**Swim:** This simple yet critical skill can save the character's life or allow a character to save the life of someone who cannot swim. If a character knows how to swim and is not under duress, no roll is necessary. The following conditions require a skill check: combat, swimming with any non-buoyant load over 5 pounds, wearing heavy clothes or armor, and carrying or rescuing someone.

- The base DC while swimming under duress is DC 10.
- Swimming in heavy clothes adds 5 or more to the DC.
- Combat while swimming increases the DC by 10.
- The DC for saving a drowning individual increases by anywhere from 5 to 20 or more depending on circumstances.
- Increase the DC by 10 for each level of encumbrance: light, +10; medium, +20; heavy, +30; overly, +40; max press, +50.

If a character makes a successful Swim check, they may move 1/4 their normal movement or, in the case of combat, maintain their current position. Every failure means the character cannot control their movement and drops 5' in depth. A successful check is necessary to rise 5', so to re-



# Skill Descriptions

turn to the surface, a successful check is necessary for every failed check.

**Holding One's Breath** – A character can hold their breath for 1 round per point of Toughness.

**Premature Drowning** – If struck while underwater, a character may lose their breath. The character must make an Athletics check DC 15 + 1 for each point of damage. Failure means the character starts drowning on the following round and must get air or make a drowning check as outlined below.

**Drowning** – When a character loses their breath, or when they can no longer hold it, they start to drown. Each round after drowning starts, they must succeed at an Athletics check with a DC of 20 plus 1 per round. Failure means that the character has drowned and is dead.

**Resuscitation** – A Heal check can be made to resuscitate a drowned individual. The DC is 20 + 1 per round after they have drowned (max 5 rounds). If someone has been dead for 5 rounds, they may not be resuscitated. If it is very cold, the GM may rule that the character may be resuscitated after a longer period of time. However, this time can never exceed the number of current recovery points. Drowned characters come back with 1 hit point, unless they were already at 0, in which case they are still at 0.

**Thaumaturgy:** The act of identifying, executing, or performing magical or miraculous feats. Unlike the Knowledge skills for magic and miracles,

Thaumaturgy is based on practical experience, not theory. Where the Knowledge (Magic) skill allows one to know a spell is being cast, Thaumaturgy, with a successful check, tells one the results of the spell being cast.

Thaumaturgy is used when creating scrolls, potions, and other items of power and identifying their functions.

- **Activating Magical Objects:** The Thaumaturgy skill is used to activate magical devices like rods, staves, wands, and similar items. This roll is necessary when the item is used, unless the wielder has magical ability like the mage or the bard. Those classes make the check once and then may use the item at will. All other classes must make the roll each time the item is activated. If the character has seen the object used before, the DC is a base 15. Otherwise, it is a base 20. DCs are higher for strange or unique magical objects. Items that bestow a permanent bonus (magic armor, swords, and rings) do not require activation, nor do potions.

**Use Rope:** The character is hard to bind, and conversely, the character can make knots that are difficult to escape. Essentially, the character is a rope specialist or at least one in training.

If bound by rope, the character can, once every 10 minutes, make a check to escape their bonds. The base DC is 15, or 20 if bound with good knots. The DC is 25 if bound by someone with Rope Use or if hog tied; 30 if both. Ropes just don't hold these people for long.





## 8. Magic

### USING MAGIC

Start off simple. Magic can be complicated, and its permutations are many. Don't try anything too complicated in the beginning, not until you and the GM get a handle on how it works. If you have to keep looking at the rules, or if the game comes to a halt over the use of magic, just move on. Ask the GM, "Can I do this or not?" and live with their ruling for now.

**GM Recommendations:** If a spell doesn't break the game, let the player do it. Worry about "if" you did it right or "if" the spell points were calculated correctly later. Many things will come from this: The group will learn how to use magic. You may find a flaw in the system. You may invent a cool new spell or modifier. In the end, you will have a lot more fun not trolling over the rules.

**Revisit the Rules After the Session:** GMs, just make the call. Can the spell be done or not? After the session, read the rules and decide whether your ruling will stand the next time the spell is cast. Be sure to tell the players ahead of time so they are not caught unawares during the game.

### SPELL CASTING

Spells are constructed on the fly by mages from known methodologies. The mage determines factors like range, damage, area, type of effect, and how much time it takes to cast, and puts the spell together in an instant. These skills are not learned all at once and must be learned as the mage advances in level.

### SPELL POINTS

The mage starts with three types of spell points: spell pool, spell reserve, and creation points. Each has its own function, and the mage's class dictates how many points the character starts with. While each type of point can add to the function of a spell in its own unique way, all three types are still spell points and may be spent in the casting of a spell.

- **Spell Pool** – These are basic spell points. When expended, they return at a rate of 1 per round.
- **Spell Reserve** – Reserve spell points are just that, a pool of spell points to draw on over and above normal spell points. Once used, they return at a rate of 1 per hour.
- **Creation Points** – Creation points are used to create temporary magic items or, as a last resort, as normal spell points. When used in magic-item creation, they remain used until the item is expended and then the points return at a rate of 1 per 24 hours. If used in the casting of a normal spell, they return at a rate of 1 per 24 hours, starting when the duration of the spell has expired.

### SPELL DESCRIPTIONS

**Modifiers:** Spells have one or more modifiers. The set of modifiers a mage can use is dependent on the disciplines the mage follows. Each modifier adds a different facet to the spell. It is the combination of modifiers that creates the specific effect of the spell. Each modifier costs 1 spell point. Examples of modifiers are jump, shield, bolt, teleport, etc.

**Descriptor:** A descriptor is a special modifier from the Universal Spell

Casting Chart (USCC). Descriptors vary in cost depending on the effect desired. The following are descriptors: casting time, range/distance, area, duration, damage/hit points, saves allowed, bonus, movement, size adjustment, and size allowed. Mages and other casters have access to all descriptors at 1st level.

All spells need the following descriptors when being cast: casting time, range, area, and duration. All other descriptors are added as needed, depending upon the spell and the mage's desires.

**Enhanced Descriptors:** Another type of modifier, enhanced descriptors are special in that they add to the spell but not to its principal effect. Mages must spend a modifier slot to add an enhanced descriptor. Enhanced descriptors cost 1 spell point to be included in a spell, just like other modifiers.

**Prime Modifier:** The prime modifier of a spell describes the type of magic used, i.e., its discipline. Fire, water, transmogrification, necromancy, mentalism, and illusion are all examples of prime modifiers. The prime modifier is the first component of every spell and always has a cost of 1 spell point.

**Principal Effect:** This describes the desired outcome of the spell. Damage, sleep, paralysis, flight, invisibility, and strength are all examples of a spell's principal effect. Principal effects can be combined in a spell, but doing so costs more. The cost of saves allowed and duration must be calculated for each principal effect. The area of effect may be shared, or separate areas may be specified and paid for. However, by combining effects, cost can be saved on casting time and range. Essentially, by combining principal effects, the mage is casting 2 spells at the same time. Combining principal effects is described in more detail below.

**Level Access:** This is the mage level needed to access a spell descriptor and its relevant effect. A caster may not use a descriptor until they have reached the appropriate level.

**Point Cost:** Point cost is the number of spell points required to use a specific descriptor or modifier. The costs of all modifiers and descriptors are added together to generate a total that represents the spell point cost of the spell being cast.

The caster may use any combination of spell points, reserve points, or creation points to pay for the spell, but some modifiers may require the use of one or more reserve or creation points. These requirements will be noted in the description of the modifier.



# Universal Spell Casting Chart (USCC)

## UNIVERSAL SPELL CASTING CHART

Level Access	Point Cost	Casting Time	Range/Distance	Area of Effect	Duration	Damage/HP	Saves Allowed	Bonus	Movement	Size Adj.	Size Allowed <i>(monster size)</i>
1st	0	1 Round	Touch/ Self/25'	Bolt/ Touch	Instant/ 1 Round	1d4 <sup>2</sup>	1/round	+1	+5		Small/Tiny
1st	1	1 Action	50'	Zone/ Ray	5 Rounds	1d6		-	+10	+ or - 1	Medium (10)
2nd	2	-	100'	Cone/ Line	1 Min.	2d6	1/5 rounds	+2	+15		Medium (11)
4th	3	-	150'	Small Burst	5 Min. <sup>1</sup>	3d6		-	+20	+ or - 2	Medium (12)
6th	4	Moving Action	200'	Wall	10 Min. <sup>1</sup>	4d6	1/min	+3	+25		Large (13)
8th	5	-	250'	Large Burst	30 Min. <sup>1</sup>	5d6		-	+30	+ or - 3	Large (14)
10th	6	-	300'	Cloud	1 Hour <sup>1</sup>	6d6	1/30 min	+4	+35		Large (15)
12th	7	Instant	350'	Huge Burst	6 Hours <sup>1</sup>	7d6		-	+40	+ or - 4	Giant (16)
14th	8	-	400'	Manifes- tation	12 Hours <sup>1</sup>	8d6	1/hour	+5	+45		Giant (17)
16th	9	-	450'		1 Day <sup>1</sup>	9d6		-	+50	+ or - 5	Giant (18)
18th	10	2nd Spell	500'		1 Week <sup>1</sup>	10d6	1/day	+6	+55		Enormous (19)
20th	11	-	550'		1 Month <sup>1</sup>	11d6	Once	-	+60	+ or - 6	Enormous (20)

<sup>1</sup> Must spend one or more creation points for this duration. See the section on Duration for details. / <sup>2</sup> This damage never explodes.

### CASTING TIME

The amount of time it takes to cast a spell. All spells have a time requirement to cast. The mage can make spells manifest quicker by investing more spell points in the casting time. The quicker the spell can be cast, the more expensive it is.

- **1 Round** – The spell requires a full round to cast. The mage can take no other action in the round. They may not even move. This is the default casting time for all spells, so unless spell points are spent to reduce it, a spell's casting time is a full round. The spell takes effect at the beginning of the mage's next turn, before they act. The mage is vulnerable during this time since they must make a Concentration check to maintain the casting if they take damage.
- **1 Action** – The spell takes 1 action to cast. The mage can still make a normal move before or after the spell is cast.
- **Moving Action** – The mage can cast the spell while moving. This is often used during tactical withdrawal.
- **Instant** – The spell manifests on the caster's initiative. The caster still has a full round to act, but cannot cast another spell.
- **2nd Spell** – The mage may cast a second spell if they apply this casting time to it. Both spells go off at the same time or as the mage desires within the round. A normal move is still permitted.

### RANGE/DISTANCE

**Range:** Range is how far from the caster the spell can take effect. Increased range increases cost. All spells have a range requirement. Spells with a range of touch or self require the mage to touch the target for the effect to manifest. An attack roll is required for a touch spell if the target is hostile.

The ranges of touch, self, and 25' are the default and have no spell point cost. All other ranges cost the amount of spell points shown in the Universal Spell Casting Chart.

**Distance:** Certain modifiers, like jump, teleport, and travel, which involve movement, require distance to be applied to determine how far the recipient of the spell can move. Distance must be paid for separately from range.

### AREA OF EFFECT

The size of an area and/or the number of targets a spell can affect. Not all area modifiers can be combined with a range – see descriptions below.

Larger areas of effect, like zones, cones, bursts, clouds, and manifestations, operate differently with some disciplines. Damage spells, and some illusions, affect everyone in the area because the effect is outside



# Spell Area Effects, Duration, and Damage

the target. However, disciplines like Enchantment, Mentalism, Conjuration, and Transmogrification have an internal effect. The mage must pay an additional cost for each target affected. The mage can choose who is affected in this case.

All spells have an area of effect even if only 1 target is affected. Each area of effect has its own spell point cost.

- **Touch (Touch Attack)** – Certain spells have a range of touch or self and affect only a single target. Both damaging spells and spells with effects can be delivered this way. Spells against unfriendly targets require a touch attack to be completed.

If the touch attack for a spell fails, the spell is lost. However, the mage can choose to add a “discharge duration” to the spell to allow the spell to remain active on the hand if the attack fails. The cost for this is in addition to the duration applied to the effect of the spell. If the discharge duration expires and the mage has still not managed to apply the spell to a target, the spell is lost.

- **Bolt (Ranged Touch Attack)** – A bolt is a ranged touch attack that can only be used for spells that cause hit point damage. It affects only a single target. A bolt’s duration is always instantaneous.
- **Ray (Non-Damaging Spells)** – A ray affects a single target. Ray spells do not require an attack roll, only a saving throw. The effect determines the type of save. A ray’s duration is always instantaneous, though the effect placed on the target can last much longer.
- **Zone (Non-Damaging Spells)** – A zone is a 15’ × 15’ square area with a 10’ height created to manifest persistent, non-damaging effects. A zone area will never do damage even if used with a prime modifier that always does damage. Darkness, illusion, entangle, hold, sleep, and mist are all effects that could be delivered within a zone area. A duration to the effect can be placed on affected targets or a duration can be placed on the zone so that the spell is static and affects anyone in or entering the zone before the duration is up.
- **Cone (Damage & Effect Spells)** – A cone has a 0 range and always starts at the caster’s hands. It is 15’ long and 15’ wide at its end. The effect determines the type of save. Cones deliver damage or effects or both. A cone’s duration is always instantaneous, though a duration may be used on an effect delivered by the cone. Range cannot be attached to a cone area.
- **Line (Damage & Effect Spells)** – A line effect always starts at the caster’s hands and extends 20’ away with a 5’ width. Generally everything caught in the line is affected. The effect determines the type of save. A line’s duration is always instantaneous, though a duration may be used on an effect delivered by the line. Range cannot be attached to a line area.
- **Wall (Damage & Effect Spells)** – A wall effect is 20’ long, 10’ high, and 5’ wide. It may be laid out as the caster desires within the range. An additional 10’ of length may be purchased for each additional spell point spent. The caster decides the range at which the spell manifests and pays the appropriate spell point cost. The effect determines the type of save. Wall spells that have a damaging effect may have a duration.
- **Cloud (Damage & Effect Spells)** – A cloud is a large area, 20’ × 20’ × 10’, which is usually static. Range and duration must be

purchased normally. The type of effect determines the type of save. Cloud spells that have a damage effect may have a duration. Note that clouds can be dissipated with wind or other effects, such as a fireball.

- **Burst (Damage & Effect Spells)** – Burst spells are always instantaneous, but may have a duration associated with non-damaging effects. The effect of a burst determines the type of save. Bursts are centered on a point and affect an area in a radius around that point. The caster may center the burst anywhere within the range.
  - Small Burst – A small burst is an area with a 10’ radius.
  - Large Burst – A large burst is an area with a 20’ radius.
  - Huge Burst – A huge burst is an area with a 30’ radius.
- **Manifestation (Damage & Effect Spells)** – A manifestation affects a 100’ × 100’ × 100’ area. The type of effect determines the type of save. Manifestation spells may have a duration, even those that cause damage.

## DURATION

The amount of time the spell persists. Adding spell points increases the duration. Some durations require that part of the cost be paid using creation points. The creation point is tied up in that spell’s effect until the spell ends. The creation point’s 24-hour return time does not begin until that point.

Duration	Creation Points
5 Minutes	1
10 Minutes	1
30 Minutes	1
1 Hour	1
6 Hours	2
12 Hours	3
1 Day	4
1 Week	5
1 Month	6

## DAMAGE/HIT POINTS

**Damage:** The amount of physical damage a spell does. The damage can be increased by increasing the cost. Not all disciplines are eligible to do damage. In a lot of cases, to do damage, casters must construct spells with specific modifiers. This makes some spells very expensive. Most elemental- and energy-based disciplines, such as Fire or Light, can inflict damage without other modifiers. However, some, like Air or Darkness, need modifiers like solid or semi-solid. Illusions can also do damage, but the cost of constructing such an illusion is expensive. Damaging spells take effect instantly and only have a duration when combined with a wall, cloud, or manifestation descriptor. Note that these are all area spells that targets can move out of.

**Hit Points:** A descriptor needed for spells with certain modifiers. Some spells imbue created objects with hit points. Like a shield of force or wall of earth. In such cases, the mage buys the hit points of the object created. If all HP are lost before the duration expires, the





# Spell Saves and Casting a Spell

spell effect ends. The mage may simply choose the average HP from the number of dice purchased on the USCC or roll the actual dice. Hit points are purchased separately from damage.

**Other Applications of Hit Points:** Hit points can be added to creatures summoned or items conjured.

## SAVES ALLOWED

Most offensive spells have saving throws. Instantaneous damage spells only require one save. Spells with a duration receive a save every round unless the mage invests more spell points into the spell to increase the time between saving throws. Almost all spells with persistent effects allow saves. Touch and ranged touch spells that have a duration of instant require an attack roll and only allow a save if a persistent effect is delivered.

## BONUS

The bonus descriptor is only applicable in certain circumstances. It could be used to add a bonus to armor class, attacks, ability scores, damage, and more. The higher the bonus, the more it costs. It's important to recognize how to apply bonuses. They must align with the magic discipline used by the mage. An Enchanter could grant a bonus to damage and/or a bonus to attack on weapons, or they could add a bonus of AC to armor. A transogrifer deals in flesh modification and thus could grant bonuses to physical attributes (such as Strength). A mentalist could do the same for mental attributes (such as Intelligence). A fire elemental could create a shield of fire but not add bonus AC. However, they could summon an elemental and grant bonuses to its physical attributes and AC. Ultimately, it is up to the GM to decide whether a bonus is applied properly.

If a spell applies a bonus in multiple ways, the bonus must be paid for separately. For example, a spell that grants a weapon a bonus to attack and a bonus to damage must pay for each bonus separately.

## MOVEMENT

The movement descriptor is only added to spells that affect locomotion and works in different ways for each discipline. A transogrifer might improve a person's normal movement with a spell, while an air elemental might grant someone the power of flight. The movement would be the amount purchased on the USCC. If the creature affected already has the power of flight, the movement would be added to the creature's aerial speed.

## SIZE ADJUSTMENT

This descriptor applies to spells that affect a target's size and defines how much of a size change may be applied to a target. A transogrifer could use this to enlarge or reduce the size of a creature. The cost and maximum size by level is determined by the chart.

Another way to use this chart is to look at each step as the number of sizes up or down a person or creature could be enlarged or reduced. A 12th level mage could enlarge someone by 4 steps/sizes or reduce them by 4 steps/sizes. That is, of course, if they have enough spell points.

## SIZE ALLOWED

This descriptor defines the maximum size allowed or affected. This could apply to summoning creatures or conjuring items or to an enchanter animating objects. In the case of teleportation, it limits the size of the creature teleported. Many disciplines have a size requirement and a cost to be met for spells to work on a target.

## CASTING A SPELL

To cast or build a spell you must first pay 1 point for your prime modifier. The prime modifier is the magic of your discipline. Next, add modifiers to build the effect of the spell. Each modifier added costs 1 point. Then, determine the desired casting time, range, area, duration, etc., and add the costs for these. Add any situational descriptors, such as damage and saves, as required by the chosen modifiers. Finally, calculate the cost for all the modifiers to determine the total cost of the spell. Now you may apply any reductions (such as a focus or specialization) to the cost.

As an example, let's build a basic Fire Bolt spell for a fire elemental.

First the prime modifier is fire and costs 1 point. The fire discipline can cause damage all by itself, so we will not add any other modifiers. We want to cast it immediately, so we will set the casting time to 1 action, which costs 1 point. We will use the default range of 25', duration of instant, and area of bolt—these last three descriptors have a cost of 0. We will spend another point to increase the damage to 1d6. This is a ranged touch attack, so a save is not required and none of the other descriptors apply. The total spell point cost is 3. With the use of a mage focus, this cost is reduced by 1, for a total of 2 spell points.

For easy reference, this spell could be listed as:

**Fire Bolt (3):** fire (1); 1 action (1); range 25'; duration, instant; area, bolt; damage 1d6 (1)

The caster may use the spell as is, or they can change it on the fly by increasing the damage, range, or any other descriptor, and adjusting the cost. They may even add modifiers to change the effect.

## ENHANCED DESCRIPTORS (OPTIONAL RULE)

Spells can be heightened by enhanced descriptors, allowing the mage to enhance spells beyond their level limitation as described on the USCC, but within limits. Enhanced descriptors must be purchased like any other modifier and added to the spell build. They cost 1 spell point when used. Additional spell points must be invested in a spell to then modify its effects.

**Enlarge Area:** When added to a spell build, Enlarge Area allows the mage to extend the area of a spell's effect. For each additional spell point invested, the mage can increase the spell's volume by 10 cubic feet. This enhanced descriptor does not work with bolt, touch, ray, or cone. It will work with line, but only by extending its length, not width. With all other area effects, it will increase the area of the spell volume by the amount purchased. The mage decides where the volume of area is increased. This allows for irregular, non-geometric shapes, such as a 10-foot cube on the side of a spherical burst. The number of spell points invested in increasing the area may not exceed the mage's level.



# Combining Effects, Disciplines, & Spell Sculpting

**Extend Range:** Mages can increase the range of their spells by 50' for every additional spell point invested. This enhanced descriptor is limited to a maximum of 1 spell point per level of the mage.

**Increase Size Allowed:** The creature size affected by a spell can be increased by this enhanced descriptor. For every 2 spell points invested in the spell, the size affected increases by 1, as listed on the USCC. The maximum number of spell points that can be invested is equal to the level of the mage.

**Infuse Bonus:** The enhancement bonus or penalty applied to a target of a spell can be increased by this enhanced descriptor. For each spell point invested, the bonus/penalty increases by 1. The number of spell points invested is limited to the mage's Level Bonus.

**Intensify Damage/Hit Points:** Damage dice assigned to a spell can be increased with this enhanced descriptor. For every 2 spell points invested, the damage/hit point die increases by 1d6. The number of spell points invested is limited to the mage's level.

**Maintain:** When this enhanced descriptor is added to a spell's build, the spell may be maintained beyond the original purchased duration. The mage maintains a connection to the spell and when the spell duration has expired, they may choose at that moment to continue the duration by investing 1 spell point every round with some restrictions. The mage cannot attack or cast another spell. No other complex task can be performed. If the mage suffers damage, a Concentration check, DC 10 + damage, is required to maintain the spell or it is lost. Failure to follow any of these conditions causes the spell to instantly end. Spells that have an instant duration cannot be modified with Maintain (spells need a minimum of a 1-round duration). A spell's duration can only be extended up to a number of rounds equal to the mage's level.

**Post-Cast Modification:** This powerful enhanced descriptor allows the mage to modify the descriptors of a spell that has already been cast and whose duration has not expired. Descriptors like saves allowed, damage/hit points, bonus, move, size adjustment, and duration can all be modified. However, Post-Cast Modification only applies to one descriptor, and this descriptor must be selected when Post-Cast Modification is learned by the mage. The cost of using Post-Cast Modification is twice the cost of the associated descriptor as listed on the USCC. With few exceptions, no spell can be modified beyond the limits described on the USCC. However, duration and saves allowed can be refreshed. That is, if a number of rounds has already passed, saves allowed and duration can be pushed up to the maximum allowed again.

**Prolong Duration:** The duration of a spell can be pushed beyond the limit described on the USCC. For each additional spell point invested, the duration of the spell is increased by a factor of 1. That is, if a spell's duration is measured in rounds (as described on the USCC) then each additional spell point increases the duration by 1 round. If the spell is measured in minutes, the duration is increased by 1 minute, and so on. The maximum number of spell points that may be invested is equal to the mage's level.

**Speed:** This enhanced descriptor allows the mage to exceed the limits of movement as described on the USCC. For each spell point invested, the movement descriptor can be increased or decreased by 5'. The number of points invested is limited to the mage's level.

**Save Impediment:** This enhanced descriptor allows the mage to exceed the limits of the USCC for saves allowed. For every spell point invested, the mage may increase the period between saves by a factor of 1. If the saves allowed are 1 per round or 1 per 5 rounds, the period between saves is increased by 1 round. If the spell is measured in minutes, the period is increased by 1 minute, and hours by 1 hour, etc. The maximum number of spell points that may be invested is equal to the mage's level.

**Swell Size:** The mage can exceed the maximum size as described by the USCC. For every 2 spell points invested, the size increases by 1. The maximum number of spell points that may be invested is equal to the mage's level.

## COMBINING PRINCIPAL EFFECTS

If the mage wants to combine 2 principal effects, the cost for saves and duration are calculated for each principal effect. Even 2 different area descriptors can be added but paid for separately. The cost of casting time, range, and the prime modifier are only paid once. This gives the mage a lot of deadly flexibility and utility. The mage must be at least 5th level to combine principal effects.

### Examples of Combined Principal Effects

- **Fire Shield and Resist Fire on the Same Target:** Duration would be paid twice, once for each effect. Different durations could be applied to each principal effect. Target would receive a fire shield and protection from fire.
- **Wall of Fire and Smoke Cloud:** Duration and saves would be calculated for each principal effect. Also, the wall area and cloud area would each have their own cost.
- **Fire Ball and Choking Smoke:** Saves and duration would be calculated separately. If the same area effect was chosen (large blast), the area would only be paid once.

## COMBINING DISCIPLINES

**Combining 2 Disciplines for 1 Principal Effect.** A caster must be at least 5th level to create a single principal effect with 2 disciplines. At times, a mage may want to combine 2 disciplines to produce 1 principal effect: for example, Fire and Water to make steam, or, if the mage is on a ship and desires it, to create an explosion of steam, like a fire ball. This has the advantage of fire damage without the risk of setting the ship on fire. Note, there is only 1 principal effect here, steam.

**Combining 2 Disciplines for 2 Principal Effects.** The caster must be 8th level. A mage could combine a fireball (Fire) and blindness (Darkness) in a spell. This would follow all the rules for combining principal effects. Saves and duration would be calculated for each effect, and an area could be shared by both spells, or each effect could be assigned its own area at separate costs.

## SPELL SCULPTING

At times, a caster will want to use their magic to produce an effect for which no modifier exists to allow for its execution. In these situations, if it is agreeable to the GM, casters can sculpt spells on the fly. A caster can't sculpt a spell for which a modifier already exists. Additionally, to sculpt a spell, the intended outcome must be similar to that of a



# Spell Disciplines

modifier the caster already possesses. If it's not, the spell cannot be attempted.

It is reasonable for the GM to deny spell sculpting at any time, even if it has been attempted successfully before. In fact, if spell sculpting has worked in the past but has become abused or has created an imbalance in the game, it is recommended that future attempts be denied. Ideally, the GM will do the players the courtesy of letting them know a specific attempt at spell sculpting will no longer be allowed.

To sculpt a spell, the player must describe in as much detail the effect they are trying to achieve and the modifiers they think are close enough to attempt the spell. If the GM deems it reasonable, a spell sculpting attempt may be made using the Thaumaturgy skill. All spell sculpting attempts have a base DC of 20 plus any other bonuses or penalties the GM deems appropriate to the situation. If the GM finds the DC approaching 30, it may be that the attempt should be denied outright.

## DISCIPLINES

**Disciplines:** Disciplines are specific areas for studies of magic. The list of disciplines includes Conjunction, Darkness, Divination, Elemental Air, Elemental Fire, Enchantment, Illusion, Mentalism, Primal Magic, and Transmogrification.

**Discipline Modifiers:** As mentioned earlier, modifiers are the building blocks of a spell. The descriptors (casting time, range, damage, etc.) are specific types of modifiers. There are also discipline modifiers: armor, blind, daze, flight, protection, shield, sleep, summon, terror, and travel to name a few.

Not all modifiers apply to all disciplines. Each discipline has its own unique set of modifiers, though many overlap. It is the combination of the modifiers and the discipline that create a spell's unique properties and effects. Modifiers can be combined across disciplines, if the mage has more than one discipline, creating rare spell combinations.

When building a spell, each modifier used increases the cost of the spell by 1 point.

**Spell Builds:** The spell builds listed under each discipline's modifiers are just suggestions. Modifiers can be added, subtracted, and combined, using the guidelines outlined, to create new spells. New modifiers can be created, at the discretion of the GM. Lastly, you may discover an, until-now, unknown combination of modifiers that has a totally new effect. GMs should encourage players to do this, and allow new spells, provided the spells meet the guidelines.

## DISCIPLINES OUTLINED

**Conjunction:** The magic of calling objects from other places, near and distant. A conjunction mage is called a conjurer.

**Darkness:** The lightless magic. The embodiment of nothingness, evil, blindness, and disruption. A mage using Darkness magic is called a dark mage.

**Divination:** The magic of foresight, vision, and prophecy. A divination mage is a spiritist.

**Elemental Air:** The magic of manipulating the element of air. A mage using elemental power is an elemental.

**Elemental Fire:** The magic of manipulating the element of fire. A

mage using elemental power is an elemental.

**Enchantment:** The arcane process of creating magic items and powers. An enchanter is a mage that practices the enchantment discipline.

**Illusion:** The visual and spectral art of deceiving the senses. An illusionist is a wielder of illusion.

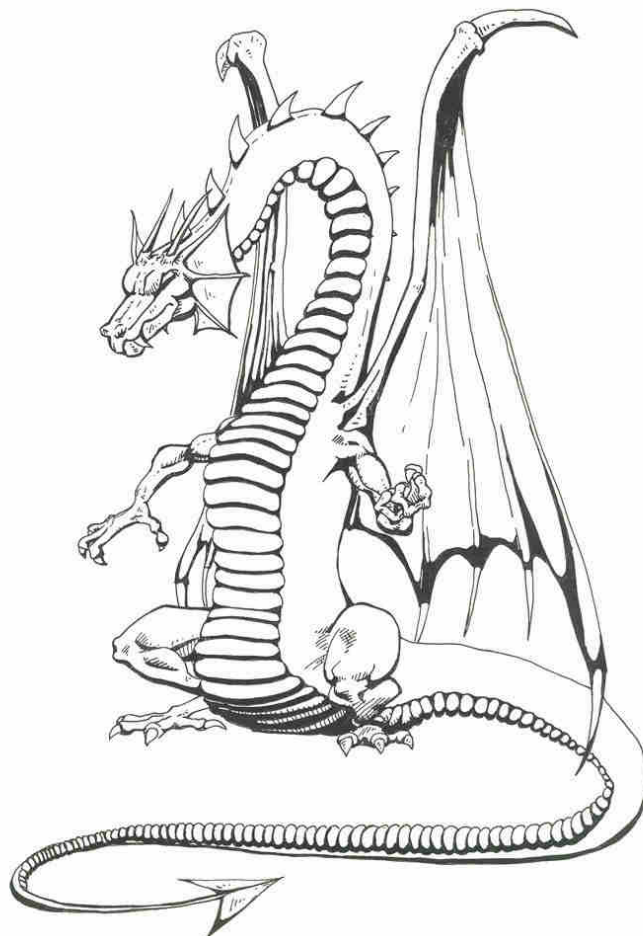
**Mentalism:** Mind-assaulting magic including charms, dominations, delusions, and dreams. A mentalism mage is called a mentalist.

**Primal Magic:** Primal magic is pure magic. It can gift spell points, force spell points on another, and strip them from others. A wielder of primal magic is called a dynamo.

**Transmogrification:** Includes shape changing and body morphing. A transmogrification wielder is called a transmogrifer.

## SPECIALIZATION

At 5th level, mages have the option of picking up another discipline or specializing in their current discipline. Specialization opens up a higher level discipline with new modifiers and gives the added bonus of reducing the cost of spells within the original discipline by 1 spell point.



# Air Elementalist

Air magic is both subtle and powerful. The wielder can control air: its density, quality, purity, and movement. Air is quite literally everywhere. Those who can control it are a force to be reckoned with.

**Prime Modifier:** *air*

**The Power of Air:** Elemental air is versatile. Though used in the creation of damage spells, it also demonstrates great utility both in transport and obstruction spells.

## MODIFIERS

**BIND:** When combined with the modifier *solid*, *air* can be used to bind a target's body or extremities.

**Spell Name:** Bonds of Air

**Required Modifiers:** *air, bind*, casting time, area of effect (usually ray), and duration

**Elective Modifiers:** saves allowed

**Save:** Brawn save negates the effect.

**BLAST:** The elemental can send a blast of air at one or more targets and knock them down or backward. The mage must decide whether the target is being knocked backward or knocked prone.

**Spell Name:** Air Blast

**Required Modifiers:** *air, blast*, casting time, range, area of effect (usually line or ray), and duration

**Elective Modifiers:** movement (if target is impeded for a duration longer than a round)

**Save:** Brawn save negates the effect.

**BREATHE:** This modifier can allow targets to breathe underwater, or in stale or contaminated air.

**Spell Name:** Water Breath

**Required Modifiers:** *air, bubble, breathe*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:**

**BUBBLE:** This special modifier has a few obvious uses, such as with the *breathe* modifier above. It may also be used to create a large bubble area both in an atmosphere and underwater, not just to provide clean air to breathe but as a mode of travel. A bubble could be used to surround a group and, by adding the *float* and *wind* modifiers, propel a group through the air. The spell would work in a similar fashion underwater. However, there would be no wind and thus no means of locomotion other than the water currents.

**Spell Name:** Traveling Air Bubble

**Required Modifiers:** *air, bubble, float, wind*, casting time, range, bonus, movement, area of effect, and duration

**Elective Modifiers:** hit points, solid + bonus, to add armor class; saves, if used as an attack

**Save:** None if voluntary; Agility to avoid bubble if involuntary

**Spell Name:** Water Bubble

**Required Modifiers:** *air, bubble*, casting time, range, area of effect, and duration

**Elective Modifiers:** hit points, solid + bonus, to add armor class; saves, if used as an attack

**Save:** None if voluntary; Agility to avoid bubble if involuntary.

**Note:** Both of these bubbles are fragile: 10 AC, 1d6 hit points. However, hit points could be increased during the creation of the spell using the USCC Hit Points column.

**DOMINATE ELEMENTAL:** Take control of an air elemental.

**Spell Name:** Dominate Elemental

**Required Modifiers:** *air, dominate elemental*, casting time, range, distance, size (of the elemental), area of effect, and duration

**Elective Modifiers:** saves allowed

**Save:** Willpower save to avoid.

**FLY:** As the name implies, this modifier grants the power of flight. The target just thinks about where they would like to go. If the target can already fly, this spell can be used to increase their movement rate. If the target cannot fly, movement is equal to that which the mage purchased on the USCC.

**Spell Name:** Fly

**Required Modifiers:** *air, fly*, casting time, range, movement, size, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**FLOAT:** As noted above, this modifier can be combined with bubble or person to float someone up or down to a location. By adding wind with the movement descriptor, this spell can mimic Fly.

