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INTRODUCTION

The Legends Role-Playing Game is a hybrid fantasy system that combines elements of many other successful systems with a unique character creation process. This system is designed to support highly detailed characters in a low to medium magic fantasy setting. The system is designed for a GM (or Game Master) and four player characters though almost any number can be accommodated. Large numbers of player characters can become unwieldy and difficult to manage.

The following account is an example of integrating this system into a fantasy campaign world, in this case the fantasy campaign world of Arcacia.

HISTORY OF ARCACIA

It is the 4th age, the age of Rebirth. The Daemon Wars have left the realm of Arcacia divided and struggling to rebuild all that they have lost. It has been twenty years since the Soulborn defeated the Daemon and the realm is starting to settle into a new age. The races of men have survived the trials of the previous age and have claimed dominance over the kingdoms of Arcacia, though signs of ancient bloodlines and nearly extinct races are surfacing once again.

The realm that was united against the Daemon is divided once more, struggling to keep what territory they can and drawing new borders as skirmishes break out between the remaining factions. The once powerful Arcanum of the Magi and Sanctum of the Church of the 9 have been devastated and work to regain some measure of their once powerful influence over the realm. The war has changed the landscape of the realm, some cities struggle to rebuild as others have been lost forever. Pockets of Daemon left over from the wars still threaten unwary travelers and magical creatures awakened during the final battles are now free and looking to make a place for themselves in this new world.

The age of rebirth is not without hope however, the Sylvan and Morwyn have both returned to their ancient homes and have begun to rebuild, even a small contingent of Velyn who fought against the Daemon have been granted their own land above the surface. The builders have united once again and have left their small pockets of isolation around the realm to resettle their own ancient homes. New leadership in many of the influential and largest of the kingdoms of men provide hope for their survival despite their division and devastating losses.

Perhaps the most surprising result that surfaced following the Daemon War is the resurgence of magic in all of its many forms. Once thought to be diminishing with the magical races and creatures of the world, it has instead begun to return. The old gods have also begun to resurface, now challenging the once dominant Church of the 9, this has begun to spawn many new religious cults and organizations throughout the realms. Heroes have also begun to rise with a new-found sense of purpose to claim their own place in time and to shape this new world. To begin to write their own Legends.

GETTING STARTED

GETTING STARTED

The first step when planning to play the Legends system is to create your character. Your GM should be versed in the system and be able to help you along the way. Character sheets are a great way to keep your character organized and neat and should be available through your GM. The following sections will detail the 10-step process for creating your character and walk you through each step.

CHARACTER CREATION PROCESS

There are ten basic steps to character creation.

1. SELECT BACKGROUND SKILL

The first thing you will do is select your background skill which is a bonus skill that represents what you learned or did before becoming an intrepid adventurer and hero. This selection often represents skills and abilities learned as a youth and perhaps passed down from family members or a mentor. You will gain a free skill or a bonus to that skill if purchased during character creation. Your background skill should fit with your background story or concept to explain a set of skills that were gained before you decided to pursue your current path.

2. SELECT BLOODLINE

The second thing you will do is select your bloodline. There are 20 different bloodline selections to choose from. This determines your ancestral and racial background. Though most everyone is more or less human, it is possible to have ancient bloodlines from a variety of other non-human races. Your bloodline selection will affect your appearance and how others will react to you. It will also define your attribute minimums and maximums as well as giving you access to unique bloodline edges, preview those selections on **page 7** and advanced options on **page 205** before committing to a bloodline selection.

3. SET BASE ATTRIBUTES

The next thing you will do is assign values to your eight primary attributes. These attributes will govern almost everything you do in the future, so be sure to take your time and plan accordingly. There are eight primary attributes, four physical and four mental. They are **STR** (Strength), **AGI** (Agility), **END** (Endurance), **PRE** (Presence), **KNO** (Knowledge), **INT** (Intuition), **WIL** (Willpower) and **CHA** (Charisma). Strength measures your raw physical strength, Agility represents your coordination and balance, Endurance determines how well you can withstand pain or fatigue, Presence is your physical appearance and aura, Knowledge represents how much you know, Intuition is used to determine when something doesn't feel quite right, Willpower is your mental endurance used to resist temptation and finally, Charisma represents your personality and persona. *You will want to review your attribute minimums and maximums as defined by your bloodline selection before assigning values to your attributes.*

4. SELECT EDGES & FLAWS

Edges represent unique abilities usually only available at character creation. You will also be required to purchase a set number of flaws as defined by your bloodline selection. Your selection of edges may be impacted by your bloodline selection in the previous step. You will have access to both your bloodline edges and general edges. You are required to select all of your bloodline edges with the exception that you may trade one out for equal point value. The points available will be defined in the bloodline section of this book. You will want to review all of your edge choices before recording them, as you will not have access to additional edges after the character creation process. Bloodlines have recommended or mandatory flaws.

5. PATH & LEVELS

Your path is a basic direction for your character, though you may customize your character well beyond your simple path designation. Your path selection defines your development points and requirements for purchasing Skills, Talents, Spells, Blessings or Powers. There are 40 different single and dual path options to choose from that help define what type of character you wish to pursue. You should check with your GM before making your selection to make sure all options are available in his campaign. Each path has unique bonuses and selections. Starting equipment and money is also defined within your Path selection. Levels are outlined on **page 203** and advanced levels on **page 205**. There are 5 basic levels and 5 advanced levels, each one granting you more abilities and improving your character. Your character will begin at level 1.

6. SKILL SELECTION

Your skills define how you perform tasks from perceiving the world around you to fighting with your sword. Each skill has 5 ranks, at creation your development points, which are determined by your path, will allow you to start with a set number of skills. Skills begin at **rank 1** when purchased or selected at character creation and may be advanced to ranks 2-5 later. Some skills cannot be defaulted and may only be attempted if purchased. You can find out which skills may not be defaulted listed in skill descriptions. Only magic skills are excluded from selection or purchase unless the character possesses the correct magical path. Your path will define which skills you have access to and which magic skill is appropriate for your path. Skills cost **2 points each rank**. You may not possess a skill at a higher rank than your current level.

7. TALENT SELECTION

Talents are skill-like abilities that can be learned or taught. Talents help you to improve your combat and magical ability as well as skills. You will select a number of starting talents with the development points gained from your path selection. Talents selected this way begin at **rank 1**. Talents cost **2 points each rank**. You cannot purchase the next rank unless you possess the previous rank. You may not possess a talent at a higher rank than your current level. Talents are restricted by path selection, for example your path selection will detail what types of talents are available to you, such as: warrior talents, rogue talents or magical talents.

8. MAGIC SELECTION

The strength behind the different paths of magic are their wondrous abilities which are purchased with development points, much as skills and talents. These selections will define the magic abilities you will be able to access. Keep in mind that only those who selected the correct path may choose these abilities. You will find out more about each of the magic using paths in the appropriate section. Spells, blessings and powers each have five ranks and when selected or purchased, begin at **rank 1**. The cost to purchase spells, blessings and powers is **2 points for each rank**. You may not purchase a spell, blessing or power at a higher rank than your current level. Spells are cast by masters of the arcane, blessings are channeled prayers and powers are focused natural abilities.

9. FINALIZE STATISTICS

This step in the character creation process will make sure all of your selections are recorded properly and calculate secondary statistics like your Health Points or Power Points. You will find specific instructions on this process as well as all of the previous steps in each section as you move forward. Your edges and talents can potentially affect your final statistics and should be considered when reaching this step in the character creation process. Each time you are awarded experience and improve your character, you should check all of your statistics to see if any have changed since your last award.

10. YOUR STORY

The final step in the character creation process is to develop a detailed story about your character. Things to consider are family, love interests, friends, what led you to the path you are on now, how worldly or innocent are you, what goals do you have for the future, what do people of your bloodline have in common, where are you from, etc. When developing your story, you should consider the previous questions and include your character creation selections including your background, edges, flaws, skills and other talents or magical abilities. It is advised that you get with your GM and learn about the campaign world you are a part of and he should be able to explain the theme or nature of the world around you. Some campaigns are high fantasy (magic and monsters are common), some are low fantasy (magic and monsters are rare) and most fall somewhere in between the two extremes. This system is designed to work best in a low to medium setting. It is advised that you work with your Game Master to help define your story and flesh out your character.

ROUND RULE

Always
Round
down!

CHARACTER CREATION: STEP ONE – BACKGROUND SKILL

There first step in character creation is to select your background skill. You will gain one general **KNO** or **INT** based skill of choice free. These skills are the same skills available for purchase in the general skill list as you progress through character creation. If you gain the same skill free or purchase it during character creation you will gain a miscellaneous modifier of +1 to that skill. Below is a list of the available skills to select for a background skill, you can also find out more on **page 83**.

NOTE: The advanced Craft skills are not available as background skill selections.

| BACKGROUND SKILL | DESCRIPTION |
|-----------------------|---|
| Academia (KNO) | Academia would represent time spent in formal education, learning mathematics, history, geography, astronomy, law, government and similar skills. <i>Character must gain or purchase literacy in at least one language to select this skill.</i> |
| Arcana (KNO) | Arcana would represent a character having studied about arcane magic and its uses. <i>Character must gain or purchase literacy in at least one language to select this skill.</i> |
| Craft (KNO or INT) | Craft skills represent skills where something is created. The basic types of craftsmen include: artist, blacksmith, carpenter, fletcher, jeweler, locksmith, mason, tailor and weaver. You will select one subtype and gain a bonus subtype for each +1 of your KNO modifier. Craft skills may be used as a source of income. |
| Heal (KNO) | Heal would represent a character who was trained in the art of healing. This would include first aid and even some more advanced methods relating to the treatment of injuries. |
| Lore (KNO) | A character who has selected Lore as a background skill has had the opportunity to read and study ancient lore and stories about a wide range of topics. <i>Character must gain or purchase literacy in at least one language to select this skill.</i> |
| Mysticism (KNO) | Mysticism would represent a character having studied about mystical magic and its uses. <i>Character must gain or purchase literacy in at least one language to select this skill.</i> |
| Religion (KNO) | Religion would represent a character having studied about various religions, the gods and divine magic. <i>Character must gain or purchase literacy in at least one language to select this skill.</i> |
| Vocation (KNO or INT) | Vocation skills represent skills where someone has learned a trade or profession. Some examples of vocations include: architect, baker, barrister, brewer, butcher, clerk, cook, courtesan, driver, engineer, farmer, fisherman, gambler, gardener, herbalist, innkeeper, librarian, merchant, midwife, miller, miner, porter, sailor, scribe, shepherd, stable master, soldier, tanner, trapper and woodcutter. You will select one subtype and gain a bonus subtype for each +1 of your KNO modifier. Vocational skills may be used as a source of income. |

STEP TWO – BLOODLINE SELECTION

CHARACTER CREATION: STEP TWO – BLOODLINES

Step two involves selecting your bloodline. There are 20 different bloodline selections to choose from. Each bloodline has unique edges to help flush out your character later. Attribute minimums and maximums are listed for each bloodline as well as unique bloodline edges, bloodline information and points available to spend on edges and flaws. Bloodlines represent a vast span of time where the blood of men has infiltrated the other races once prominent in the realm. Usually the bloodlines of man are so muddled that they are simply called the chosen, however in a few rare circumstances stronger bloodlines from other races still exist and produce the various bloodline options you see here. *You are required to purchase all Bloodline Edges with the exception of one, which may be traded for equal value.*

BLOODLINE SELECTIONS

Below is a table of the various races/bloodlines and some information about other names they are known by, their principal geographical location and their percentage of the total humanoid population.

| <u>BLOOD OF MAN</u> | <u>ALSO CALLED</u> | <u>GEOGRAPHY</u> | <u>RARITY</u> |
|---------------------|-----------------------|------------------|---------------|
| Chosen | Common Men | Any | 47% |
| Dragon | Chan Doran | Chan Dora | 9% |
| Eldar | Ancient Ones | Any | ↓1% |
| Maidens | Maidens of Mier' Rial | Wilderun | ↓1% |
| North | Normen | Nordmahr | 9% |
| Old Kings | High Men | Any | ↓1% |
| Sea Lords | Lamouran | Waterways/Seas | 1% |
| South | Zephyrian/Qadir | Zephyria/Qadir | 9% |

| <u>BLOOD OF FEY</u> | <u>ALSO CALLED</u> | <u>GEOGRAPHY</u> | <u>RARITY</u> |
|---------------------|--------------------|---------------------|---------------|
| Ayven | Winged Elves | Mountainous Regions | ↓1% |
| Builders | Dwarves | Mountain Ranges | 3% |
| Forsaken | Ghost Elves/Veryn | Underground | ↓1% |
| Morwyn | Wild Elves | Woodlands | 2% |
| Smallfolk | Halfmen/Halflings | Any/Shady Wood | 3% |
| Sylvan | Elves | Woodlands | 3% |

| <u>BLOOD OF FEL</u> | <u>ALSO CALLED</u> | <u>GEOGRAPHY</u> | <u>RARITY</u> |
|---------------------|--------------------|------------------|---------------|
| Afflicted | Vampyr | Any | ↓1% |
| Beast | Lycan | North/Woodlands | 1% |
| Changeling | Changelings | Unknown | ↓1% |
| Daemon | Cambion | Any | ↓1% |
| Goblyn | Goblin | Any | 3% |
| Ork | Orc | Any | 2% |

BLOOD OF THE CHOSEN

The varied races of common men are collectively called “the chosen” following their success in dominating the known realm. They are even more varied in appearance than the races of the modern world and collectively make up what is called the race of man. Skin ranges from fair to black. Hair can be black, brown, auburn or blonde and almost any combination in between, eyes are commonly blue, brown or green though any is possible. The Chosen are known for their tenacity and “human spirit” which drives them to excel despite their relatively short life spans. They are hard to categorize due to their broad range of cultural beliefs and their ability to adapt to new situations very quickly to survive.

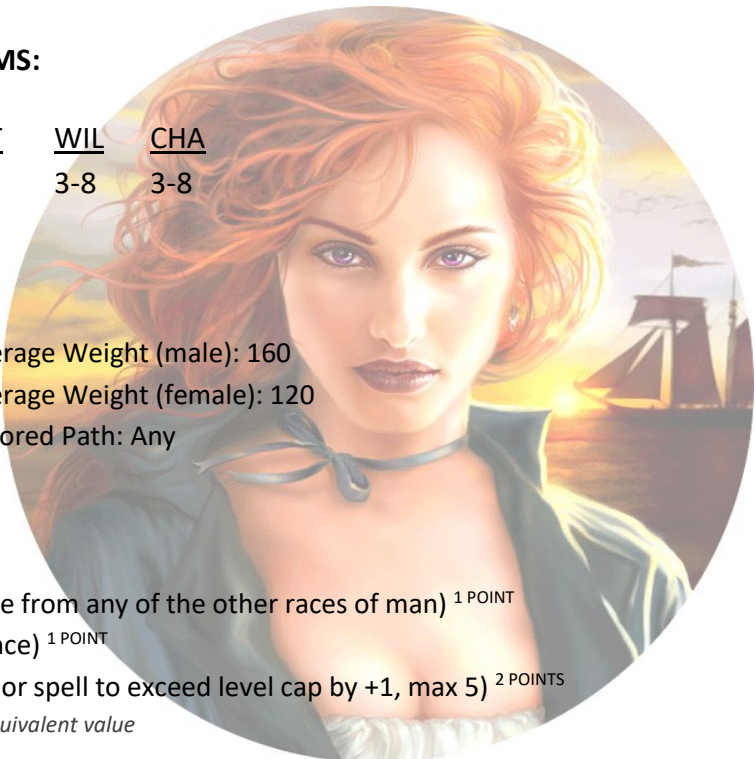
ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 3-8 | 3-8 | 3-8 | 3-8 | 3-8 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5’ 10”
 Average Height (female): 5’ 5”
 Average Lifespan: 70 years

Average Weight (male): 160
 Average Weight (female): 120
 Favored Path: Any



BLOODLINE EDGES

- Diversity (Can select a 1 point bloodline edge from any of the other races of man) ^{1 POINT}
 - Human Spirit (Gain a bonus of +2 to resistance) ^{1 POINT}
 - Focused Ability (Choose one skill and talent or spell to exceed level cap by +1, max 5) ^{2 POINTS}
- Note: You may trade out one Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

- *4 Edge points (may select from general edges)
 - 5 Flaw points (may select from recommended flaws and/or general flaws)
- *Note: This bloodline gains one bonus edge point at character creation*

RECOMMENDED FLAW

Quirks (Select three uncommon but low game impact quirks about your character) ^{1 POINT}

BLOOD OF THE DRAGON

The Blood of the Dragon represents an ancient eastern culture that dates back to the forging of the world. It is said that the people of the dragon were building empires while the chosen were still learning to master the secret of fire. They are also said to have brought martial arts and the way of the adept to the known world. The people of this bloodline are shorter than the average common man and often have an olive colored skin. They typically possess dark hair and slanted eyes. They are also fond of colorful tattoos, which tell stories of the important events throughout their lives.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| | | | | | | | |
|------------|------------|------------|------------|------------|------------|------------|------------|
| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
| 3-8 | 4-9 | 3-8 | 3-8 | 3-8 | 2-7 | 4-9 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 6"

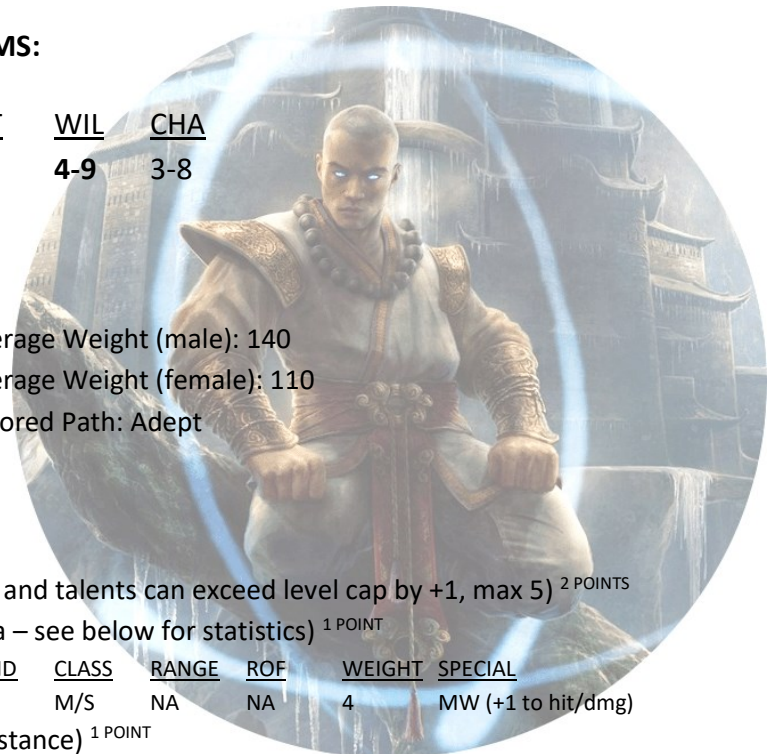
Average Height (female): 5' 2"

Average Lifespan: 80 years

Average Weight (male): 140

Average Weight (female): 110

Favored Path: Adept



BLOODLINE EDGES

Ancient Tradition (Martial Arts related skills and talents can exceed level cap by +1, max 5) ^{2 POINTS}

Family Heirloom (Start play with true katana – see below for statistics) ^{1 POINT}

| <u>WEAPON</u> | <u>DMG</u> | <u>HAND</u> | <u>CLASS</u> | <u>RANGE</u> | <u>ROF</u> | <u>WEIGHT</u> | <u>SPECIAL</u> |
|---------------|------------|-------------|--------------|--------------|------------|---------------|--------------------|
| Katana | 1d8/1d10 | 1/2 | M/S | NA | NA | 4 | MW (+1 to hit/dmg) |

Disciplined Mind (Gain a bonus of +2 to resistance) ^{1 POINT}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

3 Edge points (may select from general edges)

5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

Honor (Has a keen sense of ethical conduct based around a merited respect for others) ^{1 POINT}

BLOOD OF THE ELDAR

The Eldar are said to be the first men who mastered the use of magic. In the early years, this experimentation with magical forces had altered them and set them apart from the common men of their age. Credited with bringing magic to the race of men, they were highly respected among magical groups and societies. They are slightly taller and thinner than the common man and often possess pale or grey skin. They commonly have vivid versions of common hair colors that turn silver or white in early adulthood. Their eye colors range the same as common men; however, their eyes tend to turn a slightly luminescent red whenever they wield magic.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| | | | | | | | |
|------------|------------|------------|------------|------------|------------|------------|------------|
| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
| 2-7 | 3-8 | 3-8 | 3-8 | 4-9 | 3-8 | 4-9 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 6' 0"