**Spell Name:** Float

**Required Modifiers:** *air, float*, casting time, range, area of effect, movement (up or down only), and duration

**Elective Modifiers:** wind

**Save:** If target is unwilling, Willpower save negates.

**HAND:** This very specific modifier is used to pick things up, manipulate objects, and attack or grapple if the hand is created in the appropriate size.

This spell has many options. It can attack once a round, using the mage's Reason bonus plus d20. Base damage is purchased using the USCC. It can be used to grapple a target, also using the mage's Reason bonus plus a d20 for the touch attack. If a hit is scored, use the mage's Grapple skill modified by the strength of the hand. The hand's Strength is 8 plus any bonuses the mage purchases off the USCC.

This spell can also be used for lifting items and opening doors. Again, the base Strength is 8 plus any bonuses purchased from the USCC. Consult the Strength section in Chapter 4 to learn how much the hand can lift.





# Air Elementalist

The size of the hand is important and relevant to the task. If it is being used to lift a small object, like a coin, sword, or lamp, it would likely be a normal-sized human hand (size Small/Tiny on the USCC). However, if the hand is grappling a target, its size can be as large as the target itself (size Medium 10, 11, 12, or larger on the USCC).

**Spell Name:** Hand

**Required Modifiers:** *air, hand, solid*, casting time, range, movement, size allowed, and duration

**Elective Modifiers:** damage, bonus, saves allowed (if Grapple is used, the mage can use the Saves Allowed column to delay further Grapple checks)

**Save:** Brawn (if used to Grapple)

**JUMP:** This modifier may be among the most powerful available to the air elemental. As long as there is a volume of air equal in volume to the target, a portal can be opened and the target can walk through it, appearing at a destination within range and sight. This is almost, but not quite, a teleport. It cannot be cast on a creature or object directly. However, the mage could target the air behind an enemy and then push them through physically or with another spell. No matter how the spell is built, it is expensive.

**Spell Name:** Air Jump

**Required Modifiers:** *air, jump, person*, casting time, range, distance, size (of the creature or creatures being jumped), area of effect, and duration

**Elective Modifiers:** *blast* or *wind* to push a target through (see Combining Principal Effects)

**Save:** If target is unwilling, a target pushed through receives an Agility save to avoid.

This spell allows the mage or target to step through a portal and arrive at a destination within the range set for the spell. Both departure and arrival destinations must have a volume of air equal to the volume of the traveler. It cannot be used underwater or inside solid matter.

This build could be made cheaper as an instant duration spell (i.e., one use), which would drop the minimum caster level to 2nd. Or it could be made a small burst and affect everyone within 10'. Everyone would have to go where the mage chose, unless the size modifier were used on multiple targets along with a duration. Every target could then act independently for the spell's duration.

**PERSON:** This modifier is used to designate an effect on a living, sentient target. In this case it is used on creatures.

**PROTECTION:** This modifier grants a bonus save to elemental air spells and effects, or a bonus AC against air-based creatures, such as elementals.

**Spell Name:** Protection from Air

**Required Modifiers:** *air, protection*, casting time, range, bonus, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**RESIST:** Grants damage reduction from air-based attacks. The build is similar to protection except the bonus is used to reduce damage from air-based attacks. A bonus of 2 would reduce damage from every attack or spell effect based on air by 2 points.

**Spell Name:** Resist Elemental Air

**Required Modifiers:** *air, resist*, casting time, range, bonus, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**SOLID:** This modifier compresses air and can be combined to create semi-solid areas of air. It is required for an air spell to cause damage and can be combined with hand, wall, or like modifiers.

**THIN:** This modifier thins the air and slows the movement of creatures and machines that rely on lift, wind, or air pressure to move or stay afloat. Use the USCC Movement column to determine the penalty to movement suffered by the target. A flying target whose movement drops to 0, or a floating target whose movement drops to a negative, falls from the sky. Flying creatures will crash. Floating creatures will fall at their negative speed.

**Spell Name:** Thin Air

**Required Modifiers:** *air, thin*, saves allowed (to stay aloft or be forced to land or crash), casting time, movement (the amount of flight movement reduced), area of effect, and duration

**Elective Modifiers:**

**Save:**

This spell creates an area of thin air around a flying target, slowing their movement. Flying targets will have to exert more physical effort to stay aloft, and this could tire them quickly, so they may crash.

**WALK:** By combining air, solid, and walk, the mage can actually walk on air.

**Spell Name:** Air Walk

**Required Modifiers:** *air, solid, walk*, casting time, range, area of effect, and duration

**Elective Modifiers:** movement

**Save:**

This spell allows the target to walk on air but not run or charge. Movement is normal. The target can move up or down at a 45-degree angle, as if climbing stairs.

**WIND:** This modifier has many variations but one basic function, to generate wind, usually to knock things over. The air elemental can create extreme wind in a localized area.

- Using the cone area, the mage can create a wind blast that can knock people over.
- Using the line area, the mage can do much the same thing as with a cone.
- Burst areas can be used to create a sudden pulse of air and





# Air Elementalist

knock people and objects over. The solid and damage modifiers can be added to create an explosion of pressure.

- If the solid modifier is used, damage may be added to the effect. If a wind spell has a duration, it does damage on the first round only.
- If added, the wall modifier can create an effect where no missile weapons can penetrate. The solid modifier may be added so that the wall of wind can do damage as well.

**Spell Name:** Wind Wall

**Required Modifiers:** *air, wind*, saves allowed, casting time, range, area of effect (wall), and duration

**Elective Modifiers:** *solid*, damage

**Save:** A creature may make a Brawn check to force their way past the wall. The solid modifier can be added so damage can be added to the spell. If a target willingly moves through the wall, it takes full damage if the damage descriptor is used.

A wall of blistering wind obstructs the path of opponents.

**Spell Name:** Pressure Wave

**Required Modifiers:** *air, solid, wind*, saves allowed, casting time, range, area of effect (line, cone, burst, or manifestation), and damage

**Elective Modifiers:**

**Save:** The Agility save is required to half the damage. However, if the Agility save is failed, a second Brawn save is required or targets are knocked down.

## SPECIALIZATION: VOID

**Prime Modifier:** *vacuum*

**The Power of Void:** The absence of atmosphere and air pressure. Exposure to vacuum causes one's blood to boil and veins to burst.

## MODIFIERS

**DISSIPATE:** Atmospheric effects like clouds, mists, fogs, and smoke can be dissipated to nothing within the area of the spell. Depending upon the density of the phenomena, an atmospheric effect can be dissipated in 1-4 rounds: light, 1 round; moderate, 2 rounds; heavy, 3 rounds; or dense, 4 rounds. Spell effects have their durations halved. If a dissipate spell is used a second time, the spell's effect will be halved again. If an atmospheric effect is larger than the dissipate spell, the area cleared will fill in again over time. GMs should use their best judgment.

**Spell Name:** Dissipate Atmospheric Effect

**Required Modifiers:** *air, void, thin*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** No save unless directed on a creature of elemental air—then, Endurance save negates.

**IMPLODE:** This modifier creates a fleeting area of vacuum that instantly collapses, bringing the atmosphere crashing back in. Those targets in the area suffer damage and possibly a stun effect.

**Spell Name:** Implosion

**Required Modifiers:** *air, void, implode*, saves allowed, casting time, range, area of effect (burst), duration, and damage

**Elective Modifiers:**

**Save:** Endurance save for half damage. If failed, targets must make a second Endurance save or be stunned for 1 round.

**SIPHON:** The air elemental can create a powerful sucking action which can pull objects out of hand or into the air. Objects of 20 lbs. or less are affected, though the mage may invest 1 more spell point for every additional 10 lbs. affected above 20 lbs. If larger targets are desired, refer to vortex.

**Spell Name:** Siphon

**Required Modifiers:** *air, void, siphon*, saves allowed, casting time, range, area of effect (ray, line, or cone), and duration

**Elective Modifiers:**

**Save:** Brawn save to avoid.

**VORTEX:** With the use of void magic, a localized tornado can be created, sending spinning debris crashing into targets, or drawing a target into the air and sending them flying.

**Spell Name:** Vortex

**Required Modifiers:** *air, void, vortex*, saves allowed, casting time, range, area of effect (ray, line, or cone), duration, and damage

**Elective Modifiers:**

**Save:** Agility save for half damage. If failed, a second Brawn save must be made or target is sucked up and spit out by the vortex, and the character takes the damage again divided by 2.

**VACUUM:** An area of near vacuum is created with devastating effect for those within it. Those within the effect feel their bodies distend, capillaries explode, and blood boil. Blindness and unconsciousness set in quickly, followed by death. In the first round, targets quickly lose their breath. In the second round, targets suffer the assigned damage as purchased on the USCC, with an Endurance save for half every round. Damage is doubled if target tries to hold their breath. On round 3, and every round thereafter, targets must make an Endurance save or go blind. Once the targets have exhaled (GMs may rule that they must after the first round), they must make an Endurance save every round or fall unconscious from lack of oxygen. Once unconscious, targets must make an Endurance save or die. Refer to Death and Dying in the Combat section. The best defense against this spell is to move out of its area of effect quickly.

**Spell Name:** Vacuity

**Required Modifiers:** *air, void, vacuum*, saves allowed, casting time, range, area of effect (cloud or manifestation), duration, and damage

**Elective Modifiers:** Brawn save or target item is sucked away.



# Air Elementalist

**Save:** Brawn save for half damage; Brawn save to avoid blindness; Brawn save to avoid unconsciousness; and Brawn save to avoid death, as noted above.

## AIR MODIFIERS & AREA DESCRIPTORS

Combining air modifiers with area descriptors can create some simple and inexpensive spells. Here are a few examples.

**Bolt:** A bolt of compressed air can be shot at a target.

**Spell Name:** Air Bolt

**Required Modifiers:** *air, solid*, casting time, damage, range, area of effect (bolt), and duration (instant)

**Elective Modifiers:**

**Save:** None

**Cone:** Using this modifier, the mage can create an effect much like a bolt but in a cone area instead.

**Spell Name:** Compressed Air Cone

**Required Modifiers:** *air, solid*, casting time, damage, range, area of effect (cone), and duration (instant)

**Elective Modifiers:**

**Save:** Agility save for half damage.

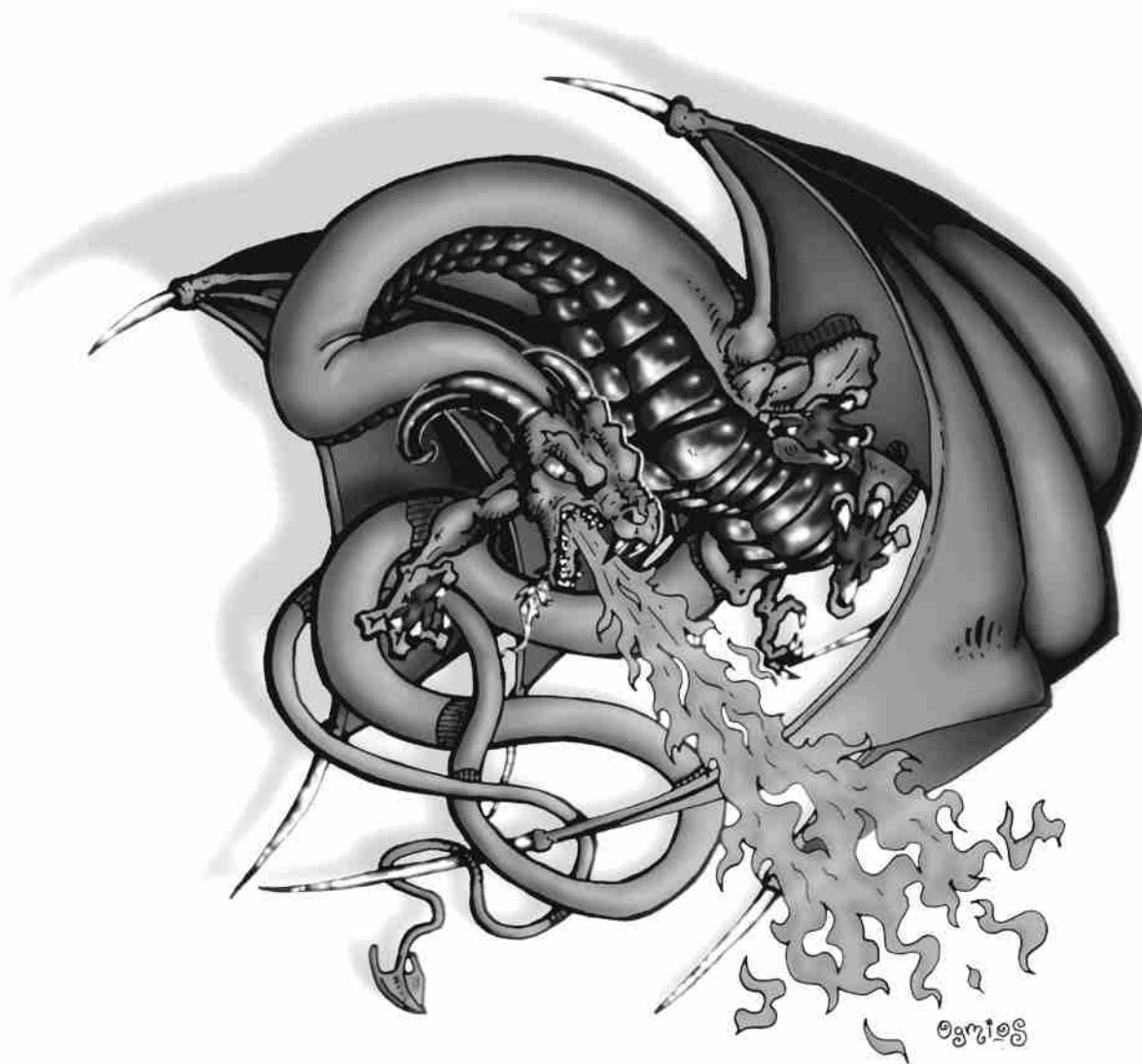
**Burst:** Using this modifier, the mage can shoot high-velocity pellets of compressed air from the center of a spell.

**Spell Name:** Air Burst

**Required Modifiers:** *air, solid*, casting time, damage, range, area of effect (burst), and duration (instant)

**Elective Modifiers:**

**Save:** Agility save for half damage.



# Conjurer

Conjuration is the magic of moving an object or person from one location to another. Objects, people, and structures, small and large, simple and complex, can be moved with conjuration magic. Modifiers can be added to conjuration to create specific spell effects: armor, give, item, take, and object (e.g., a weapon) can all be used to create conjuration effects.

**Prime Modifier:** *conjuration*

**The Power of Conjuration:** The conjurer has the ability to bring objects from distant locations to the proximity of the caster. To conjure an object, the caster must know its general location and have seen it within the last 24 hours. It is for this reason that conjurers carefully study their surroundings. If the conjurer does not recall seeing an item, then it cannot be conjured. The conjurer may make a Reason check to recall an item they don't immediately remember at DC 20 + GM modifiers. If an item is in the possession of another, a Brawn save is granted to the possessor of the item to prevent it from being taken. People and creatures cannot be conjured; that is a teleportation effect which becomes available to the conjurer if they specialize in conjuration. An item returns to its original location and owner when the spell ends, in their original condition, unless the keep modifier has been used. At the end of the spell's duration, an item cannot be conjured again once it returns until 24 hours have passed. This means it must be viewed again.

**Weakness:** Conjuration does not work on undead flesh without the addition of the necromancy prime modifier (this modifier is not listed in this book, but may be taken as a second prime modifier by a conjurer).

**Limits of Conjuration:** Items and objects can be conjured from a distance of up to 1 mile. This distance increases by a quarter of a mile per level of the conjurer. There is no additional spell point cost for conjuring an object to the conjurer's locale if it is not in the possession of an unwilling target. However, there is a chance the item being conjured was disturbed, moved, or taken into someone's possession. Because the conjurer must know the precise location of an object conjured, the item can't be conjured if it has been moved. This occurrence should be determined by the GM. The more time that has passed since the object was viewed, the more likely it is that it has been moved. The more populated the object's locale, the more likely it is that it has been moved.

**Limits of Teleportation:** Targets can be called to the conjurer's location. This distance is equal to 1 mile plus a quarter mile per level of the conjurer. Calling or teleporting a person, a being, creatures, or entities to the conjurer's location costs 1 creation point. Unwilling targets cannot be called or teleported by the conjurer unless they're within the range purchased on the USCC.

**Teleporting Targets Away:** Willing targets may be transported as far away as an item can be conjured, 1 mile + 1 plus a quarter mile per level of the conjurer. However, unwilling targets can only be moved a distance purchased on the USCC.

**Area Conjuration and Teleportation Spells:** Conjuring, teleporting, or animating in an area that affects multiple targets has additional spell point costs. A size cost must be paid for each target affected. The caster need not affect all targets in an area and may choose which targets to affect. If a target's size is small or tiny, and thus has no cost for size, a minimum of 1 spell point must be paid for each additional

target beyond the first. If duration is assigned, it needs to be paid for each target. If the spell grants a save, any save delays must be paid for each target.

**Extra-Dimensional Space:** If the conjurer forgoes a familiar, an extra-dimensional space can be gained. This space is equal to 1 cubic foot per level of the caster; at 3rd level, the size would be equal to three 1-foot cubes. The conjurer can store and conjure non-living items (but not undead) in and from this space. The conjurer is always connected to the space unless disconnected by planar travel, random teleport, or magical means, such as negative magic or a similar effect. If the conjurer's connection to their extra-dimensional space is broken, an attempt to restore the connection can be made once every 8 hours, through meditation. If after a day the connection has not been restored, it takes a full week of meditation to regain the extra-dimensional space. There is a 20% chance all items in the extra-dimensional space will be lost forever.

## MODIFIERS

**ANIMATE:** Allows the caster to animate an object. A sword can be animated and sent to attack a foe. If the object is attacked and reduced to 0 hit points, the spell ends (see weapon hit points on the Weapons tables in Chapter 6). Otherwise, it ends when the duration expires. The AC of the item is based on the material it is composed of: leather, 11; wood, 12; stone, 13; bronze, 14; iron, 15; and steel, 16. The weapon attacks using the caster's base attack and gains a bonus to hit and damage equal to the conjurer's Reason bonus. All penalties for non-proficiency and minimum Strength apply (use Reason in place of Strength). Extra attacks can be made with this weapon as well. The mage must concentrate for the weapon to attack; it is not autonomous. Thus, the mage can take no other actions, except movement, while attacking with the weapon. Should the mage decide to cast another spell, the weapon or item just floats harmlessly until the mage needs it again or the duration ends. Weapon damage is equal to the weapon but may be modified by the damage descriptor. The bonus to hit and damage can be modified by the bonus descriptor. This spell is cast on a weapon or item in hand. However, an item can be conjured as well, at additional cost.

**Spell Name:** Animate Weapon

**Required Modifiers:** *conjuration, animate*, casting time, range, movement, and duration

**Elective Modifiers:** damage, bonus, and size (for larger weapons)

**Save:** Brawn but only if conjured from the hand of an unwilling target. Otherwise, none.

**FIGURINE:** With this modifier, the caster can conjure a statue. Use the Size column on the USCC to determine cost.

The animate modifier can be used to animate the statue.

Animated statues have the following stats. All are modified up or down based on size using the Creature Size table in the Combat chapter.

**Attributes:** Strength 8, Dexterity 8, Endurance 0, Insight 0, Intellect 0, and Persona 0

**Movement:** Base 5'





# Conjurer

**Base Hit Points:** leather, 2; wood, 4; stone, 8; bronze, 10; iron, 12; and steel, 14. Add 8 hit points from Strength instead of the usual Strength/Toughness average.

**AC of the Statue's Material:** leather, 11; wood, 12; stone, 13; bronze, 14; iron, 15; and steel, 16. Additional bonuses may be added using the Bonus column of the USCC.

**Damage with Natural Weapon:** tiny, 1; small, 1d4; medium, 1d6; large, 1d8; and giant, 1d10

The statue attacks using the conjurer's base attack and gains a bonus to hit and damage equal to the conjurer's Reason bonus. The damage is based on the statue's size and strength, which may also be enhanced. Magical constructs cannot be conjured. The conjurer cannot see through the statue's eyes and must see the target themselves for the statue to be able to attack.

**Spell Name:** Conjure Statue

**Required Modifiers:** *conjunction, figurine, animate*, casting time, duration, range, movement, and size

**Elective Modifiers:** *strength*, hit points

**Save:**

**FORM:** This modifier is tied directly to the spectral modifier. It allows the conjurer to craft a simple item (no moving parts) out of ethereal energies. The conjurer must take the Craft (Ethereic) skill, and if the GM deems necessary, a successful Craft roll may be needed for the spell to be successful.

**Spell Name:** Craft Object

**Required Modifiers:** *conjunction, form, spectral, object*, casting time, range, area of effect, duration, hit points, movement, and size allowed

**Elective Modifiers:** *animate, keep*

**Save:**

**GIVE:** A weapon, an item, or armor conjured may be placed in the hands of another. Apply a range from the USCC. This modifier describes the act of giving a conjured item, weapon, or object to a willing target. The give modifier often requires the range modifier to be paid twice. Example: If the take modifier is used to take an item from another target and then given to an ally, the range will have to be calculated twice.

**Spell Name:** Give Item or Weapon

**Required Modifiers:** *conjunction, give, object (weapon)*, casting time, range, duration, and size

**Elective Modifiers:** *keep*

**Save:** If target is unwilling, Willpower save to resist.

**HAND:** Combined with the modifiers animate and spectral, or perhaps with a piece of armor, like a glove, a hand may be conjured to manipulate objects and attack foes. The hand has a base Strength of 9, which may be increased using the USCC Bonus column. Similarly, its size can be increased, hit points added, and AC increased using the appropriate USCC columns. The hand can attack using the mage's base attack modified by the mage's Intellect bonus. If large enough,

it can grapple using the caster's Reason modifier. Depending on the build of the spell, the effects can be varied and versatile. It can be used to hold an item, like a shield, or attack with a weapon. If large enough to grapple, it can push a target over or slow a target's movement by interposing itself.

**Spell Name:** Spectral Hand

**Required Modifiers:** *conjunction, hand, animate, spectral*, casting time, range, area of effect, duration, hit points, movement, and size

**Elective Modifiers:** *strength*, bonus, and damage

**Save:** Brawn if grappling or interposing. Otherwise, none.

**KEEP:** Items and objects normally returned at the end of a conjuration may be kept permanently with this modifier. This modifier does not apply to the teleport effect, as people and items are teleported permanently. The spell point cost of the keep modifier must be paid with a creation point.

**OBJECT:** Arguably the most important modifier of the conjurer. With it the caster can conjure objects, like armor, boulders, logs, shields, weapons, and more. Use the USCC Size column to determine cost. Anything smaller than a person has no size cost. Use the Damage/Hit Points column to determine damage if an object is simply dropped on a target. The target may make an Agility save for half. If an object is animated, make an attack roll using the caster's Reason modifier and base attack. Damage is purchased on the USCC, and it accounts for accuracy, velocity, and surprise.

- **Armor:** The conjurer could don a suit of armor or place it on someone else, an ally or enemy. The spell requires that the armor actually fit the target. If it doesn't, the spell fails.

**Spell Name:** Give Armor

**Required Modifiers:** *conjunction, give, object (armor)*, casting time, range  $\times 2$ , duration, and size

**Elective Modifiers:** *animate, keep, and take*

**Save:** If target is unwilling, Willpower save to resist with a +4 bonus to the target's save.

- **Missile:** An arrow, a crossbow bolt, a sling bullet, or a stone can be conjured and launched with the bolt descriptor as a range attack. Use the caster's base attack plus their Intellect bonus to hit. No proficiency is required. It does the damage listed on the Weapons charts, but the damage can be increased using the Damage/Hit Points column on the USCC. The same arrow can be conjured again from the struck target, with a failed Brawn save from the target, and can be fired again as a new spell. Note that the range descriptor must be paid twice when using this spell, once for the distance of the object conjured and a second time for the distance of the target from the conjurer.

**Spell Name:** Launch Missile

**Required Modifiers:** *conjunction, object (missile)*, casting time, range  $\times 2$ , area of effect (bolt), and duration

**Elective Modifiers:** *damage, give (loads a bow for an ally), keep, and take*

**Save:** None



# Conjurer

- **Item:** Small items (palm-sized or smaller) can be conjured. This modifier describes a target.

**Spell Name:** Conjure Item

**Required Modifiers:** *conjunction, object (item)*, casting time, range, area of effect, and duration

**Elective Modifiers:** *keep, take*, and *give*

**Save:** Brawn save if taken from an unwilling target.

- **Shield:** The caster can conjure a shield to protect themselves. The shield must be animated and assigned HP and a duration. The shield grants the shield's AC bonus but does not occupy the mage's arm.

**Spell Name:** Animated Shield

**Required Modifiers:** *conjunction, object (shield)*, casting time, range, duration, bonus, and size allowed

**Elective Modifiers:** *take, keep*, and *give*

**Save:** Brawn save to resist object being taken; Willpower save to resist object being given.

- **Weapon:** Conjure a weapon into your hands, animate it, or give it to another.

**Spell Name:** Conjure Weapon

**Required Modifiers:** *conjunction, object (weapon)*, casting time, range, duration, bonus, and size allowed

**Elective Modifiers:** *animate, give, keep*, and *take*

**Save:** Brawn save to resist object being taken; Willpower save to resist object being given.

**RESIST:** This modifier combined with the bonus modifier allows a bonus save vs. conjunction effects.

**Spell Name:** Resist Conjunction

**Required Modifiers:** *conjunction, resist*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save to avoid.

**SPECTRAL:** Not all things conjured are material. Some are ethereal. The spectral modifier creates an ethereal force given physical form. With it, complex objects can be created, such as a hand, an arrow, a sword, or armor. Spectral objects are always temporary and disappear when the duration expires. The keep modifier does not work on spectral objects. In addition, spectral objects always have half the listed hit points and armor class purchased. They always do half damage, so halve any additional damage purchased.

**Spell Name:** Spectral Armor

**Required Modifiers:** *conjunction, form, spectral, object (armor)*, casting time, range, duration, bonus and size.

**Elective Modifiers:** *give*

**Save:** If target is unwilling, Willpower save to resist.

**STRENGTH:** This modifier can be added to animated objects like hand or figurine. Use the USCC Bonus column to add strength to an object. This modifier is added to a conjunction spell. See example below.

**Spell Name:** Strengthen Animated Object

**Required Modifiers:** *conjunction, hand, spectral, strength*, casting time, range, area of effect, duration, hit points, bonus, movement, and size

**Elective Modifiers:**

**Save:** None

**STRUCTURE:** Using the area descriptor in combination with this modifier, very large objects can be conjured. Wagons, boats, huts, small houses, even a structure the size of a small castle. Size and distance play a role in the spell point cost, and thus this modifier can only be used by powerful conjurers. Structures must be conjured on a surface that can support their weight or the spell will not work. Structures cannot be conjured in midair or conjured on top of targets.

**Spell Name:** Conjure Structure

**Required Modifiers:** *conjunction, structure*, casting time, range, duration, and size

**Elective Modifiers:** *keep*

**Save:** None

**TAKE:** This modifier allows the mage to conjure an item away from a target and place it in their own hands.

**Spell Name:** Take Object

**Required Modifiers:** *conjunction, object, take*, casting time, range, duration, and size

**Elective Modifiers:** *keep, object (weapon), object (armor), object (shield)*

**Save:** Target gets a Brawn save to resist object being taken.

**TRANSPPOSITION:** This modifier can be used to transpose two objects when combined with object (item) or object (weapon). Size and range play a role in the cost of the spell. Teleport must be added if used on people.

**Spell Name:** Transpose Object

**Required Modifiers:** *conjunction, object, transposition*, casting time, range, duration, saves allowed, and size allowed

**Elective Modifiers:** *teleport, person, object (item), object (weapon)*

**Save:** Unwilling targets get a Brawn save to avoid an object being taken from them, or a Willpower save to avoid being taken themselves.

## SPECIALIZATION: PORTATION

**Prime Modifier:** *portation*

**The Power of Portation:** The movement of matter through a portal in the fabric of reality itself.



# Conjurer

## MODIFIERS

**BLINK:** Target's tie to reality is in flux, causing the target to phase in and out of existence. The target pops out and then back into reality, randomly receiving an agility bonus to armor class. The target may choose to move as much as 15' from their original position when they return, in addition to their normal movement.

**Spell Name:** Blink

**Required Modifiers:** *conjunction, portation, teleport, blink*, casting time, range, area of effect, duration, bonus (armor class), and size allowed

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**CALL:** The call modifier is used when the conjurer is teleporting a target from another location to their locale. It also allows the conjurer to tell the target who is calling them. See Limits of Teleportation under the conjurer's description.

**Spell Name:** Call and Teleport

**Required Modifiers:** *conjunction, portation, call, teleport*, casting time, range (how far away from the caster the target appears), distance (how far away from the caster the target is when they are called), area of effect, duration, and size allowed

**Elective Modifiers:**

**Save:** Willpower save to resist.

**TELEPORT:** Teleporting works only on living people and the items on their person. Teleporting is expensive. Targets cannot be teleported into solid matter or into the air. The target must appear on solid footing or the spell fails.

If a person is being teleported from a distant location to the caster, the person can simply refuse to go if they're beyond the range purchased on the USCC; otherwise, a Willpower save negates the effect. The call modifier must be used to teleport a being to the caster's location if the distance exceeds the range allowed on the USCC. See Limits of Teleportation under the conjurer's description.

Conjurers who wish to drive their opponents crazy can add a duration to the spell, causing their opponents to teleport in place of their movement once a round or, worse, to teleport once every round.

**Spell Name:** Teleport

**Required Modifiers:** *conjunction, portation, teleport*, casting time, range (how far away from the caster the target is), area of effect, distance (how far away from the caster when the target is sent), and size allowed.

**Elective Modifiers:** duration, *transpose*

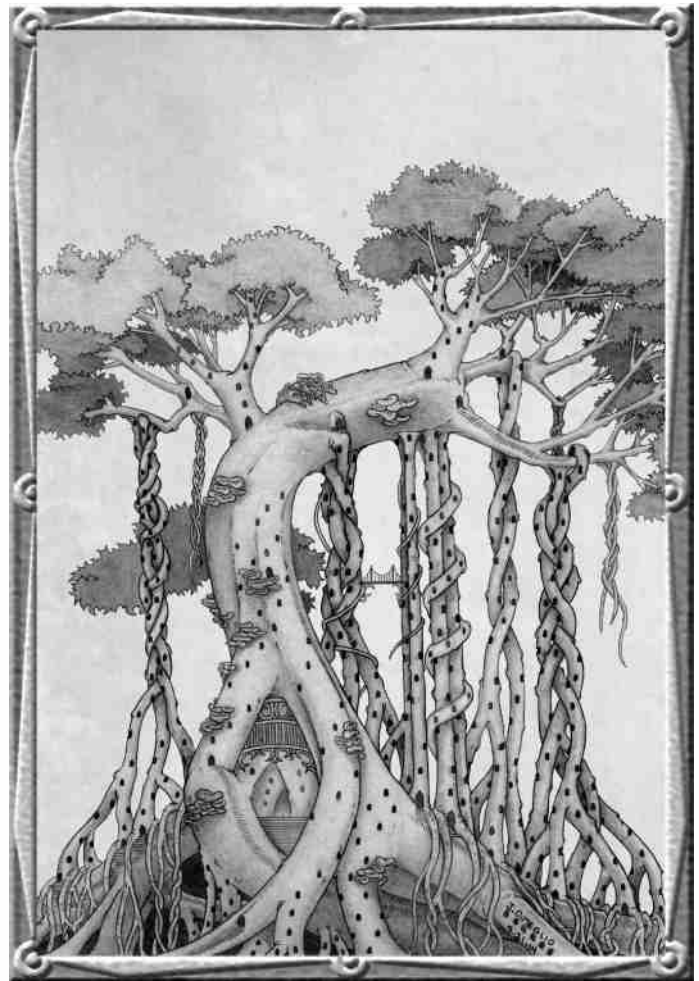
**Save:** If target is unwilling, Willpower save negates.

## CONJURATION & DESCRIPTORS

**Area of Effect:** When conjuring or teleporting multiple targets in an area, the conjurer must pay the size cost for each target. If all the targets are small or tiny, then only 1 spell point is required per target after the first target.

**Example:** If the conjurer wanted to take five daggers from a table, the first dagger wouldn't have a size cost because it is tiny, but there would be a cost of 4 spell points for the four additional daggers, i.e., 1 point for each additional dagger. If the conjurer cast the spell on a target, to take the target's five daggers, the cost would be the same but the target would receive a Brawn save for each item.

**Exception:** Containers are an exception to this rule. If the container is closed and secure, it counts as 1 item.



# Dark Mage

Darkness is the magic of emptiness, lightlessness, and evil. Light magic is the natural counter to dark magic. Darkness should not be confused with shadow or vice versa. Shadow is both light and darkness to a degree. Darkness is absolute. It cannot be found outside at night because of the presence of the moon and stars. Even with cloud cover, some light is always getting through. Only in enclosed spaces and underground does darkness reign supreme. However, for the purposes of the dark mage, the visual condition of starlight or darker is what is meant when darkness is required for a spell. See Visual Conditions in the Combat section for more on levels of light and dark.

**Prime Modifier:** *darkness*

**The Power of Darkness:** Most creatures are effectively blind in total darkness. See rules for Blindness in the Combat section. Worse, magical darkness is capable of rendering useless infra-vision, dark vision, and X-ray vision. Only unusual forms of vision work in the presence of magical darkness, the life vision of undead, echolocation, and underwater sonar. Finally, anyone obscured or partially obscured by magical darkness (armor, cloak, project, and shield modifiers can all obscure) gains a bonus to Sneak checks. Being partially obscured grants +4 to Sneak (for purposes of hiding only). For details on being totally hidden, see Invisibility under Visual Conditions in the Combat section.

## MODIFIERS

**APPARITION:** A shadow form can be made. Ghostlike, the apparition can be made to look humanoid. Combined with the semi-solid modifier, the apparition gains physicality and receives AC 12, Strength 8, Dexterity 8, and hit points based on its size halved, damage based on its size halved, and movement of 5'. Additional hit points, damage, bonuses to attributes, movement, and armor class can be granted with descriptors. All damage and hit points granted by descriptors are halved due to the apparition's semi-solid state.

The apparition is not autonomous and must be controlled by the dark mage each round. If it's not, it drifts motionless until commanded or the duration ends.

**Spell Name:** Apparition

**Required Modifiers:** *darkness, apparition*, casting time, range, duration, and size allowed

**Elective Modifiers:** *semi-solid*, area of effect, damage, bonus, and movement

**Save:** None

**ARMOR:** Armor of darkness can be created granting an AC equal to half the bonus modifier purchased. This modifier simply creates an area of darkness around the target that makes it difficult to see the target.

**Spell Name:** Armor of Darkness

**Required Modifiers:** *darkness, armor, semi-solid*, casting time, range, area of effect, duration, bonus, and size allowed

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**BIND:** Cause darkness to enshroud a target and hold them fast. Natural darkness must be present for the spell to work. If it is not,

the mage may add the project modifier to the spell to create darkness.

**Spell Name:** Bindings of Darkness

**Required Modifiers:** *darkness, semi-solid*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:** *project*

**Save:** Brawn save negates.

**BLIND:** Inky blackness can be made to fill the eyes of a target, blinding them. See Visual Conditions in the Combat section for the effects of blindness.

**Spell Name:** Blindness

**Required Modifiers:** *darkness, blind*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:**

**Save:** Willpower save negates.

**CLOAK:** The caster can call a protective cloak of darkness around a target. In shadow, this can render the target invisible as long as they don't move out of the cloak. The target's sight is not affected by the darkness of the cloak. Other modifiers can be added to this cloak, at the normal additional cost. See the section on Visual Conditions for the effects of invisibility.

**Spell Name:** Cloak of Darkness

**Required Modifiers:** *darkness, cloak*, casting time, range, area of effect, and duration

**Elective Modifiers:** *armor, flight, form, insubstantial, jump, protect, resist, sight, semi-solid*, and *travel*

**Save:** If target is unwilling, Willpower save to negate.

**FLIGHT:** Targets can fly as long as they're in darkness. The normal cost for movement and duration apply. The project modifier may be added to this so that flight is possible during the day. The caster's starting movement is 0' and must be purchased.

**Spell Name:** Dark Flight

**Required Modifiers:** *darkness, flight*, casting time, range, area of effect, duration, movement, and size allowed

**Elective Modifiers:** *project*

**Save:** If target is unwilling, Willpower save to avoid.

**FORM:** By adding the insubstantial modifier to this one, the caster becomes insubstantial (existing mostly in the shadow realm), can pass through objects unimpeded, and does not suffer damage from physical and most magical attacks. Nor can the character affect other people or objects in the normal world. Other modifiers may be added as well.

**Spell Name:** Dark Form

**Required Modifiers:** *darkness, form, flight*, casting time, range, area of effect, duration, and movement

**Elective Modifiers:**

**Save:**





# Dark Mage

**INSUBSTANTIAL:** See form. Insubstantial and form together make the character a shadow. While insubstantial, the mage cannot physically affect the world around them, but they can cast damage-based spells. They cannot be harmed by physical attacks while insubstantial, but they can be struck with magic weapons and some spells.

**JUMP:** Allows jumping from shadow to shadow. The shadows must be within sight, and the targets cannot jump through solid objects. The departure and destination shadows must be at least 40% of the character's size to allow the character to jump through. This spell cannot be used offensively. The target must enter the portal willingly or be pushed through.

If the modifier is used within an area to affect multiple targets, the dark mage must pay the size cost for each target. If all the targets are small or tiny, then there is a minimum spell point cost of 1 point beyond the first target.

**Spell Name:** Shadow Jump

**Required Modifiers:** *darkness, jump*, casting time, range, area of effect, duration, and size allowed

**Elective Modifiers:**

**Save:** If target is pushed, Agility save negates.

**PROJECT:** Lets the caster create darkness in an area (zone, cloud, or manifestation only). Targets in the area of darkness are effectively blind. See the section on Visual Conditions for the effects of blindness.

**Spell Name:** Project Darkness

**Required Modifiers:** *darkness, project*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** None

**PROTECTION:** Grants bonus saves vs. light or shadow. The evil modifier can be added to grant bonuses to save or armor class vs. good creatures or effects.

**Spell Name:** Protection from Light

**Required Modifiers:** *darkness, protection*, casting time, range, area of effect, duration, and bonus (to saves)

**Elective Modifiers:** *evil*

**Save:** If target is unwilling, Willpower save negates.

**RESIST:** Grants damage reduction to light or shadow spells and effects. The caster chooses at casting. The reduction is doubled against light magic and light effects.

**Spell Name:** Resist Light

**Required Modifiers:** *darkness, resist*, casting time, range, area of effect, duration, and bonus (to saves)

**Elective Modifiers:** *evil*

**Save:** If target is unwilling, Willpower save negates.

**SEMI-SOLID:** Makes shadows solid, allowing the mage to create solid darkness—but it's not perfect. Bonuses, damage, and hit points are half the amount purchased. When this modifier is used, hit points and armor class can be given to a dark form (see form).

**Spell Name:** Wall of Darkness

**Required Modifiers:** *darkness, semi-solid*, casting time, range, area of effect (wall), duration, bonus (for AC), and hit points

**Elective Modifiers:**

**Save:** None

**SHIELD:** Allows the mage to create a floating shield that deflects blows on their person.

**Spell Name:** Shield of Darkness

**Required Modifiers:** *darkness, shield, semi-solid*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**TRAVEL:** Allows the target to travel in the realm of darkness. Movement in the realm of darkness must be purchased with a base move starting at 0. Duration will also be important. When the spell ends, the target will be pushed back into the real world at the closest unoccupied spot or in the worst possible spot, at GM's prerogative. The realm of darkness lays over the physical one. The target can see what is happening in the real world but cannot affect it. Targets pass through objects, except those with the insubstantial modifier, as they are no longer on the physical plane of existence.

**Spell Name:** Travel Shadow Realm

**Required Modifiers:** *darkness, travel*, casting time, range, area of effect, duration, movement, and size allowed

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**VISION:** Allows the target to see in darkness, even when darkness spells are in play. The target sees in the darkness, beyond it, and through it as long as distance permits.

**Spell Name:** Darkness Vision

**Required Modifiers:** *darkness, sight*, casting time, range, distance, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

## SPECIALIZATION: EVIL

**Prime Modifier:** *evil*

**The Power of Evil:** The evil modifier can be added to a spell. Good creatures will take the purchased damage or suffer a penalty equal to the modifier purchased. Unlike shadow, this damage or bonus is not halved. It can also be used to bypass the magic or divine resistance of good creatures.





# Dark Mage

## MODIFIERS

**BANE:** This modifier inflicts supernatural evil upon a target. Targets that fail their save suffer the taint of evil and detect as such even if they are good. That is, though the ethos and nature of the target do not change, the target is detected as evil, and subject to spells that affect evil. If the target's ethos or nature is good, they suffer confusion as well as a penalty to attacks, checks, and saves equal to the bonus purchased by the dark mage from the USCC.

**Spell Name:** Bane

**Required Modifiers:** *darkness, evil, bane*, casting time, range, area of effect, duration, bonus, size allowed, and saves allowed

**Elective Modifiers:**

**Save:** Willpower save negates.

**IMBUED:** An object or person can be imbued with evil. When a weapon is imbued, the weapon inflicts critical damage on a good creature successfully struck. If cast on a good being, spells with this modifier negate a power, ability, or trait of the good being—caster's choice. A Psyche check avoids this effect. This could be a paladin class ability, a creature's magic resistance, or a spell-like ability.

**Spell Name:** Imbue Evil

**Required Modifiers:** *darkness, evil, imbue*, casting time, range, area of effect, duration, bonus, and size allowed

**Elective Modifiers:**

**Save:** Psyche save negates.

**LIFE DRAIN:** Can be cast as a bolt doing, damage as normal, except that recovery points are lost first, then hit points. Or may be cast as a ray, doing Toughness damage. An Agility save avoids the ray's effects. Can be cast as an area spell for damage as blast. However, a save negates all damage: If it is a persistent effect, like a cloud, then an Endurance save is made each round a target is in the cloud to resist the effect. Lost Toughness points return at a rate of 1 per minute after the duration has ended. Should the target lose all their Toughness, they lose consciousness.

**Spell Name:** Drain Life

**Required Modifiers:** *darkness, evil, life drain*, casting time, range, area of effect, duration, bonus, and saves allowed

**Elective Modifiers:**

**Save:** See description.

**SOUL SUCK:** The dark mage can suck the soul from a target, encapsulating the target in darkness. Each round the target is stuck in the darkness, they make a Willpower save. Each failure results in the loss of 1 point of Persona. When the target's Persona reaches 0, their soul has been sucked out and death occurs. A second save can be made to break the effect of the darkness that covers the target; a Psyche check ends the effect. If the target survives, lost Psyche returns at a rate of 1 per hour of rest.

**Spell Name:** Soul Suck

**Required Modifiers:** *darkness, evil, soul suck, project*, casting time, range, area of effect, duration (must be paid twice: once for soul suck and again for darkness), bonus, and saves allowed

**Elective Modifiers:**

**Save:** Psyche save to avoid or negate ongoing effects.

**PROTECTION:** Along with the evil modifier, protection can grant bonuses to save or armor class vs. good creatures or effects.

**Spell Name:** Protection from Goodness

**Required Modifiers:** *darkness, evil, protection*, casting time, range, area of effect, duration, and bonus (to saves or armor class)

**Elective Modifiers:**

**Save:**

**TERROR:** Creates a terrible fear in the target. The target must make a Willpower save or flee the area, dropping all hand-held items and running in the opposite direction as fast as possible for as long as the spell lasts.

**Spell Name:** Inflict Terror

**Required Modifiers:** *darkness, evil, terror*, casting time, range, area of effect, duration, bonus, size allowed, and saves allowed

**Elective Modifiers:**

**Save:** Willpower save negates.

## DARKNESS & DESCRIPTORS

**Damage, Hit Points, and Armor Class:** In order for the dark mage to make use of these modifiers, the semi-solid modifier must be used. In most cases, unless noted otherwise, all damage spells dole out half damage due to the inherent insubstantial nature of darkness. The same is true for the hit points and bonuses granted to any physical spells with the semi-solid modifier.



# Dark Mage

**Bonus:** In most cases, unless noted otherwise, bonuses are halved due to the inherent insubstantial nature of darkness. The same is true for bonuses granted by the semi-solid modifier.

**Area:** The area of effect options for darkness spells are modified as follows:

**Touch:** Normal

**Bolt:** Normal – Can shoot semi-solid dark bolts, though they can only do half damage, as noted above.

**Ray:** Normal – Can create shadow ray effects, like terror.

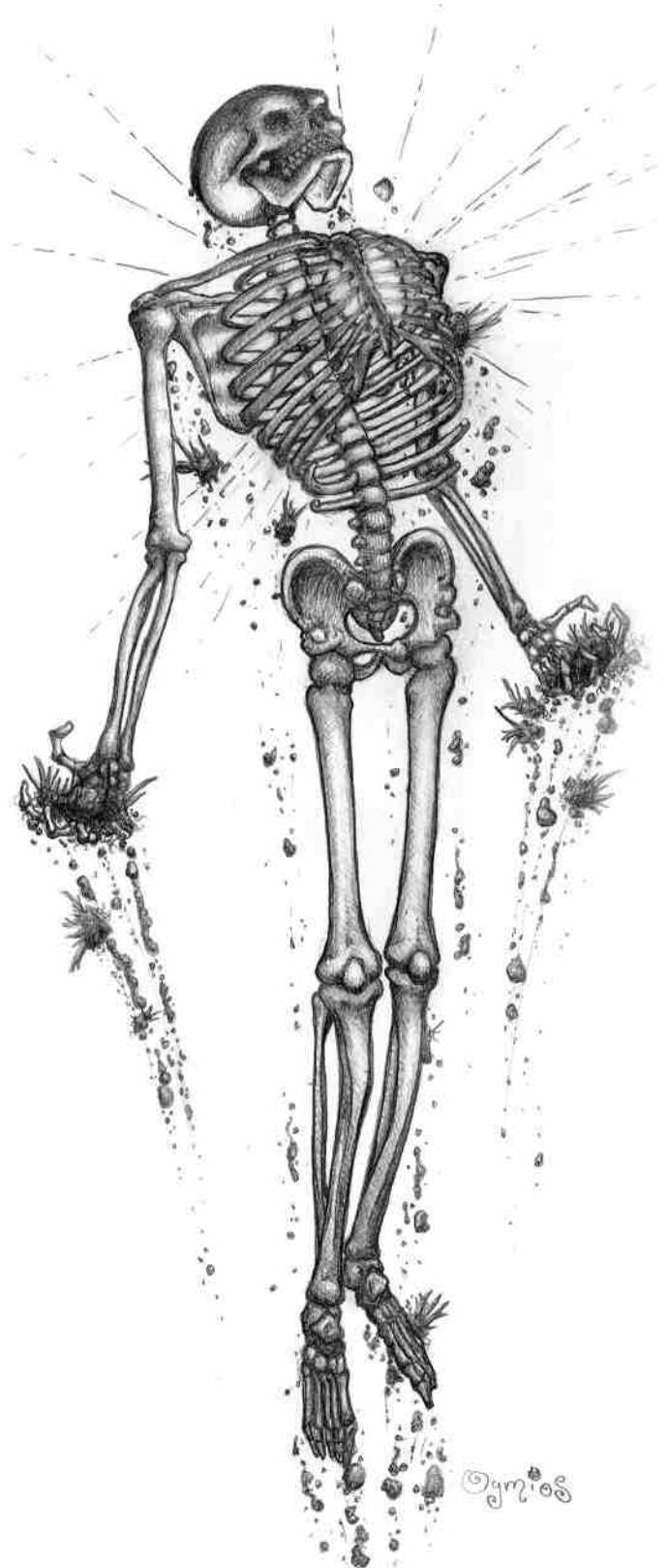
**Cloud:** Normal – Can create areas of darkness.

**Small Burst:** Normal – Can create shadow damage or effects in a small area.

**Wall:** Can create walls of darkness to obstruct view or solid darkness to obstruct movement. (Half of normal hit point totals and armor class as per damage.)

**Large Burst:** Normal

**Manifestation:** Normal



# Dynamo

The dynamo is the wielder of powerful primal magic. Wielders of this type of magic can manifest pure magic, wreaking destruction all around them. Even more potent is their ability to gift their magic in the form of spell points to other mages.

**Prime Modifier:** *primal magic*

**The Power of Primal Magic:** Primal magic is pure magical energy, and it is destructive. For the purposes of damage spells, it is considered energy and can be used with bolt, ray, burst, cloud, and even wall to create damaging effects.

Additionally, the dynamo can grant or take spell points to or from targets.

## MODIFIERS

**CLOAK:** Dynamos can cloak a target in magic and grant resistance to the effects of magic.

**Spell Name:** Cloak of Magic Protection

**Required Modifiers:** *primal magic, cloak, protection*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**DIVINE:** This modifier works like give but allows the dynamo to give divine points to a cleric in exchange for reserve or creation points. Each reserve point will grant 1 divine point, and for each creation point 2 divine points are given.

**Spell Name:** Give Divine Power

**Required Modifiers:** *primal magic, divine, give*, casting time, range, area of effect, and size allowed (only used if given to multiple targets)

**Elective Modifiers:** *link*

**Save:** If target is unwilling, Willpower save negates.

**FORCE:** Works like give, but forces a target to accept spell points or divine points if the divine modifier is used. This can be deadly for targets that cannot spend spell points/divine points and must wait for them to burn off. A Willpower save will negate the attempt entirely. If a link modifier is used over multiple rounds, a save is granted to negate the link. If a save fails, spell points are forced on the target and damage is taken each round as 1 spell/divine point is burned off. See give below for information on spell burn damage.

**Spell Name:** Shunt Primal Magic

**Required Modifiers:** *primal magic, force, divine*, casting time, range, area of effect, and size allowed (only used if given to multiple targets)

**Elective Modifiers:** *link*

**Save:** Willpower save negates.

**GIVE:** This modifier allows the dynamo to give spell points to a target's spell pool. The dynamo can give a maximum of 2 spell points plus 1 for every 2 levels of the dynamo but must spend reserve points or creation points to do so (see details below).

If the link modifier is used, spell points can be given every round the

link is open. Unused spell points dissipate at a rate of 1 per round. Further, spell points deal 1d6 points of spell burn each time one burns off. Only 1 point will burn off each round. This damage is taken before the spell points dissipate. This spell burn can make it difficult to cast spells, perform miracles, or use some skills. A Concentration check is required for such actions to be successful at DC 10 + damage taken.

Spell points given must come from the dynamo's creation points or reserve points. They never come from the dynamo's spell pool. For each reserve point expended in this way, 2 spell points can be given, and for each creation point, 3 spell points can be given. All points must be converted and given in the same round. If they are not, or if they cannot be given in the same round, excess points are lost. For example, a 1st level dynamo can only give 2 points in a round over a link. If a creation point is used, 1 point will be left over and lost.

Dynamos cannot use this power on themselves. However, they can use it on other dynamos. Dynamos must use their own spell points, reserve points, and creation points like any other mage.

There is no duration for give as its principal effect, to give spell points, has its own built-in duration (1 spell point burns off each round).

**Spell Name:** Give Magic

**Required Modifiers:** *primal magic, give*, casting time, range, area of effect, and size allowed (only used if given to multiple targets)

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**INFUSE:** This modifier allows the dynamo to infuse spells with more magic and make it more difficult to negate them. By adding bonus points to a spell while casting it, the spell becomes difficult to dispel or negate. The bonus points granted are added to the dynamo's Reason check when making an opposed roll to resist a dispel or negation attempt.

**Spell Name:** Infuse Spell

**Required Modifiers:** *primal magic, infuse, link*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** None

**LINK:** This modifier is used to establish a persistent link with a target's magical nature for a period of time. When combined with give, link allows spell points to be given each round to the target for the duration purchased. See the give entry for details. Both link and give are principal effects, so duration would have to be paid for each of these modifiers. Once a link is established, spell points can be given every round without casting the Give Magic spell every round. Only the cost of giving spell points need be calculated each round. Giving spell points still counts as casting a spell for combat purposes.

**Spell Name:** Link Other

**Required Modifiers:** *primal magic, link, give*, casting time, range, area of effect, duration, and size allowed (only used if given to multiple targets)

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.





# Dynamo

**PROTECTION:** This modifier grants a target a bonus to saves against magical effects and must be combined with cloak. This save works on any spell or magical effect. The dynamo need not choose a type of magic; it works on them all.

**PUSH:** This modifier can be added to a spell to help overcome magical resistance. Combine with the desired effect plus bonus from the USCC. The bonus is added to the dynamo's opposed roll to overcome the target's magic resistance.

The spell below has 2 principal effects. Primal magic damage and push. Normally, saves and duration are paid for separately for each principal effect. However, with Push Primal Bolt, cost works out a little differently. Bolt damage is instantaneous, so it does not have a duration cost. The push modifier increases the magic of the spell, but there is no save vs. this effect. As a result, there is no save cost and no duration cost.

**Spell Name:** Push Primal Bolt

**Required Modifiers:** primal magic, push, casting time, range, area of effect (bolt), duration, damage, and bonus

**Elective Modifiers:**

**Save:** None, this is a touch attack.

**RESIST:** This modifier grants a target a resistance to magical damage. Subtract the bonus purchased from the damage taken. Any spell that causes magical damage, like magical fire, magical force, magical lightning, disintegration, transmogrification, necromantic damage, etc., applies to this spell. Even the effects granted by a bonus, such as a +1 to damage on a sword, are affected. However, indirect damage caused by magic is not affected: Using magic to drop a rock on someone's head, or the damage caused by an implosion spell (this is the atmosphere crashing back into a magically created void), would not be affected by this spell. Combine with bonus, range, and duration from the USCC.

**Spell Name:** Resist Magic

**Required Modifiers:** primal magic, resist magic, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**SELF-EMPOWER:** With a great act of will, the dynamo can burn Intellect bonus points and use them as spell points (spell pool only). This is a dangerous act, as it can have serious consequences for the dynamo.

For each point of Intellect bonus burned, 2 spell points are gained for spell casting. To use self-empower, the dynamo need only add it to a spell as a modifier while casting, raising the total cost of the spell by only 1 point.

The side-effects are severe. The dynamo's Reason score is reduced appropriately. The dynamo takes 4 points of damage for each point of Intellect bonus burned, Endurance save for half. If the dynamo uses all their Intellect bonus points, a second Endurance save must be made, DC 15 + 1 for each Intellect bonus point burned, or they fall unconscious immediately for 2d6 rounds. The dynamo cannot be awakened by normal means. The Intellect bonus points return at a rate of 1 per 4 hours.

**SIGHT:** Allows the dynamo to see magic and understand it. The dynamo can see magic in a way no one else can. A successful Knowledge (Magic) DC 15 check reveals the discipline of magic. A second roll reveals the nature of the magic or the spell (DC 15 + level of the caster). This works on spells, persistent effects, and magic items. This spell can be cast on other targets, but if they don't have Knowledge (Magic), they have no understanding of what they are seeing.

**Spell Name:** See Magic

**Required Modifiers:** *primal magic, sight*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**TAP:** This modifier allows the dynamo to strip spell points from another target. The dynamo can strip 1 point for every 2 levels and add the points to their spell pool. There is no damage from spell burn, and points act in all ways like normal spell points. The spell pool can never exceed the dynamo's normal maximum. The target takes 1d6 points of damage for each spell point stripped. The spell pool is always tapped first, then reserve points, and, finally, creation points. All points tapped, no matter the type, are always one for one.

**Spell Name:** Strip Magic

**Required Modifiers:** *primal magic, tap*, casting time, range, and area of effect

**Elective Modifiers:**

**Save:** Endurance save negates.

## SPECIALIZATION: NEGATIVE MAGIC

**Prime Modifier:** *negative magic*

**The Power of Negative Magic:** Negative magic can negate spell effects, disenchant a magic item temporarily, interrupt a spell being cast, or create areas empty of magic (a space where spells and magic items won't function).

Negative magic is the power of negation.

## MODIFIERS

**DEAD NODE:** This modifier allows the dynamo to create an area devoid of magic, causing spells to fail and magic items to stop working. The effects are temporary with all effects resuming once the spell duration ends or the target leaves the area. Spells cast inside the dead node fail, but do not use any spell points. The area of this spell cannot be touch, bolt, ray, or wall. It must be zone, cone, burst (any size), cloud, or manifestation.

**Spell Name:** Infuse Spell

**Required Modifiers:** *primal magic, negative magic, dead node*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** None



# Dynamo

**DISENCHANT:** This modifier can be used on a magical creature or mage to temporarily negate their magical abilities. A save is granted every round to remove the disenchant effect, unless the dynamo reduces the saves allowed during casting. While under the effect of disenchant, no spells or innate magical abilities can be used. Magic items still work normally.

This modifier can only be used with a touch bolt or ray and only affects 1 target. Disenchant tends to fail when applied to large areas.

**Spell Name:** Disenchant

**Required Modifiers:** *primal magic, negative magic, disenchant*, casting time, range, area of effect, and duration

**Elective Modifiers:** *infuse*

**Save:** Reason save negates.

**INTERRUPT:** Dynamos can interrupt another spell caster, causing their spell to fail. For this spell to be properly used, the dynamo must hold their action during combat and wait for a spell caster to start casting a spell. Only then can they let loose with their interrupt spell. Once the interrupt spell is cast, an opposed roll is made, Reason for the dynamo and the relevant attribute for the defender. A tie goes to the defender.

**Spell Name:** Interrupt Spell

**Required Modifiers:** *primal magic, negative magic, interrupt*, casting time, range, area of effect, and duration

**Elective Modifiers:** *infuse*

**Save:** None, this spell requires an opposed roll.

**NEGATE:** With this modifier, the dynamo can negate a persistent or ongoing, non-permanent, spell or magical effect. Once a negate spell is cast, an opposed roll is made, Reason for the dynamo and the relevant attribute for the defender. A tie goes to the defender.

**Spell Name:** Negate Magical Effect

**Required Modifiers:** *primal magic, negative magic, negate, link*, casting time, range, area of effect, and duration

**Elective Modifiers:** *infuse*

**Save:** None, this spell requires an opposed roll.

## PRIMAL MAGIC & DESCRIPTORS

Like any elemental spell, primal magic can be used raw to create the following damage spells: bolt, cone, line, small burst, wall, large burst, huge burst, or manifestation.

**Spell Name:** Primal Burn

**Required Modifiers:** *primal magic*, casting time, range, area of effect, duration, and damage

**Elective Modifiers:**

**Save:** Varies depending upon area or effect used: bolt, no save (bolt is a range touch attack); cone, line, and all bursts, Agility save for half damage; wall, no save if walked into or pushed through; manifestation, Endurance save each round targets are in the area of effect.

## PROTECTIVE OPTIONS

Dynamos have few protective options. Modifiers like shield and armor, or even enhancements like ability augmentation, are not available to them.



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# Enchanter

Enchanters have many options. The most basic of these options is to grant bonuses to people, items, objects, or armor. But it is their ability to grant special spell-like powers that makes them powerful. This is more complicated, however. The correct chain of modifiers is necessary to build flexible and powerful spells. Duration will always be the most common consideration.

**Prime Modifier:** *enchantment*

**The Power of Enchantment:** The ability to strengthen armor, empower weapons to hit better and do more damage, animate objects, increase a person's attributes, boost saves, and more are all within the skills of the enchanter. It is assumed that the enchanter can affect objects and creatures, living and dead. Anything classified as a thing is subject to their spells, and no target type modifiers are required. If it is a thing, it can be enchanted.

**Affecting Targets:** The enchanter's modifiers (unless stated otherwise) affect animals, creatures, monsters, plants, and inanimate objects, including the dead. If the dead are animated that doesn't mean they are undead, though they will really look like it!

**Area Enchantment Spells:** Enchantment spells with an area that will affect multiple targets have additional spell point costs. A size cost must be paid for each target affected. The caster need not affect all targets in an area and may choose which targets to affect. If a target's size is small or tiny, and thus has no cost for size, a minimum of 1 spell point must be paid for each additional target beyond the first. If duration is assigned, it needs to be paid for each target. If the spell grants a save, any save delays must be paid for each target.

## MODIFIERS

**ANIMATE:** Among the more powerful and utilitarian enchantment modifiers, animate allows an object to move under the direct mental command of the enchanter. Unlike the conjurer, the enchanter doesn't need an object modifier for the spell.

If the object is attacked and reduced to 0 hit points, the spell ends. Otherwise, it ends when the duration expires.

All weapon penalties for non-proficiency and minimum Strength apply. Extra attacks may be made as well. The enchanter must concentrate for the weapon to attack, if it is not autonomous. Thus the enchanter can take no other actions, except movement, while attacking with an animated weapon (unless the autonomous modifier is used). Should the mage decide to cast another spell, the object just waits harmlessly until the enchanter uses it again or the duration ends.

Animated objects have the following stats. All are modified up or down based on size. See the Creature Size chart under Combat.

**Attributes:** Strength 8, Dexterity 8, Endurance 0, Intuition 0, Intellect 0, and Persona 0

**Movement:** Base 5'. If the object has legs, like a chair or statue, base is 15'.

**Base Hit Points:** leather, 2; wood, 4; stone, 8; bronze, 10; iron, 12; and steel, 14. Add 8 hit points from Strength instead of the usual Strength/Toughness average.

**Base Armor Class:** leather, 11; wood, 12; stone, 13; bronze, 14; iron, 15; and steel, 16

**Damage with Natural Weapon:** tiny, 1; small, 1d4; medium, 1d6; large, 1d8; and giant, 1d10

Attributes, movement, hit points, armor class, and damage can all be modified using the USCC. The object attacks using the enchanter's base attack and gains a bonus to hit and damage equal to the enchanter's Reason bonus. The damage is based on the object's size and strength, which may also be enhanced.

**Spell Name:** Animate Object

**Required Modifiers:** *enchantment, animate*, casting time, range, area of effect, duration, bonus, and size allowed

**Elective Modifiers:** damage, hit points, movement, and size adjustment

**Save:** None

**AUTONOMOUS:** Grants animal intelligence and sentience to an object. Insight, Intellect, and Persona are all 1. The newly sentient object understands simple mental commands from the enchanter: attack, charge, flee, etc. All aspects of the object can be increased: attributes, armor class, hit points, movement, and saves (choose one secondary attribute), but must be paid for using the USCC. If the object is subject to a mental save, Insight, Intellect, or Persona, they use the enchanter's save -3.

**Spell Name:** Autonomous Object

**Required Modifiers:** *enchantment, animate, autonomous*, casting time, range, area of effect, duration, bonus, and size allowed

**Elective Modifiers:**

**Save:** None

**BIND:** Binding an object or item to a person is usually a negative thing. Combine with duration and range. A cursed item could force a target to carry the item for the duration of the spell. Once bound, the target cannot be apart from the object. The object does not need to be held in the hand. It can be stored on their person. If the object is lost or taken, the target will stop at nothing to recover it. Stealing, attacking, even taking foolish risks to recover the item. However, they will not commit suicidal acts. Particularly cruel objects to bind targets to would be a dead or live skunk, a burning lump of tar, rotten food, etc. If the object is alive, undead, or in some cases animated, both the target and the object receive saves.

**Spell Name:** Bind Object to Creature

**Required Modifiers:** *enchantment, bind*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Psyche save negates.

**BOND:** Bonding an object to a person allows for powerful magic to only work with the person so bonded. Only the target can use the item for the duration of the spell. A magical sword or ring so bonded would only work for the person bonded to the item; for others it would just be a mundane version of the item. To bond an item to a target, it must be in the target's possession.

**Spell Name:** Bonded Item

**Required Modifiers:** *enchantment, bond*, casting time, range, area of effect, duration, saves allowed, and size allowed



# Enchanter

## Elective Modifiers:

**Save:** Willpower save negates.

**DANCING:** Items, like a sword, imbued with this descriptor can attack on their own, floating or flying through the air. Based on the USCC, the item can be made to move faster, grant bonus damage, bonus to hit, bonus AC, and bonus damage dice. The item's base damage is that of the weapon or, if unlisted, 1d6. Hit points of the item are as listed by the Weapons charts. If not listed, the GM should assign hit points of a comparable weapon or item. Failing that, the minimum hit points an item will have is 4. Additional hit points may be purchased from the USCC. If the object loses all its hit points before the duration expires, the animation ends. The weapon's base attack is that of the mage plus their Intellect bonus. The weapon movement is a base of 5' plus any additional movement purchased from the USCC. The dancing weapon is not sentient, but it does follow commands, like attack or guard. It will keep attacking until commanded to stop or the duration expires. The weapon is capable of extra attacks with all the penalties associated with it.

**Spell Name:** Dancing Weapon

**Required Modifiers:** *enchantment, dancing*, casting time, range, area of effect, duration, saves allowed, movement, and size allowed (this is the weapon's size: small, medium, large, giant)

**Elective Modifiers:** hit points, damage, and bonus

**Save:** None

**DIMINISH:** This modifier works like enhance, but in reverse. The enchanter can grant a penalty to attributes, armor class, hit points, movement, saves (choose one secondary attribute), and size adjustment. When casting a diminish spell, the enchanter must declare which of the above categories is being diminished. The enchanter may diminish more than one category at once but must pay the duration cost for each diminishment separately. Duration and saves must be paid for separately using the USCC. For each category (principal effect), there will be a separate save.

**Spell Name:** Diminish (choose which category to diminish at casting)

**Required Modifiers:** *enchantment, diminish*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** Willpower save negates.

**ENHANCE:** The enchanter can grant a bonus to attributes, armor class, hit points, movement, saves (choose one secondary attribute), and size adjustment. When casting an enhance spell, the enchanter must declare which of the above categories is being enhanced. The enchanter may enhance more than one category at once, but must pay the duration cost for each enhancement separately.

**Spell Name:** Enhance (choose which category to enhance at casting)

**Required Modifiers:** *enchantment, enhance*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:** hit points, movement, saves allowed, and size

adjustment

**Save:** If target is unwilling, Willpower save negates.

**LAUNCH:** This modifier launches a missile or thrown weapon (arrow, bolt, dagger, throwing ax, spear, etc.) at a target using the bolt descriptor. Base damage is that of the weapon or 1d6 if unlisted, plus the enchanter's Intellect bonus. Add range, bonus to hit, bonus damage, and or bonus damage dice as desired from the USCC. The base attack is that of the mage plus their Intellect bonus. If the weapon hits its target, the spell ends, but a duration may be assigned to the spell so that, if it misses, another attempt may be made the following round. This attack counts as the enchanter's attack.

**Spell Name:** Launch Weapon

**Required Modifiers:** *enchantment, launch*, casting time, range, area of effect (bolt), duration, saves allowed, and size allowed (this is the weapon's size: small, medium, large, giant)

**Elective Modifiers:** hit points, damage, and bonus

**Save:** None (This is a ranged touch attack.)

**POWER OR EFFECT:** Other disciplines can be used to imbue an item with a power or an effect. The enchanter must have access to the power's discipline and the necessary modifiers. The additional points for the power or effect must be paid. Examples: force for levitation, fire for flaming sword, illusion for invisibility, and more.

**Spell Name:** Flaming Sword

**Required Modifiers:** *enchantment, power or effect, fire, enshroud*, casting time, range, area of effect, duration, damage, and size allowed

**Elective Modifiers:** bonus

**Save:** None

**RESIST:** Removes damage granted by enchantment spells. Use bonus to determine the amount of damage reduced on a successful attack.

**Spell Name:** Resist Enchantment

**Required Modifiers:** *enchantment, resist*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

## SPECIALIZATION: GLYPHS

**Prime Modifier:** *glyphs*

**The Power of Glyphs:** A glyph is a magical ward or pictogram traced on the surface of an object. Glyphs are often complex geometric patterns. However, the enchanter is a master at executing them quickly. Wards are enchanted with various effects.

When a glyph is created, the enchanter creates the conditions under which the glyph will unleash its magic. A password might be needed to cross the area of the glyph, or the glyph may only affect halflings—or perhaps it only activates when a specific object enters its area or when certain words are spoken. Glyphs have limitations and may only use one condition at a time.



# Enchanter

Glyphs are very useful when combined with other disciplines. When combined with air, fire, illusion, mentalism, and more, a wide variety of effects become possible.

Enchanters can work with other spell casters to enchant a ward, imbuing the ward with effects from other disciplines.

**Weakness:** When casting glyphs, at least 1 creation point must be used for the duration descriptor. This is not an additional spell point. The enchanter must pay at least 1 creation point for duration. This creation point is in addition to any other creation points required by the USCC for the duration purchased.

Glyphs can only carry 1 principal effect along with them.

Area of Glyph Effect: A glyph's area is always zone or manifestation.