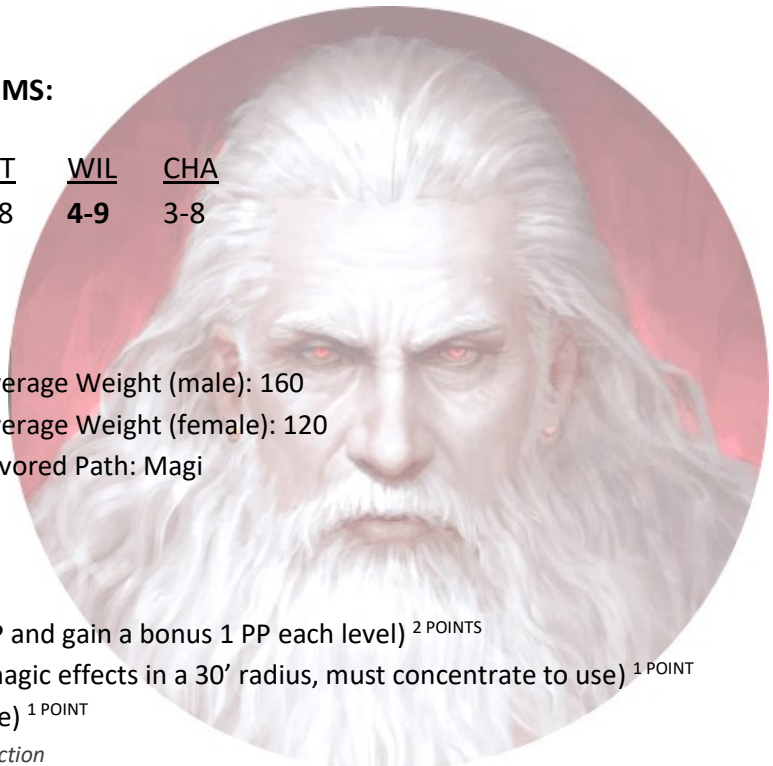
Average Height (female): 5' 6"

Average Lifespan: 80 years

Average Weight (male): 160

Average Weight (female): 120

Favored Path: Magi



BLOODLINE EDGES

Power Conduit (Begin play with 2 bonus PP and gain a bonus 1 PP each level) ^{2 POINTS}

Magic Sense (Sense type and strength of magic effects in a 30' radius, must concentrate to use) ^{1 POINT}

Willpower (Gain a bonus of +2 to resistance) ^{1 POINT}

Note: Magic Sense may be activated with a simple action

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

3 Edge points (may select from general edges)

5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

Strong Aura (Strong magical aura that can affect how animals and sensitive beings react) ^{2 POINTS}

BLOOD OF THE MAIDENS

The Maidens are a very unique matriarchal society formed ages ago when a group of high men, in this case women, broke from their male rulers and sought to build a new home far from their oppressors. In harsh lands, they would forge a powerful race of female warriors who reject male influence other than for procreation. Maidens are tall, strong and beautiful women with a relatively clean and strong bloodline due to their relative isolation. They select only the finest breeding stock to keep their lines pure. Dark hair and eyes are most common, though blondes are considered blessed by their goddess.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 4-9 | 3-8 | 4-9 | 3-8 | 2-7 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (female): 5' 10"

Average Lifespan: 80 years

Average Weight (female): 150

Favored Path: Warrior

BLOODLINE EDGES

Shield Maiden (Gain +1 to parry with any weapon or shield) ^{1 POINT}

Maidens Intuition (Gain +2 to Perception skill) ^{1 POINT}

Strength of the Maiden (Boost STR and END by +2 each for 6 rounds, after take 1 point of fatigue) ^{2 POINTS}

*Note: Strength of the Maiden is activated as a **simple action***

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

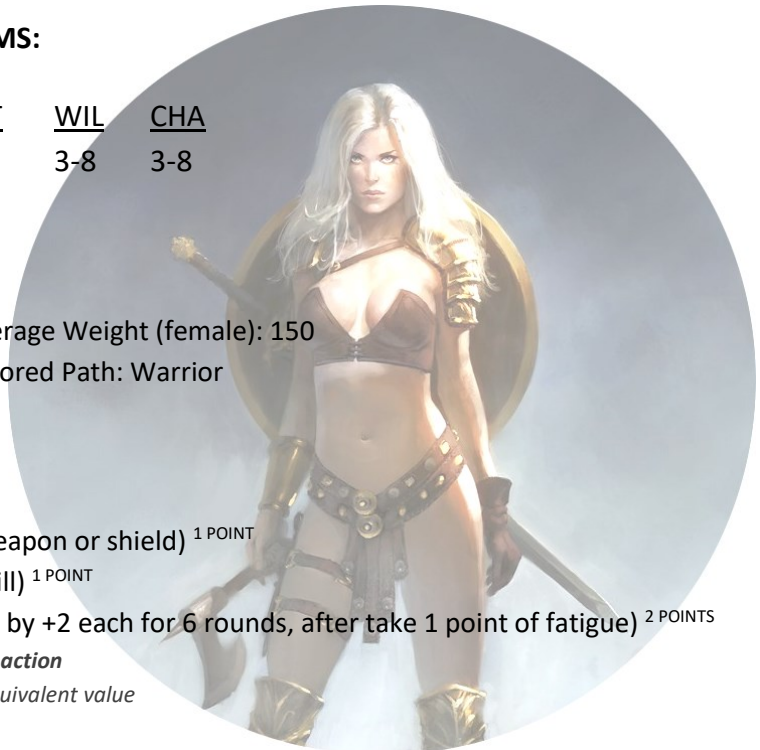
EDGE/FLAW POINTS

3 Edge points (may select from general edges)

5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

Sexist (Character believes in the superiority of the female gender and distrusts men in general) ^{2 POINTS}



BLOOD OF THE NORTH

The people of the north are descendants of the high men. It is often suggested that their isolation in the northern and most inhospitable reaches of the realm have kept this bloodline relatively clean. The people of the north have pale skin and very solidly muscled frames. Strong features and thick limbs are also common. Their hair color ranges the same as that of the common man; however blonde and red are predominate. Their eyes also have the same range of color as the chosen; however, a pale blue and green are most common. Long hair and beards are favored by males but vary based on tribe.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 4-9 | 3-8 | 4-9 | 3-8 | 2-7 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 6' 2"

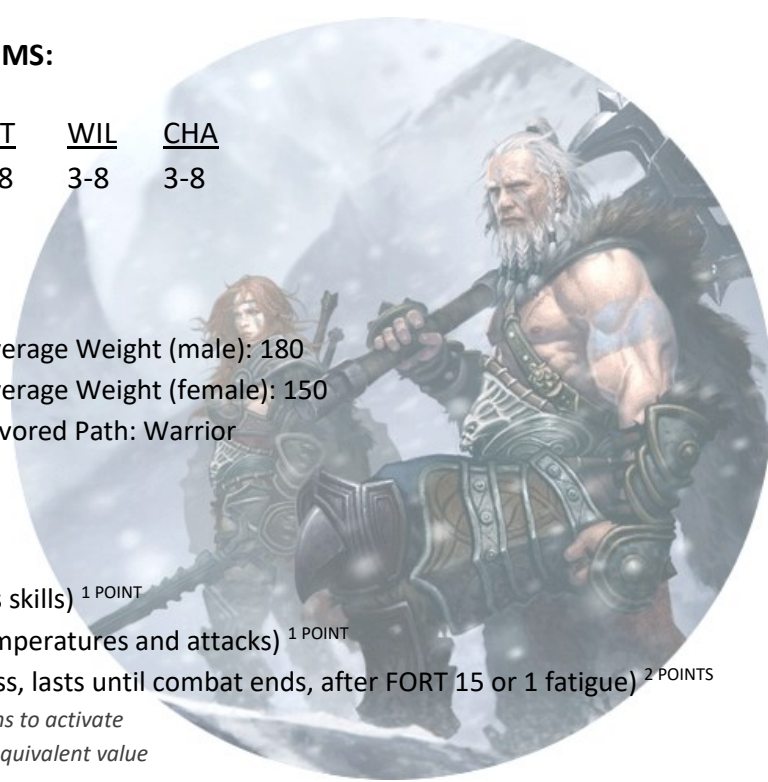
Average Height (female): 5' 10"

Average Lifespan: 80 years

Average Weight (male): 180

Average Weight (female): 150

Favored Path: Warrior



BLOODLINE EDGES

Survivalist (Gain +1 to Nature and Athletics skills) ^{1 POINT}

Cold Resistance (Gain DR 5 against cold temperatures and attacks) ^{1 POINT}

Primal Rage (+2 STR and END at ½ HP or less, lasts until combat ends, after FORT 15 or 1 fatigue) ^{2 POINTS}

*Note: Primal Rage is a **free action**, requires no actions to activate*

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

3 Edge points (may select from general edges)

5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

Heat Intolerance (Character suffers -1 to actions in 90°F weather or warmer) ^{2 POINTS}

BLOOD OF THE OLD KINGS

The Old Kings or High Men were said to have descended from the first men. They were long lived and strong leaders who brought the race of man into the age of reason. This bloodline is characterized by being slightly taller and broader than common men, fair skin and sharp features are also common. They have the same range of hair and eye color as that of the common man, however their eyes are almost always uniquely striking and tend to reflect their true heritage. They also often possess birthmarks linking them to their ancient birthright.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 4-9 | 3-8 | 3-8 | 3-8 | 3-8 | 2-7 | 3-8 | 4-9 |

BLOODLINE INFORMATION

Average Height (male): 6' 0"

Average Weight (male): 170

Average Height (female): 5' 8"

Average Weight (female): 130

Average Lifespan: 80 years

Favored Path: Warrior

BLOODLINE EDGES

Greater Birthright (Select a single 2 point and 1 point birthright for only 2 total points) ^{2 POINTS}

Strength of Kings (Boost STR and END by +2 each for 6 rounds, after take 1 point of fatigue) ^{2 POINTS}

*Note: Strength of Kings is activated as a **simple action***

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

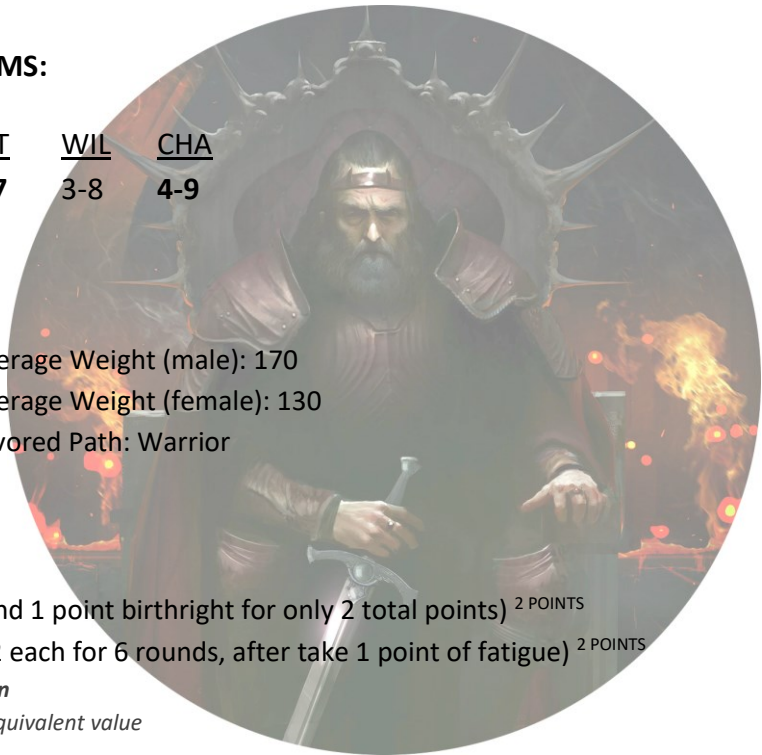
EDGE/FLAW POINTS

3 Edge points (may select from general edges)

5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

Birthmark (Character possess a unique birthmark that identifies his heritage) ^{1 POINT}



BLOOD OF THE SEA LORDS

The Sea Lords, also called Lamourans, are the ancient rulers of a once vast and powerful empire. They are thought to be descendants of a famous pirate sorcerer, his crew and their merfolk lovers. Drawn uncontrollably to the sea their bloodline survived by using ancient magic to build vast cities beneath the waves where they also found access to powerful crystals that could store magical energy. This bloodline has a grey-blue tint to their skin tone and an average sized frame. They have small gills on the sides of their neck, a transparent lens that folds over and to protect their eyes and their hands and feet become webbed when they get wet. Their hair is most commonly dark with a deep blue or green tint and their striking eyes are often a bright green or blue. Pure white hair is said to be rare and a symbol of their noble and ruling houses.

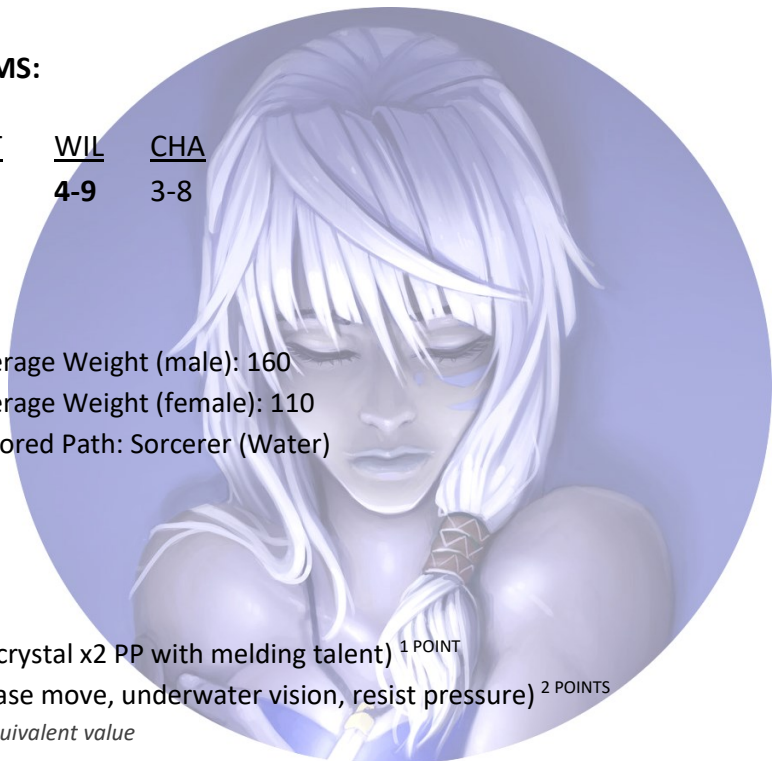
ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 2-7 | 3-8 | 3-8 | 3-8 | 3-8 | 4-9 | 4-9 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 10"
 Average Height (female): 5' 2"
 Average Lifespan: 80 years

Average Weight (male): 160
 Average Weight (female): 110
 Favored Path: Sorcerer (Water)



BLOODLINE EDGES

- Cold Resistant (Gain DR 5 cold) ^{1 POINT}
- Greater Power Crystal (Gain greater power crystal x2 PP with melding talent) ^{1 POINT}
- Aquatic Adaptation (Breathe water, swim base move, underwater vision, resist pressure) ^{2 POINTS}

Note: You may trade out one Bloodline Edge for its equivalent value

EDGE/FLAW POINTS

- 3 Edge points (may select from general edges)
- 5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

- Heat Intolerance (Character suffers -1 to actions in 90°F weather or warmer) ^{2 POINTS}

BLOOD OF THE SOUTH

The people of the south are an ancient race of men that are thought to be descended from the sun god himself. These ancient people are rumored to have built one of the greatest empires of the second age and to have accomplished many architectural and wondrous feats, such as the great pyramids. It is suggested that their isolation in the deserts of the far south have kept this bloodline relatively clean. The people of the south have dark tanned skin and a small frame. Their hair is most commonly black and their eyes are often black or brown. Blue or light colored eyes are considered a curse. Short hair or shaved heads is also common among men.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 2-7 | 4-9 | 3-8 | 3-8 | 3-8 | 4-9 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 8"

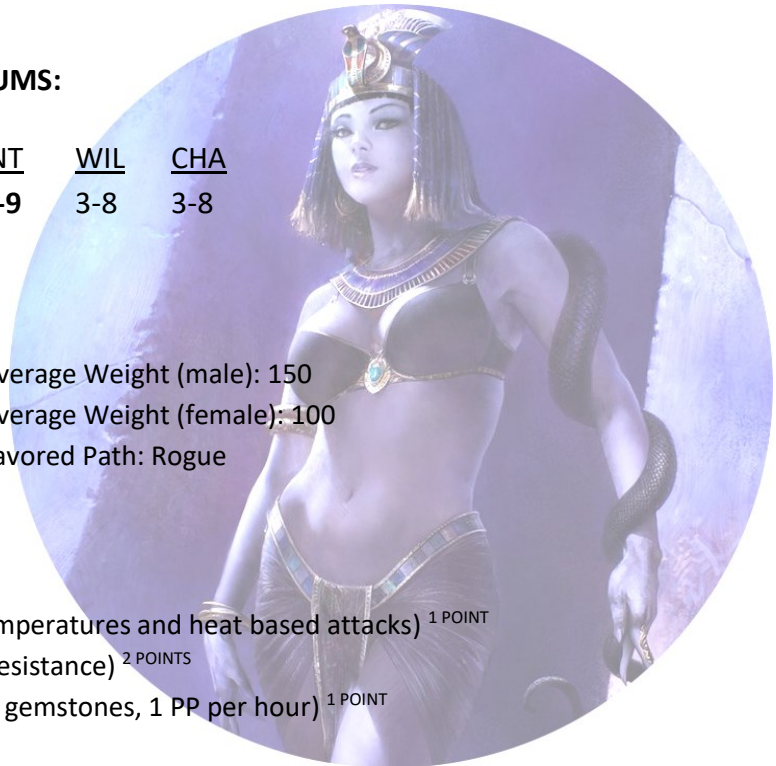
Average Height (female): 5'

Average Lifespan: 80 years

Average Weight (male): 150

Average Weight (female): 100

Favored Path: Rogue



BLOODLINE EDGES

Heat Resistance (Gain DR 5 against hot temperatures and heat based attacks) ^{1 POINT}

Magic Resistance (MR 5 magic and +3 to resistance) ^{2 POINTS}

Dowsing (Can locate water, metals, ore or gemstones, 1 PP per hour) ^{1 POINT}

*Note: Dowsing is activated as a **simple action***

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

3 Edge points (may select from general edges)

5 Flaw points (may select from recommended flaws and/or general flaws)

RECOMMENDED FLAW

Cold Intolerance (Character suffers -1 to actions in 20°F weather or colder) ^{2 POINTS}

BLOOD OF THE AYVEN

The Ayven or Winged Elves are one of four Elven sub-races, they are the rarest of these races and were once thought to be extinct. They were said to be the pride of Lorylon, brought into this world to rule the skies over Arcacia in the first age. They inhabited mountainous regions, building tall towers on the sides of mountains or villages amidst the inhospitable peaks high above the earth. Those that have this bloodline still feel the call of the open sky and prefer places with high elevation and a strong wind. The Ayven have a delicate frame and are shorter than their Sylvan cousins. Their hollow bone structure also makes them light on their feet. Ayven retain the pointed ears of their ancestors and have brilliant eyes of blue, with a rare green on occasion. Their hair can range from black and brown to golden in color.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 2-7 | 4-9 | 3-8 | 4-9 | 3-8 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 9"