## MODIFIERS

**BARRIER:** Creates an impassable barrier. The enchanter adds one or more of the following categories to the spell: animal, creature, evil, extra-planar, good, mineral, person, plant, or race. A save is granted to allow passage. Note that while the barrier is impassible, items can still be thrown across and spells cast over the area as if it were not there.

**Spell Name:** Bar (choose category at casting)

**Required Modifiers:** *enchantment, glyph, barrier*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** Willpower save negates the effect but not the spell. The spell persists for its duration.

**CURSE:** Creates an area that, if crossed, curses a target. The curse inflicts a penalty to one of the following: attributes, armor class, hit points, movement, saves (choose one secondary attribute), or size.

- **Spell Name:** Glyph of Curse
- **Required Modifiers:** *enchantment, glyph, barrier, curse*, casting time, range, area of effect, and duration
- **Elective Modifiers:** attributes, armor class, hit points, movement, saves allowed (choose one secondary attribute), or size
- **Save:** Willpower save negates the effect but not the spell. The spell persists for its duration.

**SYNERGY:** Working with mages of other disciplines, the enchanter may imbue their glyph with the effects of another caster. Both must cast their spells at the same time and make a Thaumaturgy check DC 15. The spells are created separately and require all the normal modifiers to be paid for separately. Both casters must pay for duration and saves. Note that the duration for the saved effect does not start until the glyph is triggered. If the glyph is never triggered, both spells expire when the glyph does.

## OTHER POSSIBLE ENCHANTMENT GLYPHS

**Animate:** A glyph with animate can be created to animate a nearby object and set it to attack those not allowed to pass over the glyph.

**Bind:** Those passing over a glyph of binding can find themselves bound to a harmful object or item.

**Dancing:** A dancing weapon can leap to life and attack any target who violates the conditions of the glyph.





# Fire Elemental

Elemental fire is different from the other elements. Its primary use is to cause damage. The discipline of elemental fire does not need additional modifiers to do damage, like other elements do. Air and water need a solid modifier and earth must be thrown. Fire therefore has a cheaper spell point cost. It is, however, less versatile than other elements. Fire is not ever-present like earth and air. Even water can be found in a desert if one knows where to look.

**Prime Modifier:** *fire*

**The Power of Elemental Fire:** The discipline of fire always causes damage. Even if not assigned, spells always do the minimum damage listed on the USCC, 1d4. Flames burn everything they come in contact with, even setting combustibles aflame. The fire mage is immune to this base damage from their own spells. However, if the fire mage's spells do more than 1d6 points of damage, and the fire mage is caught in the area, damage is sustained normally. The fire mage can always cast resist fire or protection from fire to mitigate these effects.

**Weakness:** Because damage is the primary function of elemental fire, non-damaging descriptors are rarely used. Ray and zone areas cannot be used with damage spells.

## MODIFIERS

**ARMOR:** The target is covered safely in flame. All those within 5' of the target take the assigned damage. The target is unharmed by the flames, but anything the target comes within 5' of is damaged. If enemies move into the area of effect, they take damage.

**Spell Name:** Armor of Fire

**Required Modifiers:** *fire, armor*, casting time, range, area of effect, duration, damage, and size allowed

**Elective Modifiers:**

**Save:** Endurance save for half damage.

**BREATHE:** When surrounded by fire, it is difficult if not impossible to breathe due to lack of oxygen and the production of byproduct gasses and fumes. This modifier allows a target to breathe normally and not be affected negatively by gasses, fumes, or a lack of oxygen. It does not protect against other fire damage, though resist and protection can be added.

**Spell Name:** Breath of Relief

**Required Modifiers:** *fire, breathe*, casting time, range, area of effect, and duration

**Elective Modifiers:** *protection, resist*

**Save:** If target is unwilling, Willpower save negates.

This modifier can be used offensively as well. Breath of Fire (below) shoots forth a cone or line of fire from a target's mouth. Only cone or line works for this spell's area of effect. Both areas start at the target's mouth and move outward.

**Spell Name:** Breath of Fire

**Required Modifiers:** *fire, breathe*, casting time, range (0), area of effect (cone or line only), duration, and damage

**Elective Modifiers:** *protection, resist*

**Save:** Agility save for half damage.

**ENSHROUD:** This modifier allows an object or a person to be enshrouded in flames. It sets a target ablaze, dealing damage for a number of rounds assigned. Note that enshroud and damage are both principal effects, so both require durations. This spell is commonly delivered through touch or a bolt. If used in a larger area of effect, target size must be accounted for. Each target must be paid for separately. The fire mage may choose who is and isn't effected. If the spell hits, the target takes full damage on the first round, but an Agility save negates any ongoing damage. A failure indicates the target is enshrouded and takes damage every round until the duration has expired. Each round, the target receives 2 saving throws: first an Endurance save for half damage from fire, and then a Willpower save to end the effect. The save for half damage cannot be delayed; however, the save to end the spell can be.

**Spell Name:** Enshroud Target

**Required Modifiers:** *fire, enshroud*, casting time, range, area of effect, duration (x2), and damage

**Elective Modifiers:**

**Save:** Agility save to avoid; Endurance save for half damage; and Willpower save to negate.

**EXTINGUISH:** The fire mage has such command over fire and flame that they can extinguish them. Normal fire is far easier to control. There is no opposed roll, duration, or save to do so. The mage selects the area affected and extinguishes all fires within it. Magical fire is altogether different, requiring an opposed roll, but the overall process is the same.

If no spell caster is present to oppose, determine the number of spell points and the minimum level required for the effect. The DC would be 15 plus the minimum caster level.

It's also possible to counter a fire spell being cast with an extinguish spell. The caster must first make a successful Thaumaturgy check, DC 10 + 1 point per spell point invested in the spell, to identify the exact spell. The caster then expends the exact same amount of spell points in addition to the cost of modifiers, and the spell is negated.

Even a fire dragon's breath, or similar effects, can be extinguished with this modifier.

**Spell Name:** Extinguish Normal Fires

**Required Modifiers:** *fire, extinguish*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** None

**Spell Name:** Extinguish Magical Fires

**Required Modifiers:** *fire, extinguish*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** Opposed Reason roll.



# Fire Elemental

**Spell Name:** Extinguish Fire Magic's Casting (requires a successful Thaumaturgy check)

**Required Modifiers:** *fire, extinguish*, casting time, range, area of effect, and duration. Plus the number of spell points used by the target to cast their fire spell.

**Elective Modifiers:**

**Save:** None

**FLOAT:** Causes fires to float. This is a buoy effect, and there is no movement up or down unless purchased and added to the spell. Characters could get creative here, and there could be a lot of adjudication by the GM as well. A possible use could be on a normal fire the mage desires to spread into a sheet of flame and lift so people can pass. An obvious use would be on a wall of fire, to move it or cast on it in the air. Spell builds will vary depending on intention.

**Spell Name:** Floating Fire

**Required Modifiers:** *fire, float*, casting time, range, area of effect, duration, and movement

**Elective Modifiers:**

**Save:** None if cast on normal fire; opposed Reason check if cast on an existing fire spell or effect.

**FORM:** The target becomes fire. Thus the target is immune to fire and pure fire effects. Items, which can be the target, become useless in this state. All items of power stop working. Cursed items are temporarily non-functional but cannot be discarded in this state. The target is still subject to normal physical attacks.

An area version of this spell can be cast. However, movement, and duration would have to be calculated for each target affected.

Additionally, it could be cast as an offensive spell by removing the movement modifier, and adding saves.

**Spell Name:** Fire Form

**Required Modifiers:** *fire, form*, casting time, range, area of effect, duration, and movement

**Elective Modifiers:** damage

**Save:** If target is unwilling, Willpower save negates.

**JUMP:** The target can travel from one fire to another within range of the spell and within sight. Both departure and destination sites must have a surface area of fire that's at least 60% of the traveler's size. It cannot be used underwater or inside solid objects. This is not a teleport. It cannot be cast on an unwilling target. However, the mage can target a fire behind an enemy and then push the enemy through, physically or with another spell. An area of effect can be used to encompass groups of people. However, the size cost must be paid for each target. Fire mages may choose their targets within the area of effect, and if duration is applied, it must be paid for each target as well. Small and tiny targets have no size cost on the USCC. However, a minimum cost of 1 spell point must be paid for each target affected beyond the first.

**Spell Name:** Fire Jump

**Required Modifiers:** *fire, jump*, casting time, range (how far away

the target is), distance (how far the target can travel with the spell), area of effect, duration, and size allowed

**Elective Modifiers:**

**Save:** Cannot be cast on unwilling targets.

**PROTECTION:** The mage can grant a bonus save against fire and fire effects. The target would receive a bonus save vs. fire equal to the bonus purchased on the USCC.

**Spell Name:** Protection from Fire

**Required Modifiers:** *fire, protection*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**QUICK FIRE:** This modifier allows the mage to attack with a weapon and send a burst of fire out of it at the same time. The mage must make a successful touch attack, and no damage for the weapon is calculated, only fire damage. When this spell is cast, the mage cannot move or take an extra attack.

**Spell Name:** Quick Fire Strike

**Required Modifiers:** *fire, quick fire*, casting time (must be 1 action or less), range (must be touch), area of effect (must be touch), duration, and damage

**Elective Modifiers:**

**Save:** None

**RESIST:** Grants damage reduction against fire-based attacks and effects. The build is similar to the protection modifier except the bonus is used to reduce damage from fire-based attacks. A bonus of 2 would reduce damage from fire-based attacks by 2 points. This reduction is applied each time the target takes fire damage, even if damaged multiple times in a single round.

**Spell Name:** Resist Fire

**Required Modifiers:** *fire, resist*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**SHIELD:** Like armor, spells made using this modifier put a sheet of flame between the target and the attacker. However, it does not radiate outward 5' or set combustibles alight unless physically touched. When the target is attacked, the shield darts between the defender and the attacker. If any part of the attacker passes through the shield, they are hit with a burst of fire and damage.

**Spell Name:** Shield of Fire

**Required Modifiers:** *fire, shield*, casting time, range, area of effect, duration, and damage

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**VISION:** The target can see normally in fire or fiery conditions, like



# Fire Elementalist

smoke. Vision is normal for the target. Fire and smoke do not obscure the target's vision.

**Spell Name:** Fiery Vision

**Required Modifiers:** *fire, vision*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

## SPECIALIZATION: LIGHTNING

**Prime Modifier:** lightning

**The Power of Lightning:** Superheated plasma, lightning will both burn and shock targets.

## MODIFIERS

**SHOCK:** The fire mage issues forth a blast of electricity that numbs and stuns targets. Stunned targets cannot act but can defend. Use the Bonus column on the USCC to determine how many rounds the target is stunned for. If more than 1 target is affected by an area, size, duration, and save, costs are calculated for each target. Small and tiny targets have no size cost on the USCC; however, a minimum cost of 1 spell point must be paid for each target affected beyond the first.

**Spell Name:** Shock

**Required Modifiers:** *fire, lightning, shock*, casting time, range, area of effect, bonus, and size

**Elective Modifiers:**

**Save:** Endurance save negates.

**STROKE:** A stroke of lightning erupts from the fire mage's hand, striking all in the area. This spell must use the line area descriptor.

**Spell Name:** Lightning Stroke

**Required Modifiers:** *fire, lightning, stroke*, casting time, range, area of effect (line), and damage

**Elective Modifiers:**

**Save:** Agility save for half damage.

**THUNDER-CLAP:** The fire mage can hit targets with an incredibly loud clap of thunder, deafening them. Targets that fail an Endurance save are deafened for a number of rounds equal to the bonus purchased on the USCC.

**Spell Name:** Thunder Clap

**Required Modifiers:** *fire, lightning, thunder-clap*, casting time, range, area of effect, bonus, and size

**Elective Modifiers:**

**Save:** Endurance save negates.

## FIRE SPELLS & DESCRIPTORS

Combining fire modifiers with area descriptors can create some simple and inexpensive spells. Here are a few examples.

**Bolt:** A bolt of fire can be shot at a target.

**Spell Name:** Fire Bolt

**Required Modifiers:** *fire*, casting time, range, area of effect (bolt), duration (instant), and damage

**Elective Modifiers:**

**Save:** None (This is a ranged touch attack.)

**Cone:** Using this modifier, the fire mage can create an effect much like a bolt but in a cone area instead.

**Spell Name:** Cone of Fire

**Required Modifiers:** *fire*, casting time, range, area of effect (cone), duration (instant), and damage

**Elective Modifiers:**

**Save:** Agility save for half damage.

**Burst:** Using this modifier, fire mages can send an explosion of fire into their enemies.

**Spell Name:** Fire Burst

**Required Modifiers:** *fire*, casting time, range, area of effect (burst), duration (instant), and damage

**Elective Modifiers:**

**Save:** Agility save for half damage.





# Illusionist

Illusion magic is the magic of making the unreal seem real, the creation of images, sounds, smells, and phantom sensations. It is the manipulation of light and reality. Illusion magic combines visual tricks and magic to manipulate the beliefs of the observer: If the observer thinks it's real, it's real to that person. This can have an astounding effect on a target's mind with fantastic results. The save for most illusions is almost always a Reason check.

**Prime Modifier:** *illusion*

**The Power of Illusion:** While illusions can make experiences seem real to the observer and affect them as if they are real, the observer's belief cannot make things real outside of themselves. The laws of physics still apply. Even if the target thinks they see water when they jump off a cliff, they will get hurt when they hit the bottom because there really is no water. This is true if they are being attacked by an illusion of a dragon. The damage is illusionary, and the target is not really taking damage. However, because this damage feels real to the target, damage is tallied as normal. If the target loses all their hit points, they fall unconscious and recover all illusionary damage when they wake. But if the target is killed by an illusion, they lose all their hit points and recovery points and must make an Endurance save DC (10 + the illusionist's Reason score) or die from the stress of the experience.

**Weakness:** If the advanced modifier is not used, the illusionist must concentrate on the illusion to maintain its motion. If not, the illusion becomes static and unmoving, instantly granting a save. This is true of images, mirages, and projections. Static effects like blindness, protection, invisibility, sight, and stun do not require concentration.

**Disbelieving Illusions:** If an observer has a reason to, they may attempt to disbelieve an illusion. This is not automatic. The observer must have a sense that something is amiss: an image that has no sound and no smell, or that is obviously incorporeal when touched.

If an illusion is successfully disbelieved, the target is still aware of it. The illusion appears as a transparent image or, in the case of auditory illusions, the sound seems distant and hollow. In any case, the illusion no longer has any tangible effect on the target, and that target can point out the flaws in the illusion, granting others within 20' an automatic attempt to disbelieve on their turn with a +4 to the save.

**Building Illusions:** The more complex and real the illusion seems, the more spell points it costs. When deceiving others, the illusionist will find distance to be a powerful ally. Many modifiers, like olfactory and auditory, can be left off in spells with enough distance. If one cannot detect that something is amiss with an illusion, no attempt to disbelieve it can be made.

**Illusion Size:** When creating creatures, the size descriptor is the limiter, and when creating objects, especially large ones like structures, the area descriptor is the limiter.

**Using Area of Effect with Illusions:** When an illusion directly affects a target's sense, such as blind, deafen, or stun, if 2 or more targets are affected, the size descriptor must be paid for.

If projecting an illusion with illusionary combatants created to attack targets, a size modifier is always paid.

A size cost must be paid for each target affected or created, though the caster need not affect all targets in an area and may choose which targets to affect. If a target's size is small or tiny, and thus has no cost for size, a minimum of 1 spell point must still be paid for each additional

target beyond the first.

This additional cost does not apply to direct-damage modifiers like elemental variable.

## MODIFIERS

**ADVANCED:** This modifier allows the illusion to be maintained without concentration. When applied with the appropriate duration, the illusion can be programmed to complete tasks or behave in a specific way, even attack intruders.

When combined with sounds, smells, and sensations, the illusion is indistinguishable from the real thing until touched. Even then, a Reason save must be made for the target to be sure.

If semi-solid is added, the illusion is considered real until all its hit points are gone. Still, a save must be made to eliminate its effects.

**Spell Name:** Advanced Illusion

**Required Modifiers:** *illusion, advanced, image*, casting time, range, area of effect, duration, and size

**Elective Modifiers:** *auditory, olfactory, semi-solid*

**Save:** If illusion is noticed, Reason save ends the effect upon the target.

**ARMOR:** Creates the image of armor on a target. Because attacks have to negotiate the armor during combat, an AC bonus is granted equal to half that of the purchased bonus. If the semi-solid modifier is added, the normal bonus applies. If the target is struck by an attack, a Reason check is allowed to see whether the attacker becomes aware of the illusion. If the save is made, the attacker sees through the spell, and it no longer affects them.

Semi-solid can make the armor tangible so that hit points may be added to maintain the reality of the armor illusion. These hit points are not added onto the character's hit points, but are subtracted each time the character is hit, point for point. The armor and target of the illusion take the same damage. When the armor's hit points are exhausted, the illusion may be seen for what it is and a save may be allowed.

The attacker may also notice that the armor is making no noise when moving or struck. If the player asks whether they hear a noise, and they don't, they may attempt to disbelieve the armor. The GM should not offer the opportunity to disbelieve. The player needs to figure this out and state that they want to attempt to disbelieve. The addition of the auditory modifier eliminates this possibility.

**Spell Name:** Illusionary Armor

**Required Modifiers:** *illusion, armor*, casting time, range, area of effect, duration, bonus, and size

**Elective Modifiers:** *semi-solid, auditory*

**Save:** If illusion is noticed, Reason save ends the effect upon the target.

**AUDITORY:** This modifier can be used one of two ways: it can be used as a standalone pure auditory illusion or as an added factor of sound to a projected illusion.

If used as a standalone, an auditory illusion can create the impression that a person, thing, or group is approaching. The volume of noise



# Illusionist

can be as slight as a whisper or as loud as a scream, a dragon's roar, or a troop of armored men. The auditory illusion can be as simple as a barking dog or as complex as a musical band. Auditory illusions, such as music and the like, are complex and require a Perform check. Auditory could be used to scare off targets or delay their action, as the target may think twice about sticking around or pursuing the illusionist.

If used to modify a visual illusion, it adds a dimension of realism to the illusion, and therefore no attempt to disbelieve it can be made on the grounds that the illusion makes no sound, as long as the sounds make sense.

The illusionist cannot create sounds they have never heard firsthand. They may make the attempt, but there is a +4 to the target's save. If the target is aware the sound is inaccurate (the target knows what a tiger sounds like and this is not it), the GM may rule the target receive an attempt to disbelieve immediately.

**Spell Name:** Auditory Illusion

**Required Modifiers:** *illusion, auditory*, casting time, range, area of effect, duration, and size

**Elective Modifiers:** *project, armor, image*

**Save:** If illusion is noticed, Reason save ends the effect upon the target. If illusion is used to frighten, Willpower save ends the effect upon the target.

**BLIND:** Creates a standing illusion of lightlessness in front of the target's eyes, causing blindness. Because the target is effectively blind, treat all adversaries as invisible.

**Spell Name:** Blindness

**Required Modifiers:** *illusion, blind*, casting time, range, area of effect, duration, and size

**Elective Modifiers:**

**Save:** Willpower save ends the effect upon the target.

**CHROMATIC:** Creates a kaleidoscopic blast of colorful lights.

**DAZE:** Creates a flash of light that dazes the target. Dazed characters suffer a penalty equal to the bonus purchased.

**Spell Name:** Daze

**Required Modifiers:** *illusion, daze*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** Agility save to avoid. Endurance save for every round after.

**ELEMENTAL VARIABLE:** The caster can add the modifier of an element, such as fire, earth, air, lightning, etc., to create an illusion that is quasi-real. If cast with the project modifier, an effect like a lightning bolt can be created. Normal saves apply; in this case usually Agility. Damage is rolled normally. However, only 25% of it is real.

Because the character believes that damage is real, if all hit points and recovery points drop to 0, the target falls unconscious and must make an Endurance check or die from physical shock. When the target regains consciousness or when the duration ends, all illusionary damage is removed. The spell below can be built with any element. Choose the

element when casting.

**Spell Name:** Cone of Fire

**Required Modifiers:** *illusion, elemental variable, project*, casting time, range, area of effect, duration, damage, and saves allowed

**Elective Modifiers:**

**Save:** If large area, Agility save for half damage; no save on bolt or other touch or ranged touch spells.

**IMAGE:** Creates an image of a specific person, creature, or item. Use the USCC Size column to determine cost for people and creatures and the Area of Effect column to determine the size of an object. Other modifiers can be added to make the image more real.

**Spell Name:** Illusionary Ogre

**Required Modifiers:** *illusion, image*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** *semi-solid, auditory, olfactory*, damage (of the creature's attacks), hit points (9 of the object or creature), bonus to armor class, attack, attributes

**Save:** If illusion is noticed, Reason save ends the effect upon the target but not illusionary damage taken. This ends with the spell's duration. If the semi-solid modifier is used, the damage is 25% real.

**INVISIBILITY:** Makes a target invisible. If the target of this spell attacks, their adversary receives a Willpower save. If successful, they can see the invisible target from that point on. However, the target is still invisible to everyone else.

**Spell Name:** Invisibility

**Required Modifiers:** *illusion, invisibility*, casting time, range, area of effect, duration, and size

**Elective Modifiers:**

**Save:** See description above.

**MIRAGE:** This creates a complex area illusion, best used to deceive from a distance. The mirage modifier can create a large area filled with structures and people (non-combatants), with people interacting with the characters if need be. With the correct modifiers, it can be made to appear real up close. A second principal effect could be cast with this spell, like image, where a combatant illusion could hide.

**Spell Name:** Mirage

**Required Modifiers:** *illusion, mirage*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** *semi-solid, auditory, olfactory, image*

**Save:** If illusion is noticed, Reason save ends the effect upon the target.

**OLFACTORY:** Adds a factor of realism to an illusion. The observer smells the illusion and therefore cannot attempt to disbelieve on the grounds that the illusion has no scent. Good for deceiving animals.

A creature's odor can create the illusion that they are nearby. This is particularly useful against animals like horses and dogs, which would





# Illusionist

be frightened by the scent of a predator or the smell of blood.

The illusionist cannot create the odor of something that they have never experienced.

**Spell Name:** Illusionary Aroma

**Required Modifiers:** *illusion, auditory*, casting time, range, area of effect, duration, and size

**Elective Modifiers:** *project, image, auditory*

**Save:** If illusion is noticed, Reason save ends the effect upon the target.

**PROTECTION:** Provides the target with a bonus to saves vs. illusions. Use the USCC Bonus column to determine the save modifier.

**Spell Name:** Protection from Illusions

**Required Modifiers:** *illusion, protection*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**SEMI-SOLID:** Gives physical form to an illusion. In this state, the illusion cannot be detected or disbelieved for lack of physicality. Because the illusion has form, it must be assigned hit points using the USCC. The actual number of hit points is halved, however, since the illusion is only semi-solid. When all hit points are gone, the illusion persists, but a Reason save is granted to a target that hits or touches the illusion. If the save is made, the illusion no longer affects the observer. Additionally, if the semi-solid illusion does damage, only 25% of the damage is real. All illusionary damage is healed when the spell is disbelieved or ends.

**SIGHT:** Allows the target to see illusions for what they are. An opposed Reason check is needed. This is a passive effect and is made every round an illusion is present.

**Spell Name:** See Through Illusions

**Required Modifiers:** *illusion, sight*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

## SPECIALIZATION: WARP

**Prime Modifier:** *warp*

**The Power of Warp:** As the illusionist grows in power, they become aware that reality is a hologram. The world around them is in essence an illusion. This realization lets them tap into reality itself and warp it, twisting and bending it to their will. Reality is self-correcting, however, always righting itself after the spell ends.

## MODIFIERS

**OBJECT:** The illusionist can warp an object, twist it, shape it, make it melt, or change its state to solid, gas, or liquid. If the object is not in someone's possession, the illusionist makes a Reason check DC 15 plus (if the item is magical) its MR rating. See Items of Power. If the

object is in someone's possession, a Reason save negates. If the save fails, then the check against the object is made to see whether it is warped.

**Spell Name:** Warp Object

**Required Modifiers:** *illusion, warp*, object, casting time, range, area of effect (touch or ray only), duration, saves allowed, and size

**Elective Modifiers:**

**Save:** Reason save negates.

**REALITY:** Reality itself can be warped. The illusionist can make fire stop working, air thick and heavy, water solid, a chair like rubber. This is not an instant kill spell. However, a large area can be manipulated such that it makes life miserable for the targets caught in it. If used in a zone, the effect is semi-persistent in that anyone who enters the area has to make a save, but once the save is made, the zone no longer affects that target. Clouds or manifestations can force a save each round even if a save was already made. Bursts, cones, and lines do not have durations. If the spell is successful, the illusionist must still make a Reason check DC 20 to warp reality. The GM can increase the DC if circumstance dictates.

**Spell Name:** Warp Reality

**Required Modifiers:** *illusion, warp, reality*, casting time, range, area of effect, duration, saves allowed, and size

**Elective Modifiers:**

**Save:** Reason save negates.

**SPACE:** Distance can be distorted. The illusionist can increase or decrease the distance between 2 objects. Line of sight and line of effect are necessary for the spell to work. The illusionist will have to pay both range (how far away the target is) and distance (the amount of distance affected) costs. If an unwilling target is moved in this way, they receive an Agility save to avoid the effect. If the spell is used in an area, a Willpower save negates the effect on them. This spell is best used to move willing targets to or from a position. In any case, the target must end up in a safe spot, not over a pit, or in a fire. Otherwise, the spell fails.

**Spell Name:** Warp Space

**Required Modifiers:** *illusion, warp, space*, casting time, range, distance, area of effect, duration, saves allowed, and size

**Elective Modifiers:**

**Save:** Agility or Willpower save; see above.

**TIME:** Time can be slowed or accelerated on 1 target or in an area. This can have the effect of manipulating attacks, actions, and movement by halving or doubling them. If the spell is used in a large area, the illusionist may select their targets.

**Spell Name:** Warp Time

**Required Modifiers:** *illusion, warp, space, time*, casting time, range, area of effect, duration, saves allowed, and size

**Elective Modifiers:**

**Save:** Willpower save negates.



# Mentalist

The magic of the mind, influence, and control. All modifiers apply to the mind, that of the caster or the target. In most cases, all the effects happen in the mind of the target. Casters can get creative with modifiers, but they must all affect the mind.

**Prime Modifier:** *mentalism*

**The Power of Mentalism:** The ability to manipulate another's mind—this ranges from subtle commands to outright control. The mentalist is greatly feared for this reason and is welcome almost nowhere.

**Weakness:** Saves are granted every round on mentalism effects, unless delayed, see the USCC. Some modifiers, such as demand, domination, and hold, give targets an opposed roll each round to resist the mentalist's power, even though the spell is still in effect.

## MODIFIERS

**ARMOR:** May be combined with a bonus to add to mental saves: Willpower, Reason, or Psyche. This modifier can be used to grant bonuses or penalties.

**Spell Name:** Armored Mind

**Required Modifiers:** *mentalism, armor*, casting time, range, area of effect, duration, saves allowed, and bonus

**Elective Modifiers:** saves allowed (required if used to inflict penalties), size allowed (required for each target if used on multiple targets)

**Save:** If target is unwilling, Willpower save negates.

**BLIND:** Target must make a Willpower save or be blinded. See the Combat section for the effects of invisibility when a blind target is attacking opponents.

**Spell Name:** Blindness

**Required Modifiers:** *mentalism, blind*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower save negates.

**CHARM:** The target must make a Psyche save or believe the mentalist is their friend. If the spell is cast after combat has broken out, the target receives a +4 to their save. Otherwise, the target suffers the effects for the duration of the spell. The target will act in all respects as the caster's friend. However, the target will receive another save every time the caster places the target or the target's allies in a life-threatening situation. Even if saves are delayed, these circumstances grant saves. Saves are granted every round unless the saves are delayed. See the USCC.

**Spell Name:** Charm Other

**Required Modifiers:** *mentalism, charm*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**DAZE:** The target must make a Willpower save or suffer the effects of being dazed. See Dazed under Combat Conditions in the Combat section for details. The target receives an opposed roll to resist the mentalist's daze: the mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the effect, just the mental commands for that round. Saves are determined as normal.

**Spell Name:** Disorientate

**Required Modifiers:** *mentalism, daze*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**DEAFEN:** Acts like blind but with hearing instead. For details, see Dazed under Combat Conditions in the Combat section.

**Spell Name:** Deafness

**Required Modifiers:** *mentalism, deafen*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower save negates.

**DEMAND:** The caster may order a target to do a simple task. The instructions can be up to 6 words, but the task must be able to be completed in 1 round.

**Spell Name:** Demand

**Required Modifiers:** *mentalism, demand*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower save negates.

**DOMINATION:** This powerful spell gives the mentalist full control over a target. The target receives an opposed roll to resist the mentalist's commands: mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the effect, just the mental commands for that round. Saves are determined as normal.

**Spell Name:** Dominate

**Required Modifiers:** *mentalism, demand*, casting time, range, area of effect, duration, saves, and size allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**HOLD:** This modifier causes a mental paralysis that prevents the target from moving. The target receives an opposed roll to resist the mentalist's command: mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the effect, just the mental hold for that round. Saves are determined as normal.





# Mentalist

**Spell Name:** Hold Target

**Required Modifiers:** *mentalism, bold*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**MESSAGE:** Allows a simple message (6 words or less) to be sent to a target.

**Spell Name:** Message

**Required Modifiers:** *mentalism, hold, message*, casting time, range, area of effect, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**PROGRAM:** Program a thought or belief in another's mind. Targets can be programmed to believe that a person is a friend, that they have received orders to perform a task from a superior, and the like.

This spell can be cast on the sly without the target realizing it, though, if the spell fails, they will know magic was used on them. The target is still granted a save. If the target knows someone to be an enemy and this spell is used to make them believe their enemy is a friend, it will create a conflict within the target. The target will think both beliefs are true. In the latter case, an opposed roll is made: mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the spell's duration or effect, just the programming for that round. Saves are determined as normal.

**Spell Name:** Program Other

**Required Modifiers:** *mentalism, program*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**RAGE:** Creates a chaotic mental state like the berserker rage ability. Those not used to the state randomly attack targets for the duration of the spell. No spell casting, talking, or problem solving can be done in this state. See the 1st level berserker rage class ability.

**Spell Name:** Enrage

**Required Modifiers:** *mentalism, rage*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**READ:** The caster can read the surface thoughts of a target. More than that, if the answers to specific questions are wanted, the mentalist need only ask the target. Even if the target does not speak the answer, it comes to the surface of the target's thoughts where it can be read. If

the target becomes aware of the mental intrusion, an opposed roll is made: the mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the spell's duration or effect, just the ability of the mentalist to read thoughts for that round. Saves are determined as normal.

**Spell Name:** Read Mind

**Required Modifiers:** *mentalism, read*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.

**SLEEP:** The target falls into a deep sleep when struck with this spell. They cannot be awoken easily and must be shaken vigorously to be awakened. Once awakened, the spell's effect ends.

**Spell Name:** Slumber

**Required Modifiers:** *mentalism, sleep*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower save negates.

**STUN:** This is a higher form of daze. See Stunned under Combat Conditions in the Combat section for details. The target receives an opposed roll to resist the mentalist's commands: the mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the spell, just the stun effect for that round. Saves are determined as normal.

**Spell Name:** Mental Blast

**Required Modifiers:** *mentalism, stun*, casting time, range, area of effect, duration, saves allowed, and size

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower save negates.

**SUGGEST:** The target of this spell will follow the suggestion of the mentalist for the duration of the spell. The suggestion can be as long as 12 words and should at least appear to make sense to the target. If the suggestion is obviously dangerous, deadly, or counter to the target's nature or ethos, a +4 to saves and opposed rolls is granted the target. The target receives an opposed roll to resist the mentalist's suggestion each round: the mentalist's Reason vs. target's Willpower or Psyche, target's choice. A successful opposed roll does not end the spell, just the suggestion effect for that round. Saves are determined as normal.

**Spell Name:** Compel Other

**Required Modifiers:** *mentalism, suggest*, casting time, range, area of effect, duration, saves allowed, and size

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** Willpower or Psyche save negates, whichever the target chooses.





# Mentalist

## SPECIALIZATION: TELEKINESIS

**Prime Modifier:** *telekinesis*

**The Power of Telekinesis:** A telekinetic force that can move or damage targets is produced by the mind.

## MODIFIERS

**BLADE:** A blade is formed by the mentalist's mind. Base stats: long sword; base movement, 5'; weapon speed, 4; damage, 1d10. To attack with the blade, the mentalist uses their base attack plus Intellect bonus. The mentalist can purchase the following Advanced Proficiencies: Weapon of Choice, Weapons Focus, and Weapon Expertise. Using the USCC, the mentalist can increase the bonus to attack, bonus damage, damage done (d6's), and movement.

**AC:** 8 + caster's Reason plus size bonuses, plus any bonus armor class purchased from the USCC

**HP:** Equal to the mentalist's Reason score  $\times 2$ , plus any bonus hit points purchased from the USCC

**Attack:** Use the mentalist's base attack plus Reason bonus, plus any bonuses purchased from the USCC

**Damage:** 1d10 plus any bonus damage purchased from the USCC

**Movement:** 5' plus any bonus movement purchased from the USCC

**Spell Name:** Telekinetic Blade

**Required Modifiers:** *mentalism, telekinesis, blade*, casting time, range, area of effect, duration, and movement

**Elective Modifiers:**

**Save:** None

**FLIGHT:** Grants the power of flight to a target.

**Spell Name:** Telekinetic Flight

**Required Modifiers:** *mentalism, telekinesis, flight*, casting time, range, area of effect, duration, and movement

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** If target is unwilling, Willpower save negates.

**HAND:** Target has an invisible, disembodied, mental hand that is completely in their control. This hand can attack and grapple and be made to any size the mentalist can create. It can also pick up objects and move them, but not in the way the modifier manipulate does.

**AC:** 8 + caster's Reason plus size bonuses, plus any bonus armor class purchased from the USCC

**HP:** Equal to the mentalist's Reason score plus any bonus hit points purchased from the USCC

**Attack:** Use the mentalist's base attack plus Reason bonus, plus any bonuses purchased from the USCC

**Damage:** 1d6 plus any bonus damage purchased from the USCC

**Grapple:** Use the mentalist's Reason score modified by the size of the hand

**Movement:** 5' plus any bonus movement purchased from the USCC

The size of the hand is important and relevant to the task. If it is being used to lift a small object, like a coin, sword, or lamp, it would likely be a normal-sized human hand (size Small/Tiny on the USCC). However, if the hand is grappling a target, its size can be as large as the target itself (size medium 10, 11, 12, or larger on the USCC).