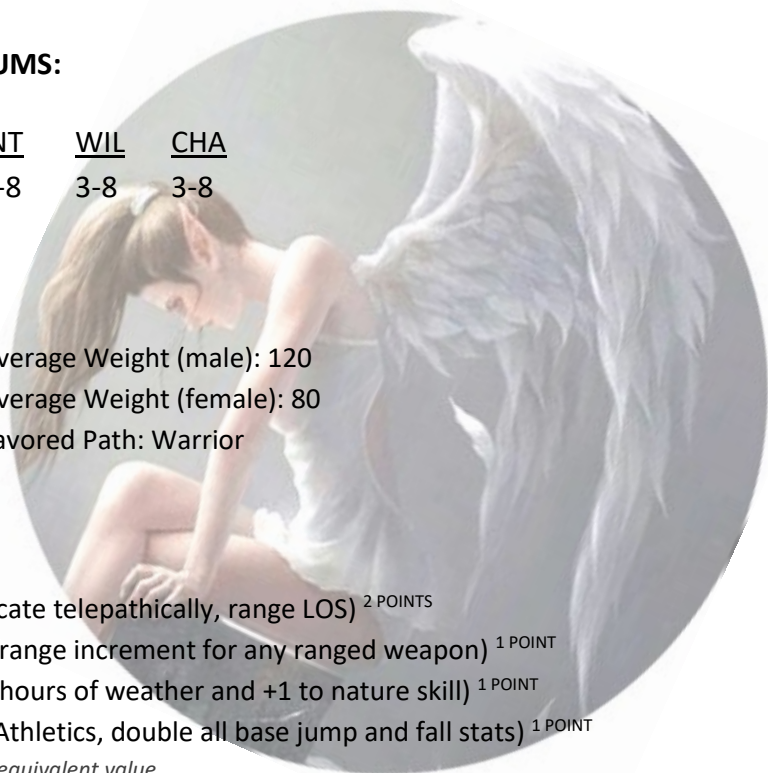
Average Height (female): 5' 2"

Average Lifespan: 120 years

Average Weight (male): 120

Average Weight (female): 80

Favored Path: Warrior



BLOODLINE EDGES

Naturally Telepathic (Ayven can communicate telepathically, range LOS) ^{2 POINTS}

Gifted Sight (+3 visual perception, double range increment for any ranged weapon) ^{1 POINT}

Nature Sense (Direction sense, predict 24 hours of weather and +1 to nature skill) ^{1 POINT}

Natural Grace (Gain +1 to Acrobatics and Athletics, double all base jump and fall stats) ^{1 POINT}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

3 Flaw points (must select 3 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Claustrophobic (-2 to all actions in tight places where there is little room to move) ^{2 POINTS}

BLOOD OF THE BUILDERS

The Builders are an ancient fey race, said to have been one of the founding races of Arcacia. They are responsible for amazing architecture now too often falling into ruin and the creation of powerful magical weapons and items. Though not happy with the name, men of the time took to calling them “Dwarves” due to their short stature. Characters that possess this bloodline will be shorter than the average common man, stockier and broader with a thick neck and short legs. Facial and body hair grows quickly and must be groomed regularly to keep neat. Hair color is often black or brown and eyes are most commonly a deep brown or black with a rare green exception.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 3-8 | 3-8 | 4-9 | 3-8 | 3-8 | 2-7 | 4-9 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 2"

Average Height (female): 4' 5"

Average Lifespan: 90 years

Average Weight (male): 150

Average Weight (female): 90

Favored Path: Warrior

BLOODLINE EDGES

Darkvision (Can see clearly without a light source) ^{2 POINTS}

Greater Resistance (Gain +2 to resistance and fortitude) ^{2 POINTS}

Craftsman (Gain +2 to all craft skills, reduce material costs by 30%) ^{1 POINT}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Stubborn (Character is stubborn and once his mind is made it is difficult to change) ^{1 POINT}



BLOOD OF THE FORSAKEN

The Forsaken or Velyn, were a sub race of Sylvan who betrayed their people and were forced into exile deep below the earth. Many centuries of isolation underground led to dramatic physical changes and the development of strange magical abilities. They have physical characteristics similar to the Sylvan, however their skin is pale white and they are thinner and shorter than their natural brethren. Females are just as tall as their male counterparts and only slightly less muscled. Their hair is bone white and their eyes are covered by a translucent white or red haze. The Forsaken are often called Ghost Elves by the common man.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| | | | | | | | |
|------------|------------|------------|------------|------------|------------|------------|------------|
| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
| 2-7 | 4-9 | 3-8 | 4-9 | 3-8 | 3-8 | 3-8 | 3-8 |



BLOODLINE INFORMATION

Average Height (male): 5' 10"

Average Weight (male): 170

Average Height (female): 5' 10"

Average Weight (female): 150

Average Lifespan: 120 years

Favored Path: Rogue

BLOODLINE EDGES

Darkvision (Can see clearly without a light source) ^{2 POINTS}

Darkness (Create darkness 5' radius, simple action, -10 darkness, cannot see inside own darkness) ^{2 POINTS}

Masters of the Dark (Base darkness penalty reduced to -8 and +1 to Stealth skill) ^{1 POINT}

*Note: Darkness is activated as a **simple action**, dispelled as level of character, darkvision does not penetrate*

Note: Most Velyn invest in the blind fighting talent to take full advantage of their Darkness power

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

3 Flaw points (must select 3 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Mild Allergy to Sunlight (Character suffers -1 to actions on bright sunlit days) ^{2 POINTS}

BLOOD OF THE MORWYN

The Morwyn or Wild Elves, are one of four Elven sub-races that found its home in the deepest depths of the forests and wildest areas of the realm. They are thought to be slightly xenophobic and scholars disagree as to whether they are an ancient or newer strand of their Sylvan cousins. They have physical characteristics similar to the Sylvan, however they are slightly shorter than their natural brethren. Hair is often a black or brown color, though rare a bright yellow color is also possible. Their eyes are most commonly brown, blue or a vivid green that suggests a purer bloodline.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 2-7 | 4-9 | 3-8 | 4-9 | 3-8 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 10"

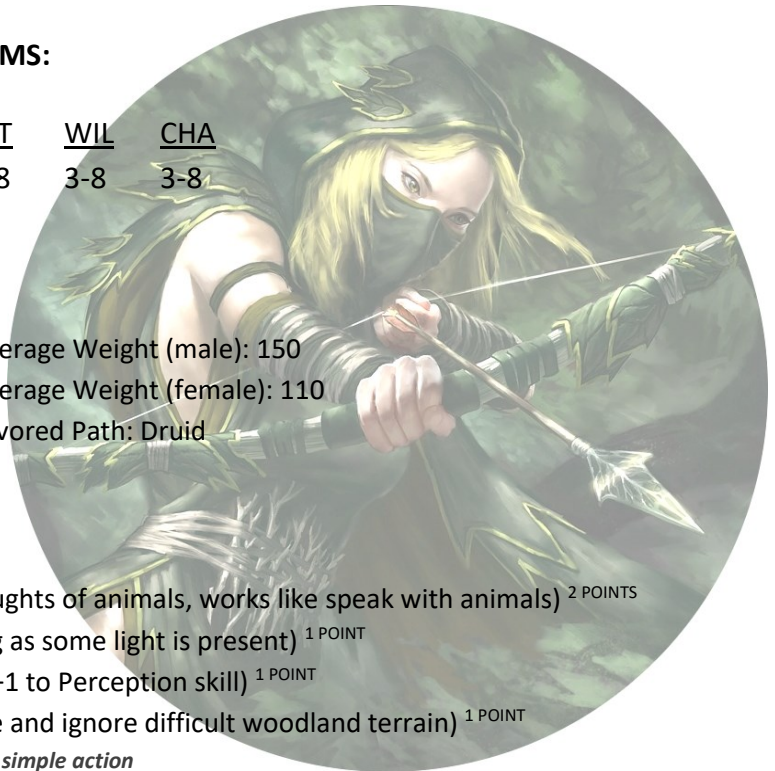
Average Height (female): 5' 5"

Average Lifespan: 120 years

Average Weight (male): 150

Average Weight (female): 110

Favored Path: Druid



BLOODLINE EDGES

Natural Animal Affinity (Can sense the thoughts of animals, works like speak with animals) ^{2 POINTS}

Nightvision (Can see clearly at night as long as some light is present) ^{1 POINT}

Sylvan Senses (Gain +1 to Nature skill and +1 to Perception skill) ^{1 POINT}

Natural Movement (Can pass without trace and ignore difficult woodland terrain) ^{1 POINT}

*Note: Natural Animal Affinity must be activated as a **simple action***

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Mild Xenophobia (Character tends to be shy and uncomfortable around new people) ^{1 POINT}

BLOOD OF THE SMALLFOLK

The Smallfolk or “Half Men” as they are sometimes called are a race of diminutive humanoids whose origins are shrouded in mystery. Some scholars claim they are the product of men mixing with ancient fey creatures and others that they are the product of a rare disease. Whatever the case, they are usually treated with skepticism and most are watched closely for their reputation as thieves and rogues. Aside from their small height their bodies are lean and muscled, making it difficult to mistake them for children. Their skin ranges from fair to dark. Hair and eyes cover the same range as the common man.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 2-7 | 4-9 | 3-8 | 3-8 | 3-8 | 4-9 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 4' 5"

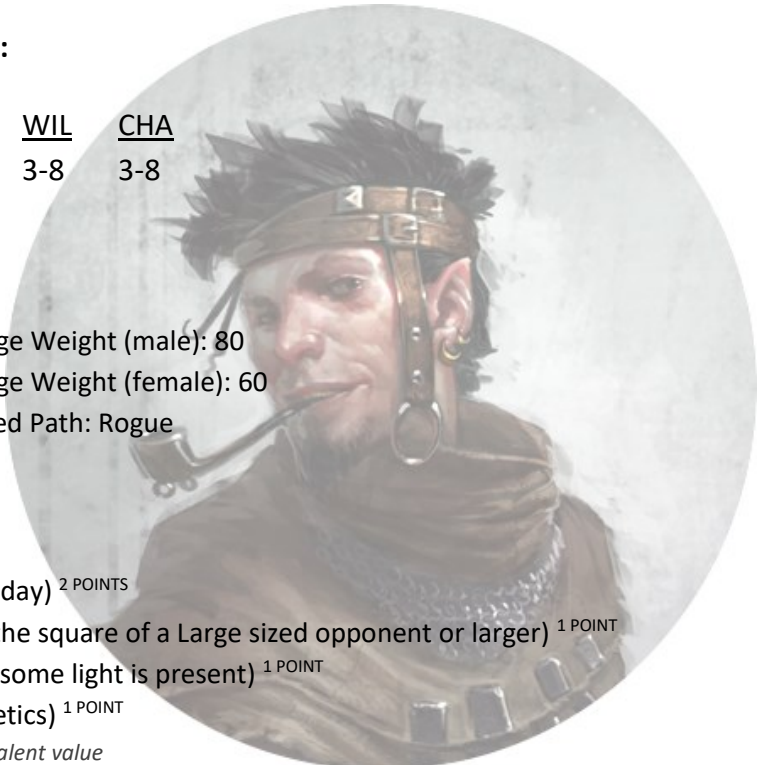
Average Height (female): 4' 0"

Average Lifespan: 70 years

Average Weight (male): 80

Average Weight (female): 60

Favored Path: Rogue



BLOODLINE EDGES

Luck of the Fey (Can reroll any one die roll per day) ^{2 POINTS}

Close Combat Specialist (Can enter and share the square of a Large sized opponent or larger) ^{1 POINT}

Nightvision (Can see clearly at night as long as some light is present) ^{1 POINT}

Naturally Agile (Gain +1 to acrobatics and athletics) ^{1 POINT}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Curious (Character is naturally curious and inquisitive) ^{1 POINT}

BLOOD OF THE SYLVAN

The Sylvan are said to be among the first races to appear in Arcacia. Commoners often call them Elves. They were said to be one with the natural world around them and to possess a strong protective instinct over the land and animals that inhabited it. Known for their physical beauty and grace, they all but faded out of existence following the second war of the races. Sylvan blooded characters will be slightly taller than common men, though thinner and with sharper features. Pointed ears are the most commonly recognized sign of sylvan blood. Hair is thick and lustrous, often bright gold or silver, though black and brown are also common. Eyes are a traditionally bright green or blue.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 2-7 | 4-9 | 3-8 | 4-9 | 3-8 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 6' 0"

Average Height (female): 5' 6"

Average Lifespan: 120 years

Average Weight (male): 150

Average Weight (female): 110

Favored Path: Warrior

BLOODLINE EDGES

Natural Bond (Can sense the presence of nature, works like speak with plants) ^{2 POINTS}

Nightvision (Can see clearly at night as long as some light is present) ^{1 POINT}

Sylvan Senses (Gain +1 to Nature skill and +1 to Perception skill) ^{1 POINT}

Natural Movement (Can pass without trace and ignore difficult woodland terrain) ^{1 POINT}

*Note: Natural Bond must be activated as a **simple action***

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Patient (Character tends to think through decisions thoroughly and is difficult to rush or hurry) ^{1 POINT}



BLOOD OF THE AFFLICTED

This bloodline exists following a diabolical plot to create a Vampyr that could live in daylight. A powerful Vampyr tested out magic that would protect him from daylight on an entire city of chosen. The result was the creation of the Afflicted or Unliving. The city was mostly transformed before the vampyr lord was finally defeated. Upon his defeat the people of this town were freed from his control but were still outcasts and considered a danger to the realm. It was not long after their apparent rescue that the same people who helped them sought to drive them into seclusion. The afflicted who managed to survive are pale of skin, have yellow or red colored eyes, extended canine teeth and a mild allergy to sunlight.

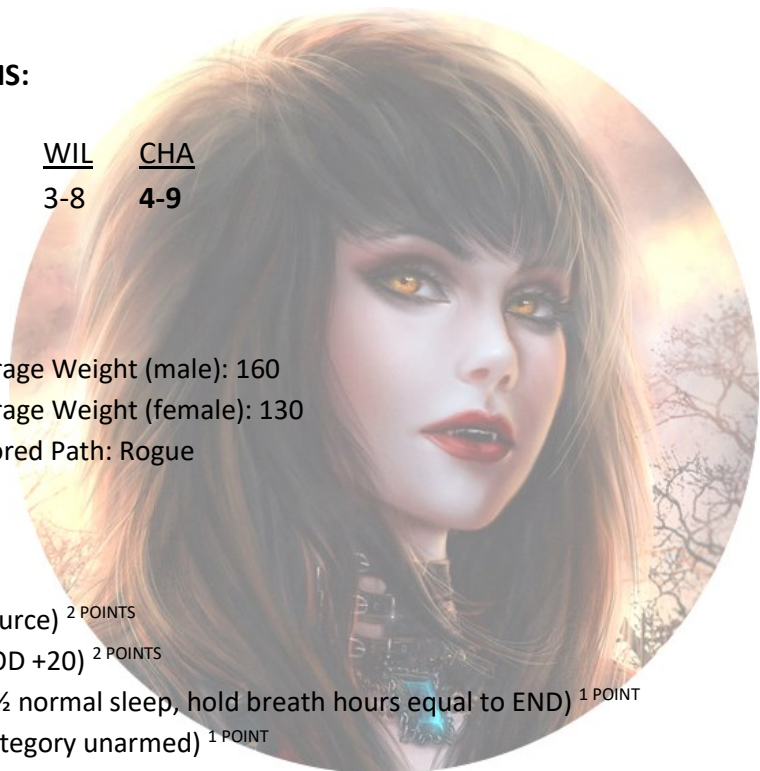
ATTRIBUTE MINIMUMS AND MAXIMUMS:

| | | | | | | | |
|------------|------------|------------|------------|------------|------------|------------|------------|
| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
| 4-9 | 3-8 | 3-8 | 3-8 | 2-7 | 3-8 | 3-8 | 4-9 |

BLOODLINE INFORMATION

Average Height (male): 5' 10"
 Average Height (female): 5' 5"
 Average Lifespan: 200 years

Average Weight (male): 160
 Average Weight (female): 130
 Favored Path: Rogue



BLOODLINE EDGES

- Darkvision (Can see clearly without a light source) ^{2 POINTS}
- Regeneration (1 HP/round, no bleed dmg, POD +20) ^{2 POINTS}
- Unliving Traits (Do not need to eat or drink, ½ normal sleep, hold breath hours equal to END) ^{1 POINT}
- Natural Weapons (claw and/or bite +1 die category unarmed) ^{1 POINT}

Note: You may trade out one Bloodline Edge for its equivalent value

EDGE/FLAW POINTS

- 1 Edge point (may select from general edges)
- 1 Flaw points (must select 1 point of general flaws and take the mandatory flaws listed below)

MANDATORY FLAWS

- Mild Allergy to Sunlight (Character suffers -1 to actions on bright sunlit days) ^{2 POINTS}
- Feeding (Character must consume 2 HP of blood daily or suffer cumulative -1 penalty per day) ^{2 POINTS}

BLOOD OF THE BEAST

This bloodline is the result of an individual contracting Lycanthropy, a magical disease that seems to only affect common men. This curse grants them strength and stamina and a powerful regenerative ability that makes them extremely hard to kill. It grants them the ability to transform into an animal and human hybrid form, the basis of the Werewolf of legend. Wolf seems to be most common though there have been reported cases of other animal types tied to this disease including Rats, Tigers, Panthers and Bears. This curse is especially dangerous under the full moon when the individual must resist or transform for 24 hours with no memory of the event. Most with this curse lock themselves inside during these periods with no view of the moon.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 4-9 | 3-8 | 4-9 | 3-8 | 3-8 | 3-8 | 2-7 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 6' 0"

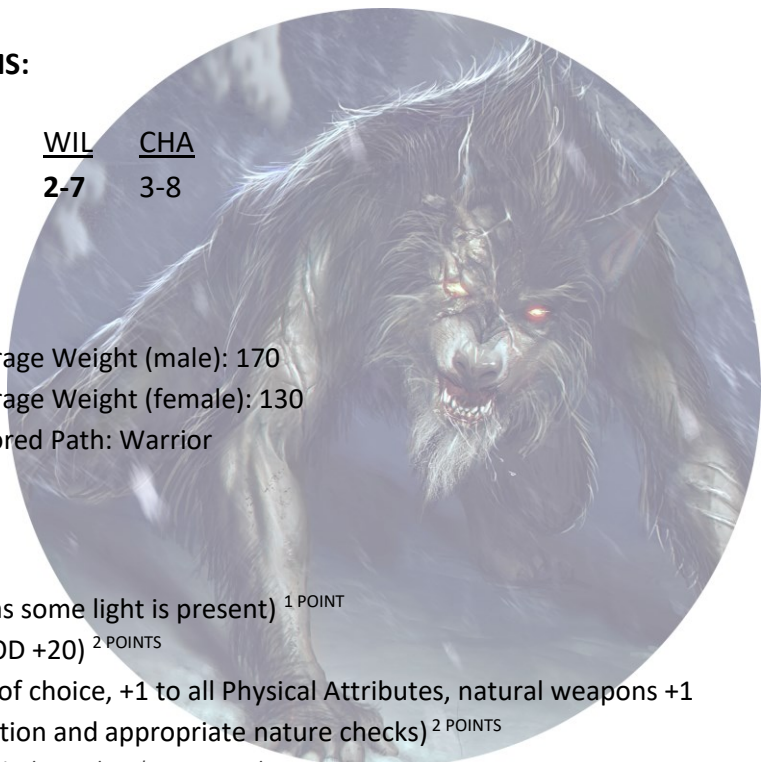
Average Height (female): 5' 6"

Average Lifespan: 90 years

Average Weight (male): 170

Average Weight (female): 130

Favored Path: Warrior



BLOODLINE EDGES

Nightvision (Can see clearly at night as long as some light is present) ^{1 POINT}

Regeneration (1 HP/round, no bleed dmg, POD +20) ^{2 POINTS}

Beast Form (transform 1 round, animal type of choice, +1 to all Physical Attributes, natural weapons +1 die cat unarmed, animal senses +3 to perception and appropriate nature checks) ^{2 POINTS}

*Note: You may trade out **one** Bloodline Edge for its equivalent value, *cannot trade out Beast Form*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

3 Flaw points (must select 3 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Bark at the Moon (Full moon nights when outside must make RES check TN 15 or transform for 24 hours without memory of the event) ^{2 POINTS}

BLOOD OF THE CHANGELING

The mysterious Changeling has been around since the dawn of the first age and over all that time they have developed a reputation as the most feared and despised race known to men. Their origin is shrouded in mystery and even the most knowledgeable of scholars know very little about their motivations or purpose. There are countless stories throughout the ages of changelings killing and replacing important figures throughout history, though what they were hoping to accomplish is unclear. A recently found tome explains that Changelings are not a Daemon race, nor are they inherently evil. It explains that their natural form resembles that of man, though they have no body hair and a pale white skin tone with dark eyes. They are naturally slender and tall with long limbs and neck.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 3-8 | 3-8 | 2-7 | 3-8 | 3-8 | 4-9 | 4-9 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 6' 0"

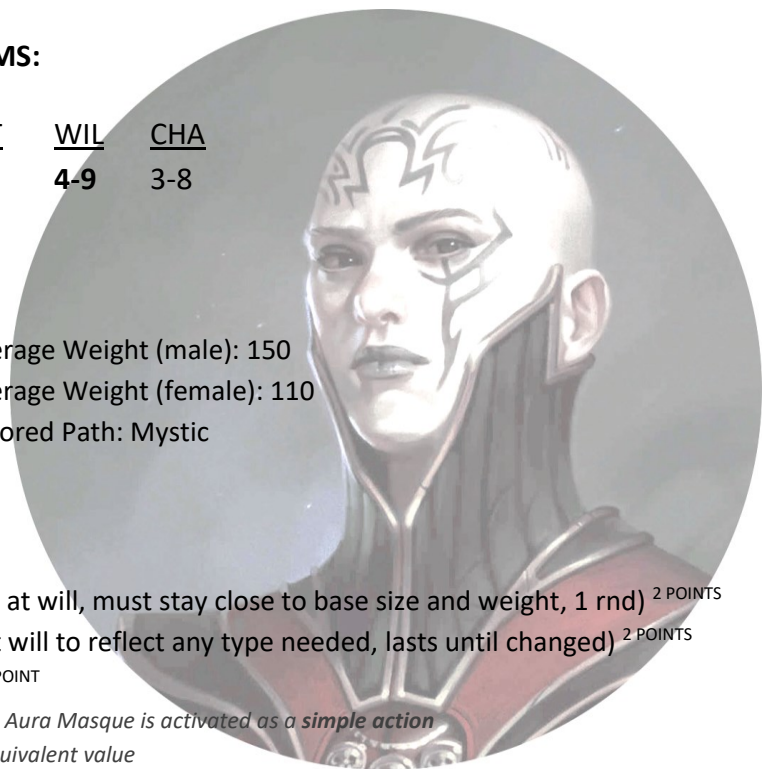
Average Height (female): 5' 5"

Average Lifespan: 200 years

Average Weight (male): 150

Average Weight (female): 110

Favored Path: Mystic



BLOODLINE EDGES

Shape Change (Change physical appearance at will, must stay close to base size and weight, 1 rnd) ^{2 POINTS}

Aura Masque (Character can change aura at will to reflect any type needed, lasts until changed) ^{2 POINTS}

Mind Block (Gain +2 to resistance checks) ^{1 POINT}

*Note: Shape Change is activated as a **complex action**; Aura Masque is activated as a **simple action***

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Dark Secret (Character must hide the fact he is a changeling or suffer fear and revulsion) ^{1 POINT}

BLOOD OF THE DAEMON

This bloodline is thought to be the descendant of the only Daemon known to be able to procreate with members of the race of men, the Succubus (Incubus if male). It is thought that the Daemon would abandon any child produced from a union with men, that is if they would let it live. Generations of this rare bloodline have maintained the powerful Daemon blood within, though few outward signs remain. They typically have slight patterns of red and yellow color on various parts of their bodies. Their hair color possibilities are the same as common men and so are their eyes, although various shades of red and yellow are also possible, a slight glow can occur when angry. All reminders of the physical Daemon form such as horns, tail or wings have been lost in time.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 4-9 | 3-8 | 3-8 | 3-8 | 3-8 | 3-8 | 2-7 | 4-9 |

BLOODLINE INFORMATION

Average Height (male): 6' 0"

Average Height (female): 5' 5"

Average Lifespan: 120 years

Average Weight (male): 170

Average Weight (female): 140

Favored Path: Warrior

BLOODLINE EDGES

Darkvision (Can see clearly without a light source) ^{2 POINTS}

Heat Resistance (Gain DR 5 against hot temperatures and heat based attacks) ^{1 POINT}

Charming (Gain charm ability as spell on page 110, level of effect equals character level, resisting grants a cumulative +2 bonus to target for each additional attempt) ^{2 POINTS}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

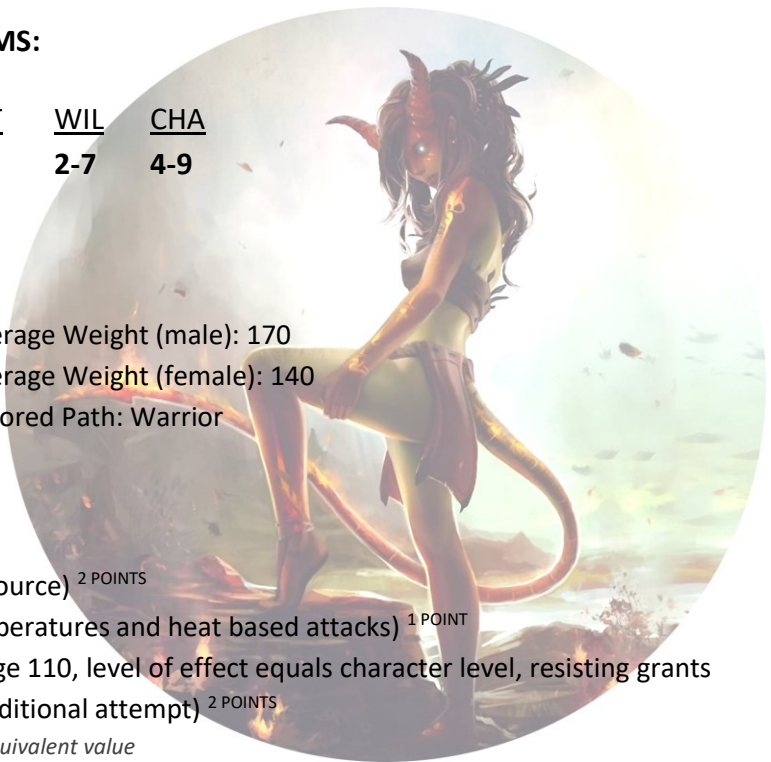
EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Dark Side (Character has a constant battle with his own evil nature) ^{1 POINT}



BLOOD OF THE GOBLYN

This bloodline is the product of the rare union of men and goblin. Needless to say, this is usually an unwanted pregnancy and it is a rare occurrence that this union even produces offspring. Goblins are known to be vicious and cunning creatures without any moral compass to guide them and they are also known to possess natural magic. Those with this bloodline may not have necessarily inherited their vicious nature but they do retain some of that magic. They are shorter than the common man, though taller than one would expect from this union, some say due to their uncanny ability to adapt to survive. They are prone to a green tinted and mottled skin tone. Their hair is usually black in color, though any color is possible and their eyes are traditionally black, though a rare red or yellow color is possible.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| | | | | | | | |
|------------|------------|------------|------------|------------|------------|------------|------------|
| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
| 3-8 | 4-9 | 3-8 | 2-7 | 3-8 | 4-9 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 5' 0"

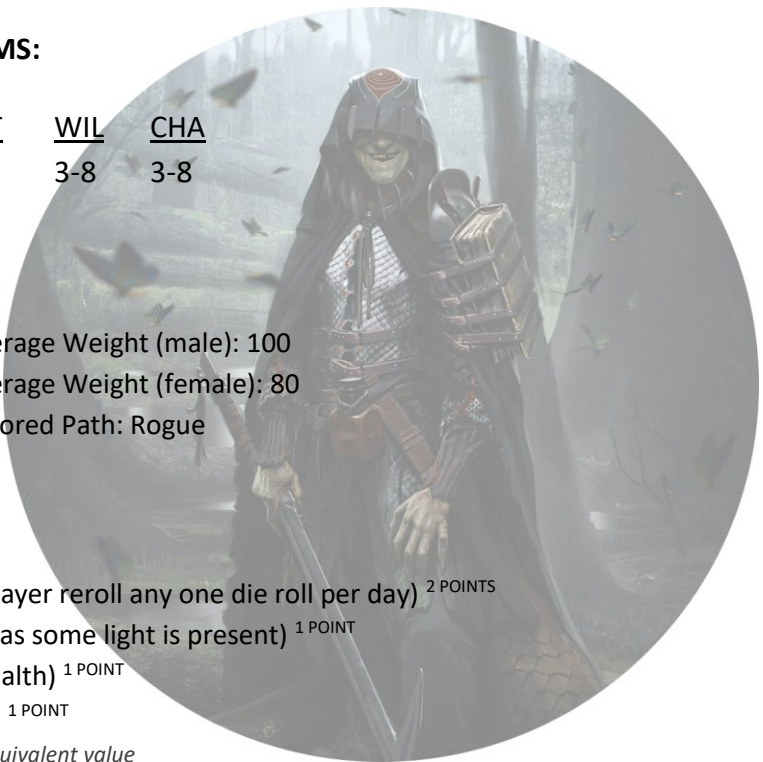
Average Height (female): 4' 9"

Average Lifespan: 50 years

Average Weight (male): 100

Average Weight (female): 80

Favored Path: Rogue



BLOODLINE EDGES

Fate Seal (Player can have GM or another player reroll any one die roll per day) ^{2 POINTS}

Nightvision (Can see clearly at night as long as some light is present) ^{1 POINT}

Naturally Cunning (+1 to Perception and Stealth) ^{1 POINT}

Natural Weapons (+1 die unarmed damage) ^{1 POINT}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Unusual Appearance (Character has an unusual skin tone and features that set him apart) ^{1 POINT}

BLOOD OF THE ORK

This bloodline is the product of the unlikely and some would say unholy union of man and ork. Orks are large, strong and fierce, with seemingly little regard for life. They take what they want and have no word in their guttural language for compassion or mercy. This bloodline is most often made possible by unwanted pregnancies and their predisposition to breed often. Possessors of this bloodline are taller, stronger and more muscled than common men. They often have flat slightly pointed ears and sharp, beaked noses. The Ork blooded usually have pronounced lower canines that can project above their top lip. Their skin is usually leathery, mottled and has a slight green or brown tint. Hair is often black and their eyes are also most often black, yellow or red.

ATTRIBUTE MINIMUMS AND MAXIMUMS:

| <u>STR</u> | <u>AGI</u> | <u>END</u> | <u>PRE</u> | <u>KNO</u> | <u>INT</u> | <u>WIL</u> | <u>CHA</u> |
|------------|------------|------------|------------|------------|------------|------------|------------|
| 4-9 | 3-8 | 4-9 | 2-7 | 3-8 | 3-8 | 3-8 | 3-8 |

BLOODLINE INFORMATION

Average Height (male): 6' 7"

Average Height (female): 6' 1"

Average Lifespan: 50 years

Average Weight (male): 250

Average Weight (female): 180

Favored Path: Warrior

BLOODLINE EDGES

Adaptive Digestion (Can digest almost anything, +2 fortitude and immunity to poisons) ^{1 POINT}

Nightvision (Can see clearly at night as long as some light is present) ^{1 POINT}

Tough Skin (Gain +1 natural armor rating) ^{2 POINTS}

Fearless (Character is immune to fear or fear based attacks) ^{1 POINT}

*Note: You may trade out **one** Bloodline Edge for its equivalent value*

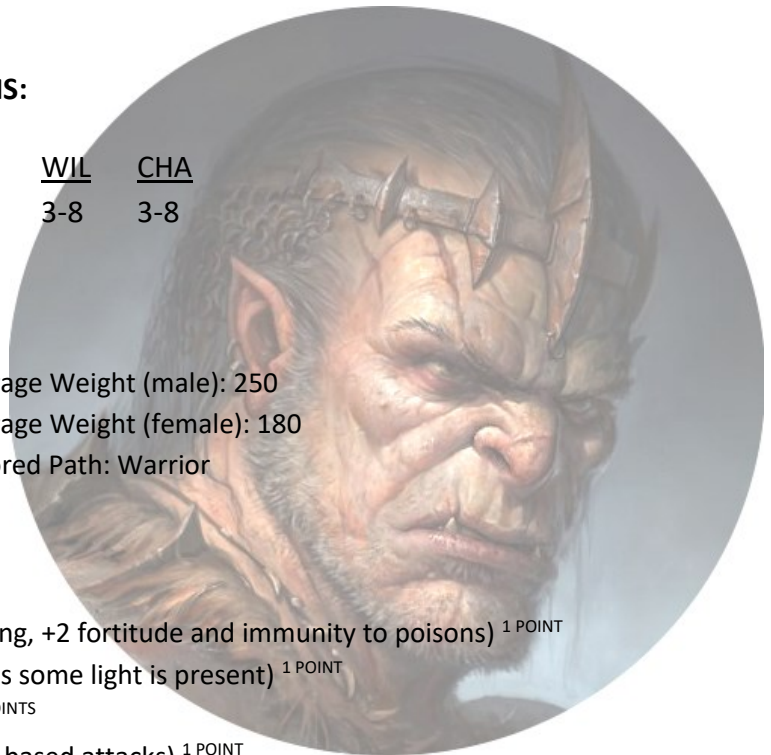
EDGE/FLAW POINTS

2 Edge points (may select from general edges)

4 Flaw points (must select 4 points of general flaws and take the mandatory flaw listed below)

MANDATORY FLAW

Unusual Appearance (Character is unusually large and features that set him apart) ^{1 POINT}



STEP THREE – BASE ATTRIBUTES

CHARACTER CREATION: STEP THREE – BASE ATTRIBUTES

There are eight basic attributes (listed below). Step three of the character creation process requires that you assign a total of **38 points** to these eight attributes. Attributes will start at 0 and every point spent raises an attribute 1 point, with the exception of PRE and CHA, which are ½ point each. You must stay within bloodline minimums and maximums as defined in the previous section. Even after attribute modification, no attribute can be below a score of 3 unless it has a bloodline penalty. The average commoner or NPC has 30-35 points. A character begins with 38, below is a sample attribute purchase maxing out physical attributes. *Attribute points cost their new rank to purchase after creation.*

ATTRIBUTE SELECTION EXAMPLE:

| <u>STATISTICS</u> | <u>SCORE</u> | <u>MOD</u> | <u>COST</u> |
|-------------------|--------------|------------|-------------|
| Strength (STR) | 6 | +1 | 6 |
| Agility (AGI) | 8 | +3 | 8 |
| Endurance (END) | 5 | +0 | 5 |
| Presence (PRE) | 6 | +1 | 3 |
| Knowledge (KNO) | 4 | -1 | 4 |
| Intuition (INT) | 5 | +0 | 5 |
| Willpower (WIL) | 5 | +0 | 5 |
| Charisma (CHA) | 4 | -1 | 2 |

TOAL COST 38

ATTRIBUTE SELECTION:

When assigning your attribute scores, you must consult your base minimum for bloodline selection and for your chosen Path. There may also be attribute minimums for some edges, so it is wise to consult all of these places before finalizing your scores.

Base Attribute Range of **3 – 8**: 1d6 +2

| | | | | |
|------------|---|---------------|---|-------------------|
| BASE RANGE | { | 2 (-3) | } | DREADFUL |
| | | 3 (-2) | } | POOR |
| | | 4 (-1) | } | |
| | | 5 (0) | } | AVERAGE |
| | | 6 (+1) | } | |
| | | 7 (+2) | } | GOOD |
| | | 8 (+3) | } | EXCELLENT |
| | | 9 (+4) | } | REMARKABLE |



STEP THREE – ATTRIBUTE DESCRIPTIONS

CHARACTER CREATION: ATTRIBUTE DESCRIPTIONS

The table below will give you some examples of attribute scores and what that score might represent. This chart is only meant to give you an idea of the strengths or challenges relating to a specific attribute score, how you play your character is not dependent on any attribute score. The Knowledge attribute, for example represents how much you have learned, it is not a reflection of your intelligence. There is no attribute for Intelligence because only the player will determine how intelligent his character acts. The descriptions listed on this chart are meant to provide a basis to compare to lower or higher scores and are not meant to define how your character appears, behaves or acts.

| SCORE | STR | AGI | END | PRE | KNO | INT | WIL | CHA |
|----------|--|---|---|--|---|--|---|-------------------------------------|
| 2 | Bench Press 25 lbs, Decrepit or midget sized | Disabled or elderly, ponderous | Hold Breath 5 seconds, pain will immobilize | Hideous or frightful appearance | Learning disability, no long-term memory | Clueless, unaware of most threats | Sheep, Follows the crowd | Hated, arrogant or hostile |
| 3 | Bench Press 50 lbs, Very thin and weak | Clumsy and accident prone | Hold Breath 10 seconds, can't handle any real pain | Considered ugly or undesirable | No real knowledge base, bad memory | Careless, lack of self awareness | Strongly susceptible to influence | Miserable, avoided |
| 4 | Bench Press 100 lbs, Skinny or small sized | Poor agility, slow and rigid | Hold Breath 15 seconds, low pain threshold | Essentially unattractive | Limited knowledge base, poor memory | Not very perceptive or observant | Weak willed | Unlikable, shy or rude |
| 5 | Bench Press 150 lbs, Average build | Average agility | Hold Breath 30 seconds, average pain threshold | Average appearance | Basic knowledge, no formal education | Moderately perceptive or observant | Average willpower | Likeable and nice enough |
| 6 | Bench Press 350 lbs, Muscular or shapely | Good agility, fast and flexible | Hold Breath 2 minutes, good pain threshold | Considered attractive | Educated, good memory | Very perceptive or observant | Strong willpower | Charming and poised |
| 7 | Bench Press 550 lbs, Athletic and well-built | Remarkably agile, nimble and lithe | Hold Breath 5 minutes, high pain threshold | Considered handsome or beautiful | Formal education, strong memory | Very alert and highly perceptive | Very disciplined and resolute | A natural leader, engaging |
| 8 | Bench Press 750 lbs, Perfect build, large | Amazingly agile, quick and graceful | Hold Breath 10 minutes, can ignore most pain | Stunning and unforgettable | Elite formal education, uncanny memory | Clever and remarkably perceptive | Incredible strength of will | Cult of personality, alluring |
| 9 | Bench Press 1000 lbs+, Amazing size and build | Masterfully agile, sublime form | Hold Breath 30 minutes, feels no pain | Inspiring and irresistible | Genius level, nearly flawless memory | Tuned into the universe | Strong aura, mind of steel | Divine, enthraling |

EDGES

Edges are unique abilities available only at character creation. In step four you will select a number of point's worth of edges as defined by your bloodline selection. Edges cost either 1 or 2 points depending on their effectiveness. **No edge in this list can be purchased more than once; this includes edges granted from your path selection.** The races of man will have 3 points with the possibility of 1 or 2 more by trading out a bloodline edge. The other races will have 2 points with optional 1 or 2 from a trade.

Acrobatic (1)

Gain +1 to Acrobatics and +1 to Dodge, character is an agile and mobile combatant, min AGI of 6

Alchemist (1)

Character gains +2 to Craft: Alchemist skill and reduces material component costs by 20%

Ambidexterity (2)

Character has no off hand, reduce two-weapon fighting penalty by 1 point

Animal Affinity (1)

Gain +2 to Animal Handling skill and gain animal empathy ability (sense emotional states of animals)

Artificer (1)

Character gains +2 to Craft: Artificer skill and reduces material component costs by 20%

Athletic (1)

Gain +1 to Athletics and +1 to base move, this character is naturally athletic, min STR of 6

Bane (1)

Gain +1 to hit and damage against a single creature type (i.e. daemon, undead, fey, beasts, goblinoids, etc.)