**Spell Name:** Telekinetic Hand

**Required Modifiers:** *mentalism, telekinesis, telekinetic hand*, casting time, range, area of effect, duration, movement, and size allowed

**Elective Modifiers:**

**Save:** None

**MANIPULATE:** The ability to manipulate objects, large and small, with the mind. Directly move an object with your mind and move it where you like, within range. The mentalist could pick up a rock and drop it on someone or pick up a person and drop them.

**Spell Name:** Telekinetic Manipulation

**Required Modifiers:** *mentalism, telekinesis, manipulate*, casting time, range, area of effect, duration, movement, and size allowed

**Elective Modifiers:**

**Save:** Brawn save negates.

**SHIELD:** The mentalist creates a telekinetic shield that protects them, floating around the mage and deflecting blows. The shield could be cast around another target, or be given movement and be made to move around the battle field at the mentalist's desire. The shield can be attacked directly and be destroyed. It provides an armor class equal to the bonus purchased on the USCC.

The shield's stats are:

**AC:** 10 plus size bonuses, plus any bonus armor class purchased from the USCC. This bonus is the same as the bonus granted a target.

**HP:** Equal to the mentalist's Reason score  $\times 3$ , plus any bonus hit points purchased from the USCC

**Attack:** The telekinetic shield is not meant to be an offensive weapon. However, if need be, the mentalist can attack with it. This counts as the mentalist's attack. Use the mentalist's base attack, plus any bonuses purchased from the USCC.

**Damage:** 1d6 plus any bonus damage purchased from the USCC

**Movement:** The shield cannot move. It just protects its target unless movement is paid for. Purchase bonus movement from the USCC.

**Spell Name:** Telekinetic Shield

**Required Modifiers:** *mentalism, telekinesis, shield*, casting time, range, area of effect, duration, and size allowed

**Elective Modifiers:** movement

**Save:** None





# Spiritist

The spiritist wields the magic of divination: the ability to see into the future and the past, weave wards and protections, and even look into one's soul.

**Prime Modifier:** *divination*

**The Power of Divination:** Divination allows for the learning, seeing, and knowing of things before, during, and after their occurrence. This can be a powerful advantage, not just in combat but in many situations outside of combat.

**Protection:** Because of the spiritist's ability to see things before they happen and view multiple possible outcomes, protective magic comes naturally to them. They can leverage an individual's aura and pass this knowledge on to a target soul, granting bonuses to all sorts of magic and situations.

## MODIFIERS

**AURA:** This modifier allows the spiritist to see auras. Combined with other modifiers, it allows for many benefits: It may be combined with emotion to read emotions, with ethos/nature and insight to detect lies or possible intent, and with object plus read to learn the history of an object or a person.

**Spell Name:** Read Person

**Required Modifiers:** *divination, aura, read*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:** *emotion, evil, insight, object*, and *read*

**Save:** Psyche save negates.

**CALL:** The spiritist can combine call with spirit in an attempt to call a spirit and question it. Use the Bonus column on the USCC to determine the limit of the number of years in the past the spirit has been dead. Use the Range/Distance column to determine number of years, using the number of feet for years. The spell must be cast within 25' of the place of death or the grave of the target. Note that the speak modifier must be added to converse with the spirit, and the duration for speak must be paid separately from the duration of the call. Aura plus read can be added to determine whether the spirit is honest.

**Spell Name:** Call the Dead

**Required Modifiers:** *divination, call, spirit*, casting time, range, area of effect, duration, and saves allowed (for unwilling undead)

**Elective Modifiers:** *angelic, demonic, aura, speak*, and *read*

**Save:** Willpower save negates.

**DIVINE:** This powerful modifier gives the caster information unknown or unavailable to the spiritist. This modifier can be combined with object, planes, and world. The spiritist must ask a question when casting the spell. The right question must be asked, however, so that the answer can never result in a question. Success is determined by a successful Psyche check. If the check fails, that question, or ones similar to it, cannot be asked again until the spiritist raises a level. Base difficulty is 10 plus modifiers: very easy -5, easy +0, moderate +5, challenging +10, hard +15, very hard +20, epic +30, near impossible +40, inconceivable +50, godlike +100.

There are other considerations to determining difficulty. While cast-

ing the spell, the spiritist must be at peace and in a quiet, undisturbed place. If not, the difficulty increases as follows: exposed to the elements +5 to +20, in combat +10, injured +10, struck during casting +10 + 1 for each point of damage, loud noise +5.

Regardless of the spell point cost, at least half of the spell's cost must be paid in reserve spell points.

**Spell Name:** Divine Object

**Required Modifiers:** *divination, divine, aura, object, read*, casting time, range, distance (see object modifier), area of effect, and duration

**Elective Modifiers:** *planes* and *world*

**Save:** See description above.

**EMOTION:** This modifier can be combined with aura for detecting or blocking emotional states. Blocking an emotional state means that the target's emotional state is suppressed (great for berserkers).

**Spell Name:** Detect Emotion

**Required Modifiers:** *divination, aura, emotion, read*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:**

**Save:** Psyche save negates.

**ETHOS/NATURE:** Describes the behavior or belief system of a target: lawful, chaotic, good, evil, or neutral—choose one at casting. Can be combined with protection to give bonuses to save against spells or spell-like effects cast by a mage whose ethos or nature matches that selected by the spiritist at casting. This modifier can also be combined with the ward off modifier.

**Spell Name:** Protection from Ethos/Nature (Evil)

**Required Modifiers:** *divination, ethos/nature, aura, emotion, read*, casting time, range, area of effect, duration, bonus, and saves allowed

**Elective Modifiers:** *ward off*

**Save:** If target is unwilling, Willpower save negates.

**INSIGHT:** This modifier can grant a bonus to a task at hand (skills only). Refer to the Bonus column on the USCC for cost.

**Spell Name:** Skill Insight

**Required Modifiers:** *divination, insight*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Willpower save negates.

**OBJECT:** This is a designator modifier. It includes items (large and small), rooms, and structures. Use the Range/Distance column (in square feet) on the USCC to determine cost for size of the object.

**PROTECTION:** Imbues protection against magic, any discipline the spiritist wishes. The discipline is selected during casting. Refer to the USCC for bonuses and cost. Spiritists have the unique ability to grant protection against all disciplines of magic and miracles. The



build for these is different, however. Combine with insight, choose a discipline of magic or miracles, and then add bonus and duration from the USCC. Spiritists can grant these bonuses because they bestow a magical insight into the effects.

**Spell Name:** Protection from Magic (Choose Discipline)

**Required Modifiers:** *divination, insight, protection*, casting time, range, area of effect, bonus, and duration

**Elective Modifiers:**

**Save:** If target is unwilling, Psyche save negates.

**READ:** When combined with aura, this modifier allows the caster to gain information about persons or objects. The read modifier is different than the divine modifier. Read gives basic information on an object for 1 day for each bonus point purchased on the Bonus column on the USCC. Examples of information that can be gleaned (1 fact per round) are: owner's name, who held it, where it has been, what was done with it, and whether it's magical. Read will not reveal magical functions, abilities, or command words.

**Spell Name:** Read Object

**Required Modifiers:** *divination, aura, object, read*, casting time, range, distance (see object modifier), area of effect, and duration

**Elective Modifiers:**

**Save:** Psyche save negates (if object is intelligent).

**RELEASE:** Unintelligent undead can be neutralized with this modifier. When used, it releases the bound spirit of the unintelligent undead to its dead body. The undead body falls to the ground, never to rise again. The target is granted a Psyche save to avoid the effect. If the target is accompanied by more powerful undead, use the Psyche score of the most powerful undead. If the target is being controlled by another being, use that being's Psyche score for the save.

**Spell Name:** Release Undead

**Required Modifiers:** *divination, release*, casting time, range, area of effect, duration, and saves allowed

**Elective Modifiers:**

**Save:** Psyche save negates (see description for which Psyche score to use).

**SIGHT:** The ability to see the hidden or unseen, sight allows the target to see hidden or concealed doors and compartments. It also grants the ability to see invisible or hidden people and creatures. There is a difficulty check involved, however. To see hidden or concealed doors and compartments, the base DC is 15 plus the quality of its construction, which can add +5 to +25. To see invisible or hidden people and creatures, an opposed roll is required. Use the Reason score of the spell's target against the hide skill of the invisible or hidden thing

**Spell Name:** Auric Sight

**Required Modifiers:** *divination, aura, sight*, casting time, duration, range, and area of effect

**Elective Modifiers:**

**Save:** None

**SIXTH SENSE:** This modifier grants a bonus to attack, or AC, or saves. See the USCC bonus costs. More than one bonus can be applied, for instance both attack and AC can be applied at once. The bonus and duration costs must be paid separately for both attack and AC (see Combining Principal Effects at the beginning of the Magic section). Additionally, the bonus and duration must be the same for both bonus attack and AC.

**Spell Name:** Sixth Sense

**Required Modifiers:** *divination, aura, sixth sense*, casting time, area of effect, duration, range, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Psyche save negates.

**SPEAK:** When combined with spirit, this spell allows the spiritist to speak with the dead. It will also work on terrestrial undead, demonics, angelics, and entities.

**Spell Name:** Speak with Spirit

**Required Modifiers:** *divination, speak, spirit*, casting time, area of effect, duration, and range

**Elective Modifiers:**

**Save:** None

**SPIRIT:** A spirit is the soul of a once-living mortal who has passed. "Spirit" is a large category that covers almost all undead but not angelics, demonics, or entities. This modifier can be combined with call and speak to summon a spirit and talk to them. It may also be combined with protection or ward off, but the type of spirit must be specific: skeletons, zombies, vampires, etc.

**Spell Name:** Ward off Spirit (Zombies)

**Required Modifiers:** *divination, spirit, ward off*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Psyche save negates.

**WARD OFF:** The target cannot be physically touched or hurt by the creature designated by the spiritist. The attack simply never gets there. However, the target could still be struck by that creature's melee and ranged weapons as well as spells. The creature designated must be selected with modifiers the spiritist knows: spirit, ethos/nature, entity, or extra-planar being.

If cast on a single target, there is no size cost. If the creature fails its save, it cannot touch the target with natural weapons. A save is granted each round unless delayed by the caster.

If cast on a persistent area, like a zone, the creatures cannot enter the zone without a save.

To affect multiple targets, a burst could be used and a size cost paid for each target. The cost is a minimum of 1 spell point for each target beyond the first target.





# Spiritist

**Spell Name:** Ward off Ethos/Nature (Evil)

**Required Modifiers:** *divination, nature/ethos (evil), ward off*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:** *spirit, entity, or extra-planar being*

**Save:** Psyche save negates.

**WORLD:** This modifier designates a whole planet. When combined with the divine modifier, it allows the spiritist to learn information that can be found somewhere in the world. If this modifier is being used, it is because the spirits really have no idea where to find the information. Be careful not to use this as a catch-all to bail out the PCs. As explained under the divine modifier, difficulty is assigned by the GM when the world modifier is used. The DC will always start at 30 and often will be much higher.

## SPECIALIZATION: CHANNELING

**Prime Modifier:** *channel*

**The Power of Channeling:** This specialization allows the spiritist to wield the power of the planes to expel, exorcise, banish, bind, or call spirits, souls, and powerful beings. The spiritist can communicate with spirits, souls, and powerful beings by calling them into their body, allowing others to communicate with them as well.

This is a long process. The spiritist must prepare for 4 hours prior to channeling another being. It is always dangerous, as it could let the being loose in the world and hurt the spiritist or those around them. The spiritist could become dominated or possessed during this process. If the being does not willingly leave, the spiritist must cast them out with an opposed Psyche check. The check can be attempted each round or until the spiritist is dead. Evil beings are the most difficult to control and cast out, as they will always seek to possess the spiritist.

## MODIFIERS

**BANISH:** Like exorcise, banish casts a target to its home plane of existence, except that it is used on the physical form of the being rather than on their essence/spirit. If the target makes its save, the spiritist cannot make another attempt on the target for 24 hours. This spell requires the additional expenditure of 1 reserve point for each level of the target.

**Spell Name:** Banish Extra-Planar Being

**Required Modifiers:** *divination, channel, banish, extra-planar being*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Willpower save negates.

**BIND:** The spiritist can bind spirits, entities, or extra-planar beings to a location. Reserve points or better must be used to pay for the duration of this spell. The target cannot leave the area designated by the spiritist unless a save is made or the duration ends.

**Spell Name:** Bind Extra-Planar Being

**Required Modifiers:** *divination, channel, bind, extra-planar being*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Willpower save negates.

**ENTITY:** An entity describes a spirit that has never had a corporeal form and is thus not considered undead. Entities are often powerful and seek to possess mortals whenever possible. The entity modifier is a descriptive modifier that is combined with ones such as ward off, protection, and call.

**EXORCISE:** The spirit, entity, or extra-planar being, in addition to being cast out of a person, place, or object, is sent back to its own plane. It remains there for a minimum of a week, even if it normally has the power to return to the mortal world. If the target makes its save, the spiritist cannot make another attempt on the target for 24 hours. This spell requires the additional expenditure of 1 reserve point for each level of the target.

**Spell Name:** Exorcise (Entity)

**Required Modifiers:** *divination, channel, entity, exorcise*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Psyche save negates.

**EXPEL:** The spiritist can cast out spirits, entities, or extra-planar beings from a person. The effect lasts only for a single round, and the creature is free to try again as its abilities allow.

**Spell Name:** Expel Spirit

**Required Modifiers:** *divination, channel, expel*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:** *entity, extra-planar being*

**Save:** Psyche save negates.

**EXTRA-PLANAR BEING:** Like entity, the extra-planar being modifier describes a creature that is from another plane of existence. Extra-planar beings are very different from spirits or entities. They have bodies, but can also send their essence to the mortal world to possess living beings. This modifier applies to both of these manifestations, both of which are capable of coming into the mortal world. The extra-planar being modifier is a descriptive modifier that is combined with others, such as ward off, protection, and call.

**PLANES:** This is a descriptive modifier, like world, and may be used in an attempt to understand creatures, places, and things not from the mortal world. The base DC is always 30 when used with the divine modifier.



# Transmogrifer

The magic of flesh, bone, and blood, transmogrification is the ability to morph, warp, and disrupt the living body.

Prime Modifier: transmogrification

The Power of Transmogrification: Altering the form of another living being, for good or for ill. Targets can be made stronger, faster, and larger, or weaker, slower, and smaller. New limbs can be caused to sprout from a target and not necessarily under the target's control. Arms, legs, wings, tentacles, and organs can be created. The transmogrifer can even perform minor healing. Whenever transmogrification is used, the damage descriptor can be added. If a save is allowed, the type of save will be determined by the method of delivery. See Area of Effect on the USCC. Transmogrification never does persistent damage. No duration can be assigned to damage effects.

Weakness: Transmogrification does not work on dead flesh, except to damage it when combined with the necrotic modifier. Morphing, modifying, and mutating have no effect.

## MODIFIERS

**ANIMATE:** The transmogrifer can animate a limb or an appendage so that it can act independently of other limbs and appendages. This effectively gives a target a second attack without penalizing the primary attack. The secondary attack bonus is half that of the primary. The independent limb can do other tasks it would be normally capable of, even during combat. However, the GM may assess penalties for environmental distractions like combat. This modifier can be used to animate a parasitic limb to attack its host.

**Spell Name:** Animate Appendage

**Required Modifiers:** *transmogrification, animate, appendage, body*, casting time, range, area of effect, duration  $\times 2$  (cost for both the appendage and the animation), damage (of appendage), and saves allowed

**Elective Modifiers:** size adjust and size allowed

**Save:** Endurance save negates.

**APPENDAGE:** The target grows a new appendage. An appendage can be a limb, like a tentacle, wing, or tail, or part of a limb, like a hand or foot.

**Spell Name:** Create Appendage

**Required Modifiers:** *transmogrification, appendage, body*, casting time, range, area of effect, duration, damage (of appendage), and saves allowed

**Elective Modifiers:** *parasitic*, size adjust, and size allowed

**Save:** Endurance save negates.

**ARMOR:** Creates armor around the target. When combined with the body modifier, bone or thick skin can be added to a target, increasing their armor class. Bone armor acts like normal armor. However, creating thick skin acts like natural armor class and stacks with normal armor (max +4). When using skin to enhance armor, buy the bonus point on the USCC normally and half the result, rounding down.

**Spell Name:** Bone Armor

**Required Modifiers:** *transmogrification, body (bone), armor*, casting

time, range, area of effect, duration, saves allowed, and bonus

**Elective Modifiers:**

**Save:** Endurance save negates.

**BODY:** Body is a designator modifier that covers the category of flesh, bone, and blood. It only works on living flesh. Many other spells are dependent on this descriptor. If the warp modifier is used on flesh, the target appears horribly disfigured and receives a penalty to social skills equal to the bonus purchased. If used on bone, the target receives a penalty to movement equal to the movement penalty purchased.

**Spell Name:** Warp Flesh

**Required Modifiers:** *transmogrification, body (flesh), warp*, casting time, range, area of effect, duration, saves allowed, and bonus

**Elective Modifiers:**

**Save:** Endurance save negates.

**BULK:** Increase or decrease the size of a target. This can have a devastating effect on a battle by increasing the power of an ally or decreasing the power of an enemy. This spell does not enlarge non-organic matter. Consult the Creature Size table under Combat to adjust for the effects of this spell. If it should be cast on a target surrounded in non-organic material, like armor, the target takes the damage assigned.

**Spell Name:** Enlarge/Reduce

**Required Modifiers:** *transmogrification, body, bulk*, casting time, range, area of effect, duration, saves allowed, size adjustment, and size allowed

**Elective Modifiers:** damage

**Save:** Endurance save negates.

**DISRUPT:** This modifier damages flesh, bone, or blood. It is a pure damage modifier that can be added to the touch, bolt, cone, burst, wall, and cloud descriptors.

**Spell Name:** Bolt of Flesh Disruption

**Required Modifiers:** *transmogrification, body, disrupt*, casting time, range, area of effect (bolt), saves allowed, and damage

**Elective Modifiers:**

**Save:** None (This is a ranged touch attack.)

**LEAP:** When combined with the body modifier, leap allows the caster and those they choose to take with them (at additional cost) to leap from one living being to another, literally using the beings' flesh as a gateway. Unwilling targets receive an Endurance save to resist the effect. For the spell to work, the target must see the creature it is jumping into and the end point of the leap (the creature they are jumping out of).

**Spell Name:** Flesh Leap

**Required Modifiers:** *transmogrification, body, leap*, casting time, range (of the target to be leaped), distance (how far away the target will appear), area of effect, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Endurance save negates.





# Transmogrifer

**MEND FLESH:** With the mend flesh modifier, the transmogrifer can perform minor healing. Healing is a delicate thing and the transmogrifer is anything but. There are two drawbacks when using this modifier. The cost of the mend flesh modifier must be paid with a reserve point and the amount of damaged healed is half that of the purchase dice. If 3d6 were purchased, they would be rolled and the result halved.

**Spell Name:** Mend Flesh

**Required Modifiers:** *transmogrification, body, mend flesh*, casting time, range, area of effect, and hit points

**Elective Modifiers:** size allowed (required for each target if used on multiple targets)

**Save:** If target is unwilling, Endurance save negates.

**MUTATE:** Changes an existing body part into something altogether different, like a hand into a twisted, but usable claw; a body part into a usable tool, such as wings, claws, or a prehensile tail. Add the following from the USCC as needed: bonus, damage, range, duration, movement, and size allowed.

**Spell Name:** Mutate Body (hand to a claw)

**Required Modifiers:** *transmogrification, body, mutate*, casting time, range, area of effect (bolt), saves allowed, and damage (the claw can do)

**Elective Modifiers:**

**Save:** If target is unwilling, Endurance save negates.

**NECROTIC:** This modifier allows the transmogrifer to affect dead flesh. However, it never allows them to create or control undead. Simply add this modifier to affect dead flesh the same as living flesh.

**Spell Name:** Cone of Necrotic Flesh Disruption

**Required Modifiers:** *transmogrification, body, disrupt, necrotic*, casting time, range, area of effect (cone), saves allowed, and damage

**Elective Modifiers:**

**Save:** Agility save for half damage.

**ORGAN:** Allows the transmogrifer to create a missing organ, replace an existing one, or create one the target does not possess to achieve an effect. Whatever the bonus trait granted, an additional modifier must be paid for: vision, scent, glands, poisons, etc. Use the known animal kingdom for examples of organs and what comes with them.

**Spell Name:** Infra-Vision

**Required Modifiers:** *transmogrification, body, organ*, casting time, range, area of effect, duration, and size allowed

**Elective Modifiers:**

**Save:** If target is unwilling, Endurance save negates.

**PARASITIC:** This modifier allows the caster to attach a limb, or body, to an unwilling target. If the spell is delivered by touch, a touch attack is necessary for it to take effect. If both parasitic and leap are used, the target is automatically in the grappled state when the leaping target

emerges from their body. A parasitic leap is just like the leap except the caster or someone they designate can leap into a target's body and instantly grapple them. Grapple rules apply for breaking the grapple, but the target still has a person attached to them. Targets are still damaged separately. If the animate modifier is added for a parasitic limb, 2 principal effects are in use. The duration and size costs for both the parasitic limb and animate should be paid for separately. Any save is only paid once, as this is no save for the animate on a created limb.

**Spell Name:** Parasitic Limb

**Required Modifiers:** *transmogrification, appendage, body, parasitic*, casting time, range, area of effect, duration, damage (of appendage), and saves allowed

**Elective Modifiers:**

**Save:** If a ranged attack is used, an Agility save is allowed. If the target is affected, an Endurance save is allowed each round to end the spell's effect.

**PROTECTION:** Gives the target a bonus to saves vs. transmogrification magic. Use the USCC to calculate bonus.

**Spell Name:** Protection from Transmogrification

**Required Modifiers:** *transmogrification, protection*, casting time, range, area of effect, duration, and bonus

**Elective Modifiers:**

**Save:** If target is unwilling, Endurance save negates.

**WARP:** Warp is used to twist. Used on flesh, it makes someone ugly. Used on a target's bones, warp can slow or immobilize the target.

**Spell Name:** Warp Bones

**Required Modifiers:** *transmogrification, body, warp*, casting time, range, area of effect, duration, saves allowed, and size allowed

**Elective Modifiers:**

**Save:** Endurance save negates.

## SPECIALIZATION: SHAPE-CHANGE

**Prime Modifier:** *shape-change*

**The Power of Shape-Change:** The ability to change form to animal, monster, or hybrid human monster.

## MODIFIERS

**ANIMAL FORM:** The transmogrifer can change target(s) into common animals. The target would receive all the natural abilities of the animal assumed. The animal must be common and known. It is not possible to choose an animal the transmogrifer has never seen, and the animal needs to have been studied in detail. The transmogrifer must have the skill Knowledge (Animals) to use this modifier. Additionally, Strength, Dexterity, Toughness, movement, and size can be increased. These bonuses and the duration for each additional attribute increased must be calculated on the USCC.

**Spell Name:** Animal Form

**Prerequisite Modifiers:** *shape-change*



# Transmogripher

**Required Modifiers:** *transmogrification, shape-change, animal form, body, casting time, range, area of effect, duration, saves allowed, size adjustment, and size allowed*

**Elective Modifiers:**

**Save:** If target is unwilling, Endurance save negates.

**HUMANOID FORM:** The transmogrifer can change a target into a humanoid creature. Target would receive all the natural abilities of the animal assumed, but not magical, supernatural, or divine abilities. Like with animal form, the transmogrifer must be familiar with the humanoid type to use this modifier. The transmogrifer knows their own racial type, but must learn others before shifting targets into them. The transmogrifer must have the skill Knowledge (Humanoids) to use this modifier. Additionally, Strength, Dexterity, Toughness, movement, and size can be increased. These bonuses and the duration for each additional attribute increased must be calculated on the USCC.

**Spell Name:** Humanoid Form

**Prerequisite Modifiers:** *shape-change, animal form*

**Required Modifiers:** *transmogrification, shape-change, body, humanoid form, casting time, range, area of effect, duration, saves allowed, size adjustment, and size allowed*

**Elective Modifiers:**

**Save:** If target is unwilling, Endurance save negates.

**HYBRID FORM:** The transmogrifer can combine this modifier with animal form or monstrous form and shape-shift a target into a bipedal version of a form. The target will have hands and can make use of tools and weapons. If there is no size change, the target can keep their armor. Additionally, Strength, Dexterity, Toughness, movement, and size can be increased. These bonuses and the duration for each additional attribute increased must be calculated on the USCC.

**Spell Name:** Hybrid Form

**Prerequisite Modifiers:** *shape-change, animal form, and humanoid form*

**Required Modifiers:** *transmogrification, shape-change, animal, body, hybrid form, casting time, range, area of effect, duration, saves allowed, size adjustment, and size allowed*

**Elective Modifiers:** *humanoid form and monstrous form*

**Save:** If target is unwilling, Endurance save negates.

**MONSTROUS FORM:** The transmogrifer can change a target into a monster. Target would receive all the natural abilities of the monster assumed, but not magical, supernatural, or divine abilities. Like animal form, the transmogrifer must be familiar with the monster type to use this modifier. The transmogrifer must learn monster types before shifting targets into them. The transmogrifer must have the skill Knowledge (Monster) to use this modifier. Additionally, Strength, Dexterity, Toughness, movement, and size can be increased. These bonuses and the duration for each additional attribute increased must be calculated on the USCC.

**Spell Name:** Monstrous Form

**Prerequisite Modifiers:** *shape-change, animal form, humanoid form, and hybrid form*

**Required Modifiers:** *transmogrification, shape-change, body, monstrous form, casting time, range, area of effect, duration, saves allowed, size adjustment, and size allowed*

**Elective Modifiers:**

**Save:** If target is unwilling, Endurance save negates.

**WERE-CURSE:** Turns the target into a cross between an animal and their original form. Because this is a curse, the target loses control of their mind to the animal form they have been combined with and will attack nearby targets out of panic or anger. The target's form is still humanoid, but certain factors can be added or changed. The transmogrifer must have the skill Knowledge (Animals) to use this modifier. Additionally, Strength, Dexterity, Toughness, movement, and size can be increased. These bonuses and the duration for each additional attribute increased must be calculated on the USCC.

**Spell Name:** Were-Curse

**Prerequisite Modifiers:** *shape-change, animal form, and hybrid form*

**Required Modifiers:** *transmogrification, shape-change, animal form, body, hybrid form, were-curse, casting time, range, area of effect, duration, saves allowed, size adjustment, and size allowed*

**Elective Modifiers:** *monstrous form*

**Save:** If target is unwilling, Endurance save negates.





# Miracles

Miracles are not magic. They are something altogether different. Whether the will of the gods, the intention of the universe made manifest, or the result of an act of faith, miracles remain an enigma. They are, however, a force not to be denied. Divine energies interact with reality, altering outcomes and our perceptions of the world.

Performing miracles is an act of faith. Clerics need only believe they are acting in the best interest of their deity to perform miracles. Clerics who stray from the path do not lose the ability to perform miracles, so long as they believe in what they do. This includes clerics of goodly faiths committing evil acts. It is self-doubt or a crisis of faith that causes miracles to fail.

The gods, powerful though they may be, are not omniscient, omnipresent, or omnipotent. Clerics often go unnoticed, neglected, and even ignored by their gods. For the gods have their own problems to deal with. In the event a cleric's god does take notice of their transgressions, they are as likely as not to leave them be, and let fate teach the necessary lessons. If a cleric does draw the attention and action of their god as a result of misbehavior, woe be to them!

Although a cleric's power to perform miracles is not granted by their god, a god can strip them of the ability. It is the cleric's faith in their god and in their belief that allows for miracles to be performed. If their faith is ever shaken or lost, for any reason, clerics find themselves powerless, unable to perform any miracle or use their gifts. If the cleric's ethos ever changes, they also lose these powers. If the cleric changes their faith, they lose 2 cleric levels.

## PERFORMING MIRACLES

To perform a miracle, the cleric must present their holy symbol and with conviction recite a short prayer or invoke the name of their god. If either of these actions is not or cannot be taken, no miracle can be performed.

### CONCENTRATION

Clerics must concentrate to perform a miracle. Normally, if the cleric is not distracted or struck during combat, the miracle is executed without a problem and the desired effect is produced, though saves may apply. If concentration is broken, the miracle fails. Follow the same rules for spell disruption to determine whether a miracle fails when performed. Just like spell casting, a Concentration check is granted in situations that may disrupt a miracle.

### COST

To cast a miracle, a number of divine points are required equal to the level of the miracle.

### PERFORMANCE TIME

The time it takes to perform a miracle varies. Just like spells, they can be instant, take 1 action, or take 1 round.

### DURATION

Most miracles last for 5 rounds before ending. Some last longer.

### RANGE

The distance at which the miracle takes effect.

### SAVE

Some miracles allow a save for the target(s). DC is always 10 plus the cleric's standard Willpower score.

## MANIPULATING MIRACLES

Like magic, miracles can be altered when performed. Though not as flexible as magic, miracles can gain the benefit of the following adjustments if additional divine points are invested in a miracle when performed.

### INCREASE PERFORMANCE TIME

By investing 2 divine points, the performance time of a miracle can be reduced by a factor of 1. This manipulation may only be used once during a performance. Ten minutes can be dropped to 1 minute, 1 minute to 1 round, and 1 round to an action. Once the cleric has reached level 10, they may reduce performance time from an action to an instant. This adjustment never allows the cleric to perform more than one miracle in a round.

### INCREASED DURATION

A miracle's duration can be doubled by investing 2 additional divine points during the performance. Instant durations cannot be affected. Otherwise, 1 round goes to 2 rounds, 5 rounds goes to 10 rounds (1 minute), 1 minute goes to 2 minutes, etc. This manipulation may only be used once during a performance.

Clerics at 5th level may triple durations by investing 4 additional divine points when performing a miracle.

Clerics at 10th level may quadruple durations by investing 6 additional divine points when performing a miracle.

### EXTEND RANGE

A miracle's range can be increased by 10' for each additional divine point invested during the performance.

### CONNECTION

By investing an additional 2 divine points when the miracle is performed, the cleric can maintain a connection to a miracle and its effects. This gives the cleric the power to increase the duration of a miracle after it has been performed by investing more divine points as outlined in Increased Duration or to end it prematurely.





# Miracles

## LEVEL 1 MIRACLES

### Deepen Darkness

Performance Time: 1 action

Duration: 1 minute

Range: 25'

Save: None

The cleric can cause the amount of light in a 20' × 20' × 10' area to dim by 50%. This miracle automatically negates the effects of the Illuminate miracle.

### Divine Weapon

Performance Time: 1 action

Duration: 1 minute

Range: Touch

Save: If target is unwilling, Willpower save negates.

The weapon so touched by the cleric receives a +1 divine bonus to attack and damage.

### Extinguish

Performance Time: 1 action

Duration: Instantaneous

Range: 50'

Save: None

This power lets the cleric quench a small fire, such as a torch or small camp fire. The area of effect is a 2' × 2' × 2' area. The effect is immediate and permanent but does not affect magical fires. Fires may be ignited again normally the next round.

### Heal, Minor

Performance Time: 1 action

Duration: Instantaneous

Range: Touch

Save: If target is unwilling, Willpower save negates.

With a touch and a small prayer, the cleric can heal minor wounds. Effectively the target is healed 1d6+4 hit points of damage. This die can explode on a natural roll of a 6, but never more than twice. This miracle can be used on any 1 target only once every 4 hours. When used against undead, on a successful attack roll it deals 1d6+4 points of damage. This damage explodes. Unlike for living targets, this spell can be used on the same undead target as often as the cleric can cast it.

### Hedge Undead

Performance Time: 1 action

Duration: 1 minute

Range: 20' radius around the cleric

Save: Psyche save negates.

The cleric emits a holy aura that pushes out (hedges) undead in a 20' radius. All unintelligent undead within the range, that fail their save, are affected. Intelligent undead are not affected at all. Undead so affected cannot move into the area or attack those in the area of effect. They must move away as fast as they can to a distance of 20' from the cleric. If the cleric moves, the undead will be forced to move away again to stay outside the range, but they receive another save beforehand. Undead will hover at the outskirts of this effect, waiting for it to end so they may attack again. If an affected undead is cornered or otherwise unable to escape, they are pinned in place, but they make another save against the effect.

### Illuminate

Performance Time: 1 action

Duration: 1 minute + 1 minute per level

Range: Touch

Save: None

A soft white light is created, illuminating a 10' radius in enough light to read by and creating a dimly lit area of shadow another 10' beyond.

### Sense Evil/Good

Performance Time: 1 action

Duration: 1 minute

Range: Touch

Save: If target is unwilling, Willpower save negates.

The cleric is given the ability to sense good or evil in a creature. The cleric looks at a target within 10' and concentrates for a full round. If the target's nature or ethos is good, the cleric sees them cloaked in an aura of light blue. The aura of those with an evil nature or ethos is dark red. The rare creature that is conflicted with good and evil will have an aura of both colors appearing to war with each other.





# Miracles

## Sense Law/Chaos

Performance Time: 1 action

Duration: 1 minute

Range: Touch

Save: If target is unwilling, Willpower save negates.

The cleric is given the ability to sense lawfulness or chaos in a creature. The cleric looks at a target within 10' and concentrates for a full round. If the target's nature or ethos is lawful, the cleric sees them cloaked in an aura of light green. The aura of those with an evil nature or ethos is dark orange. The rare creature that is conflicted with lawfulness and chaos will have an aura of both colors appearing to war with each other.

## Vague

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: If target is unwilling, Willpower save negates.

A single target within 30' becomes fuzzy and their exact location difficult to determine. The target receives a 20% miss chance on any missile or thrown item for 1 minute. Spells, such as one with a bolt descriptor, are not affected.

## LEVEL 2 MIRACLES

### Compel

Performance Time: 1 action

Duration: 1 round

Range: 25'

Save: Willpower save negates.

The target must follow the cleric's orders for 1 round, but the cleric must phrase the command in only 2 words. The target receives a Willpower save to resist. If the orders would obviously cause harm to the target, they receive a +4 to their save. The target must understand the caster and their intent or the effect fails.

### Divine Inspiration

Performance Time: 1 action

Duration: 1 minute

Range: Touch

Save: If target is unwilling, Willpower save negates.

With a few words of encouragement and a little divine power, the cleric can inspire one person touched. The target receives a +2 to attacks or checks, caster's choice.

### Fear/Calm

Performance Time: 1 action

Duration: 1 minute

Range: 20'

Save: Willpower save negates.