Birthright – Companion (1)

Have a normal animal (medium size or smaller) that is well trained and is a loyal companion or skilled human servant

Birthright – Exceptional Companion (2)

Have an intelligent or exotic animal (large size or smaller) that is a loyal companion or character level companion

Birthright – Nobility (minor lord) (1)

Gain +1 to Communication skill, also gain access to modest estate, land and servants; begin play with +5 GC

Birthright – Nobility (high lord) (2)

Gain +2 to Communication skill, also gain access to large estate, land and servants; begin play with +20 GC

Birthright – Weapon or Armor (fine quality) (1)

Begin play with a fine quality weapon (+1 to hit or dmg) or suit of armor of choice (½ weight)

Birthright – Weapon or Armor (masterwork) (2)

Begin play with a masterwork weapon (+1 to **both** hit and dmg) or suit of armor (+1 to AR and ½ weight)

Birthright – Wealth (minor) (1)

Have a 5 GC credit per month allowance with all major lenders of the realm

Birthright – Wealth (major) (2)

Have a 20 GC credit per month allowance with all major lenders of the realm

Child of the Streets (1)

Gain +2 to Streetwise, one general skill of choice; gain city speak language

Clerical Investment (1)

Gain +2 to Religion, one general skill of choice; gain association/rank with group

Combat Reflexes (1)

Gain +3 to Initiative checks

Contacts (1)

Character has made important contacts who will aid the character if possible, all over the realm, select 10

Diehard (1)

Character automatically stabilizes after being reduced to less than 0 HP, POD is HP +20

Diplomat (1)

Gain +2 to Communication, one general skill of choice, gain association with noble family

Draconic Order (1)

Gain +2 to Dracora skill, one general skill of choice; gain association with small group

Druidic Order (1)

Gain +2 to Religion, one general skill of choice; gain association/rank with group

Educated (1)

Gain +1 to three different KNO based general skills of choice, gain association with small group

Elemental Focus (2)

Elemental spells of a chosen element cost 1 less PP to cast (min 1) and spells of the opposite element cost +1 PP

Empathy (1)

Character can sense the emotional states of those near him by concentrating, 10' range, can detect lies

Enchanter (1)

Character gains +2 to Enchanting spell checks and reduces material component costs by 20%

OPTIONAL RULE:

A character that purchases an edge that grants him some type of physical object or companion (such as birthrights) will gain his points back should he lose the item or the being die through no fault of his own.

Exceptional Appearance (1)

Character is exceptionally beautiful/handsome, +1 to PRE, minimum PRE 6 to purchase, +2 to situational checks

Exceptional Attribute (2)

Gain +1 to attribute of choice (+2 PRE or CHA), must take attribute to racial maximum, cannot exceed racial max

Exceptional Attribute Maximum (2)

Gain +1 to attribute maximum of choice (+2 PRE or CHA), only increases attribute maximum not attribute itself

Exceptional Defender (2)

Gain +1 to dodge or parry checks, reduce number needed for riposte by 1

Exotic Gift (1)

Character begins play with a rare Artificer created item of choice; GM approval, see **page 92**

Extra Blessing (1)

Gain one bonus level 1 blessing at character creation (Single or Dual Priest or Druid only)

Extra Formulae (1)

Character begins play with 5 bonus rare formulae of choice (Alchemy, Artificer, Enchanter or Warsmith)

Extra Health Points (1)

Gain +5 health points

Extra Power (1)

Gain one bonus level 1 power at character creation (Single or Dual Adept or Mystic only)

Extra Power Points (1)

Gain +5 power points

Extra Talent (1)

Gain one bonus rank 1 talent at character creation (must be a talent available to path selection)

Extra Skill (1)

Gain one bonus rank 1 skill at character creation

Extra Spell (1)

Gain one bonus level 1 spell at character creation (Single or Dual Magi or Sorcerer only)

Famous (1)

Character is famous (or infamous) in a chosen kingdom, this could provide aid, favors, access and the like

Fast Healer (1)

Double HP and Fatigue gained back from rest, HP (1 + END mod (x2) per 8 hours of rest), FAT (1 per ½ hour)

LUCK ROLLS

A luck roll is a standard d20 without modification, unless bonuses are gained through edges or abilities. TN will be set on whether chance favors the character or not.

Fast Recovery (1)

Double PP and Fatigue gained back from rest, PP (2 per hour), FAT (1 per ½ hour), +1 rank effect with PP Recovery

Fated to Succeed (1)

Character gains 1 additional fate point per session (from 3 to 4)

Fearless (1)

Character is immune to fear whether mundane or magical

Flexible (1)

Character gains a situational +3 to checks involving thievery for escape artist, climbing and for acrobatics

General Affiliation (1)

Gain +2 to Communication skill, one general skill of choice; gain association with group

Genius (2)

Gain +1 to all KNO skills purchased, default any KNO based skill except language or magic based, min KNO 7

Guild Member (1)

Gain +2 to Streetwise, one general skill of choice, association with group

Heightened Senses (1)

Gain +3 to Perception skill

Healer (1)

Gain +2 to Heal skill, +1 level effect with any healing magic, and double recovery time for any under your care

Heroic (1)

Gain +2 to all rolls (not damage) in situations where you are sure to fail, actions must be against overwhelming odds

Hidden Aura (1)

Characters aura cannot be seen, despite any magical attempts to penetrate it

Highborn (1)

Gain +2 to Communication, general skill of choice; begin play with additional 10 GC

Impersonator (1)

Gain +3 to Perform skill to impersonate another, must spend at least 1 hour studying target

Jack-of-all-trades (1)

Character gains all subtypes of vocation or craft skills when purchased

Knight of the Realm (1)

Gain +2 to Animal Handling, one general skill of choice; gain association with group

Light Sleeper (1)

Character gains perception checks even when sleeping, requires 2 hours less than normal required sleep per night

Linguist (1)

Character gains 6 bonus language points to spend on literacy or languages, can default languages at -3, min KNO 6

Lucky (2)

Character can re-roll one critical failure per day

Magical Gear - Greater (2)

Begin play with masterwork foci and greater power crystal (x2 melding)

Magical Gear - Lesser (1)

Begin play with standard foci and standard power crystal

Magical Gift (2)

Gain one spell, blessing or power at rank 1, grants ability to purchase necessary skill to use (i.e. casting, etc.)

Manual Dexterity (1)

Gain +3 to use the thievery skill to open locks, pick pockets or perform other sleight of hand techniques

Master of Disguise (1)

Gain +3 to Perform checks to disguise your appearance

Musical Prodigy (1)

Gain +3 to Perform skill and can default any music or singing style without penalty

**Nature Sense (1)**

Character always knows the direction he is facing, can predict 24 hours of weather and gains +2 to nature skill

Oracle (1)

Gain visions of the future, often cryptic and obscure, GM will use to move the story, can instigate once per session

Order of the Magi (1)

Gain +2 to Arcana skill, one general skill of choice; gain association with group

Photographic Memory (1)

Character remembers anything he sees without error, min KNO of 6

Prodigy (1)

Gain +2 to single non-combat related skill of choice, cost to raise skill reduced by ½ (1 point)

Quick (2)

Gain +1 to base movement rate and +3 to initiative, min AGI of 6

Quick Recovery (1)

Gain bonus +1 HP, PP and Fatigue back every recovery cycle

Sex Appeal (1)

Character is attractive to members of the opposite sex; gain +1 to PRE attribute, +2 to appropriate situational checks

Sixth Sense (1)

Gain perception check to sense danger even when that danger is concealed from you (must be conscious)

Skilled Negotiator (1)

Gain +2 Communication, -25% base to all purchase prices and +25% base to all selling prices

Special Familiar (1)

Magi may summon a special familiar with the Familiar spell, see **page 172** for details on special familiar options

Strong Bloodline (1)

Double normal lifespan, +3 to resist sickness/disease, racial language bonus, strong racial features (excludes chosen)

Strong Faith (2)

Gain an additional Devotional Ability at creation, must be a path that begins with a devotional ability

Strong Fortitude (1)

Character gains +3 to Fortitude

Strong Willed (1)

Character gains +3 to Resistance

Talented (2)

Gain single, warrior, rogue or magical talent, duplicate effects are not cumulative and do not stack

Trap Sense (2)

Can detect secret doors, traps and hidden objects (not people) when within 10', no specific information

Unique Voice (1)

Character has a commanding or beautiful voice, +2 to Communication and Perform (acting, oratory and singing)

Warsmith (1)

Character gains +2 to Craft: Warsmith skill checks and reduces material component costs by 20%

Way of the Ascetic (1)

Gain +2 to Religion, one general skill of choice; gain association with group

Weapon Master (2)

Character has no default penalties to use any weapon type, minimum 1d6 for improvised weapons

FLAWS (NEGATIVE EDGES)

You will purchase a number of flaws as defined by your bloodline selection. Flaws are often up for interpretation and should be discussed with your GM if you have questions.

Absentminded (1)

Character has a very short attention span and often has to be brought back on course for trivial actions

Addiction (2)

Character is addicted to something he cannot go for more than one day without, -2 on all actions when without

Albino (2)

Character is sensitive to light, -1 in bright light conditions and is at a -2 to resist sickness/disease

Allergy (1)

Character is allergic to a fairly common substance, -2 to all actions when presented with this substance

Amnesia (2)

Character cannot remember much of his past; skills remain intact though he may not know how he knows them

Anxious (1)

Character suffers from worry and uneasiness in his daily life stemming from fear or possible misfortune

Arrogant (1)

Character has a high perception of his own self worth and is not afraid to share it with others

Bad Temper (2)

This character takes insult to even the slightest offense and will not hesitate to avenge it

Blood Rage (2)

Character considers combat always lethal and has a hard time showing quarter to anyone

Blunt (1)

Character has a very direct form of communication and lacks any form of subtlety

Branded (2)

Character has been branded a criminal in a way that is difficult to hide and is recognized almost everywhere

Bully (1)

Character tends to get his/her way by bullying others, does not like anyone who stands up to them

Callous (1)

Character is hardened to emotions and tends to be distant, unfeeling or cold

Center of Attention (1)

Character likes to be the center of attention and always be in the spotlight, gets depressed when he is not

Compulsive Thief (2)

Character has a hard time refraining himself from pocketing anything that might be remotely valuable

Contagious (2)

Character is the carrier of a dangerous disease and must avoid physical contact with others

Coward (2)

Character seeks to protect his own interest at all times, will avoid confrontation if at all possible

Curious (2)

Character finds it difficult to resist the unknown and has an insatiable curiosity

Curse (2)

A set of specific uncommon circumstances grants the character -2 to all actions, work out with GM

Daredevil (1)

Character only feels alive when taking unnecessary risks and pushing the edge of his limitations

Dark Secret (1)

Character has a dark secret that would be dangerous to him if it should be found out

Deformity (1)

Character has a physical deformity that is concealable, -2 to social reactions when visible

Dependant (2)

Character has a young/old dependant that relies on him for financial and emotional support

Enemy (2)

Character has made an enemy of a powerful group with broad reach

Envious (1)

Character is covetous or jealous of others successes and worldly possessions

Finicky (1)

Character is excessively particular or fussy and is very difficult to please

Flashbacks (2)

Character has troubling flashbacks from a traumatic experience early in his or her life, triggered by similar experiences

Flirt (1)

Character cannot help making playful romantic or sexual overtures when dealing with members of the opposite sex

Frail (2)

Character suffers a -2 penalty to resist sickness or disease

Geas (2)

Character has a mission/goal bestowed up on him that he cannot turn away from, long term

Gluttonous (1)

Character is given to excess when consuming food and drink

Habitual Liar (1)

Character has a hard time telling the truth, even when there is no real threat in doing so

Heavy Sleeper (1)

Character sleeps very soundly and is difficult to awaken, -2 to such rolls

Honest (2)

Character refuses to lie, under any circumstances short of certain death situations

Humorless (1)

Character has difficulty finding humor in things and rarely gets the joke or innuendo

Hunted (2)

Character has a large price on his head which can bring hunters at the worst possible times

Impatient (1)

Character has difficulty waiting patiently or tolerating delays

Impulsive (1)

Character tends to act before completely thinking out the possible consequences

Infamous (1)

Character has developed a level of infamy early in his career; begin with -10 reputation score (buyoff to gain positive)

Insomniac (1)

Character has a difficult time falling to sleep, especially in loud or uncomfortable circumstances

Isolationist (2)

Character does not like to be in crowds, even small ones, -2 to all actions

Lazy (1)

Character avoids physical labor when at all possible, takes the easiest route to achieve a goal

Lecherous (1)

Character must avidly pursue the opposite sex and has difficulty resisting advances when presented with them

Limited Sense (2)

One of your key senses (sight, hearing or smell) is poor, -2 penalty to perception checks using that sense

Lost Love (1)

Character has lost their one true love and now searches for that person tirelessly

Magic Affliction (2)

Rare magical affliction makes character susceptible to silver (or similar), 1d6 dmg/round in contact with the substance

Makes Animals Uneasy (1)

Only a well-trained animal will not be very skittish around this character, works well with strong aura

Merciful (1)

It is difficult for this character to kill when presented with another option

Minority (2)

Character is from a small minority group within his own people and is treated as such

Multiple Personalities (2)

Character has two very different and distinct personalities, each surfacing when needed or in times of stress

My Word is my Bond (1)

Character will always keep his word, if he cannot he will suffer -2 to all actions until atoned

Naive (1)

Character tends to take people on their word and trust comes easy to them

Narcissist (1)

Character takes impeccable care of their grooming and has an inflated view of their own appearance

Old Injury (2)

Once a week character makes unmodified d20 check, on a 12 or lower is at -1 to all actions for 1d6 days

One Arm (2)

Character has only one arm, this makes some tasks difficult or even impossible, gm discretion

One Ear (1)

Character has only one ear, has a -2 to Perception checks (hearing)

One Eye (2)

Character has only one eye, has a -2 to Perception checks (visual)

One Hand (2)

Character has only one hand, this makes some tasks difficult or even impossible, gm discretion

One Leg (2)

Character has a wooden leg, ½ normal movement rates

Out for Justice (2)

Character seeks revenge against a powerful individual or less powerful group for something done against him

Overconfident (1)

Character is certain that he can solve or overcome any problem, even when he clearly cannot

Overweight (2)

Character is overweight and suffers a -1 to END checks and -1 base move rate

Pact (2)

Character has made a pact with a powerful being, requires occasional obedience, details to be worked out with GM

Paranoid (2)

Character sees a conspiracy in everything, has a difficult time trusting anyone

Pessimist (1)

Character tends to stress the negative or unfavorable and takes the gloomiest view on most situations

Perfectionist (1)

Character refuses to do anything except in the right way, no matter how long it takes

Phobia (2)

Character has an unnatural fear of something fairly common, -2 to all actions when presented with this fear

Poor (1)

Character begins play with ¼ starting money and has a hard time saving money, spending it as soon as they get it

Power Hungry (2)

Character desires wealth or power and will stop at nothing to get it, even compromise his own standards

Pride (1)

Character always does the right thing and may shirk help from others due to the potential injury to pride

Racist (1)

Character views another culture/race as inferior and not worthy of respect

Reckless (1)

Character is headstrong and foolhardy with a certain carelessness and disregard for consequences

Scarred/Burned (2)

Character has significant scars or tissue damage that is not easily concealable, -2 to initial social reactions

Selfish (1)

Character is chiefly or only concerned with themselves and their own well being

Self Critical (1)

Character tends to be very critical of himself when he perceives he has made a mistake

Shy (1)

Character has a difficult time expressing himself with others unless he knows them well

Sickness/Disease (2)

Character must spend 2 CP/week on medicine, otherwise suffers cumulative -1 to actions per day

Skeptic (1)

Character often instinctively disagrees with accepted conclusions and habitually doubts most assertions

Solemn (1)

Character is deeply earnest, serious and sober, does not have much of a sense of humor

Spiteful (1)

Character is vindictive and looks for occasions to seek revenge on another

Spoiled (1)

Character is used to getting their way and being waited on hand and foot

Susceptible to Cold (1)

Character is sensitive to cold temperatures, takes -2 to resist effects of abnormally cold conditions

Susceptible to Heat (1)

Character is sensitive to hot temperatures, takes -2 to resist effects of abnormally hot conditions

Unlucky (2)

Bad things always seem to happen around this character, if chance can abuse him it will

Unusual Appearance (1)

Character has something unusual about their appearance that makes them easily recognizable

Weakness (2)

Character has a weakness to a fairly common substance, taking 1d6 damage from physical contact

Weirdness Magnet (2)

Character tends to attract strange circumstances and beings, common actions produce uncommon results

Zealot (2)

Character has a set of fanatical beliefs that direct and drive most of his actions

CHARACTER CREATION: STEP FIVE – CHARACTER PATHS

A Path is a general direction for your character to choose based on the potential concept you may have for your character. In step five there are 40 different paths to choose from. Each path has development points to spend in future sections and will include bonuses, limitations and your starting equipment. To have access to magical spells, blessings or powers you must select the appropriate path to do so.

Each path consists of 5 starting levels and 5 advanced levels. As your character is awarded experience points you will gain levels and be able to purchase or raise your abilities. Once you have reached the points needed for the next level you automatically advance to that level. Levels determine the maximum ability ranks you may possess, you may not possess a rank higher than your current level. Levels also determine how many health points or power points you have. You will gain your WIL modifier +1 (minimum 1) for PP and your END modifier +1 (minimum 1) for HP each level after 1st level. *NOTE: You gain END and WIL modifier bonuses as you advance in levels (minimum of 1 point) with the exception of first level, where you gain END x2 and WIL x2 as a base. You will also gain +1 to your resistance and fortitude score at each level.*

A **Dual Path** character combines two path types to provide a diverse character build. They work the same as a single path except that they **must spend at least 1 point per experience award on each of their paths**. The path description will point out whether the path is single or dual on the chart below.

Warrior Paths are those fighting men and women who focus their skills primarily on combat and defense. **Rogue Paths** are those that possess a diverse range of skills and are skilled in stealth and infiltration. **Arcane Paths** are those that use arcane magic to cast spells of a wide and diverse nature. The two types of arcane magic are: Arcane Spells (Magi) and Elemental Spells (Sorcerer). **Divine Paths** channel blessings through a divine patron or god. The two types of divine magic are: Blessings (Priest) and Natural Blessings (Druid). **Mystical Paths** focus mental powers and find their strength within. The two types of mystical magic are: Mystical (Mystic) and Martial (Adept).

PATH LISTING

| Warrior Paths | Rogue Paths | Arcane Paths | Divine Paths | Mystical Paths |
|--------------------|---------------------|----------------|--------------|--------------------|
| Warrior – S | Rogue – S | Magi – S | Priest – S | Mystic – S |
| Archer – S | Acrobat – S | Wilder – S | Ascetic – S | Adept – D |
| Barbarian – S | Assassin – S | Warlock – S | Druid – S | Savant – D |
| Blademaster – S | Bard – S | Sorcerer – S | Cleric – D | Mystic Warrior – D |
| Gladiator – S | Bounty Hunter – S | Warmage – D | Hunter – D | Mystic Rogue – D |
| Knight – S | Nomad – S | Shadowmage – D | Warden – D | |
| Martial Artist – S | Scout – S | Stormblade – D | | |
| Mercenary – S | Swashbuckler – S | | | |
| Ranger – S | Thief – S | | | |
| Soldier – S | Treasure Hunter – S | | | |
| Templar – S | | | | |
| Warlord – S | | | | |

S = Single path, D = Dual path

PATH OF THE WARRIOR

The Warrior is the general combatant skilled in any number of different weapon types and able to take full advantage of armor and shield benefits. This path is intended to have less definition and therefore be able to fit any character concept.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR or AGI of 5 or greater

PATH BONUS: Choice of +1 to hit or damage with weapon type of choice, +3 Health Points

LEVELS: 1 (Recruit), 2 (Novice), 3 (Warrior), 4 (Veteran), 5 (Champion)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Athletics (must still purchase skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, cloak, boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, standard quality light armor and two standard quality weapons of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE ARCHER

The Archer is a specialist with ranged weapons, particularly the bow or crossbow. The archer is often skilled in stealth and nature, finding remote spots on the battlefield with which to launch their assault.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: AGI and INT of 5 or greater

PATH BONUS: Gain +1 to hit and damage when using bows or crossbows

LEVELS: 1 (Recruit), 2 (Bowman), 3 (Archer), 4 (Veteran), 5 (Marksman)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Perception (must still purchase skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, cloak, boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, standard quality light armor and ranged weapon (with full set of ammunition of choice), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE BARBARIAN

The Barbarian path represents a fierce warrior usually from some type of harsh climate. Though the word barbarian is more cultural in nature, this path focuses on the fantasy aspect of the name: a strong and fierce warrior wielding powerful weapons.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and END of 5 or greater

PATH BONUS: Gain +1 to hit and damage when using a heavy weapon of any kind

LEVELS: 1 (Fighter), 2 (Warrior), 3 (Barbarian), 4 (Veteran), 5 (Champion)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Athletics (must still purchase skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of heavy clothes, fur lined cloak, fur lined boots, war horn, water skin, flint & steel, torch, dagger, large sack, whetstone, small pouch, heavy blanket, standard quality light armor and two weapons of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE BLADEMASTER

The Blademaster is the master of swords. He is most often a lightly armored and mobile combatant skilled in wielding light or medium swords of any kind. They are often loners who seek the glory of perfecting the art of sword-play.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: AGI and END of 5 or greater

PATH BONUS: Gain +1 to hit and damage when using a one-handed sword of any kind

LEVELS: 1 (Recruit), 2 (Novice), 3 (Bladesman), 4 (Master Bladesman), 5 (Blademaster)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Acrobatics (must still purchase skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, cloak, boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, 20' rope, standard quality light armor and sword of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE GLADIATOR

The Gladiator is a slave or low born warrior that fights for the entertainment of others. To begin play this character could have won his freedom or could even have escaped his former master. The gladiator is skilled at putting on a show and in unconventional methods of combat.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and CHA of 5 or greater

PATH BONUS: Gain +1 to hit and damage on his first attack against a new opponent

LEVELS: 1 (Serf), 2 (Vassal), 3 (Gladiator), 4 (Challenger), 5 (Champion)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Athletics (must still purchase skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of robes, cape, sandals, water skin, dagger, small pouch, standard quality piece-meal light armor of choice and two standard quality weapons of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE KNIGHT

The Knight is the heavily armored and mounted combatant skilled with the lance and sword. He is often just as comfortable fighting on horseback as he is on the ground. The knight has the designation “ser” granted to his name from the title he has either earned or inherited.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and END of 5 or greater

PATH BONUS: Knight of the Realm edge and bonus starting equipment (see below)

LEVELS: 1 (Squire), 2 (Cavalier), 3 (Knight), 4 (Lord), 5 (Lord Commander)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Animal Handling (must still purchase skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of fine clothes, fine cloak, fine boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, standard quality **medium** or **heavy armor** of choice and standard quality weapon of choice, standard quality **light lance** and **shield** of choice, **heavy warhorse with full tack**, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE MARTIAL ARTIST

The Martial Artist is a warrior who focuses on perfecting his unarmed combat by way of the martial arts skill and talent. He is often a monk or has been trained by monks. This path often focuses on discipline and years of training to perfect their martial forms.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and AGI of 5 or greater

PATH BONUS: Gain +1 to hit and damage when using unarmed combat

LEVELS: 1 (Sempai), 2 (Shinto), 3 (Sensei), 4 (Master), 5 (Grand Master)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Athletics (must still purchase the skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, set of robes, cloak, boots, water skin, flint & steel, torch, dagger, small pouch, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE MERCENARY

The Mercenary is a warrior for hire. He is a survivor and opportunist that will often sell his services to the highest bidder. The mercenary is often more seasoned than a traditional soldier and is used to sleeping on the ground more often than in a comfortable bed.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and END of 5 or greater

PATH BONUS: Gain +1 damage with any weapon that he is skilled with

LEVELS: 1 (Thug), 2 (Cutthroat), 3 (Sellsword), 4 (Mercenary), 5 (Outlaw)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Nature (must still purchase the skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, warm cloak, leather boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE RANGER

The Ranger is a woodsman and hunter, often more at home in the forest than in cities or crowded streets. Rangers often serve as guides or protectors to those who must delve into the wild. They are usually skilled in both hunting for food and survival in the wilderness.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: AGI and INT of 5 or greater

PATH BONUS: +1 to hit with two different weapons of choice

LEVELS: 1 (Woodsman), 2 (Huntsman), 3 (Ranger), 4 (Veteran), 5 (Lord)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Nature (must still purchase the skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, warm cloak, leather boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, warm blanket, 20' rope, standard quality light armor and two standard quality weapons of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE SOLDIER

The Soldier is a well-trained warrior often serving in a particular kingdom's army or militia. Soldiers or even former soldiers are often still loyal to their realm. Soldiers are trained to fight in groups and obey a chain of command.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and END of 5 or greater

PATH BONUS: Gain +1 damage with any weapon of choice, and +1 parry with shield

LEVELS: 1 (Conscript), 2 (Lieutenant), 3 (Major), 4 (Colonel), 5 (General)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Athletics skill (must still purchase the skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

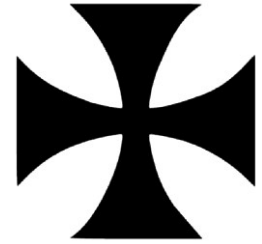
WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, cloak, leather boots, shoulder cord to designate rank, water skin, flint & steel, torch, dagger, backpack, whetstone, small pouch, bedroll, standard quality branded light or medium armor of choice, standard quality weapon of choice, standard quality branded shield or second weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE TEMPLAR

The Templar is a warrior who has been raised and trained by the church or a religious organization. They gain a purpose or “cause” that fuels them and makes them dangerous enemies, often willing to go to any length to protect their order and their belief.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and WIL of 5 or greater

PATH BONUS: Gain Magical Gift edge free (divine)

LEVELS: 1 (Squire), 2 (Cavalier), 3 (Templar), 4 (Knight Templar), 5 (Lord)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Religion skill (must still purchase the skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

WARRIOR TALENTS: Choose 6 (12.0)

LIMITATION: Must select divine being to follow and one stricture

STRICTURE BONUS: Choice of +2 HP or +2 PP

STARTING EQUIPMENT: Set of clothes, cloak, set of robes, boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, standard quality medium armor and weapon of choice, copy of the Sanctus Libra or other holy book, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE WARLORD

The Warlord is not only a warrior but also a master tactician. He specializes in both individual and group combat. His role as a student of combat and war affords him the opportunity to often be found leading legions of men into battle.



PATH DESIGNATION: Single

PATH TYPE: Warrior

REQUIREMENTS: STR and KNO of 5 or greater

PATH BONUS: Once per round can give ally within 50' +1 to combat roll or enemy -1

LEVELS: 1 (Lieutenant), 2 (Major), 3 (Colonel), 4 (General), 5 (Warlord)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 4 (8.0)

SKILL BONUS: +1 to Communication skill (must still purchase the skill)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

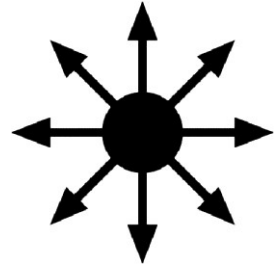
WARRIOR TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, cloak, boots, water skin, flint & steel, torch, dagger, back pack, whetstone, small pouch, bedroll, standard quality light or medium armor and weapon of choice, war horn, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE ROGUE

The rogue possesses a mix of combat effectiveness and skill-based utility. They are usually lightly armored and quick with the ability to slip by an opponent's defense as opposed to blowing through it like a warrior will. This path is intended to be the general rogue concept lacking definition to fit into any character concept.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI 5 or greater

PATH BONUS: Gain +1 damage with weapon of choice, +1 to general skill of choice

LEVELS: 1 (Apprentice), 2 (Novice), 3 (Rogue), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Stealth and Athletics skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, hooded cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, 20' rope, standard quality light armor and weapon of choice, set of thieves' tools, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE ACROBAT

The acrobat is an agile performer and natural athlete. They make excellent rogues using their god given talent and ability. The acrobat is usually part of a troupe of traveling performers though this is not always the case. Their skills lie in agility and graceful movements.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and CHA 5 or greater

PATH BONUS: Gain +1 to hit and damage using a quarterstaff (considered light weapon)

LEVELS: 1 (Troupier), 2 (Tumbler), 3 (Acrobat), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Acrobatics and Athletics skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, set of flashy clothes, warm cloak, flashy cape, leather boots, soft leather shoes, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, 20' rope, quarterstaff, standard quality light armor, set of thieves' tools, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE ASSASSIN

The assassin is a specialist in dealing silent death. They are skilled at blending in with others though they can be deadly enemies when forced into direct confrontation. Their primary skills lie in stealth, poisons, light weapons and anonymity.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and KNO 5 or greater

PATH BONUS: Gain +1 to hit and damage when attacking with surprise

LEVELS: 1 (Hood), 2 (Cutthroat), 3 (Assassin), 4 (Master Assassin), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Stealth and Craft: Alchemy skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

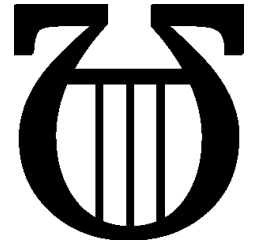
ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, hooded cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, 20' rope, standard quality light armor and weapon of choice, set of thieves' tools, 3 vials of contact or ingested poison (1d6 END/1 dose each vial), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE BARD

The Bard is an entertainer and magically gifted rogue. He is often educated and has a wealth of knowledge and lore that he shares through stories or songs. Bards are almost universally respected among the noble houses and sought after for their unique skill set.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and CHA 5 or greater

PATH BONUS: Gain Magical Gift edge free (arcane)

LEVELS: 1 (Harper), 2 (Minstrel), 3 (Bard), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Perform and Lore skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Literacy in language of choice

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, set of flashy clothes and hat, cloak, leather boots, water skin, flint & steel, torch, knife, choice of musical instrument, set of thieves' tools, backpack, bedroll, small pouch, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE BOUNTY HUNTER

The bounty hunter is a specialist in tracking and hunting down criminals and fugitives. They are typically lightly armored and quick on their feet. They may be lawful hunters working from a legitimate contract or simply taking jobs based on the amount of coin involved.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and INT 5 or greater

PATH BONUS: Gain +1 damage with two weapons of choice

LEVELS: 1 (Huntsman), 2 (Tracker), 3 (Bounty Hunter), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Nature and Streetwise skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

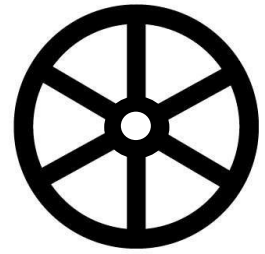
ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, hooded cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, 20' rope, standard quality light armor and weapon of choice, set of thieves' tools, pair of fine manacles (TN 20), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE NOMAD

The nomad is a wandering rogue often belonging to a group of travelling people such as gypsies. The nomad is often just as comfortable in the wild as he is in a large city or town. Nomads are known for their fierce independence and strange codes of behavior.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and INT 5 or greater

PATH BONUS: +1 to hit or damage with weapon of choice, +1 to base move

LEVELS: 1 (Vagabond), 2 (Rover), 3 (Nomad), 4 (Veteran), 5 (Elder)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Nature and Athletics skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of light clothes, set of warm clothes, hooded cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, small pouch, bedroll, 20' rope, standard quality light armor and weapon of choice, set of thieves' tools, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE SCOUT

The Scout is a unique type of rogue that is comfortable in the wild. Scouts often serve as guides or infiltrators in a military or organized group of soldiers. The scout is often used to gather intelligence or to infiltrate an enemy's camp.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and INT 5 or greater

PATH BONUS: Gain +1 to hit and damage with bows or crossbows

LEVELS: 1 (Envoy), 2 (Runner), 3 (Scout), 4 (Outrider), 5 (Harbinger)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Stealth and Perception skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, hooded cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, heavy blanket, 20' rope, standard quality light armor and weapon of choice, set of thieves' tools, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE SWASHBUCKLER

The swashbuckler is a flashy and agile rogue often found serving aboard sailing vessels. Though they are not always pirates, most pirates are swashbucklers. Skilled in light armor and weapons, each typically has a calling card or signature dress and manner.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and CHA 5 or greater

PATH BONUS: +1 to hit and damage wielding two weapons (both weapons must be light)

LEVELS: 1 (Marauder), 2 (Buccaneer), 3 (Swashbuckler), 4 (Corsair), 5 (Privateer)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Acrobatics and Athletics skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of flashy clothes and hat, cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, 20' rope, standard quality light armor of choice, set of thieves' tools, 2 standard quality weapons of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE THIEF

The thief is a specialist in acquisitions and stealth. They are skilled at opening locks, picking pockets and sleight of hand. This path is much more than simply a label; it is for those who study the art of thievery and become masters of infiltration and stealth.



PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and INT 5 or greater

PATH BONUS: +1 to hit and damage when using daggers

LEVELS: 1 (Cutpurse), 2 (Burglar), 3 (Thief), 4 (Master Thief), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Streetwise and Thievery skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, hooded cloak, leather boots, backpack, water skin, flint & steel, torch, dagger, whetstone, small pouch, bedroll, 20' rope, standard quality light armor and weapon of choice, set of thieves' tools, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE TREASURE HUNTER



The treasure hunter is the ultimate adventurer, specializing in finding and acquiring lost artifacts and buried treasures. The Treasure Hunter tends to be well versed in history and lore as well as being skilled as a master of infiltration and acquisition.

PATH DESIGNATION: Single

PATH TYPE: Rogue

REQUIREMENTS: AGI and KNO 5 or greater

PATH BONUS: +1 to hit with weapon of choice, free KNO based skill of choice

LEVELS: 1 (Adventurer), 2 (Explorer), 3 (Treasure Hunter), 4 (Fortune Hunter), 5 (Master)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: None

COMBAT SKILLS: Choose 3 (6.0)

SKILL BONUS: Gain +1 to Lore and Thievery skills (must still purchase skills)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Literacy in language of choice

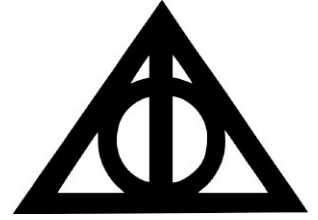
ROGUE TALENTS: Choose 6 (12.0)

STARTING EQUIPMENT: Set of clothes, cloak, leather boots, backpack, water skin, flint & steel, torch, 2 sticks of chalk, scroll tube, 2 pieces of parchment, lantern, 2 vials of oil, climbing gear, dagger, small pouch, bedroll, 20' rope, grappling hook, light pick and shovel, standard quality light armor and weapon of choice, set of thieves' tools, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE MAGI

The Magi is among the most diverse of spell casters. The Magi is part of a powerful order of wizards that affords him some degree of influence and protection as well as making access to learning new spell formulae easier.



PATH DESIGNATION: Single

PATH TYPE: Arcane

REQUIREMENTS: KNO 5 or greater

PATH BONUS: Order of Magi edge

LEVELS: 1 (Apprentice), 2 (Initiate), 3 (Magus), 4 (Magister), 5 (Archmage)

GENERAL SKILLS: Choose 6 (12.0)

COMBAT SKILLS: Choose 2 (4.0)

MAGICAL SKILLS: Casting - KNO (2.0)

LANGUAGE BONUS: Arcana with literacy

LANGUAGES: 1 free language (arcacian), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 1 (2.0)

ARCANE SPELLS: Choose 5 (10.0)

BONUS SPELLS: Gain 1 free spell per level after level 1

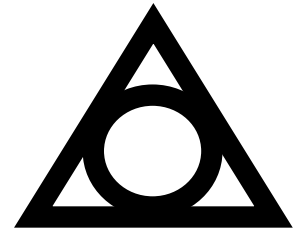
LIMITATION: Spell formulae required to learn new spells

STARTING EQUIPMENT: Set of clothes, formal hooded robes, boots, water skin, flint & steel, 2 candles, knife, scroll tube, 2 blank scrolls, 1 vial of ink, 2 quills, small pouch, standard quality weapon of choice, spell book (contains **5 formulae** of choice), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE WILDER

The Wilder is a natural spellcaster that has managed to learn how to control and cast arcane magic without any formal training. The Wilder must still learn spells by finding or purchasing formulae. Wilders are often sought out by the Magi for recruitment or worse.



PATH DESIGNATION: Single

PATH TYPE: Arcane

REQUIREMENTS: INT 5 or greater

PATH BONUS: One selected spell can be 1 level higher than base level limitation (max 5)

LEVELS: 1 (Apprentice), 2 (Initiate), 3 (Wizard), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 5 (10.0)

COMBAT SKILLS: Choose 2 (4.0)

MAGICAL SKILLS: Casting - INT (2.0)

LANGUAGE BONUS: Arcana with literacy

LANGUAGES: 1 free language (arcacian), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 2 (4.0)

ARCANE SPELLS: Choose 5 (10.0)

BONUS SPELLS: Gain 1 free spell per level after level 1

LIMITATION: Spell formulae required to learn new spells

STARTING EQUIPMENT: Set of clothes, hooded robes, boots, water skin, flint & steel, 2 candles, knife, scroll tube, 2 blank scrolls, 1 vial of ink, 2 quills, small pouch, standard quality weapon of choice, spell book (contains **3 formulae** of choice), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE WARLOCK

The Warlock (male version) or Witch (female version) is an arcane caster that gained their ability through a pact despite not having any natural magical ability. They are often loners and mistrusted or feared though they are not necessarily evil, nor is their pact.



PATH DESIGNATION: Single

PATH TYPE: Arcane

REQUIREMENTS: None

PATH BONUS: Begin play with the Special Familiar edge

LEVELS: 1 (Neophyte), 2 (Disciple), 3 (Warlock), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 5 (10.0)

COMBAT SKILLS: Choose 2 (4.0)

MAGICAL SKILLS: Casting - INT (2.0)

LANGUAGE BONUS: Daemonic with literacy

LANGUAGES: 1 free language (arcacian), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 2 (4.0)

ARCANE SPELLS: Choose 5 (10.0)

BONUS SPELLS: Gain 1 free spell per level after level 1

LIMITATION: Gain Pact flaw (does not count toward required flaw points)

PACT BONUS: Do not need formulae to learn Arcane Spells

STARTING EQUIPMENT: Set of clothes, cloak, boots, water skin, flint & steel, knife, small pouch, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE SORCERER

The Sorcerer path is an elemental caster with mastery over air, earth, fire and water. They are natural casters who learn spells without the need of formulae. The Sorcerer may be among the strongest offensive users of magic though they lack the diversity of the Magi.



PATH DESIGNATION: Single

PATH TYPE: Arcane

REQUIREMENTS: INT 5 or greater

PATH BONUS: Gain DR 5 against chosen element (air, earth, fire or water)

LEVELS: 1 (Apprentice), 2 (Initiate), 3 (Sorcerer), 4 (High Sorcerer), 5 (Eldritch Sorcerer)

GENERAL SKILLS: Choose 5 (10.0)

COMBAT SKILLS: Choose 2 (4.0)

MAGICAL SKILLS: Casting - INT (2.0)

LANGUAGE BONUS: Draconic and literacy

LANGUAGES: 1 free language (arcane), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 2 (4.0)

ELEMENTAL SPELLS: Choose 5 (10.0)

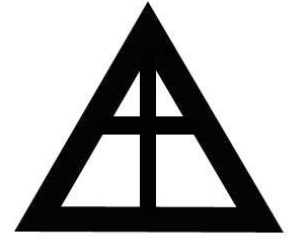
BONUS SPELLS: Gain 1 free spell per level after level 1

STARTING EQUIPMENT: Set of clothes, hooded cloak, boots, water skin, flint & steel, 2 candles, knife, small pouch, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE WARMAGE

The Warmage combines the arcane magic of the Magi or Wilder with the fighting prowess of the Warrior. This powerful concept is the warrior mage, among the most dangerous of dual paths.



PATH DESIGNATION: Dual

PATH TYPE: Arcane/Warrior

REQUIREMENTS: STR and KNO 6 or greater

PATH BONUS: Select path bonus from either Magi or Wilder

LEVELS: 1 (Novice), 2 (Apprentice), 3 (Swordmage), 4 (Battlemage), 5 (Warmage)

GENERAL SKILLS: Choose 4 (8.0)

COMBAT SKILLS: Choose 3 (6.0)

MAGICAL SKILLS: Casting – KNO (2.0)

LANGUAGE BONUS: Arcana and literacy

LANGUAGES: 1 free language (arcane), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 1 (2.0)

WARRIOR TALENTS: Choose 3 (6.0)

ARCANE SPELLS: Choose 3 (6.0)

BONUS SPELLS: None

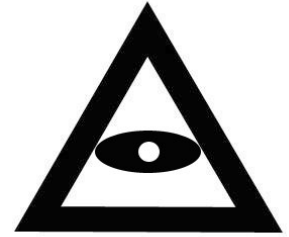
LIMITATION: Spell formulae required to learn new spells

STARTING EQUIPMENT: Set of clothes, boots, water skin, flint & steel, 2 candles, knife, scroll tube, 2 blank scrolls, 1 vial of ink, 2 quills, small pouch, standard quality light armor (may trade armor for standard quality second weapon) and weapon of choice, spell book (contains **3 formulae** of choice), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE SHADOWMAGE

The Shadowmage combines the arcane magic of the Magi or Wilder with the skills and talents of the Rogue. This concept is among the most diverse of all dual path utility options.