With the voice of their deity, clerics can put the fear of their god into a target within 20'. The target need not understand the cleric, for the power of their voice alone conveys the message. The target suffers a -2 penalty to attack and checks for 1 minute. Calm is the opposite of fear and removes minor fear effects. The cleric decides which effect they are using when they perform this miracle.

### Sense Undead

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: If target is unwilling, Willpower save negates.

The cleric is given the ability to sense undead creatures. The cleric looks at a target within 30' and concentrates for a full round. If the target is undead, they appear enveloped in a black aura.

### Strike

Performance Time: Instant

Duration: 1 minute or until discharged

Range: Touch

Save: None

The cleric imbues a weapon with a +3 bonus to hit. The effect is immediate and may be used the round it is performed, provided the person with the weapon still has an attack available. The effect lasts for 1 minute or 2 successful strikes, whichever happens first. This effect may not be placed on missile weapons or thrown weapons.

### Ward Off Evil

Performance Time: 1 minute

Duration: 1 minute

Range: Touch

Save: If target is unwilling, Willpower save negates.

This prayer protects the recipient from evil creatures, spells, and effects. The cleric must touch the target to grant this protection. The target receives a +2 bonus to armor class and all checks for 1 minute against such creatures.

## LEVEL 3 MIRACLES

### Augury

Performance Time: 1 minute

Duration: 1 minute

Range: Self

Save: None

The cleric may pray for an answer to very basic questions, such as:

“Do riches lie this way?”

“Is death down this corridor?”



“Is this what I am looking for?”

Answers are always ambiguous. Negative answers may be as simple as a bad feeling, dizziness, animals fleeing a locale, or rolling thunder. A neutral answer delivers nothing. A positive answer delivers subtle signs of their god’s reply, such as a symbol on a wall or in a cloud in the sky. The more obscure or complex the question, the less likely the prayer will work. Augury cannot predict the future or something that hasn’t happened yet.

### Call Weapon

Performance Time: 1 action

Duration: Instantaneous

Range: 20’

Save: None or Brawn to negate; see below.

This miracle calls the cleric’s primary weapon into hand. The weapon may have been dropped, taken, or merely placed down at an inopportune moment. When the prayer is finished, the cleric’s primary weapon returns to hand as long as it is within 20’. The weapon must have a clear path, and if it is out of the cleric’s line of sight or blocked by a wall or similar object, the miracle does not work. If the weapon is in the possession of another, a Brawn check is allowed to prevent the weapon’s return. This effect is instantaneous.

### Conceal Intent

Performance Time: 1 round

Duration: 4 hours

Range: Touch

Save: If target is unwilling, Willpower save negates.

This miracle makes the target’s ethos and any lies they may tell undetectable for 4 hours. Affects 1 target touched. This miracle negates an existing Reveal Intent effect.

### Confound

Performance Time: 1 action

Duration: 2 rounds

Range: 30’

Save: Reason save negates.

One target within 30’ is confounded for 2 rounds. Those so affected cannot think straight, perform miracles, or cast spells. The target may still attack, but they suffer a -2 penalty to hit.

### Heal Wounds

Performance Time: 1 action

Duration: Instantaneous

Range: Touch

Save: If target is unwilling, Willpower save negates.

This miracle works like Heal Minor except that it heals 1d8+6 points of damage. These dice may explode but not more than twice. Against undead this miracle deals 1d8+6 damage and may explode.

### Hedge Undead II

Performance Time: 1 action

Duration: 1 minute

Range: 30’

Save: Psyche save negates.

Similar to Hedge Undead, except the cleric can affect intelligent undead.

### Know Ethos/Nature

Performance Time: 1 action

Duration: 1 minute

Range: 30’

Save: Psyche save negates.

The cleric can look into the heart and soul of a given target and know their beliefs and have a general idea of crimes or good deeds they have committed. The miracle will not tell the cleric specifically who the target has killed, but the cleric will know that the target has killed and whether it was murder or self-defense. The same applies if the target has saved a life. This effect stays with the cleric for 1 minute. It takes 1 full round to discern information from a target.

### Reveal Intent

Performance Time: 1 action

Duration: 1 minute

Range: 30’

Save: Psyche save negates.

A target’s ethos becomes known to the cleric. Further, the cleric knows whether the target is lying. This miracle negates an existing Conceal Intent effect.

### Sense Magic

Performance Time: 1 action

Duration: 1 minute

Range: 30’

Save: None

The cleric is given the ability to sense magic. The cleric looks at a target within 30’ and concentrates for a full round. If the target is magical, a silver aura is revealed. This effect lasts for 1 minute.

### Sense Traps

Performance Time: 1 action

Duration: 1 minute

Range: 30’

Save: None

For 1 minute, the cleric can sense magical, mechanical, and deadfall traps.





# Miracles

## Shield of the Valkyries

Performance Time: 1 action

Duration: 5 rounds

Range: Self

Save: None

A shield of shimmering energy appears on the arm of the cleric, temporarily replacing any existing shields. This shield grants a +2 AC shield bonus and +2 bonus to Agility, without imposing any armor penalties. This miracle lasts for 5 rounds.

## LEVEL 4 MIRACLES

### Empower Warrior

Performance Time: 1 action

Duration: 5 rounds

Range: Touch

Save: If target is unwilling, Willpower save negates.

The target touched is granted a +2 bonus to attack and damage for 5 rounds.

### Extra Step

Performance Time: Instant

Duration: 1 round

Range: Self

Save: None

Take an extra move action without impediment on the round the miracle is performed.

### Paralyze

Performance Time: 1 action

Duration: 5 rounds

Range: 30'

Save: Brawn save negates.

A target within 30' must make a Brawn check or be paralyzed for 5 rounds.

### Quick Strike

Performance Time: Instant

Duration: 1 round

Range: Self

Save: None

While attacking, the cleric calls on the power of their god. The cleric's extra attack penalty is reduced by 4. Coupled with their god's Weapon of Choice, this will likely eliminate all penalties. The miracle is performed in an instant, so the cleric may attack immediately, but they cannot move before or after performing this miracle. The effect only lasts for 1 round regardless of a successful attack or not.

## Stunning Blow

Performance Time: Instant

Duration: 5 rounds or until discharged

Range: Touch

Save: Endurance save negates.

While attacking, the cleric calls on the power of their god. On a successful strike, all that power is delivered to the target. An Endurance check must be made or the target is stunned for 1 round. All normal damage applies to the strike. If the target saves, this miracle cannot be used on that target again for the rest of the battle.

Stunned characters cannot attack. However, they may still move and defend themselves. Stunned targets receive no Dexterity bonus, receive a -2 penalty to AC and checks, and cannot run or make a double move.

## Vague Allies

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: If target is unwilling, Willpower save negates.

The appearance of up to 5 allies (of the cleric's choice) within 30' becomes fuzzy and their exact location difficult to determine. The targets gain a 20% miss chance on any missile or thrown item for 1 minute. Spells, such as one with a bolt descriptor, are not affected.

## LEVEL 5 MIRACLES

### Battle Blessing

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: If target is unwilling, Willpower save negates.

This miracle affects all allies within a 30' radius for 1 minute. Targets may choose to move 1 recovery point to their hit points each round the effect lasts. Targets also gain a +2 bonus to attacks, damage, and checks.

### Blast Undead, Lesser

Performance Time: 1 action

Duration: Instantaneous

Range: 15' radius burst from cleric

Save: Psyche save for half damage.

A 15' radius of life energy that does 3d6 + level of cleric in damage to undead. It does not affect the living. Psyche save for half.



# Miracles

## Cleanse

Performance Time: 1 action  
Duration: Instantaneous  
Range: Touch  
Save: If target is unwilling, Willpower save negates.  
Removes poison, disease, and any effect that causes damage over time.

## Dismiss Evil

Performance Time: 1 action  
Duration: See below  
Range: Touch  
Save: Opposed Willpower or Psyche save negates.  
Removes curses on a successful opposed Willpower check against the target that bestowed the curse. Also casts out minor demons and devils. These creatures receive a Psyche save to resist the effect.

## Exchange Recovery

Performance Time: 1 action  
Duration: Instantaneous  
Range: Touch  
Save: If target is unwilling, Willpower save negates.  
The cleric can transfer their recovery points, up to one per level of the cleric. The target receives 2 recovery points for each recovery point the cleric gives up. The cleric cannot grant more recovery points than the target's normal total. This miracle can only be used on a target no more than once every 24 hours.

## Fear of God

Performance Time: 1 action  
Duration: 5 rounds  
Range: Touch, cleric's weapon  
Save: Willpower save negates.  
The cleric imbues their melee weapon with the fear of their god. Targets hit with this weapon must make a Willpower check or flee in terror. Those who save cannot be affected by this miracle for the rest of the encounter. Affected targets flee for 5 rounds, but receive another save each round. The effect lasts for 5 rounds on the weapon.

## Heal Wounds, Major

Performance Time: 1 action  
Duration: Permanent  
Range: Touch  
Save: If target is unwilling, Willpower save negates.  
This miracle works like Heal Minor except that it heals 1d10+8 points of damage. These dice may explode but not more than twice. Against undead this miracle deals 1d10+8 damage and may explode.

## Profane Disfavor

Performance Time: 1 action  
Duration: 5 rounds  
Range: 30'  
Save: Psyche save negates.  
A target within 30' suffers the disfavor of the cleric's god on a failed Psyche check. The target must make 2 rolls on all defensive checks and take the worse of the 2 rolls. This effect lasts for 5 rounds.

## Repudiate Miracle

Performance Time: 1 action  
Duration: Instantaneous  
Range: 60'  
Save: Opposed Willpower check negates.  
The cleric may cause the effect of another cleric's miracle to end. This is a Willpower vs. Willpower opposed check. A tie goes to the defending cleric.

## Rigor Mortis

Performance Time: 1 action  
Duration: 5 rounds  
Range: 15' radius around the cleric  
Save: Brawn save negates.  
The miracle affects all flesh-bearing undead. All targets in a 15' radius must make a Brawn check or be paralyzed for 5 rounds. Target receives a Brawn check each round they are paralyzed. A successful save releases the target.

## Ward Off Evil Greater

Performance Time: 1 action  
Duration: 1 minute  
Range: 20' radius around the cleric  
Save: If target is unwilling, Willpower save negates.  
This miracle functions in all ways like Ward Off Evil except the cleric can choose to affect up to 5 targets within 20'. This effect lasts for up to 10 rounds. During that time, if the cleric has selected 4 or less allies to protect, they may add other allies to the miracle's effect, up to the maximum 5 allies.

## LEVEL 6 MIRACLES

### Aura of Grievous Wounds

Performance Time: 1 action  
Duration: 1 minute  
Range: 30' radius around the cleric  
Save: None  
The cleric projects an aura of battle in a 30' radius. All enemies attacked by the cleric or the cleric's allies suffer an additional 1d6 points





# Miracles

of damage when struck by melee weapons. This 1d6 does not explode.

## Jotun Touched

Performance Time: 1 action

Duration: 1 minute

Range: Touch

Save: If target is unwilling, Willpower save negates.

The Strength of the target is increased to 20 for 1 minute.

## Miraculous Safeguard

Performance Time: 1 action

Duration: 5 rounds

Range: Touch

Save: If target is unwilling, Willpower save negates.

Target touched is allowed 2 rolls on all defensive checks and may take the better of the 2 rolls. This effect lasts for 5 rounds.

## Negate Magic

Performance Time: 1 action

Duration: Permanent

Range: 30'

Save: Opposed Willpower vs. Reason check negates.

The cleric can target a temporary magical effect within 30' and remove it. This effect works just like the mage's Disrupt Magic ability, except that the cleric makes a Willpower check against the mage's Reason check.

## Sanctify Refuge

Performance Time: 10 minutes

Duration: 4 hours

Range: 30' radius around the cleric

Save: Willpower save negates; see below.

Creates an area within a radius of up to 30' that protects the cleric and their allies from detection. Sounds are muffled, smells are stifled, and lights are dimmed. This provides a +4 bonus to any measures taken to avoid detection.

Further, any creatures nearing the party's location will naturally shy away from the area. Willpower save negates.

Finally, while protected by its effects, the party rests twice as fast, with 4 hours being equal to 8 hours. This miracle takes 10 minutes to perform and must be maintained by the cleric. Each hour, the cleric must spend another divine point to keep the effects active. During this time, the cleric cannot rest and does not gain any of the resting benefits of this miracle.

## Diffuseness

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: If target is unwilling, Willpower save negates.

Similar to the miracle Vague, but the target gains a 50% miss chance on any missile or thrown items for 1 minute. Spells, such as one with a bolt descriptor, are not affected.

## LEVEL 7 MIRACLES

### Babble/Translate

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: Willpower save negates.

The cleric causes a target to speak incoherently. It is impossible to understand the target. Attempts at spells or miracles automatically fail, as coherent speech is necessary for their success.

### Blast Undead, Greater

Performance Time: 1 action

Duration: Instantaneous

Range: 30' radius burst from cleric

Save: Psyche save for half damage.

A 30' radius of life energy that does 6d6 + level of cleric in damage to undead. It does not affect the living.

### Destroy Undead

Performance Time: 1 action

Duration: Instantaneous

Range: 20'

Save: Willpower save negates.

Similar to Hedge Undead II except intelligent undead are destroyed. Additionally, intelligent undead receive a Willpower save to avoid destruction.

### Dismiss

Performance Time: 1 action

Duration: Instantaneous

Range: 30'

Save: Willpower save negates.

Force summoned creatures or extra-planar beings, spirits, and entities to return to their home plane.



# Miracles

## Divination

Performance Time: 1 minute

Duration: 1 question

Range: Self

Save: None

This miracle can be used once per 24 hours. It is a plea to the cleric's deity for information. The information can be specific or vague based on the phrasing of the question. It is up to the GM to decide how and if the question is answered. Sacrifices to the deity may be necessary. At the GM's discretion, there could be a base 50% chance of success adjusted by circumstances. The question must be asked at the end of the performance.

## Heal Wounds, Greater

Performance Time: 1 action

Duration: Instantaneous

Range: Touch

Save: If target is unwilling, Willpower save negates.

This miracle works like Heal Minor except that it heals 1d12+10 points of damage. These dice may explode but not more than twice. Against undead this miracle deals 1d12+10 damage and explodes.

## Restore

Performance Time: 1 action

Duration: Instantaneous

Range: Touch

Save: Opposed check; see below.

Restore to former health a creature who is under a permanent magical effect. Removes 1 temporary or permanent effect, such as attribute damage, blindness, deafness, insanity, paralysis, and petrification. The cleric may choose which effect to remove. An opposed roll needs to be made to successfully remove the effect. The cleric uses Willpower against the relevant attribute of the caster who placed the effect. If there is no caster, the GM should assign an appropriate DC.

## LEVEL 8 MIRACLES

### Diffuse Allies

Performance Time: 1 action

Duration: 1 minute

Range: 20' radius of the cleric

Save: If target is unwilling, Willpower save negates.

Similar to Vague Allies, except that up to 5 allies of the cleric's choice, within 20', gain a 75% miss chance on any missile or thrown item for 1 minute. Spells, such as one with a bolt descriptor, are not affected.

### Divine Vision

Performance Time: 1 action

Duration: 5 minutes

Range: Self

Save: None

The cleric gains divine sight. They can see in darkness with night vision out to 60'. They can see invisible objects or creatures in normal light (torch light or better), and they can see the auras of magical items, but cannot identify them.

### Divine Wall

Performance Time: 1 action

Duration: 1 minute

Range: 30'

Save: Willpower save negates.

The cleric creates a shimmering wall of divine energy 20' long, 10' high, and 5' wide. It may be laid out as the performer desires within the range. Miracles performed through a divine wall have a chance of failing. An opposed Willpower check is made when a cleric performs a miracle whose target is on the other side of the wall. A tie goes to the performer of the divine wall.

Creatures or objects that have standing miraculous effects upon them that pass through the wall make the same check. Failure means the effect is negates.

Planar creatures who pass through the wall may make a Willpower save or be sent to their home plane. Clerics who pass through the wall suffer 6d6 damage. A Willpower save halves this damage. The wall's creator and ally clerics of the same faith as the creator are immune to this damage.

### Retribution

Performance Time: 1 action

Duration: 1 minute

Range: 20'

Save: Psyche save negates.

This miracle is placed on a single target. Any creature that strikes the target finds that they suffer the same damage and damage type as that delivered to the target. The attacker receives a Psyche save to halve the retribution damage.

### Wards of Barring

Performance Time: 10 minutes

Duration: 1 day

Range: 20' x 20' area

Save: Willpower save negates.

Wards take time to create. Placed around the area to be warded, they are composed of written pictographs imbued with power. Any suitable writing material, such as chalk or charcoal, may be used as long as it remains on the surface written on. When completed, this miracle forbids passage to an area to a specific class, race, monster, ethos, or nature. Clerics choose at time of performance. A Willpower save must be made to pass the boundary of the wards. Those that fail cannot pass and take 3d6 plus the cleric's level in damage. Those who save take half damage and may pass.





# Miracles

## LEVEL 9 MIRACLES

### Blessed Sight

Performance Time: 1 action

Duration: 5 minutes

Range: Self

Save: None

The cleric gains the ability to see all things hidden or invisible within 60' in black and white. The cleric can also see in total darkness.

### Empower Faithful

Performance Time: 1 action

Duration: 1 minute

Range: 30' radius burst from cleric

Save: If target is unwilling, Willpower save negates.

Those of similar faith as the cleric (worshipping the same god) within a 30' radius receive +2 bonus to all saves and +2 to AC. This effect lasts for 1 minute.

### Glyphs

Performance Time: 10 minutes per 10 linear feet drawn

Duration: 1 day

Range: See below

Save: Endurance save negates.

Glyphs deliver damage to those who cross their boundaries without permission. Damage is always 6d6. However, the damage type can be selected when performing: fire, cold, electricity, acid, or slashing blades. It takes 10 minutes for each 10 linear feet to be drawn. For every additional 2 divine points used, the area can be increased another 10 linear feet.

### Undead Bane

Performance Time: 1 action

Duration: 1 minute

Range: Touch

Save: None

Some undead can only be affected by specific materials. By placing this miracle on a weapon, the wielder may attack any undead as if attacking with the material they are vulnerable to. The weapon's damage dice are also doubled.

## LEVEL 10 MIRACLES

### Heal, Total

Performance Time: 1 round

Duration: Instantaneous

Range: Touch

Save: If target is unwilling, Willpower save negates.

The target is healed of all hit point and recovery point damage except 1d3 hit points. This miracle does not regenerate limbs or bring the dead back to life. It does not work on undead.

### Reaver

Performance Time: 1 round

Duration: 1 minute

Range: Self

Save: None

The cleric becomes a single-minded, fighting machine. Penalties for taking extra attacks are completely negated. When the cleric successfully strikes a target, the cleric will never do less than 20 points of damage. The effect can be ended at will. While under the effect, the cleric cannot use other miracles.

### Symbol

Performance Time: 1 minute

Duration: 20 minutes

Range: Touch

Save: None

Symbols are written or drawn blessings that the cleric can place on weapons, armor, items, or people. Symbols grant one of the following: +4 to 1 attribute, +4 AC, +4 to attack, +4 damage, the ability to transfer up to 5 recovery points to hit points every round till the miracle is used up, or a free second save (if a save fails, the symbol's power can grant a second save). Symbols take 1 minute to prepare and last for 20 minutes or until expended.

### Zone of Magic Disruption

Performance Time: 1 round

Duration: 1 minute

Range: 30'

Save: Willpower save negates.

With a full-round action, the cleric can destabilize magic in a 60' radius. This radius is centered on a fixed point selected by the cleric within range. Casters of spells and spell-like abilities within the zone must succeed a Reason check DC 10 + the cleric's Willpower score, or the spell fails. Wielders of charged magic items, potions, or scrolls must make a similar check when activating those items, as must creatures with spell-like abilities. Permanent effects, such as magic weapons or armor, are not affected.









JUSTIN DiMEGLIO

## 9. Combat

Next to role playing, combat is, for most players, the most fun in the game. Alright, for some players it's the only fun, and that's OK. From a mechanic perspective, the goal is to have combat be as fluid and simple as possible. GMs and players should know what they're going to do when it is their turn. To accomplish this, it will be necessary to become very familiar with the rules. Remember too that the rules are guidelines. GMs should let people try new things as long as the new thing is reasonable. Have fun with the rules; make up your own.

The execution of combat should never be the same encounter to encounter. Too much combat can get old fast, so GMs should be sure to challenge players in other ways as well. A good mystery mixed in with intense role playing always breaks up the monotony. Events are more exciting when the players are invested in the circumstances and care about the NPCs.

### HIT POINTS AND HEALTH

Hit points are the measure of damage or lack thereof your character has sustained. If characters have most or all of their hit points, they are in good health. If they have 1 hit point, they are close to falling unconscious. At 0 hit points, characters fall unconscious and could be dying.

**Starting Hit Points:** At 1st level, a character's starting hit points equal  $(\text{Strength} + \text{Toughness}) / 2 + \text{race bonus} + \text{class bonus}$ .

**Recovery Points:** Characters have a number of recovery points equal to their Toughness. Recovery points are used to replenish the character's hit points quickly. Whenever the character suffers damage, they may replace lost hit points with recovery points at a cost of 1 for 1 at a rate of 2 hit points per minute. When the character is out of recovery points, no more hit points can be restored. Recovery points are replenished through rest or magic. Magic restores recovery points the same way as hit points. When magic is used for healing purposes, it always restores hit points first (as long as the character has at least 1 hit point), then recovery points.

A good night's rest restores all recovery points provided the character has at least 1 hit point. If the character's hit points are at 0, all recovery points must be healed before any hit points can be restored. While hit points are at 0, recovery points will only return at a rate of 1 per day until the character has at least 1 hit point.

**Healing:** As noted under Recovery Points, characters may, while not in combat, use recovery points to heal themselves quickly. However, recovery points are a limited resource, and one may not want to use them if they have other options. Healing can also be accomplished through the Heal skill and miracles.

**Heal Skill:** Characters with the Heal skill may attempt to heal and stabilize a character with a Heal check. See the Heal skill for details. The check takes 1 full round. Multiple characters with the Heal skill may attempt the check, but one attempt can be made per character and only one at a time.

**Healing Miracles:** When applied successfully, divine healing automatically stabilizes a character.

**Unconsciousness:** When a character has 0 hit points, they fall unconscious.

**Regaining Consciousness:** Characters that have 0 hit points must restore all their recovery points before they can regain consciousness. This can be done through normal healing at a rate of 1 recovery point a

day until the character has 1 hit point. Magic healing is much quicker.

**Dying:** When a character or creature is damaged and their hit points drop to 0, they are dying and must stabilize. If a target does not have enough hit points to cover the damage taken, the excess damage goes to recovery points. Example: If a target has 6 hit points and 9 recovery points and takes 8 points of damage, 6 points of damage go to hit points with the remaining 2 going to recovery points. This leaves the target with 0 hit points and 7 recovery points, and the character will die unless they stabilize. If a target loses all their hit points and recovery points, they must make a death roll or die.

**Stabilizing:** The body is a powerful thing and sometimes a character can stabilize on their own while unconscious. For this to happen a character must make a stabilize roll each round after being reduced to 0 hit points. To stabilize the character must make a successful DC 20 Endurance check. If successful the character stops bleeding out and is stable. Each round the roll fails the character loses another recovery point. When the character is at 0 recovery points, the character must make a death roll or die.

*Note:* A character can be stabilized with a successful Heal skill check or a healing miracle.

**Death:** When both hit points and recovery points reach 0, the body is spent and is about to die. A successful death roll must be made or death results. But this is not always the end. If someone acts quickly, it is possible to resuscitate the dead.

**Death Roll:** Each round the character's hit points and recovery points are at 0, a death roll is required. A simple Endurance check, DC 15, must be made or death occurs. If the character makes their save, another check must be made each round at a cumulative -1 penalty. If the character gains at least 1 recovery point or hit point through the Heal skill or a miracle, the death roll is no longer required.

*Note:* If the character has no recovery points, they cannot stabilize. If the character ever fails this roll, the character dies.

**Resuscitation:** Once a character dies, divine power can still save them. Any healing miracle applied within 1 full round of death saves the character. A successful Heal check, applied within 1 round, can also work. (See Resuscitate under the Heal skill for details.) In either case, a system shock is required before the character is revived. The system shock check is a simple Endurance check, DC 15. Success means the character was successfully resuscitated with the number of hit points provided by the heal. Failure means the character is dead. Resuscitation may not be attempted more than once.

### COMBAT

Any action that attempts to strike, harm, or affect an unwilling target is considered combat. This includes targeting with spells, as well as with social and political attacks.

**Attack Rolls:** To hit a target, roll a d20 and add all appropriate bonuses. If the total is equal to or above the target's AC, a hit is scored and the attacker rolls damage against the target. Bonuses to attack a target include some or most of the following: Class base attack bonus, Strength bonus, Dexterity bonus, Weapon Specialization bonus, Weapon Focus bonus, Magical bonus, Charge bonus, Surprise bonus, and more at the GM's discretion.





# Combat Maneuvers and Missile Combat

**Round:** A round is equal to 6 seconds. There are only so many things that can be done or executed in a round. See Combat Maneuvers for more details.

**1 Minute:** A minute is equal to 10 rounds.

## COMBAT MANEUVERS

### EXTRA ATTACKS

There are a many types of extra attacks, and they often involve two-weapon fighting, an extra swing with a melee weapon, extra hits when using two thrown weapons, or an extra shots with a missile weapon. Each comes with a penalty of sorts. An extra attack must be declared at the beginning of the round, and the penalty applies to all attacks. Only 1 extra attack may be taken per round no matter how many weapons a character is wielding. Any character of any level can take an extra attack. Taking an extra attack ends any movement in the round.

A character taking an extra attack suffers a penalty to all attacks that round equal to the speed of the weapons used for the attack. Several abilities and various effects can reduce this penalty, but it never drops below 0. (The reduction of a penalty does not result in a bonus.) If a character has more than 1 ability or effect that reduces the extra attack penalty, they do not stack. Only the largest of these takes effect.

**Two-Weapon Fighting:** The character elects to fight with a weapon in each hand. The penalty for the primary hand is equal to the speed of the weapon in the primary hand. In the secondary hand, the penalty is equal to the weapon speed of the secondary weapon. A character may choose to attack 1 target with both weapons, or 2 different targets, 1 with each weapon.

**Extra Swing with Melee or an Extra Thrown Weapon:** Penalties are equal to the speed of the weapon. This penalty is applied to both attacks. The penalty is added in after all other modifiers have been tallied. The same target must be the subject of both attacks.

**Extra Shot with a Missile Weapon:** Like melee weapons, the penalty for missile weapons is equal to the speed of the weapon. Bows have two weapon speeds listed. A speed of 1 assumes an arrow is knocked before combat starts and only applies to the first shots of combat. If an arrow is not knocked, then the penalty is the bow's second, higher, weapon speed. It is not possible for a character to knock an arrow at the beginning of every round. An action in the previous round must be used to knock the arrow to gain the benefit. Thus a character might take one shot then knock an arrow that round, but not take a second attack. Then on the next round, the character could take an extra shot with both shots having a penalty of 1.

**Follow Through:** Any character with a base attack of +5 or better may, if they have dropped a target they just hit, take a free attack on any adjacent target within reach. There are no additional penalties for this attack; the bonus for the last attack is used, less any modifiers that may have expired. Only 1 follow-through attack in a round may be taken.

**Hold Attack:** Characters don't have to act on their initiative. They can choose to hold their action till later in the round. A held action that is not taken by the end of the round is lost.

**Multiple Attacks:** Not to be confused with extra attacks, multiple attacks are bonus attacks granted to fighters and other warrior-type classes and suffer no penalties for their use. When a fighter or other

warrior class has a base attack of +10, they receive an additional attack at no penalty. These bonus attacks may be stacked with an extra attack. However, the penalty for the extra attack applies with all attacks.

**Free Attacks:** A free attack is the result of tactical advantage or misfortune during combat. Many actions may grant you, or subject you to, a free attack.

- Using a missile weapon next to or in reach of an attacker
- Casting a spell next to or in reach of an attacker (touch attack spells do not grant free attacks)
- Moving away from an attacker who is next to or in reach of the one moving
- Fumbling an attack
- Standing up from a prone position
- Initiating a grapple
- Grabbing an item from an unwilling target
- Passing through an attacker's personal space, usually within 3' (more for larger creatures)

*Note:* Anyone engaged in melee who moves away from a target also grants their opponent a free attack, unless, they withdraw.

## MISSILE COMBAT

**Missile Attacks:** Any weapon fired or launched is classified as a missile weapon, including axes, bows, crossbows, and slings.

**Firing into Melee:** When firing into melee, there is always a chance of hitting an ally. Characters firing on enemies must consider two factors: Is there a clear line of sight and are allies engaged with the target? If there are any allies or even enemies in the line of sight, they could be hit by the missile meant for another target. Allies engaged in melee combat with a target could also be hit by accident, even if the target is shot from behind, if only because the target could move at the last moment, exposing your ally.

**Thrown Weapons:** Thrown weapons do not use a launcher of any type, but use the same rules as missile weapons for firing into melee. The various thrown weapons are listed in the table in Chapter 6.

**Line of Sight:** If enemies or allies occupy the space between an attacker and their intended target, the attacker receives penalties to the attack. Bodies between the attacker and the target provide cover. If the target is larger than the obstructing persons, however, it is assumed the shot is fired overhead and no cover is provided. Apply the appropriate cover bonus to the target's AC.

Bodies	Cover	Penalty
1	Partial	-2
2	Half	-5
3	90%	-8
4	Total	Can't target

If the attack misses, roll a die to select one of the allies or enemies that are engaged with the target or in the line of fire; then roll to hit that target. If a hit is scored, then the accidental target takes normal damage.





# Combat Optional Rules

**Aim:** A character may elect not to move on their round to focus only on aiming at their target. They may then take a single attack with a +2 bonus to the attack.

## COUP DE GRACE

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a missile weapon, provided you are adjacent to the target.

When delivering a coup de grace, you automatically hit and score a critical hit. If the defender survives the damage, they must make an Endurance save (DC 10 + damage). If they fail the check, they are dying and must make a death roll. A rapsallion adds the effects of their Cunning Strike when delivering a coup de grace.

Delivering a coup de grace grants a free attack to adjacent opponents. If the opponent is struck, the coup de grace is not halted, unless the one delivering it is incapacitated by the free attack.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature that cannot be seen, for reasons such as blindness or invisibility, but doing this requires 2 consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

## CALLED SHOT (OPTIONAL RULE)

Called shots are difficult. The defender will use all their Agility and armor to avoid them. That is, they will use their shield, turn their armor into the shot to absorb the blow, or just jump out of the way. The penalty for not hitting a specific location on a target is equal to the weapon speed of the weapon in hand plus the target location penalty. Roll the attack normally and then add the appropriate penalty. If a 20 is needed for success on a called shot, it may not be attempted.

### Target Location Penalty

Torso: -4

Head: -6

Arm or Leg: -5

Hand or Foot: -8

Eye, Nose, Ear, or Finger: -9

**Effects of a Successful Called Shot:** Called shots are automatically critical hits and do damage as such. They also have the following effects—based on the target location—which last for 1d4 minutes. The target receives an Endurance save DC 10 + damage to avoid the effect.

- **Torso:** -5 move penalty to movement and -2 to AC, saves, checks, and attacks
- **Head:** Stunned for 1d4 rounds, and -3 to AC, saves, checks, and attacks
- **Arm:** -2 to AC; if sword arm, -4 to attack as well
- **Leg:** -10' move penalty, no Dexterity bonus, and -2 to all Agility checks
- **Hand:** -5 to attack, and chance to drop item in hand; Endurance save DC 10 + damage sustained to negate the drop

- **Foot:** -15' move, -4 to Agility checks, and -4 AC
- **Eye:** Stunned for 1d4 rounds and loss of sight in eye, -2 AC, and -2 to attack
- **Nose:** Stunned for 1d4 rounds, blinded for 1d6 rounds; -4 AC, saves, checks, and attacks while blinded, and -2 when sight returns
- **Ear:** Deafened for 1d6 rounds, stunned for 1d6 rounds; -4 to AC, saves, checks, and attacks while deaf, -2 when hearing returns
- **Finger:** If the finger is holding anything, the item is dropped. If weapon hand, -2 to attack. There is a chance handheld items are dropped as well. Make an Endurance save DC 10 + damage sustained to avoid.

## MASSIVE DAMAGE TO BODY PART

If a body part sustains enough damage, it can be rendered useless or even severed or destroyed.

- **Torso:** If damage equals 70% of overall HP, the target is rendered immobile and cannot move or fight. At 90% a massive damage roll is required or death occurs.
- **Head:** If damage equals 50% of overall HP, the target is rendered unconscious. They cannot move or fight. At 70% a massive damage roll is required. If roll is failed, the head is smashed or severed.
- **Arm or Leg:** If damage equals 60% of overall HP, target limb is rendered useless. If leg, they cannot walk. If sword arm, they cannot fight. At 80% the limb is lost, severed, or torn off. A massive damage roll is required or death occurs.
- **Hand or Foot:** If damage equals 30% of overall HP, target limb is rendered useless. If foot, they cannot walk. If sword hand, they cannot fight. At 40% the limb is lost, severed, or torn off. A massive damage roll is required or unconsciousness occurs.
- **Eye, Nose, Ear, or Finger:** If damage equals 5% of overall HP, target organ function is rendered useless, resulting in blindness, inability to smell, deafness, etc. At 10% the organ is lost, severed, smashed, torn off, or otherwise destroyed and the effects of the called shot become permanent.

**Charge:** Charging an opponent in combat grants the attacker +2 to hit and +2 to damage, but the attacker receives a -2 to AC for an entire round. The charging character may move up to twice their movement rate during the charge. All movement ends at the end of a charge attack. The charge needs at least 15' to execute or no bonuses apply. Only 1 attack is allowed with a charge.

**Defensive Stance, Full:** Full defensive stance is a combat option that grants a bonus to the defender's AC in place of all other combat options. The defender can take no other actions, not even move. The defender can add their Dexterity bonus +1 to their AC a second time in the form of a parry.

**Defensive Stance, Partial:** This is also a form of parry, but it allows the character to make a normal move, but not, run, charge, or sprint. For sacrificing their attacks, the defender may add half their Dexterity bonus to their AC, a second time, minimum of 1.