PATH DESIGNATION: Dual

PATH TYPE: Arcane/Rogue

REQUIREMENTS: AGI and KNO 6 or greater

PATH BONUS: Select path bonus from either Magi or Wilder

LEVELS: 1 (Novice), 2 (Apprentice), 3 (Shadowmage), 4 (Seeker), 5 (Master Seeker)

GENERAL SKILLS: Choose 5 (10.0)

COMBAT SKILLS: Choose 2 (4.0)

MAGICAL SKILLS: Casting - KNO (2.0)

LANGUAGE BONUS: Arcana and literacy

LANGUAGES: 1 free language (arcane), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 1 (2.0)

ROGUE TALENTS: Choose 3 (6.0)

ARCANE SPELLS: Choose 3 (6.0)

BONUS SPELLS: None

LIMITATION: Spell formulae required to learn new spells

STARTING EQUIPMENT: Set of clothes, hooded cloak, boots, water skin, flint & steel, 2 candles, knife, scroll tube, 2 blank scrolls, 1 vial of ink, 2 quills, small pouch, standard quality light armor and weapon of choice, spell book (contains **3 formulae** of choice), + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE STORMBLADE

The Stormblade combines the raw elemental power of the sorcerer with the fighting strength of the warrior. This path is perhaps among the most potent offensive dual path concepts available.



PATH DESIGNATION: Dual

PATH TYPE: Arcane/Warrior

REQUIREMENTS: STR and INT 6 or greater

PATH BONUS: Gain DR 5 against chosen element (air, earth, fire or water)

LEVELS: 1 (Apprentice), 2 (Initiate), 3 (Stormblade), 4 (High Stormblade), 5 (Eldritch Stormblade)

GENERAL SKILLS: Choose 4 (8.0)

COMBAT SKILLS: Choose 3 (6.0)

MAGICAL SKILLS: Casting - INT (2.0)

LANGUAGE BONUS: Draconic and literacy

LANGUAGES: 1 free language (arcane), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

MAGICAL TALENTS: Choose 1 (2.0)

WARRIOR TALENTS: Choose 3 (6.0)

ELEMENTAL SPELLS: Choose 3 (6.0)

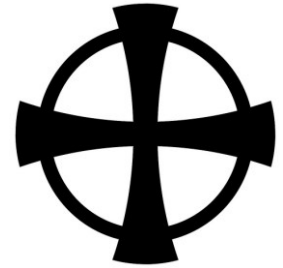
BONUS SPELLS: None

STARTING EQUIPMENT: Set of clothes, cloak, boots, water skin, flint & steel, 2 candles, knife, small pouch, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE PRIEST

The priest is the wielder of divine magic, devoted to his patron and strong of will. Priests wield powerful blessings to aid their allies, most notably that of healing. Though some find their zealous nature difficult at times, all agree that they are safer with a priest near.



PATH DESIGNATION: Single

PATH TYPE: Divine

REQUIREMENTS: KNO 5 or greater and choice of deity

PATH BONUS: Clerical Investment edge

LEVELS: 1 (Acolyte), 2 (Disciple), 3 (Priest), 4 (Bishop), 5 (Archbishop)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: Channeling - KNO (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Celestial with Literacy

MAGICAL TALENTS: Choose 1 (2.0)

BLESSINGS: Choose 5 (10.0)

BONUS BLESSINGS: Gain 1 free blessing per level after level 1

LIMITATION: Strictures (select 2 from chosen deity – page 128)

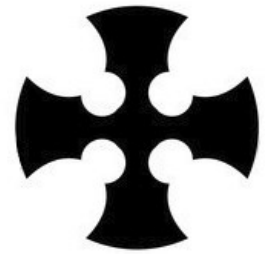
DEVOTIONAL ABILITY: Select one from chosen deity

STARTING EQUIPMENT: Set of clothes, formal priest robes, boots, water skin, flint & steel, 2 candles, knife, holy symbol, Sanctus Libra, 1 vial of ink, 2 quills, scroll tube, 3 blank scrolls, small pouch, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE ASCETIC

The Ascetic is an alternative priest concept. The Ascetic is typically a follower of the old gods and belongs to a small, more monastic religious group. Ascetics are sometimes branded as heretics by the larger religious groups with an established and accepted pantheon.



PATH DESIGNATION: Single

PATH TYPE: Divine

REQUIREMENTS: INT 5 or greater

PATH BONUS: Way of the Ascetic edge

LEVELS: 1 (Brother), 2 (Friar), 3 (Ascetic), 4 (Father), 5 (Prelate)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: Channeling - INT (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Celestial and literacy

MAGICAL TALENTS: Choose 1 (2.0)

BLESSINGS: Choose 5 (10.0)

BONUS BLESSINGS: Gain 1 free blessing per level after level 1

LIMITATION: Strictures (select 2 from chosen deity – page 128)

DEVOTIONAL ABILITY: Select one from chosen deity

STARTING EQUIPMENT: Plain robes, boots, water skin, flint & steel, 2 candles, knife, holy symbol, small pouch, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE DRUID

The Druid is a priest of nature and the wild forces that govern the natural world. Natural blessings are unique to this path though they channel them the same as priest would. Druids are a reclusive and mysterious sect that follows gods associated with nature and natural forces.



PATH DESIGNATION: Single

PATH TYPE: Divine

REQUIREMENTS: INT 5 or greater

PATH BONUS: Gain Druidic Order edge

LEVELS: 1 (Acolyte), 2 (Initiate), 3 (Druid), 4 (Grand Druid), 5 (Archdruid)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: Channeling - INT (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Fey with Literacy

MAGICAL TALENTS: Choose 1 (2.0)

NATURAL BLESSINGS: Choose 5 (10.0)

BONUS BLESSINGS: Gain 1 free blessing per level after level 1

LIMITATION: Strictures (select 2 from Deity – Ehlora)

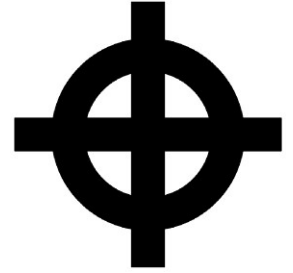
DEVOTIONAL ABILITY: Select one from chosen deity (Ehlora)

STARTING EQUIPMENT: Set of clothes, plain brown robes, leather boots, water skin, flint & steel, 2 candles, torch, knife, holy symbol, backpack, bedroll, small pouch, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE CLERIC

The Cleric is a combination of Priest and Warrior, championing the cause of his chosen deity. Clerics come in many different types based on the deity chosen and have a diverse selection of blessings and abilities.



PATH DESIGNATION: Dual

PATH TYPE: Divine/Warrior

REQUIREMENTS: STR and KNO 6 or greater

PATH BONUS: Gain Clerical Investment edge or Way of the Ascetic

LEVELS: 1 (Acolyte), 2 (Keeper), 3 (Cleric), 4 (Vicar), 5 (Paladin)

GENERAL SKILLS: Choose 4 (8.0)

MAGICAL SKILLS: Channeling - KNO (2.0)

COMBAT SKILLS: Choose 3 (6.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Celestial with Literacy

MAGICAL TALENTS: Choose 1 (2.0)/ **WARRIOR TALENTS:** Choose 3 (6.0)

BLESSINGS: Choose 3 (6.0)

BONUS BLESSINGS: None

LIMITATION: Strictures (select 2 from Deity)

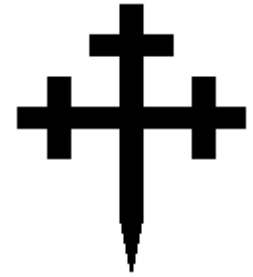
DEVOTIONAL ABILITY: Select one from chosen deity (see page 128)

STARTING EQUIPMENT: Set of clothes, formal priest robes, surcoat, boots, water skin, flint & steel, 2 candles, knife, holy symbol, Sanctus Libra, small pouch, standard quality light or medium armor of choice, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE HUNTER

The Hunter (also called Undead Hunter, Daemon Hunter, etc.) is a combination of Priest and Rogue. They are often troubled souls that found faith through a terrible loss. They also tend to be rough around the edges and most are considered outcasts by more traditional groups.



PATH DESIGNATION: Dual

PATH TYPE: Divine/Rogue

REQUIREMENTS: AGI and INT 6 or greater

PATH BONUS: Gain Clerical Investment edge or Way of the Ascetic

LEVELS: 1 (Novice), 2 (Stalker), 3 (Hunter), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: Channeling - INT (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Daemonic with Literacy

MAGICAL TALENTS: Choose 1 (2.0)/ **ROGUE TALENTS:** Choose 3 (6.0)

BLESSINGS: Choose 3 (6.0)

BONUS BLESSINGS: None

LIMITATION: Strictures (select 2 from Deity)

DEVOTIONAL ABILITY: Select one from chosen deity (see page 128)

STARTING EQUIPMENT: Set of clothes, hooded cloak, boots, water skin, flint & steel, 2 candles, knife, holy symbol, small pouch, set of thieves' tools, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE WARDEN

The Warden is a combination of Druid and Rogue. The Warden is the quintessential protector of the wild and forgotten places of the realms. They are typically wanderers and loners preferring the company of plants and animals to men, rarely staying in one place for long.



PATH DESIGNATION: Dual

PATH TYPE: Divine/Rogue

REQUIREMENTS: AGI and INT 6 or greater

PATH BONUS: Gain Druidic Order edge

LEVELS: 1 (Novice), 2 (Initiate), 3 (Warden), 4 (High Warden), 5 (Grand Warden)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: Channeling - INT (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: Fey with Literacy

MAGICAL TALENTS: Choose 1 (2.0)/ **ROGUE TALENTS:** Choose 3 (6.0)

NATURAL BLESSINGS: Choose 3 (3.0)

BONUS BLESSINGS: None

LIMITATION: Strictures (select 2 from Deity)

DEVOTIONAL ABILITY: Select one from chosen deity (Ehlorah, etc.)

STARTING EQUIPMENT: Set of clothes, plain brown robes, leather boots, water skin, flint & steel, 2 candles, torch, knife, holy symbol, backpack, bedroll, small pouch, standard quality light armor of choice, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE MYSTIC

This Mystic is a rare master of mental discipline that focuses his own untapped mental strength to master the power of his own mind or even the mind of others. The Mystic is often a loner, misunderstood by others and lacking any organized support.



PATH DESIGNATION: Single

PATH TYPE: Mystical

REQUIREMENTS: KNO 5 or greater

PATH BONUS: Gain +2 to resistance and 2 bonus PP at creation

LEVELS: 1 (Pupil), 2 (Novice), 3 (Mystic), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 6 (12.0)

MAGICAL SKILLS: Focusing - KNO (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

MAGICAL TALENTS: Choose 1 (2.0)

MYSTICAL POWERS: Choose 5 (10.0)

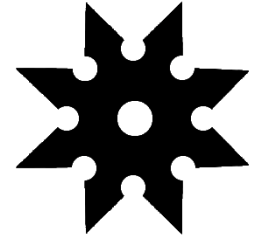
BONUS POWERS: Gain 1 free power per level after level 1

STARTING EQUIPMENT: Set of clothes, hooded robes, cloak, boots, water skin, flint & steel, torch, dagger, back pack, small pouch, bedroll, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE ADEPT

This Adept is a combination of Warrior talent and Mystical power. Their abilities are unique though they focus their own "Ki" in much the same way as the Mystic. The Adept is a gifted martial artist that can specialize in many different unarmed combat forms.



PATH DESIGNATION: Dual

PATH TYPE: Mystical/Warrior

REQUIREMENTS: AGI and INT 6 or greater

PATH BONUS: Gain +1 to hit and damage using unarmed combat of any kind

LEVELS: 1 (Pupil), 2 (Novice), 3 (Adept), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 4 (8.0)

MAGICAL SKILLS: Focusing - INT (2.0)

COMBAT SKILLS: Choose 3 (6.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

MAGICAL TALENTS: Choose 1 (2.0)/ **WARRIOR TALENTS:** Choose 3 (6.0)

MARTIAL POWERS: Choose 3 (6.0)

BONUS POWERS: None

STARTING EQUIPMENT: Set of clothes, martial artist robes, cloak, boots, water skin, flint & steel, torch, dagger, back pack, small pouch, 3 incense sticks, bedroll, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE SAVANT

This Savant is a combination of Rogue talent and Adept power. The savant is naturally gifted and often lacks the discipline of the “true” Adept. They are usually shunned by Adepts who consider them without honor and usually disguise themselves or wear masks.



PATH DESIGNATION: Dual

PATH TYPE: Mystical/Rogue

REQUIREMENTS: AGI and INT 6 or greater

PATH BONUS: Gain +1 to Stealth and Athletics skills

LEVELS: 1 (Pupil), 2 (Novice), 3 (Savant), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: Focusing - INT (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

MAGICAL TALENTS: Choose 1 (2.0)/ **ROGUE TALENTS:** Choose 3 (6.0)

MARTIAL POWERS: Choose 3 (6.0)

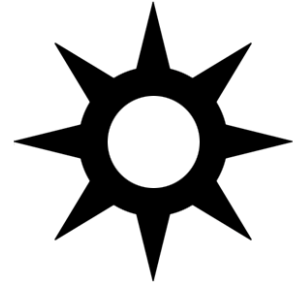
BONUS POWERS: None

STARTING EQUIPMENT: Set of clothes, set of dark clothes and mask, hooded cloak, boots, water skin, flint & steel, torch, dagger, small pouch, set of thieves' tools, standard quality weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE MYSTIC WARRIOR

The Mystic Warrior is the rather obvious combination of Mystic powers and Warrior talents. They are a rare and dangerous enemy able to use both mental and physical attacks. In some circles, they are called Mindblades.



PATH DESIGNATION: Dual

PATH TYPE: Mystical/Warrior

REQUIREMENTS: STR and KNO 6 or greater

PATH BONUS: Gain +2 resistance and +2 HP

LEVELS: 1 (Novice), 2 (Initiate), 3 (Mindblade), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 4 (8.0)

MAGICAL SKILLS: Focusing - KNO (2.0)

COMBAT SKILLS: Choose 3 (6.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

MAGICAL TALENTS: Choose 1 (2.0)/ **WARRIOR TALENTS:** Choose 3 (6.0)

MYSTICAL POWERS: Choose 3 (6.0)

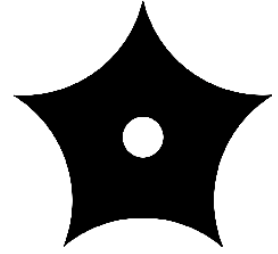
BONUS POWERS: None

STARTING EQUIPMENT: Set of clothes, cloak, leather boots, water skin, flint & steel, torch, dagger, back pack, small pouch, bedroll, 20' rope, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

PATH OF THE MYSTIC ROGUE

The Mystic Rogue is a combination of Mystic power and Rogue talents. They are a rare and mysterious concept that makes the ultimate spy or infiltrator. They are also called Shadowmind.



PATH DESIGNATION: Dual

PATH TYPE: Mystical/Rogue

REQUIREMENTS: AGI and KNO 6 or greater

PATH BONUS: Gain +1 to Stealth and Perception skills

LEVELS: 1 (Novice), 2 (Initiate), 3 (Shadowmind), 4 (Master), 5 (Grandmaster)

GENERAL SKILLS: Choose 5 (10.0)

MAGICAL SKILLS: Focusing - KNO (2.0)

COMBAT SKILLS: Choose 2 (4.0)

LANGUAGES: 1 free language (common), KNO modifier x2 in points to purchase languages or literacies at 1 point each. You may trade skill points for language points.

LANGUAGE BONUS: None

MAGICAL TALENTS: Choose 1 (2.0)/ **ROGUE TALENTS:** Choose 3 (6.0)

MYSTICAL POWERS: Choose 3 (6.0)

BONUS POWERS: None

STARTING EQUIPMENT: Set of clothes, hooded cloak, boots, water skin, flint & steel, small pouch, set of thieves' tools, standard quality light armor and weapon of choice, + 3d6 ST

TOTAL DEVELOPMENT POINTS: 30

STEP SIX – SKILL SELECTION

CHARACTER CREATION: STEP SIX – SKILL SELECTION

Skills are selected using path guidelines. Skills cost 2 points each rank. You may not possess a skill at a higher rank than your level. Skills at character creation or new **skills begin at rank 1**. Languages can also be purchased with general skill points at 1 point each for the language and 1 point each for literacy.

NOTE 1: PRE attribute modifier may add a situational modifier to CHA based skills. NOTE 2: Your skill to parry is equal to the weapon or unarmed base skill used.

GENERAL SKILL LIST

Academia (KNO)
Acrobatics (AGI)
Animal Handling (INT)
Arcana (KNO)
Athletics (STR)
Communication (CHA)
Craft (KNO)
Craft: Advanced (KNO)
Dracora (KNO)
Heal (KNO)
Lore (KNO)
Mysticism (KNO)
Nature (INT)
Perception (INT)
Perform (CHA)
Religion (KNO)
Stealth (AGI)
Streetwise (INT)
Thievery (AGI)
Vocation (KNO)

COMBAT SKILL LIST

Brawling (STR)
Dodge (AGI)
Martial Arts (AGI)
Weapon – Axes (AGI)
Weapon – Blunts (AGI)
Weapon – Bows (AGI)
Weapon – Crossbows (AGI)
Weapon – Daggers (AGI)
Weapon – Exotics (AGI)
Weapon – Firearms (AGI)
Weapon – Pole Arms/Spears (AGI)
Weapon – Slings (AGI)
Weapon – Staves (AGI)
Weapon – Swords (AGI)

MAGICAL SKILL LIST

Casting (*KNO or INT)
Channeling (*KNO or INT)
Focusing (*KNO or INT)
*(*see path listing for attribute modifier)*

LANGUAGES

LITERACY

ANCIENT FORM

| | | |
|--------------------------------|-----|-------------------------|
| Arcacian (common tongue) | Yes | Yes (Ancient Arcacian) |
| Chanish (eastern tongue) | Yes | Yes (Ancient Chanish) |
| Zephyrish (southern tongue) | Yes | Yes (Ancient Zephyrish) |
| Noresh (northern tongue) | Yes | No |
| Arcane (language of magic) | Yes | Yes (Eldar) |
| Celestial (divine language) | Yes | Yes (Seraphim) |
| Daemonic (evil language) | Yes | Yes (Infernal) |
| Fey (sylvan language) | Yes | Yes (Faedran) |
| Draconic (language of dragons) | Yes | Yes (Ancient Draconic) |
| Gobbly (evil language) | No | No |
| Lamouran (forgotten language) | Yes | Yes (Alantian) |
| Dwarven (builder language) | Yes | Yes (Ruhnic) |
| Giantese (lost language) | No | Yes (Titanic) |
| City Speak (secret language) | Yes | No |
| Druidic (secret language) | Yes | Yes (Ancient Druidic) |

SKILL DESCRIPTIONS

Skills that have **DEFAULT** listed after them can be attempted even if you do not have the skill at a -3 penalty. The appropriate attribute modifier will be applied to this check. *Note: Some general skills impose a -2 penalty for multiple attempts at the same target. In this case, the user can attempt the skill until his bonus has been reduced below 0.*

Academia (KNO)

Academia is the study of advanced learning and subjects that are not normally available to the common man. This skill is usually acquired through an institute of higher learning or some kind of educated tutor or mentor. Subjects that the academia skills cover include: Astronomy, Geography, Government, Heraldry, History, Law, Mathematics and Science. *You must have access to a literacy skill in at least one language to begin play with or to purchase this skill.*

Acrobatics (AGI)

Acrobatics is used to perform feats of grace and agility. It can be used to walk on a precarious surface, reduce damage from a fall or vault over your opponent. It can be used to entertain or as a tool to improve combat effectiveness. **Gain a bonus of +1 to dodge at ranks 3 and 5.**

Animal Handling (INT) - DEFAULT

Animal handling covers everything from what to feed your pet ice bear to how to saddle a horse. Riding, care and control of a mount is also covered under animal handling. So is the ability to understand animal behavior and patterns, to understand when the fish are biting or how to avoid a sow with cubs.

Arcana (KNO)

Arcana is the knowledge of arcane magic in all of its uses and forms. This skill can be used to identify spells or magic items. It can be used to understand the capability of a spellcaster based on the power he wields and finally, it can be used to identify arcane magical phenomenon that may not fall within the basic rules of this book.

Athletics (STR) - DEFAULT

Athletics is used for climbing, jumping, swimming, running or any other athletic ability. Modifiers to athletics checks are mostly based on environmental hazards or difficulties such as a sheer surface to climb, a wide chasm to jump or running for long distances. A person can long jump their height + 6" as a base. They can jump vertically ½ their height. Every success above the target number adds one inch. An endurance check may be required for sustained athletic activity.