# Combat and Movement

**Disarm:** A disarm attack requires a normal attack roll. If a hit is scored, an opposed Brawn check occurs. If the defender loses, then the defender is disarmed. In the case of the defender wielding multiple weapons, the attacker decides which weapon is disarmed.

**Grapple:** To grapple a target, the character must declare a grapple. If the target is armed, the target is granted a free attack before the grapple attempt. If the attack is successful, the grapple ends unsuccessfully without a roll. If the attack misses, the grapple attempt continues. The character must roll a touch attack on the target. If successful, an opposed Grapple check is made. The higher roll wins, with a tie going to the defender. If the defender wins, the grapple ends. If the character wins, the target is successfully grappled. The grappled state is a situation where the character and target are both knocked to the ground and wrestling for advantage. The grappled state continues until the defender successfully resists or the attacker ends it.

While grappled, only light weapons and natural weapons can be used to attack. The defender is always at -2 to hit. To escape the grapple, the defender must make a successful Grapple check. Defenders can choose to roll an Escape Artist check instead of a Grapple check when defending against Grapple checks. It is not possible to initiate or maintain a grapple with an Escape Artist check, but the Escape Artist skill can be used to break a grapple or pin.

Miracles may be performed and spells may be cast, but these grant a free attack to the opponent. Whether the opponent hits or not with this attack, a Concentration check must be made to successfully cast the spell or perform the miracle. The base DC for this check is 15. If damage is sustained, the DC increases by 1 for each point of damage. If the Concentration check fails, the miracle or spell also fails, and the spell or divine points are lost.

- **Reversal:** Instead of ending the grapple, the defender may reverse the grapple and take control, effectively becoming the grappler.
- **Pin:** The grappler, the one in control of the grapple, can attempt to pin the defender after the first successful Grapple check by making another successful Grapple check. Pinned characters are immobile and cannot attack. They may only attempt to break the pin, which, even if successful, still leaves them grappled. Pinned characters are very vulnerable. A second attacker could take advantage of the pinned character by automatically hitting them and inflicting critical hit damage.
- **Pinner Vulnerability:** The pinner is also vulnerable to external attack. They can automatically be hit by an attacker unless they end both the pin and grapple. This attack is not automatically a critical hit.

**Withdraw:** Withdrawing grants no bonus to AC but does allow the defender to retreat without granting their attacker a free attack. During a withdraw action, the defender can only move normally. Running, sprinting, and charging are not allowed.

**Rush (Knockback):** A rush is an action that forces a target to move backward, either by the force of another's attack or because the target is being physically pushed backward. At least 10' of movement is needed to rush a target, and the character provokes a free attack when executing a rush. If the free attack is missed, a touch attack is executed by the character rushing. A successful opposed Brawn check is rolled,

with a tie going to the defender. If the attacker wins, the target is forced backward 5'.

**Set for Charge:** A defender who believes they may be the target of a charge or trample can set for charge with a polearm. The action must be taken before the attacker's turn in combat. Holding an action will suffice for this maneuver, catching the attacker by surprise when set for charge. The defender loses all Dexterity base and active AC bonus, as they are not trying to avoid the attack fully. They do retain all armor, shield, and enchantment miracle bonuses to AC. For their trouble, the defender set for charge attacks before the attacker does, and receives a +4 bonus to attack, but can only attack once. If a hit is scored, it is considered a critical hit. If the charging attacker is killed, their attack never happens.

**Taking Cover:** Taking cover is part of a normal move action; see Line of Sight for more details. Simply move behind an object at the end of a move. Attacks are still possible before and after this type of move. However, free attacks still occur, even if the character moves away from an enemy.

**Taking Cover Behind a Shield:** Shields have 2 armor-class values: the first is for melee combatants, and the second is for ranged attacks, area-effect spells, and attacks like breath weapons. This action takes the place of movement in a round.

## MOVEMENT

**Move:** A normal move is 25'. A normal move can be made before, during, or after an attack. However, if a character attacks a target then moves away, the character provokes a free attack. [If the target has not yet attacked, that target may open up with all attacks available in addition to the free attack.]

If a character chooses to take two moves, no attack, actions, or spell casting can be performed in that round.

**Climb:** Characters may climb at 1/3 their move speed rounded up.

**Run:** Characters run three times their movement. This action takes a full round, and no other actions can be taken in the round. The character must run in a straight line.

**Jump:** Characters can make a running jump, a broad jump, or a jump while standing still.

- **Long Jump** – This is a jump for distance, not height, and requires at least 10' of a running state. It could be used to cross a pit. If successful, the jumper lands prone. The average is about 18' with the longest recorder around 30'.
- **Broad Jump** – The average is 7'3" and longest recorded is just over 11'. The maximum distance a character can jump while standing still is 7' plus 4" for every point of Strength over 9, and minus 6" for every point below 9. Further, the distance increases to a bonus of 6" for every point of Strength over 18, and 12" for every point of Strength over 20.
- **Vertical Jump or Jumping Up from a Standstill** – This jump implies that the jumper is reaching up over their head and trying to get hold of something by jumping up. Add the height of the character plus arm length to calculate total reach. The average reach is about 18", with those of exceptional height easily reaching about 17" every time.





# Vision and Conditions

- **Over Jump** – This implies leaping over an object and landing on your feet, from a standstill or run. The average character can jump about half their height and a distance of 4 feet.
  - **Tuck and Roll:** Characters who can tuck and roll may, on a successful Acrobatics check, move past enemies or through enemy-occupied space without suffering a free attack. The tuck and roll can be used in place of an attack and can be used with a normal move, but it never exceeds the distance of a normal move.
  - **Somersault:** Rapsallions can perform a more advanced version of tuck and roll, the somersault. They can somersault as part of a normal move and still take all their attacks.

## VISION

There are many types of vision. All have their advantages and weaknesses. It is important to understand them to properly adjudicate combat. All character races have both normal vision and a form of night vision.

**Normal Vision:** This is just like the everyday eyesight we experience in the real world. It is rich, full of color, and has considerable range. As long as there is light, the eye can technically see into infinity. For the average eye, fine detail can be seen out to 20' or so. A person's face can be recognized out to 150' if unobstructed, though this is not always easy.

**Night Vision:** The amount of illumination can greatly extend or impede a character's night vision. The GM will have to modify circumstance appropriately. For ease of game play, assume the following under starlight conditions with a clear sky: Each race or creature can see a different distance with night vision. Within the range of the night vision, moderate detail can be seen and friends or foes identified. Effective vision, with which objects and creatures can be seen, is twice the normal range, but friends or foes cannot be readily identified. Night vision is always achromatic (black and white), and it is not possible to read while using night vision.

A sudden light source within 15' can make night vision useless for 2 rounds, effectively blinding a character who was using night vision.

Melee combat while using night vision gets -2 on attacks. Ranged attacks are -2 within the range of the night vision and -4 out to double that range. Targets beyond that cannot be seen.

**Superior Night Vision:** Superior night vision acts just like night vision but with two distinctions. The effective range of sight is usually further than that of normal night vision and it is in color. Colors are subdued and include all the colors of the spectrum except red.

**Dark Vision:** Creatures who have dark vision almost always use it as their primary form of vision and are dependent on it at least 90% of the time, with normal vision being secondary. Dark vision is achromatic (black and white). Unless a special illuminated script is used, it is not possible to read in the dark. Creatures with dark vision have no penalties to combat when fighting in the dark. Dark vision has the range and acuity of normal vision.

Light is the greatest weakness to those with dark vision. If illumination brighter than that cast by luminescent lichen suddenly appears, such as torchlight, lamplight, or light made by a spell, those using dark vision at the time are struck blind for 1 full round with no save.

As their eyes adjust to the light, they suffer a -2 on all attacks, saves, and armor class for an additional 10 rounds. After that they attack normally.

**Thermal Vision:** Rare creatures will be able to see in the infrared spectrum and actually determine the temperature of objects and the heat they generate. These creatures do not see the world like the rest of us and, while using thermal vision, are not capable of deciphering the color of objects as they pertain to normal vision or seeing the written word. What they do see are outlines and colors that symbolize temperature ranges, with blacks and blues being cold, and orange, reds, and whites being hot. While invisibility will hide within the infrared spectrum as well as in normal light, there is one flaw with invisibility. A warm-blooded, invisible creature still leaves thermal foot prints on the ground and so can be tracked with thermal vision. This is, of course, also true for visible creatures, who can be tracked very easily with thermal vision. It is nearly impossible to hide from a creature with thermal vision unless one has thermal vision themselves. Even then, special equipment or magic will be needed to hide one's body heat.

**Life Vision:** Used almost exclusively by undead, life vision is a supernatural and surreal world of bizarre images. Structures, objects, and creatures are outlined in grey lines; the living are painted varying colors of blue; the dead are black; and undead are multiple shades of red, while the rest of the world appears brownish and grey. Levels of illumination do not affect life vision. Otherwise, its distance and acuity are the same as normal vision.

## VISUAL CONDITIONS

Characters will encounter varying levels of light and visual impairments. To survive, they will have to navigate them all.

**Bright:** All creatures with normal vision can see without restriction. Night vision and dark vision do not work.

**Twilight/Dusk:** Night vision, superior night vision, and dark vision do not work. Normal vision is hampered, with attacks receiving a -1 penalty.

**Starlight:** Normal vision does not work. Night vision, superior night vision, and dark vision work normally.

**Gloom:** A condition where very little light exists, such as during an overcast night. Normal vision does not work. Superior night and night vision still work, but at half range and double penalties. Dark vision works normally.

**Darkness:** Normal vision, night vision, and superior night vision do not work. Dark vision works normally.

**Blindness:** If a creature cannot see, they are effectively blind. See Blindness under Combat Conditions for details.

**Invisibility:** The magical effect of invisibility works against all forms of vision except life vision. It is somewhat ineffective against thermal vision.

## COMBAT CONDITIONS

**Blindness:** Blind creatures or characters, especially those struck blind during combat, find themselves at a disadvantage. Unless one has spent years adapting to their blind state, they are instantly disoriented.





## Mounted Combat

They don't know which direction they are facing or where everyone else is in relation to them. Movement is slowed to 1/4. If faster movement is attempted, an Agility check DC 15 +1 for each additional 5' moved applies. Failure results in a tumble to the ground or collision with an object or creature.

**Dazed:** Dazed creatures or characters are a little disorientated, but not unable to act. They can still attack, defend, and move, though with a -1 penalty to all these actions. Some spells can impose much higher penalties on those with this condition.

**Deafness:** If a character or creature is struck deaf during combat, they suffer vertigo and disorientation. Deaf characters can't hear others or environmental sounds of any kind. They have difficulty communicating with others as well. Spell casters speak to invoke spells and thus have a 10% chance of spell failure. They can still attack, defend, and move, though with a -1 penalty to all these actions. Some spells can impose much higher penalties on those with this condition.

**Invisible:** Invisible creatures and characters have a huge advantage. If not moving or attacking, they are virtually undetectable except through magic or miracle. Magic renders targets invisible via a magical web. This web is somewhat delicate and is sensitive to physical exertion. Invisible creatures or characters that attack, cast a spell, or are struck successfully in combat (physically or with a spell) suffer a flicker effect. The flicker effect occurs when the spell matrix is warped or distorted by physical stress, causing the target protected by invisibility to flicker in and out of view for about a second. This flickering gives away the location of the invisible creature. If the invisible target has been detected in this way, they still receive a +4 bonus to AC.

If the invisible creature is moving, there is a possibility of being heard. An opposed Perception check against the invisible creature's Sneak, with a +20 bonus, can be made to detect the invisible creature's location.

Invisible targets cannot be attacked unless their general location is known. If the target flickers, this is enough for an opponent to act on. They may make an attack in the same round that the flicker occurs, but the creature still has the +4 AC bonus. A melee attack can be made only if the attacker does not have to move to do so. Otherwise, the target is considered to have moved. Once the invisible creature is detected, spells using an area of zone, cone, burst, cloud, or manifestation can be used against them. Directed spells, such as those using the bolt or ray area, automatically fail against invisible targets. A spell using touch may be attempted against an invisible creature, but the required touch attack suffers the same penalties as any other attack.

**Optional Rule:** If detected and successfully hit, invisible targets can avoid attacks by succeeding an Agility check opposed by the attacker's attack roll. The invisible target receives a +4 bonus on this roll.

**Sleeping:** A sleeping character or creature is a vulnerable one. Waking a sleeping character or creature is an easy task, a loud noise or a shake of the arm will do. A sleeping character can still make a Perception check to detect someone near them. Make an opposed Perception roll against Sneak. The sneaking creature receives a +10 to their roll, until they are within 10' of the sleeper. Within 10', the bonus drops to +5. Within 5', there is no bonus for the one sneaking. A creature that moves toward the sleeper without trying to be stealthy, as might happen in combat, gains no bonus. If the sleeping character does not wake, they may be attacked as if they were unconscious (see Unconscious below).

**Stunned:** Characters or creatures in the stunned state have trouble maintaining balance and seeing. They are disorientated, but not helpless. Stunned characters can defend themselves but not attack or cast spells. Stunned targets suffer a -2 penalty to AC and all saves and checks. Some spells can impose much higher penalties on those with this condition. Normal movement while stunned is possible but charging, running, jumping, and swimming are not. If stunned while climbing or flying, the target remains in their current position until the stun wears off. If a swimming creature is stunned, all Swim checks suffer a -4 penalty.

**Unconscious:** Unconscious targets are completely helpless and are susceptible to a coup de grace attack. Targets can obviously not attack or defend themselves.

### MOUNTED COMBAT

Mounted combat is one of the most advanced forms of melee. However, to gain the full benefits of mounted combat, both the character and the horse must be trained for combat. See Horsemanship under advanced proficiencies for more details, page 39.

#### HORSEMANSHIP COMBAT ACTIONS

**Move** – A mount's move does not cost its rider an action.

**Melee Attack** – A riders may take all their attacks while their mount is moving as long as the mount does not charge or trample.

**Charge** – At the end of a mount's charge, the character can only attack once. Some weapons, like a lance, horseman's flail, mace, and pick will do double dice damage. Otherwise, the character will just receive a +2 bonus to hit. Mounts need 20' to start a charge.

**Trample** – Only warhorses and select creatures can trample. This action is a full-round action for both the rider and horse. The distance a mount can move while trampling is equal to 1 move action. Targets can make a standard Agility save to avoid the attack. The DC is equal to 10 + half the rider's level + rider's Insight modifier. If the trample is avoided, the defender has moved away from the attack. Trample is exempt from a free attack unless the target is set for charge.

**Ride-by Attack** – Any time a mounted character attacks a target and moves past them, it is considered a ride-by attack. If the target holds their attack, they can attempt to disrupt a ride-by attack by setting a pole-arm or unhorsing the rider. If either action is successful the ride-by attack is ended. Some movement types, charge and run for example, cannot be stopped until the full move is completed. If the ride-by attacker is struck, the attack is so overwhelming, no chance to attack is available.

**Unhorse** – Characters become unhorsed when they are knocked off their mounts. This is far less of a problem if the character has the Horsemanship skill. If the character does not have the Horsemanship skill, each time they are struck, they must make a simple Horsemanship DC 10 (-2 if not a listed class skill) plus the damage taken to see whether they will become unhorsed. No check is needed if the character has the Horsemanship skill.

Some weapons are made to unhorse a rider. If the character is struck with one of these weapons, an opposed Brawn check is made. If the mounted character does not have the Horsemanship skill, it is a simple check.





# Magical Combat

Characters can be pulled from a horse by simply being grabbed and pulled down. This attack grants the defender a free attack. If the free attack is successful, it ends the pull attack. If the free attack is unsuccessful, then the attacker must hit the touch AC of the mounted defender. If successful, the defender makes an opposed Brawn check, or a simple check if they do not possess the Horsemanship skill. If the attacker rolls higher than the defender, the defender is pulled from the horse. Multiple attacks can join the pull attack, granting a +2 for each additional attacker toward the Brawn check.

## MAGICAL COMBAT

Spell casting is a fluid and creative process that characters execute on their initiative. Spell casters may take a move action both before and after their spell is cast. Spells cannot be cast while riding on a horse or wagon, or otherwise moving in uncertain ways.

**Casting a Spell:** Spells are weaved on the fly by the mage. Range, duration, and effect are all determined during casting. Spell points are expended during this process, and while a focus is not necessary, mages who use a focus spend 1 less point to cast a spell.

**Difficult Casting:** While the caster is affected by external distractions, casting can only be accomplished if the caster makes a successful Concentration check. The base DC for this is 15 plus a modifier determined by the GM based on the current distraction. Examples of distractions that would require a Concentration check are: riding on the back of a horse or in a fast moving wagon, a wind storm, a sea-tossed ship, or being struck in combat.

**Interrupting a Spell:** If the caster is hit and takes damage while casting a spell, the spell can be disrupted and the caster must make a Concentration check or lose the spell. To maintain a spell after taking damage, a standard Concentration check DC 15 + 1 for each point of damage received must be made.

- Casting a spell while within reach of an enemy grants the enemy a free attack against the spell caster. If the attack is successful, the spell may be interrupted.
- If an enemy is holding an attack, they may move into position to attack the spell caster while they are casting. If the attack is successful, the spell may be interrupted.
- Taking damage from the effect of a persistent spell may interrupt spell casting.

**Line of Sight:** Spell casters must be able to see their target or the area where the spell will take effect. If a wall or another object obstructs the caster's line of vision, the spell fails.

**Line of Effect:** If something physically obstructs the effect of a spell (such as a wall of force), the spell will not affect the target.

**Area of Effect:** Cover may allow for a saving throw bonus from damaging area spells.

**Blow Back:** Some spells fill a volume of space (like burst- or cloud-type spells). If there is not enough space in a given area, the remaining volume will seek the easiest path of egress until all its volume has been accounted for. This means it can affect the caster and their allies. Smart mages will find a way of hitting unseen targets and targets behind cover this way. The volume of some spells can fill a half dozen small rooms in a corridor, without the spell caster ever having seen inside them.

**Reflection:** Some spells will reflect off certain materials (like a lightning bolt off stone). In this case, the spell will continue in the direction it was reflected until it has exhausted its area. This means it could hit the caster and allies. Smart players will use this to their advantage and reflect spells off stone to hit more enemies or hit the same enemies twice.

**Spell DC:** The DC for resisting a spell's effect or avoiding damage is 10 plus the caster's relevant Secondary Attribute.

**Type of Save:** Every spell modifier lists the type of saving throw needed.

**Dismissing a Spell:** A caster can end a spell's effect if desired. This takes an attack action to complete.

## STACKING BONUSES

A bonus can apply to most anything, an attribute, an attack, damage, size, and more. However, not all bonuses stack. For example, if a bonus to Strength is granted by magic, another bonus to Strength cannot be added from a magical source, either by spell or magic item. If this occurs, only the higher bonus applies. The same is true of miraculous effects. A bonus to the same property may not be applied by both a miracle and a miraculous item.

It is possible to combine bonuses from differing sources, however. A magical effect and a miraculous effect, or some other effect, may be added together. Only bonuses from the same source do not stack.

In some cases, an effect may indirectly increase a bonus, but this is not a way around the restriction. A transmogrifer might increase a target's size, which can increase the Strength, and an enchanter may then increase the Strength of the same target directly. In both cases, magic is increasing the Strength of a target and only the higher bonus is applied.

If two effects from the same source are applied to a target, only the higher bonus is applied, but both effects remain active on the target. If the duration of the greater bonus expires, the lesser bonus is no longer eclipsed and takes effect until its duration has expired.



# Poison

## POISON

There are many types of poisons, with varied effects, which range from animal toxins, to chemicals, to heavy metals. All have a primary and secondary effect. Some poisons are ingested, some are injected, and the most insidious are delivered through contact. Some races and creatures have natural immunities or resistances (see Races in Chapter 2).

Type	Delivery	Primary Effect	DC/Intensity 1/2/3	Duration 1/2/3	Secondary Effect	DC/Intensity 1/2/3	Duration 1/2/3
A	Ingested/Injected	Intoxicating	10/15/20	2R/5R/1M	Sleep	5/10/15	1H/10H/1D
B	Ingested/Injected	Stun	10/15/20	2R/5R/1M	Fatigue	5/10/15	1H/10H/1D
C	Ingested/Injected	Sleep	10/15/20	2R/5R/1M	Sleep	5/10/15	1H/10H/1D
D	Ingested/Injected	Blindness	10/15/20	2R/5R/1M	Blindness	5/10/15	1H/10H/1D
E	Ingested/Injected	Paralysis	10/15/20	2R/5R/1M	None	-/-/-	-/-/-
F	Ingested/Injected	Coma	10/15/20	2R/5R/1M	None	-/-/-	-/-/-
G	Ingested/Injected	Ability Damage	10/15/20	2R/5R/1M	Fatigue	5/10/15	1D/3D/1W
H	Injected	Damage 1d6	10/15/20	-/-/-	Stun	10/15/20	1D/3D/1W
I	Injected	Damage 2d6	10/15/20	-/-/-	Blindness	10/15/20	1D/3D/1W
J	Injected	Damage 3d6	10/15/20	-/-/-	Paralysis	10/15/20	1D/3D/1W
K	Injected	Damage 4d6	10/15/20	-/-/-	Coma	10/15/20	1D/3D/1W
L	Injected	Damage 5d6	10/15/20	-/-/-	Ability Damage	10/15/20	1D/3D/1W
M	Injected	Damage 1d6	15/20/25	-/-/-	Stun	20/25/30	1D/3D/1W
N	Injected	Damage 2d6	15/20/25	-/-/-	Paralysis	20/25/30	1D/3D/1W
O	Injected	Damage 3d6	15/20/25	-/-/-	Fatigue	20/25/30	1D/3D/1W
P	Injected	Damage 4d6	15/20/25	-/-/-	Ability Damage	20/25/30	1D/3D/1W
Q	Injected	Damage 5d6	15/20/25	-/-/-	Stun	20/25/30	1D/3D/1W
R	Injected	Damage 6d6	15/20/25	-/-/-	Blindness	20/25/30	1D/3D/1W
S	Injected	Damage 7d6	15/20/25	-/-/-	Paralysis	20/25/30	1D/3D/1W
T	Injected	Damage 8d6	15/20/25	-/-/-	Coma	20/25/30	1D/3D/1W
U	Injected	Damage 9d6	15/20/25	-/-/-	Death	20/25/30	-/-/-
V	Injected	Death	20/25/30	-/-/-	Damage 7d6	20/25/30	-/-/-
W	Contact	Blindness	20/25/30	5R/1M/10M	Damage 3d6	20/25/30	-/-/-
X	Contact	Paralysis	20/25/30	5R/1M/10M	Damage 4d6	20/25/30	-/-/-
Y	Contact	Coma	20/25/30	1 Hour	Damage 5d6	20/25/30	-/-/-
Z	Contact	Ability Damage	20/25/30	5R/1M/10M	Ability Damage	25/30/35	Permanent
AA	Injected/Contact	Death	20/25/30	-/-/-	Death	25/30/35	-/-/-
BB	Injected/Contact	Blindness	20/25/30	1D/5D/10D	Blindness	25/30/35	Permanent
CC	Injected/Contact	Paralysis	20/25/30	1D/5D/10D	Paralysis	25/30/35	Permanent
DD	Injected/Contact	Coma	20/25/30	1D/5D/10D	Coma	25/30/35	Permanent
EE	Injected/Contact	Sleep	20/25/30	1D/5D/10D	Sleep	25/30/35	Permanent
FF	Injected/Contact	Ability Damage	20/25/30	1D/5D/10D	Ability Damage	25/30/35	Permanent



# Creature Size

**Delivery:** The method used to introduce the poison to the target.

**Primary Effect:** Poisons have varied effects as listed below.

- **Intoxicating:** Target is impaired and suffers a penalty to attacks, armor class, saves, and checks. Penalty is -2 for intensity 1, -4 for intensity 2, -6 for intensity 3.
- **Stun:** Target cannot focus and can only defend. They may make no attacks and can only move normally. Target may suffer a penalty to armor class. Penalty is as follows: -0 for intensity 1, -2 for intensity 2, -4 for intensity 3.
- **Sleep:** Target falls unconscious and is defenseless. Target cannot be woken up without an antidote or intervention of a magical or miraculous sort.
- **Paralysis:** Target falls rigid, cannot move, and is helpless, though they can hear everything that goes on around them.
- **Coma:** Target falls unconscious and catatonic. Target is defenseless.
- **Attribute Damage:** Some poisons can damage any of the 6 primary attributes. Damage is as follows, 1d6 for intensity 1, 2d6 for intensity 2, 4d6 for intensity 3.
- **Death:** The character is dead and the effect is permanent.
- **Damage:** Damage that is inflicted by poison is not negated by a save. Instead, the target suffers half damage after a successful save.

**DC/Intensity:** The DC is the target number of a save against the

poison. Poison is always an Endurance save. Intensity describes how powerful the effect of the poison is and the difficulty to make a saving throw.

**Duration:** How long the primary and secondary effects last if a saving throw fails.

**Secondary Effect:** A period of time after the primary effect has occurred, whether the save against it was successful or not, the secondary effect activates. The time between the primary and secondary effect is determined by the intensity of the poison: 1 hour for intensity 1, 10 minutes for intensity 2, and 1 minute for intensity 3. If the target fails the save against the secondary effect, they suffer the effect. If the secondary effect is damage, the save only halves the damage.

## CREATURE SIZE

Creature size is one of the most critical factors when modifying or building a monster or creature. It determines the following bonuses: armor class, Strength, Dexterity, base hit points, and base hit die. Many spells can affect creature size.

There are nine categories of size: tiny, little, small, medium, large, giant, enormous, gargantuan, and colossal. Each category is divided into sub-categories. This makes for a total of 27 sizes. The sub-categories describe the creature's stature within the category and affect bonuses. Some medium creatures could be short, tall, fat, stocky, muscular, and any combinations of these. The size defines overall mass to help the GM calculate a creature's properties.

Size	Tiny 1/2/3	Little 4/5/6	Small 7/8/9	Medium 10/11/12	Large 13/14/15	Giant 16/17/18	Enormous 19/20/21	Gargantuan 22/23/24	Colossal 25/26/27
Height	1" to 12"	1'2"/3'	3' to 4'6"	4' to 7'	6'6" to 12'	10' to 25'	15' to 45'	40' to 120'	110' to 300'
AC	+7/+6/+5	+4/+3/+2	+1	0	-1	-3	-5	-7	-9
Strength	-16/-14/-12	-10/-8/-6	-4/-2/-1	0	+1/+2/+3	+3/+4/+5	+7/+8/+9	+8/+16/+24	+16/+32/+40
Dexterity	+9/+8/+7	+6/+5/+4	+3/+2/+1	0	-2	-4	-6	-8	-10
Base HP	1	1/2	2/3/4	6/9/12	18/27/36	54/81/108	162/243/324	486/729/972	1458/2187/ 2916
Base HD	1	1d2/1d3	1d4/1d6	1d6/1d8	1d10/1d12	2d6/2d8	2d10/2d12	3d6/3d8	3d10/3d12
Natural AC Bonus	-	-	-	-	+1/+2/+3	+4/+5/+6	+7/+8/+9	+10/+11/+12	+13/+14/+15
Weapon Size Bonus*	1 point of damage only	-1 die or reduce die type by 1	-1 die or reduce die type by 1	normal	+1 die	+2 dice	+3 dice	+4 dice	+5 dice

## SIZE CHART

The values in this table help define the properties of a creature. These are general baselines. It's possible for a creature to have one or more properties fall outside the ranges set for their size. The GM should use this table as a guideline but may go beyond the limits as necessary.

**Size:** This describes size category and size sub-category. There are three subcategories listed per size. Follow the column to determine relevant bonuses.

**Armor Class (AC):** Larger creatures are easier to hit. If the creature is small, they gain a bonus to AC. Larger creatures gain a penalty to AC, though this is often countered by natural AC and magic.

**Height:** The creature's size in feet falls between these two numbers. This is an average, as a creature's size is defined more by mass than by height.

**Strength:** Defines the creature's base Strength modifier.

**Dexterity:** Defines the creature's base Dexterity modifier.

**Base Hit Points:** The larger a creature is, the more hit points they have. The creature's Strength score plus Toughness score divided by 2 is also added to the base hit points when building the character.

**Base Hit Die:** Size determines the base hit die of the creature. The larger the creature, the larger the hit die.



# 10. Items of Power

## TEMPORARY MAGIC ITEMS

A mage can, through the use of creation points, make temporary magic items. For each creation point spent, the mage can invest 2 spell points into a scroll or potion. Spell points come from the mage's spell reserve first and then spell points. These points return at their normal rate once the potion or scroll is created. However, creation points do not return until the item is used, and even then they return at the normal rate, 24 hours per point. The life span of the item depends on the proximity of the item to the mage who created it. As long as the item is on the person of the mage who created it, the magic never fades unless willed to do so by the mage. However, if it leaves the mage's possession for any significant amount of time (1 minute or longer), then its magic will fade within 24 hours. Returning the item to the mage will not reset it. Its magic will still disappear 24 hours after the item first left the mage's possession. The mage may choose to call back the imbued creation points at any time from any distance. It takes 1 hour per creation point invested to call them back. Once all the points are called back, the item loses its magic immediately. The mage must call all the points back or the item retains its power. No creation points will return if enough time is not spent calling them back. After all the points have been recalled, the 24-hour wait for the first creation point to be restored begins.

**Scroll:** Scrolls are spells stored on paper using a special magical writing. A mage may read the scroll as an action to activate the stored spell. The script used to create a scroll is not a language. It is a secret notation involving runes and a complex set of rules. Only mages may translate this notation. It is illegible to anyone else.

**Scribe Scrolls (Minor):** Scrolls require expensive ink, quill, and paper to hold the magic, and 1 hour of writing per creation point spent. The cost is equal to 50 silver pieces per creation point. The mage may invest 2 spell points into the scroll for every creation point used. A Thaumaturgy skill roll is required to determine success. The DC for this check is 15 plus 1 for each spell point invested. If the roll fails, all the spell points are still expended, even the creation points, and they return at the normal rate. The scroll can be scribed almost anywhere. However, for best results, a cool, dry, quiet room is best. If the ideal environment is not available, a Concentration check will be required along with the Thaumaturgy check to determine success. The DC is 15, with distractions and environmental variables increasing the difficulty. Loud noises add 5, wind adds 5 or more, etc. It is not possible to scribe a scroll in rain, underwater, or while being attacked.

**Scribe Scrolls (Major):** This process is similar to the minor version except the mage may invest 3 spell points for each creation point invested in a scroll. Also, the cost goes up to 80 silver pieces per creation point invested, because the magic is more potent. As long as the item stays within 1 mile of the mage, the item remains indefinitely imbued with magic. If the item leaves the 1 mile radius for any reason, the item's magic dissipates in one week's time. As described earlier, these points can be recalled at any time from any distance and return at the normal rate.

**Potions:** Potions are spells in a bottle and function much like scrolls except you don't need to know how to read magic to use them. You just drink them.

**Brew Potions (Minor):** Brewing potions requires time, materials, and minimal equipment: a pot, fire, and perhaps some beakers. It takes 1

hour of brewing per creation point invested in a potion. The cost is equal to 100 silver pieces per creation point for components. A Thaumaturgy skill roll is required to determine success, DC 15 plus 1 for each spell point invested. If the check fails, all the spell points are still expended, even the creation points, and they return at the normal rate. The potion can be brewed almost anywhere. However, for best results a cool, dry, quiet, enclosed room is best. If the ideal environment is not available, a Concentration check will be required along with the Thaumaturgy check to determine success. The DC is a base 15, with distractions and environmental variables increasing the difficulty. Loud noises add 5, wind adds 5 or more, etc. It is not possible to brew a potion underwater or while being attacked.

**Brew Potions (Major):** This process is similar to the minor version except the mage may invest 3 spell points for each creation point invested in a potion. Also, the cost goes up to 180 silver pieces per creation point invested, because the magic is more potent. As long as the item stays within 1 mile of the mage, the item remains indefinitely imbued with magic. If the item leaves the 1 mile radius of the mage for any reason, the item's magic dissipates in 1 week's time. As described earlier, these points can be recalled at any time from any distance and return at the normal rate.

**Permanent Items of Power:** Scrolls, potions, and other items can be made permanent through a long, expensive, and exhausting process.

## ITEMS OF POWER

Items of power are magical or miraculous items that grant abilities and powers to their wielders. There are many times more than can be detailed here. No item of power is useless. Each is always of value to someone, even if it's not readily obvious.

## MIRACULOUS ITEMS

Few items are actually miraculous outside of potions and scrolls. Miraculous items are difficult to create, often coming into being as a result of a being's pious beliefs or godly intervention.

### Miraculous Corruption

Powerful miraculous items can corrupt their wielders. If either the wielder's nature or ethos is not in alignment with the item's nature, bad things can happen. If the wielder's nature or ethos is in direct opposition to the item's nature, the wielder takes 2d6 points of damage each time the item is used, no save. Whether ethos or nature is in alignment or not, each time the item is used there is a cumulative chance of the wielder's nature shifting toward that of the item. This is not the case with most items or scrolls, but it is possible.

### Nature Shifts

Each use of the item necessitates a Psyche save vs. DC 15 with a cumulative +1 with each use of the item. Characters may choose to relent and accept the change in nature. The cumulative bonus can only be reduced if the wielder relinquishes the item and puts at least 1 mile between themselves and the item. The bonus will be reduced by 1 point for each week they remain apart, but the DC will never drop below 15. Nature shifts are permanent and can only be reversed after the wielder has separated from the item and follows the rules under the section on ethos and nature. However, characters may be happy



# Magic Items

with their new nature. Nature shifts happen as follows:

Starting Nature	First Shift	Second Shift
Lawful	Neutral	To Item's Nature
Good	Neutral	To Item's Nature
Neutral	To Item's Nature	-
Evil	Neutral	To Item's Nature
Chaotic	Neutral	To Item's Nature

## MAGIC ITEMS

### Magical Radiation (MR)

Magic is dangerous and only so much magic can be carried before it becomes harmful to its possessor. Magic is an energetic force that interacts with all matter, damaging and even mutating whatever it comes into contact with. This effect is known as magical radiation. Every magic item has a Magic Radiation Score (MR), this is the measure of magical radiation the item is throwing off. Beings can resist this effect and take no damage from the magic they carry as long as the total MR of items carried is lower than their Magic Score (MS). A being's Magic Score is 10 plus their Endurance. Mages add their Reason score instead of Endurance.

In most cases, MR is not dangerous. It only becomes dangerous when a being is in close contact with a magic item, such as carrying it on their person. Simply being near a person carrying a magic item is not dangerous.

Characters exposed to a total magical radiation effect that exceeds their Magic Score suffer the following effects.

- **Exceeding Magic Score:** Each day the character's MR exceeds their MS, they suffer the loss of 1 point of Toughness and take a number of points of damage equal to the number of points their MS exceeds their Toughness.
- **Using or Activating a Magic Item:** If a character has exceeded their MS and they use or activate a magic item, scroll, or potion, they suffer damage equal to the number of points in which their MS has been exceeded. This is in addition to their daily damage. This damage occurs each time a magic item is activated or used. Making an attack with a magical weapon counts as activation. Every attack that targets the wearer of magical armor (whether they are hit or not) counts as activation. Passive items activate whenever their magic takes effect and causes this damage.
- **Exceeding MS by 1.5:** Daily damage is doubled. Damage from magic item activation is also doubled.
- **Exceeding MS by  $\times 2$ :** Characters now lose 1d6 points of Toughness per day and take 1d6 points of damage for every point MS exceeds Toughness per day. Further, each time a magic item is acti-

vated, 1d6 points of damage are suffered for each point of MS that exceeds Toughness.

- **Exceeding MS by  $\times 3$  or more:** Similar to  $\times 2$  but damage dice increase as the factors do: 2d6 for  $\times 3$ , 3d6 for  $\times 4$ , etc.
- *Note:* Smart PCs and NPCs could leverage a target's MS as a way to gain advantage during a battle.

### Prime Items

A prime item is the most powerful of its kind: the most deadly sword, most protective armor, most powerful ring, rod, staff or wand.

### Charge-Based Items

A lot of items carry charges used to power their magic. Once all the charges on an item are used, the item ceases to be magical. Item charges and their maximums are listed below.

Item	Max Charges	Average Charges When Found
Rings	4	1d4
Rods	8	1d8
Staves	10	1d10
Wands	20	2d10
Weapons/Armor	6	1d6

### Daily Use Items

Powerful items can be used a number of times a day and then recharge themselves. The time of renewal is different for each item and is up to the GM. It could be midnight, noon, when the moon is overhead, or when a specific star is visible. Or daily uses can just replenish 24 hours after they are used.

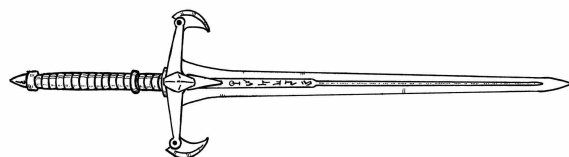
Item	Daily Uses
Rings	1
Rods	1-2
Staves	1-3
Wands	1-5
Weapons/Armor	1-4

### Activated Items

Activated items never lose their power unless destroyed. They are activated through the use of spell points, which govern their use.

### Permanent Effects

Some powers are always active while a magic item is worn or wielded. Unless the item is interrupted with magic or destroyed, it always work.



# Waters and Potions

## WATERS

Waters and poisons are created by clerics and other divine classes. They are imbued with miraculous power, not magical, and thus do not radiate magic. In most cases, waters are divine miracles in a bottle. Outlined below are permanent waters, which are different than those created by low-level clerics. Except as noted, the duration of a water's effect is 1d6 minutes.

**Blessed/Cursed:** Blessed waters grant a +2 bonus to hit, +2 to saves, and +2 to checks. Cursed waters inflict a -2 to hit, -2 to saves, and -2 to checks. Blessed and cursed waters are poured or thrown at a target.

**Divine Protection:** The imbiber is granted a +3 armor class for 1 minute.

**Healing:** Healing waters are valuable and can heal damage taken during combat. The effect of healing waters is instantaneous and permanent. The types of healing waters are as follows:

<b>Lesser:</b>	Heals 1d10+2
<b>Moderate:</b>	Heals 2d10+4
<b>Greater:</b>	Heals 3d10+6
<b>Superior:</b>	Heals 4d10+8

**Holy/Unholy:** Holy waters carry the divine essence of a god whose name they were created in. They grant varied effects based on the nature of the god and the ethos and nature of the person or item they are splashed on.

- If the target's ethos or nature is in direct opposition to the god's nature, then the target takes 1d3 damage from a splash or 1d6 on a direct hit.
- If the target's ethos or nature is in alignment with the god's nature, then the target is granted +1 to hit, saves, and checks for 10 rounds. A vial can hold 5 splashes.

**Might:** This water grants the imbiber +3 to hit, +3 damage, and a bonus of 3d6 hit points. These bonuses last for 1 minute.

**Poisonous:** There are many types of poisons, with varied effects, which range from animal toxins, to chemicals, to heavy metals. All have a primary and secondary effect. See Poison under the Combat section.

**Power:** When imbibed, this water supercharges the cleric with divine points. The cleric receives 2+1d6 divine power points. If not used, these points disappear after 1 minute.

**Purification:** Purification waters grant +5 to saves vs. poisons. If the target is already poisoned, another save is granted at +5. If the target fails, they will have to recover normally, assuming they survive.

**Rest/Fatigue:** Waters of rest or fatigue are quaffed, granting 1 to 7 days of rest depending on the potion. The effect takes 10 minutes to manifest. Afterwards, the recipient feels well rested, normal healing occurs, and spell points and divine points are recovered. The effects of poison and other physical ailments that require rest, such as ability damage, also heal faster.

**Restorative:** When this water is quaffed, permanent crippling effects can be healed. Blindness, deafness, ability damage, level damage, and the like are removed. It does not regenerate limbs and will only restore one of these issues at a time. If the imbiber has multiple problems, the

cured issue is chosen randomly.

## POTIONS, ELIXIRS, SALVES, AND OINTMENTS

Potions, elixirs, salves, and ointments are magical in nature. Brewed or created primarily by alchemists and mages, these items are often one-shot effects characters can use when needed. These items are usually permanent until used or destroyed. Except as noted, the duration of potions is 1d4+1 minutes.

**Animal Domination:** When consumed, this potion grants the ability to dominate a single animal within a 50' range, with Psyche save DC 14. If the attempt fails, the imbiber may try again but not on the target that made the save, it now being immune to the effect of the potion. Only 1 target can be affected, with a save being granted every 5 rounds.

**Elemental Protection:** This potion grants resistance to one elemental type, which is determined during its creation: air, earth, fire, lightning, or water. Any damage received from the selected elemental type is reduced by 10.

**Enlarge:** The imbiber's size increases to a size category predetermined during the creation of the potion. All gear is enlarged as well, and the character gains all the benefits and penalties of their new size as described in A Book of Monsters. Possible size increases are: large, 13; large, 14; large, 15; giant, 16; giant, 17; and giant, 18.

**Fly:** After quaffing this potion, the imbiber can fly at a rate of 25'. Maneuverability is poor.

**Infra-Vision:** The ability to see into the infrared spectrum is granted to those who drink this potion. Range 60'.

**Invisibility:** This potion grants true invisibility with all its benefits.

**Levitate:** Quaffing this potion gives the ability to levitate up or down. The imbiber may float up or down at a maximum rate of 10' a round or slower if desired.

**Ointment of Woad:** This ointment grants one of two effects depending upon who uses it. When applied to the skin, it grants the user the ability to rage similar to a berserker except that it only grants +2 Strength, and only half of the user's recovery points move to their hit point pool. The user otherwise follows all the rules for berserking, including the penalties and negative effects. The effect lasts for 5 rounds when activated. However, the ability is available for the normal potion duration until used. When used by a berserker, they may go berserk when desired, no 2-round waiting period. Additionally, it adds a bonus 5 rounds to the berserker's rage. When applied, the berserker is in a perpetual state of agitation and could unwillingly fly into an uncontrolled rage. It also becomes more difficult to end the rage, increasing the base DC to do so to 20.

**Quickness:** The imbiber can make an extra attack without penalty, receives a +4 bonus to initiative, and gains +5 to their movement.

**Scaling:** The imbiber can climb walls, cliffs, trees, and other surfaces more effectively, receiving +4 to all Athletics rolls for climbing.

**Sixth Sense:** The imbiber gains a prophetic sense about what will happen next and gains a +4 to initiative, +2 to AC, +2 to saves, and +2 to attacks.

**Size Reduction:** The opposite of Enlarge, this potion shrinks those





# Magic Weapons and Armor

who drink it. Those under its effects gain all the benefits and penalties of the smaller size. Size options are: tiny, 1; tiny, 2; tiny, 3; little, 4; little, 5; and little, 6.

**Sounds:** After swallowing this distasteful draught, the character gains the ability to throw sounds up the 20' away. Any sound a person can make is easily thrown, including artificial sounds of equal or lesser volume, such as hushed tones to loud yells, doors closing or slamming, dogs barking, etc.

**Strength:** This potion improves the imbiber's Strength for a short time. A bonus of +2, +4, +6, or +8 is possible.

**Visions:** Created by spiritists, this potion allows those who drink it to enter a meditative trance in which they can see silent visions of the recent past. The potion takes a full round to work and only grants insight within the 15' radius around the drinker. Once the power is active, its effects are locked on that location and cannot be moved. It allows the imbiber to see back 24 hours to 1 week, depending on the potency of the potion:

Type 1: 24 hours

Type 2: two days

Type 3: four days

Type 4: six days

Type 5: seven days

**Vision, Lightless:** Grants the ability to see in the dark without light, but only in black and white.

**Vision, Sightless (Sonar):** Use sound to see like a bat.

**Vision, Superior Night Vision:** Grants superior night vision out to 60'.

**Watery Breath:** The imbiber can breathe under water.

## WEAPONS

**Prey Weapons:** Some weapons are created with specific targets in mind. These targets can be based on ethos or nature, classes, races, monster types, and more. Prey weapons have even been known to target behaviors, though these weapons are very rare. Prey weapons are +2 precision weapons. However, when attacking their designated prey, they become +4 weapons and inflict a bonus +2d6 damage.

**Rime Weapons:** These blades of utter cold have a bonus of +2 to hit and +2 damage plus an additional 2d6 of frost damage. Two times a day, with a command word, the weapon can shoot a 15' cone-shaped blast of frost, dealing 2d6 damage to all in the area of effect. Targets may make a DC 15 Agility save for half damage.

**Superior Weapons:** Superior weapons have 50% more hit points (this is the weapon's hit points) and grant a bonus of +1 to hit, and +1 to damage. Superior weapons are not magical, just well crafted.

**Weapons of Immolation:** The blade of this weapon glows bright orange with heat and is covered in flame. This weapon does a bonus of +2 to hit and +2 damage plus an additional 2d6 of fire damage. Once a day, with a command word, the wielder can enshroud a target in flame for 3 rounds, dealing 2d6 points of damage each round. A DC 15 Endurance save ends the effect, but the target still takes half damage that round.

**Weapons of Destruction:** When this weapon strikes its target, a cone-shaped blast wave radiates out from the impact, doing extra damage. Each weapon is different, but the damage will range from 1d6 to 3d6. The cone begins on the target and expands away from the weapon's wielder. All creatures in the cone's area take this damage, and may make an Agility save for half damage. This is a charge-based effect and requires a command word.

**Weapons of Penetration:** These weapons more easily penetrate armor and targets. They grant a bonus to attack ranging from +1 to +5.

**Weapons of Power:** These weapons strike with incredible force, doing extra damage that ranges from 1d6 to 6d6, depending on the make of the specific weapon. This charge-based effect is usually found on blunt weapons but can also be found on swords.

**Weapons of Precision:** These weapons allow the attacker to be more precise about their attacks. They give a bonus to hit and damage ranging from +1 to +5.

**Weapons of Radiance:** These weapons grant a +3 to hit and a +3 to damage. However, when activated by a command word, they become composed of pure energy. While active, in addition to their normal bonuses, these weapons deal 4d6 damage, and ignore armor, damage reduction, and hardness. The wielder's attack roll only needs to hit the target's touch AC. This effect is charge-based. However, these weapons have a weakness. If water (a gallon or more) is thrown on them while active, or they are immersed in water while active, a steam explosion occurs, doing 3d6 damage to all within a 5' radius, and 1d6 damage out to a 10' radius. The weapon is deactivated in the process.

## ARMOR

**Armor of Deflection:** Any attack that successfully hits a target wearing this armor has a 20% chance of just bouncing off without any effect.

**Armor of Protection:** Armor of this type is imbued with magic that grants a bonus to AC ranging from +1 to +5.

**Armor of Damage Resistance:** Grants the wearer damage reduction ranging from 1 to 5. Though rare, cloaks of damage reduction have also been created.

**Armor of Fortitude:** Wearers of this type of armor are immune to exhaustion and fatigue, magical or otherwise.

**Superior Armor:** Armor of this nature is similar to normal armor except that it is lighter, stronger, and better crafted. Those who are proficient with it find that it grants a bonus of +1 to AC, reduces any armor check penalty by 1, and reduces movement penalties by 5'.

## RINGS

**Alacrity:** Quickness is bestowed upon the wielder. The wielder can make an extra attack without taking the weapon speed penalty, receives a +4 bonus to initiative, and gains +5 to their movement.

**Elements:** The wearer suffers no ill effects of environmental heat or cold and may operate normally between the temperatures of 20 degrees Fahrenheit to 120 degrees Fahrenheit without ill effect. Past those extremes, the temperatures affect the bearer as if it were 30 degrees warmer or cooler, respectively. This ring does not protect against magical cold, heat, or fire.





# Magic Rings

**Fire Shielding:** Wielder is immune to natural fire and is granted resistance to magical fire. Any damage received from magical fire is reduced by 10.

**Floating:** The wearer of this ring can float weightlessly through the air on a current. If already carried by momentum in a given direction, the wielder will continue in that direction, but air resistance will slow them rapidly. The character's mass is that of a feather, so a steady wind could be problematic.

**Flesh Restoration:** While this ring does not have the ability to regenerate limbs, it is still a powerful healing device, as the wearer will heal damage much faster than normal. The types of rings are as follows:

**Type 1:** Fast heal +2 points per day

**Type 2:** Fast heal +2 points per hour

**Type 3:** Fast heal +2 points per minute

**Flesh Regeneration:** Like the Ring of Flesh Restoration, this ring heals damage, but the two rings differ in many ways. This ring regenerates hit points each round and is capable of regenerating limbs. In the event of a decapitation, the wielder's head even has a chance of growing back. The time it takes for a head and a limb to grow back is the same. The ring must be on the wielder when severance occurs and, if removed during the process of regeneration, automatically kills the character with no chance of regeneration occurring. All hit points and recovery points must have been healed before regeneration can occur.

If a character is reduced to 0 hit points, they will stabilize automatically when hit points regenerate. If they are reduced to 0 recovery points, they still need to make a death roll, but receive a bonus to this roll equal to the ring type. If the death roll is successful, they do not need to continue making death rolls, as the ring will begin healing them. If the death roll fails, the ring will automatically resuscitate the character. The character must still make a system shock roll, but receives a bonus equal to the ring type. If the system shock fails, the character is dead.

Ring Type	HP/Round	Limb Regeneration	Head Regeneration
1	+1	1 week	25% chance
2	+2	5 days	33% chance
3	+3	3 days	50% chance

**Flesh Feasting:** This evil item sucks life from a target and gives it to the wielder of the ring. The wielder must physically touch the target with their ring hand for the effect to work. On a successful touch attack, the target takes 2d6 points of damage, and the wielder is granted the same number of hit points. If the wielder's hit points are already at maximum, recovery points are healed next. Once both hit points and recovery points are full, the wielder may gain additional hit points up to 120% of their normal maximum. These additional points are lost at a rate of 1 per round.

**Lightning:** At the wielder's command, lightning leaps from the ring to any visible target within range. The lightning automatically hits, though the target may make an Agility save for half damage. This ring is a daily use item with a number of uses depending on the type.

Ring Type	Range	Damage	Save DC	Daily Uses
1	10'	2d6	13	2
2	25'	3d6	15	3
3	50'	4d6	18	4

**Magic Reflecting:** This charge-based item can reflect a spell back at an attacking spell caster. When the ring is activated, the caster must make a Reason save, or the spell reflects back on them. The wearer must be the target, or be in the area of effect, for this to function. The difficulty level of the spell that can be reflected is based upon the ring Type:

**Type 1:** DC 13

**Type 2:** DC 15

**Type 3:** DC 17

**Type 4:** DC 19

**Of the Arcane:** Reduces the cost of spell casting by 1.

**Of Creation:** Grants 1 bonus creation point.

**Of Reserve:** Grants 1 bonus spell reserve point.

**Of Spells:** Grants 1 bonus spell pool point.

**Of Faith:** Reduces the cost of miracles by 1.

**Of Divine:** Grants 1 bonus divine pool point.

**Of the Modifier:** This ring grants a magic-using class 1 bonus modifier.

**Of the Discipline:** This powerful ring grants the possessor 1 bonus discipline.

**Persuasion:** Character gains both Persuade and Fast Talk skills, as well as a +4 bonus when using them.

**Shielding:** The ring creates a barrier around the wearer, granting a bonus to AC ranging from +1 to +5. This item does not work with any armor, magical or otherwise.

**Transparent Vision:** Wielder can see into and through objects. The wielder must concentrate for a round for the power to manifest. Transparent vision range depends on the ring type, but transparent vision has trouble penetrating thick objects.

Ring Type	Vision Range	Mass Penetrated
1	30	4"
2	60	1'
3	120	10'

**Unseen:** This ring makes the wielder harder to see, making it easier to sneak around.

**Type 1:** The wielder's image becomes dimmer and unobtrusive. They gain a +2 bonus to Sneak checks.

**Type 2:** The wielder's image becomes semitransparent, allowing better blending with surroundings and granting a +4 bonus to Sneak checks.





# Wands, Staves, and Rods

**Type 3:** The wielder's image becomes transparent, allowing them to blend with surroundings and granting a +6 bonus to Sneak checks. The wielder is capable of passing in front of an observer at 1/4 normal movement and not being seen as long as they do not pass within 10' of said observer.

**Water Walking:** The character can walk on water at normal speed, as if on solid ground. The character and their carried items may not exceed 250 lbs. Exceeding walking speed or being overweight negates the effect.

**Wishes:** Grants the user a wish. The wish will be interpreted literally, not with malice, but neither with the benefit of the doubt. The power of the wish is not omnipotent and has limits. While it cannot make someone a god, it can grant a level, raise an ability score to 17, or give 1 point to an ability score of 17 or greater. A non-unique item of power may be granted, as long as the character has knowledge of it (no meta-gaming here). The GM has the right to deny any wish; this is not a mechanism to break the game. If the GM interprets a wish as an attempt to do so, it is fair to rule the wish as simply lost.

**Warding:** The Ring of Warding protects against all beings of a type or against beings of a particular nature or ethos. These rings can ward against devils, dragons, elementals, elves, dwarves, humans, and more. They can ward against creatures with an ethos or nature of lawful, good, neutral, evil, or chaotic. These rings prevent those which they ward against from making physical contact with the warded. The warded also gains +2 to AC and saves when dealing with those warded against.

## WANDS

There are two main types of wands: activated and charge-based.

Activated wands require spell points to use and are essentially pre-built spells that grant the wielder both a discipline and modifiers to cast that spell and can only be used for that spell, while wielding the wand. Activated wands never lose their magic unless destroyed. Activated wands are named for their stored spell, so a Wand of Protection from Illusions casts the Illusionist spell Protection from Illusions, at a cost of the needed spell points, even if the wielder is a mage without the Illusion discipline.

Charge-based wands are even more powerful, as they are imbued with magic so that anyone with the command word may activate the spell stored within by expending a charge. When a wand has no more charges, it becomes useless and cannot be recharged. Charge-based wands are named for their stored spell, so a Wand of Protection from Illusions casts the Illusionist spell Protection from Illusions, as set by the creator, for one charge.

## STAVES

Staves fall under the same two types as wands. Activated staves can only be used by spell casters and grant the wielder bonus disciplines and modifiers which they can use at will. The caster may construct and cast spells using both their own disciplines and the one provided by the staff, even combining the disciplines and modifiers in a single spell if they so wish. Activated Staves are named for the discipline or modifier they provide, so a Staff of Fire provides the Fire discipline for no spell point cost.

Charge-based staves are similar to their wand counterparts, and can be used by most people provided they know the command word. Charge-based staves are named for their stored spell, so a Staff of Protection from Illusions casts the Illusionist spell Protection from Illusions, as set by the creator, for one charge.

## RODS

Rods are created by clerics and priests and often double as weapons. They come in three forms: activated, charge-based, and persistent effects.

**Ax:** This silver rod can bestow upon the wielder the power to perform blessings as a cleric twice a day. Additionally, with a command word, the head of the rod transforms into a +2 battle ax.

**Hammer:** This brass rod bestows upon the wielder the power to perform Sense Evil as a cleric twice a day, for a duration of 5 rounds. Additionally, with a command word, the head of the rod transforms into a +2 war hammer.

**Might:** Twice a day this rod, by command word, can increase its wielder's Strength by 4. With another command word, the rod transforms into a +2 war mattock.

**Nega Magic:** When this rod is touched to a magic item and activated with a command word (this may require an attack roll), a powerful blast of negative magic is released. The magic item must make a generic save DC 15 or be destroyed. Magic items receive a bonus of +1 to save for each point of MS. On a roll of a natural 1, the item explodes, doing 1d6 points of damage per point of MS in a 10' radius. This rod is charge-based.

**Of the Emperor:** This rare item was created for the emperors of the old empires. It can be activated three times a day with a command word. The wielder may compel and dominate as described under the mentalist modifiers, at a range of 50'. This rod also grants the possessor a +10 bonus to Persona while in their possession.

**Of Laying Enemies Low:** This rod acts like a +2 mace. Three times a day, when the command word is spoken, the wielder can attempt to knock a target prone on a successful hit. The target makes a DC 15 Brawn save to remain standing.

## OTHER ITEMS OF POWER

There are all manner of mystical and magical artifacts throughout the realms. Who knows what you will find in the wide world?



# 11. Experience

Experience is the culmination of the character's struggles and the resulting wisdom and knowledge gained. In game terms, it is a value or number used to calculate a character's advancement in their class through levels. Experience points (XP) are gained after every game session, whether combat occurs or not.

## EXPERIENCE AND LEVELS

As a character's experience accumulates, so too will the character's level increase. See Gaining Levels under the chapter on character classes. The more experience a character gains, the higher the character's level.

## FIRST-LEVEL CHARACTERS

Once the system is mastered, characters should always make 2nd level after 4-8 hours of game play. As a general rule, all players should advance together, but if some players are new to the system, advancement should go slower until everyone is familiar with the rules. Additionally, GMs may want to run an extended 1st level campaign for its challenges.

## GAINING EXPERIENCE

At the GM's discretion, experience should be awarded at the end of every session. Characters who perform well should receive additional experience. Below is a list of some common examples of awarding experience for GMs to follow as a guideline.

- **Creature Defeated:** Award the creature's level times 50, plus the creature's hit points. This award should be divided among the members of the group that participated in the encounter.
- **Good Role Playing (per session):** Give characters 10 to 50 times their level in experience points, each. This is given to individual players. Characters should be rewarded for good role playing, and higher awards should be given to players who are more involved and stay in character better. If everyone had a good time, especially if problems were solved without combat, they should be rewarded.
- **Advancing the Game Plot:** If players keep the game going by focusing on the game goals and move the plot along, grant them 10 to 100 times their character's level in experience points each, depending on the kind of advancement made. This award should not happen every session. Its frequency should be based on the length of the adventure or campaign, occurring perhaps once every four game sessions. This type of award is usually granted to each member instead of being divided.
- **Solving a Major Plot Point:** Once, perhaps twice for larger adventures, when players solve a major plot point, grant them 10 to 100 times their character's level in experience points each. This type of award is usually granted to each member instead of being divided.
- **Surviving a Deadly Encounter:** Sometimes characters face impossible odds and somehow survive. Lucky or creative characters should be rewarded appropriately. In addition to other experience gained, give characters 10 to 50 times their level in experience points, each. Higher awards may be granted to characters that played a significant part in the encounter.
- **Defeating an Encounter without Combat:** At times, characters will role play their way out of combat. This type of action should be encouraged and rewarded. Depending on the difficulty of ac-

complishing the task, the GM may vary the experience reward. Grant the characters 20% to 80% of the encounter's full experience value. This is a subjective measure.

This award should only be given once. Characters who continually confront the same encounter (e.g., talking their way past the same guards) should not receive additional experience. Should the characters go back and defeat the encounter in combat, only the remaining experience points from the encounter should be awarded.

- **GM Awards:** Game Masters should feel free to award experience points whenever they deem the characters deserving. Even small awards are usually appreciated.

## ADVANCING A LEVEL

It is assumed that characters are always training in their down time. When a character finally gains enough experience to raise a level, it happens immediately, and all the new benefits of the class become available, including new hit points and spell points.

## THE COST OF ADVANCING A LEVEL

There is no cost for characters to advance to 2nd level. However, at 3rd level and beyond, a training and tutoring expense must be paid. A fee of 250 silver pieces times the new level must be invested by the character in training. This cost may be paid any time, both before or when the character levels up. If the fee is not paid, it is assumed that the character did not complete a crucial part of their training. They cannot advance in level until this cost is paid and the training completed.

## BUYING A LEVEL (OPTIONAL RULE)

Sometimes characters are flush with cash and are just looking to spend it. From a perspective of game balance, it's not a bad idea to help characters get rid of this excess wealth. If characters find themselves in civilized areas for long periods of time, they may wish to contact a teacher or tutor and pay them for advanced training. Should the GM wish to allow this, a character must first find someone willing to train them. The chance for this is DC 10 plus 1 for each level of the character, rolled on a "d20 roll (no other modifiers apply). Characters can increase their chances of success by throwing around silver pieces. Spending 50 silver pieces per level of the character grants a +1 to the die roll. Characters can purchase as many points as they wish. This roll is a game mechanic and cannot be modified in any other way, not through magic, miracles, or anything else.

If the character is successful, they may purchase the services of a teacher. The cost of training is exorbitant, however. Depending on the GM, the cost can be from 3,000 to 5,000 silver pieces multiplied by the level the character wishes to attain. After paying, the character will gain the new level after 2 weeks of uninterrupted training. Should the character not complete the training, they must begin anew and pay the fee a second time. A player can only buy a level once in their career, if the GM allows it at all.





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# CHARACTER SHEET

(Character Name) \_\_\_\_\_ (Class) \_\_\_\_\_  
 (Level) \_\_\_\_\_ (Race) \_\_\_\_\_ (Ethos) \_\_\_\_\_ (Nature) \_\_\_\_\_  
 (Gender) \_\_\_\_\_ (Height) \_\_\_\_\_ (Weight) \_\_\_\_\_ (Age) \_\_\_\_\_ (Hair Color) \_\_\_\_\_  
 (Eye Color) \_\_\_\_\_ (Player Name) \_\_\_\_\_  
 (Other Notes) \_\_\_\_\_

Attributes Score	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Attribute Name	<b>STR</b> <small>STRENGTH</small>	<b>DEX</b> <small>DEXTERITY</small>	<b>TOU</b> <small>TOUGHNESS</small>	<b>INS</b> <small>INSIGHT</small>	<b>INT</b> <small>INTELLECT</small>	<b>PER</b> <small>PERSONA</small>

ATTRIBUTE Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLASS Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Secondary Attributes	<b>BRA</b>	<b>AGI</b>	<b>END</b>	<b>WIL</b>	<b>REA</b>	<b>PSY</b>
SIMPLE Check	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Secondary Attributes	<b>BRA</b>	<b>AGI</b>	<b>END</b>	<b>WIL</b>	<b>REA</b>	<b>PSY</b>
LEVEL Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Standard Check	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Total	Armor	Shield	Dex	Natural	Misc
<b>Armor Class</b>	<input type="text"/> 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Touch AC</b>	<input type="text"/>	<b>Flat Footed</b>	<input type="text"/>	<b>Move</b>	<input type="text"/>	<b>Initiative</b>
<b>Hit Points</b>	<input type="text"/>	<input type="text"/>				
<b>Recovery Points</b>	<input type="text"/>	<input type="text"/>				

Armor & Shield				
Armor	TYPE	AC	Move	AP
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Shield	TYPE	AC	Move	AP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Skills & Proficiencies				Base Attack
Martial Proficiencies	<input type="text"/> #/Lv	<input type="text"/> 1/	<input type="text"/>	
None-Weapon Proficiencies Penalty	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Skills	<input type="text"/> #/Lv	<input type="text"/> 1/		

## SKILLS

Skill	Check
<input type="checkbox"/> Acrobatics	AGI
<input type="checkbox"/> Appraise	REA
<input type="checkbox"/> Athletics	BRA
<input type="checkbox"/> Concentration	WIL
<input type="checkbox"/> Craft	REA
<input type="checkbox"/> Decipher Script	REA
<input type="checkbox"/> Deceive	PSY
<input type="checkbox"/> Disable Device	REA
<input type="checkbox"/> Disguise	PSY
<input type="checkbox"/> Escape Artist	AGI
<input type="checkbox"/> Forgery	REA
<input type="checkbox"/> Gather Information	PSY
<input type="checkbox"/> Grapple	BRA
<input type="checkbox"/> Handle Animal	PSY
<input type="checkbox"/> Heal	WIL
<input type="checkbox"/> Herbalism	AGI
<input type="checkbox"/> Intimidate	PSY
<input type="checkbox"/> Knowledge (Engine.)	REA
<input type="checkbox"/> Knowledge (Geogra.)	REA
<input type="checkbox"/> Knowledge (History)	REA
<input type="checkbox"/> Knowledge (Local)	REA
<input type="checkbox"/> Knowledge (Magic)	REA
<input type="checkbox"/> Knowledge (Miracle)	REA
<input type="checkbox"/> Knowledge (Nature)	REA
<input type="checkbox"/> Knowledge (Nobility)	REA
<input type="checkbox"/> Knowledge (Planes)	REA
<input type="checkbox"/> Knowledge (Religion)	REA
<input type="checkbox"/> Knowledge (Ruins)	REA
<input type="checkbox"/> Knowledge (Undead)	REA
<input type="checkbox"/> Linguistics	REA
<input type="checkbox"/> Persuade	PSY
<input type="checkbox"/> Perception	WIL
<input type="checkbox"/> Perform	PSY
<input type="checkbox"/> Ride	BRA
<input type="checkbox"/> Sense Motive	REA
<input type="checkbox"/> Sleight of Hand	AGI
<input type="checkbox"/> Sneak	AGI
<input type="checkbox"/> Survival	WIL
<input type="checkbox"/> Swim	END
<input type="checkbox"/> Thaumaturgy	REA
<input type="checkbox"/> Use Rope	AGI
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
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Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Notes

Racial Information
Racial Hit Points _____, Racial Hit Die _____
Languages: _____
Vision: _____
Resistances, Bonuses, and Abilities

TREASURE					
					Money
PP	EP	GP	*SP*	BP	CP
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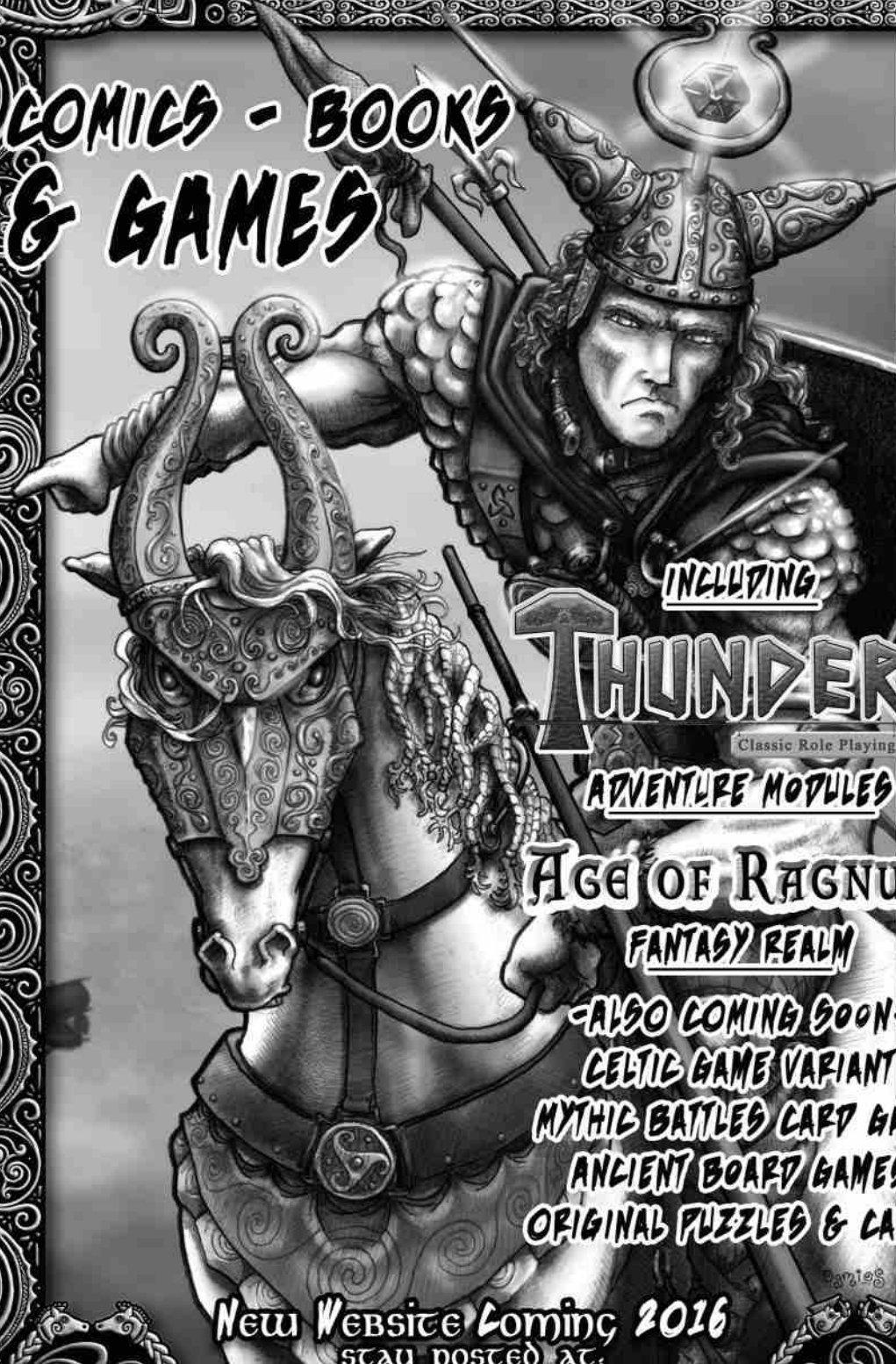
Gems					
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

XP



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