Brawling (STR) - DEFAULT

Brawling is an unarmed combat technique. Brawling has a base damage of **1d8** and is considered non-lethal damage. STR modifier is applied to both your to hit and damage bonus, unlike martial arts which gives you a bonus to hit based on AGI and damage based on STR. Brawling also includes grappling.

Casting (KNO or INT)

Casting is the ability to weave magical energy using complex incantations to cast magical spells. This skill is only available to the single or dual path Magi or Sorcerer. A skill check is made to determine success or failure and to set resistance rolls. Path determines KNO or INT modifier for this skill.

Channeling (KNO or INT)

Channeling is the ability to channel divine energy through the user to use blessings or curses. This skill is only available to the single or dual path Priest or Druid. A skill check is made to determine success or failure and to determine resistance rolls. Path determines KNO or INT modifier for this skill.

Communication (CHA) - DEFAULT

Communication represents all skills related to interacting with others through verbal and sometimes even non-verbal communication. It represents how clearly and with what degree of skill you are able to communicate your thoughts and ideas. This skill includes: diplomacy, bluffing or lying and intimidation.

Craft (KNO)

Craft skills represent skills where something is created. The basic subtypes of craftsmen include: **artist, blacksmith, calligrapher, carpenter, jeweler, locksmith, mason, tailor and weaver**. You will select one subtype and gain a bonus subtype for each +1 of your KNO modifier. Craft skills may be used as a source of income, using a base income of 1 GC/month multiplied by your skill rank.

Craft: Advanced (KNO)

Advanced crafts cover three unique skills that the character must select from each time he selects this skill. Skill checks determine the quality of work. Each of the advanced craft skills has a detailed description later in the book. **Alchemist – page 89, Artificer – page 92 and Warsmith – page 95.**

Dracora (KNO)

Dracora is the knowledge of draconic magic in all of its uses and forms. This skill can be used to identify spells or magic items. It can be used to understand the capability of a spellcaster based on the power he wields and finally, it can be used to identify draconic magical phenomenon that may not fall within the basic rules of this book. A base knowledge and history of dragons is also included in this skill.

Dodge (AGI) - DEFAULT

Dodge is the ability to avoid damage or harm by moving quickly out of the way. Generally, a dodge will negate a hit or cause a miss; however, in an area of effect if a single step cannot get you out of it, a successful dodge will only reduce the damage by half.

Focusing (KNO or INT)

Focusing is the ability to focus magical energy to grant the user powers and abilities. This skill is only available to the single or dual path Adept or Mystic. A skill check is made to determine success or failure and to determine resistance rolls. Path determines KNO or INT modifier for this skill.

Heal (KNO)

Heal covers the art of first aid, medicine and treatment. Diagnosing what is wrong with a patient is the core of this skill. A successful heal check can prevent further bleeding damage and even heal an immediate point of damage upon success. A single wound cannot be treated with this skill more than once. Knowledge of medicines and the treatment of sickness and disease are also covered in this skill.

Language and Literacy (KNO) –1 point each

Language represents the spoken word and literacy represents being able to read and write that language. A language is 1 point to purchase and literacy in that language is also 1 point. *NOTE: You must possess a base language form before being able to purchase an ancient form.*

Lore (KNO)

This skill represents knowledge of rare lore usually relating to magic, monsters, items or places. This skill will be modified by how rare or obscure the sought-after information is. Lore can cover the weaknesses of a powerful monster, the legend behind a powerful magical artifact, what it would be like to travel to another plane of existence or the purpose of an ancient rune stone set in the middle of the desert. Your chance of knowing a particular topic or subject will be based on your skill check. The Target Number will be set at a base 15 and modified by the obscurity of the information and the character's likelihood of knowing that type of information, i.e. a sylvan bloodline might be more likely to know about ancient sylvan lore or a bard path might be more likely to know an ancient story or song.

Martial Arts (AGI)

The Martial Arts are an unarmed combat technique. Martial Arts have a base damage of **1d6**. Martial arts can deal either lethal or non-lethal damage depending on the user's choice. Those who possess the Martial Arts skill can advance their skill through the purchase of forms, see **page 88**.

Mysticism (KNO)

Mysticism is the knowledge of mystical magic in all of its uses and forms. This skill can be used to identify a mystic power or magical effect. It can be used to understand the capability of a Mystic or Adept, having knowledge of the types of powers at their disposal.

Nature (INT)

Nature covers all the skills of the wild: tracking, finding the best path of travel, preparing and cooking wild game, using astronomy to navigate by the stars, survival, predicting the weather, finding edible berries, hunting and the like. This broad skill will be modified based on environment and situation.

Perception (INT) - DEFAULT

Perception covers hearing, sight, smell, taste and touch. Perception is modified by environment, such as darkness, fog, a loud environment or strong odor. Modifiers can range from -1 to -5 (full darkness). Perception also includes insight, to determine whether a person is lying or sense a trap. Perception may also be used to gain insight on a person's manner, behavior and social interactions.

Perform (CHA) - DEFAULT

Perform covers a wide variety of performance types. This skill measures the skill and quality of the performance and performer as well as how engaged the audience is. You will select one subtype and gain a bonus subtype for each +1 of your CHA modifier. *Perform Options: Acting, Combat, Comedy, Dancing, Juggling, Musical Instrument, Oratory and Singing.*

Religion (KNO)

Religion covers knowledge of the religious beliefs that dominate the realms. It covers religious history, rituals, beliefs, law and lore. Religion covers a broad range of popular and expansive religions as well as the smaller cults or heretical groups. This skill can be used to identify a divine power or magical effect. It can also be used to understand the capability of a Priest or Cleric, having knowledge of the types of powers at their disposal.

Stealth (AGI) - DEFAULT

Stealth covers moving silently, hiding in shadows or shadowing a mark. Stealth is opposed with perception and modified by environmental factors. Move at base move rate. Sneak attacks are possible using stealth. An unaware target gains no defensive actions against the attack.

Streetwise (INT)

Streetwise covers general knowledge of how to gather information and survive on the streets. Where to find a safe spot to sleep, how to find the black market, where to go to beg for food, places to avoid and so on. Appraisal, street etiquette and communication are also important uses of this skill.

Thievery (AGI)

Thievery covers opening locks, disabling traps, picking pockets, slipping bonds, sleight of hand, and any other skill or ability related to the act of thievery. Thievery is opposed with perception or by the quality of the lock or trap. Sample target numbers may be found on **page 186**.

Weapons (AGI) - DEFAULT

Weapon skills are broken into separate categories: **Axes, Blunt Weapons, Bows, Crossbows, Daggers, Exotic/Firearms, Polearms/Spears, Slings, Staves, and Swords**. Weapon skill also includes parry skill at the same rank as the weapon skill, unless modified by an edge or flaw. They are also sorted into two categories: Light (L), Moderate (M) and Heavy (H) based on weight and Slashing (S), Piercing (P) and Bludgeoning (B) based on the type of damage dealt.

Vocation (KNO)

Vocation skills represent skills where someone has learned a trade or profession. Some examples of vocations include: **architect, baker, barrister, brewer, butcher, clerk, cook, courtesan, driver, engineer, farmer, fisherman, gambler, gardener, herbalist, innkeeper, librarian, merchant, midwife, miller, miner, porter, sailor, scribe, shepherd, stable master, soldier, tanner, trapper and woodcutter**. You will select one subtype and gain a bonus subtype for each +1 of your KNO modifier. Vocational skills may be used as a source of income.

MARTIAL ARTS

A character with the martial arts skill may expand his unarmed combat effectiveness through the purchase of forms or advanced techniques. There are five forms of martial arts, each depicting a style based on the duplication of animal movements. A character may **only choose one form**. Each form rank requires that you possess at least that skill level in martial arts to purchase. Each rank costs 2 points to purchase. These forms are considered talents in terms of purchase with the only prerequisite being the Martial Arts skill; you may trade any type of talent at creation to buy.

Note: benefits granted by these forms apply only when engaged in unarmed combat.



Special Note: Natural Weapons combined with Martial Arts grant an additional +1 to damage, they do not raise the base damage. Max base damage for unarmed combat is 1d8.

CRANE FORM

The crane form focuses on movement and grace.

Rank 1 (+1 to hit), Rank 2 (+1 damage), Rank 3 (base damage to 1d8), Rank 4 (+1 base move), Rank 5 (opponents gain no attacks of opportunity)

DRAGON FORM

The dragon form focuses on magic and defense.

Rank 1 (attacks considered magical), Rank 2 (+1 damage), Rank 3 (base damage to 1d8), Rank 4 (+1 to hit), Rank 5 (+1 to natural AR rating)

LEOPARD FORM

The leopard form focuses on precision and stealth.

Rank 1 (+1 to hit), Rank 2 (+1 damage), Rank 3 (base damage to 1d8), Rank 4 (+1 to stealth), Rank 5 (gain x2 damage when attacking with surprise)

SNAKE FORM

The snake form focuses on quickness and piercing strikes.

Rank 1 (+2 to initiative), Rank 2 (+1 damage), Rank 3 (base damage to 1d8), Rank 4 (+1 to hit), Rank 5 (natural 12 or better on attack roll ignores opponents AR)

TIGER FORM

The tiger form focuses on raw power and strength.

Rank 1 (+1 damage), Rank 2 (+1 to hit), Rank 3 (base damage to 1d8), Rank 4 (+1 damage), Rank 5 (natural 12 or better on attack roll opponent knocked back 1 square)

FORMULAE, ALCHEMIST

ALCHEMICAL FORMULAE

A character with the Alchemy skill must purchase, discover or find formulae to create potions. A starting character that chooses this skill will **begin with 1 common and 1 uncommon formula**. Listed here are sample formulae that can be used by those with the Alchemy skill. An alchemical lab must be available to craft potions. A character may attempt to improvise creating a potion without a lab at a -3 to the skill check; he still must have the material components and some basic tools such as might be found in a well stocked kitchen or pantry. Each listing will contain the following: **M**: material component cost needed each time to craft one dose of the potion, **V**: resale value, **R**: formulae rarity, **C**: complexity or the number minutes or hours required to create and **TN**: target number to successfully create the potion. Generally speaking, the formulae cost is 4x the material cost and the resale value is 2x the cost of the material cost. A character may purchase alchemy formulae in major towns or appropriate locations and they also may attempt to locate the necessary material components through a nature skill check, spending 1 hour for 1d10 ST worth of material components, the target number for the search is equal to the rarity target number of the formulae (common = TN 10, uncommon = TN 15 and rare = TN 20).

COST FORMULAE

- 1 GC **Acid, Weak** (M: 2 ST, V: 4 ST, R: common, C: 20 min, TN: 12)
1d6 dmg for 2 rounds, deals 1 point of damage to AR per round, glass vial
- 2 GC **Acid, Strong** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 16)
1d8 dmg for 1d6 rounds, deals 1 point of damage to AR per round, glass vial
- 4 GC **Alchemist Fire** (M: 1 GC, V: 2 GC, R: rare, C: 30 min, TN: 20)
1d10 damage in a 5' radius, burns for 1d6 rounds, catches almost anything on fire, TN 20 to put out)
- 2 GC **Antidote** (M: 5 ST, V: 1 GC, R: uncommon, C: 10 min, TN: 16)
Cures non-magical poisons, some rare poisons may not be covered by this potion
- 4 GC **Anti-Toxin** (M: 1 GC, V: 2 GC, R: rare, C: 20 min, TN: 20)
Cures non-magical sickness and diseases, some rare diseases may not be covered by this potion
- 4 GC **Aquatic Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 40 min, TN: 16)
User can breathe underwater and swim at base move, lasts for 2d6 hours, physical changes
- 1 GC **Cats Eye Potion** (M: 5 ST, V: 1 GC, R: common, C: 30 min, TN: 12)
User gains nightvision for 1d6 hours, effects must wear off for one hour before using again
- 2 GC **Cats Grace Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 40 min, TN: 16)
User gains uncanny balance, ability to leap great distances and climb sheer surfaces (+4 to checks)
- 4 GC **Chameleon Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
User gains +3 to stealth, +5 when not moving
- 2 GC **Courage Potion** (M: 5 ST, V: 1 GC, R: common, C: 30 min, TN: 12)
User is immune to fear for 1d6 hours

POTIONS

A Single dose of any potion or concoction is considered 8 oz. Each dose weighs ½ lb. or 1 lb. for every two potions.

- 1 GC **Dead Ale** (M: 2 ST, V: 4 ST, R: common, C: 10 min, TN: 12)
User appears dead for 1d6 hours, flavor and consistency of ale, TN equal to skill check to see through
- 4 GC **Druids Fertilizer** (M: 1 GC, V: 2 GC, R: rare, C: 60 min, TN: 20)
Potent smelling liquid, 1 year's worth of growth in 10 minutes for plants, 5' radius per dose
- 2 GC **Elemental Flask** (M: 1 GC, V: 2 GC, R: common, C: 20 min, TN: 12)
User ignores the effects of normal temperature extremes, lasts 1d8 hours
- 20 GC **Elixir of Death** (M: 5 GC, V: 10 GC, R: very rare, C: 8 hours, TN: 24)
User dies and is reborn as an undead being; elixir sustains body for 1d6 months at a time
- 30 GC **Elixir of Life** (M: 10 GC, V: 20 GC, R: very rare, C: 8 hours, TN: 24)
User does not physically age for 1d10 years per use
- 2 GC **Endurance Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 60 min, TN: 16)
User gains +2 to END for 1d6 minutes
- 1 GC **Energy Potion** (M: 2 ST, V: 4 ST, R: common, C: 30 min, TN: 12)
User can go for up to 72 hours without sleep without ill effect, will crash afterwards
- 4 GC **Growth Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
User gains +1 size category for 1d6 hours
- 4 GC **Haste Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
User gains x2 normal move rate for 1d6 hours
- 2 GC **Health Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 20 min, TN: 16)
User is healed 1d10 health points instantly
- 2 ST **Intuition Potion** (M: 1 ST, V: 2 ST, R: common, C: 30 min, TN: 12)
User gains +2 to INT for 1d6 minutes
- 4 GC **Invisibility Potion** (M: 1 GC, V: 2 GC, R: rare, C: 60 min, TN: 20)
User is invisible for 1d6 hours, true invisibility, aggressive actions cancel effects
- 8 GC **Invulnerability Potion** (M: 2 GC, V: 4 GC, R: rare, C: 120 min, TN: 20)
User gains an AR rating of 10 for 1d6 minutes (replaces current AR rating)
- 4 GC **Kings Blood Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 40 min, TN: 16)
User gains +2 to PRE and CHA for 1d6 hours
- 8 GC **Love Potion** (M: 2 GC, V: 4 GC, R: rare, C: 60 min, TN: 20)
User falls in love with the first member of the opposite sex he sees after consumption, lasts for 1d6 days
- 8 GC **Luck Potion** (M: 2 GC, V: 4 GC, R: rare, C: 120 min, TN: 20)
User rerolls any failed roll once more for 1d6 hours, must keep second result
- 8 GC **Magic Resistance Potion** (M: 2 GC, V: 4 GC, R: rare, C: 60 min, TN: 20)
User gains +3 to resistance rolls against magic and MR 5 against magical attacks

- 1 GC **Natural Weapon Potion** (M: 2 ST, V: 4 ST, R: common, C: 20 min, TN: 12)
User gains natural weapons (claws, teeth, etc.) for 1d6 hours, +1 die rating for unarmed combat
- 4 GC **Paralysis Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
User is paralyzed for 1d6 hours, clear and tasteless liquid, ingested only
- 1 GC **Poison, Mild** (M: 2 ST, V: 4 ST, R: common, C: 20 min, TN: 12)
Can be ingested or blood contact (wound), resisted at TN 12 or deals 1d6 END (1 point/round)
- 2 GC **Poison, Moderate** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 16)
Can be ingested or blood contact (wound), resisted at TN 16 or deals 1d8 END (1 point/round)
- 4 GC **Poison, Deadly** (M: 1 GC, V: 2 GC, R: rare, C: 40 min, TN: 20)
Can be ingested or blood contact (wound), resisted at TN 20 or deals 1d10 END (1 point/round)
- 4 GC **Polymorph Potion** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
User duplicates someone's appearance, hair or similar item of humanoid to change into required
- 2 GC **Power Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 20 min, TN: 16)
User is restored 1d10 power points instantly
- 4 GC **Regeneration Potion** (M: 1 GC, V: 2 GC, R: rare, C: 90 min, TN: 20)
User gains 1 HP per round for 1d6 minutes, will not regenerate lost limbs
- 2 GC **Resistance Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 16)
User gains DR 10 against element of choice (choice made at creation), lasts 1d6 minutes
- 2 GC **Shrink Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 16)
User loses -1 size category for 1d6 hours
- 2 GC **Sleeping Draught** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 16)
Clear liquid, slight bitter taste, user falls into deep sleep for 1d6 days, cannot be awakened
- 2 GC **Spider Climb Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 20 min, TN: 16)
User can adhere to almost any surface and climb at normal move rate
- 2 GC **Strength Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 60 min, TN: 16)
User gains +2 to STR for 1d6 minutes
- 2 GC **Sustenance Potion** (M: 5 ST, V: 1 GC, R: common, C: 30 min, TN: 12)
User is nourished for 1d6 days, does not need to eat or drink, will be famished following
- 4 GC **Tongues Potion** (M: 1 GC, V: 2 GC, R: rare, C: 60 min, TN: 20)
User can understand and speak any language for 1d6 hours
- 4 GC **Truth Serum** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
User is compelled to tell the truth for 1d6 minutes
- 2 GC **Wolfs Blood Potion** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 16)
User gains +2 to perception, a tracking scent and discriminatory scent for 1d6 hours

ARTIFICING FORMULAE

Artificers study science and technology to develop new and innovative creations. They use science and technology that is well beyond their time. The most notable example of this is the advent of firearms. Though still in their infancy, these weapons promise to revolutionize the way wars are fought and men die. The exploration of this craft requires a collaborative effort on the part of the character and GM to determine material costs and end results, while keeping the fantasy element alive. A character with the Artificer skill must purchase, discover or find formulae to create items. A starting character that chooses this skill will **begin with 1 common and 1 uncommon formulae**. Listed below are sample formulae that can be used by those with the Artificer skill. An Artificing lab must be available to create these items. Most components for this skill are rare and difficult to find. Each listing will contain the following: **M**: material component cost needed to craft the item, **V**: resale value, **R**: formulae rarity, **C**: complexity or the number minutes or hours required to create and **TN**: target number to successfully create the item. Generally speaking, the formulae cost is 4x the material cost and the resale value is 2x the cost of the material cost. A character may purchase Artificing formulae only in appropriate locations, the streetwise target number for the search is equal to the rarity of the formulae (common = TN 10, uncommon = TN 15 and rare = TN 20).

COST FORMULAE

- 8 ST **Air Mask** (M: 2 ST, V: 4 ST, R: common, C: 2 hours, TN: 12)
Tight fitting mask filters out unwanted gas and air borne elements, 1 hour
- 4 GC **Astrolabe** (M: 1 GC, V: 2 GC, R: uncommon, C: 60 min, TN: 16)
Small to medium sized device used to navigate using the stars
- 4 GC **Black Powder** (M: 1 GC, V: 2 GC, R: uncommon, C: 30 min, TN: 16)
Key component for firearm use, enough for 10 shots or 5d6 explosive blast with fuse
- 4 GC **Bladed Boots** (M: 1 GC, V: 2 GC, R: uncommon, C: 8 hours, TN: 16)
Pair of boots with concealed spring activated blades, +1 die rating to unarmed combat
- 4 GC **Bladed Bracers/Gloves** (M: 1 GC, V: 2 GC, R: uncommon, C: 8 hours, TN: 16)
Pair of bracers with concealed spring activated blades, +1 die rating to unarmed combat
- 4 GC **Chronometer** (M: 1 GC, V: 2 GC, R: uncommon, C: 6 hours, TN: 16)
Early form of clock, small or medium sized device, pocket sized version is TN 20
- 2 GC **Climbing Resin** (M: 5 ST, V: 1 GC, R: common, C: 30 min, TN: 12)
Thick resin applied to hands and feet, grant +3 to climb skill and allow climbing of sheer surfaces
- 2 GC **Electrostatic Rod** (M: 5 ST, V: 1 GC, R: common, C: 1 hour, TN: 12)
Light metal rod with leather handle, stores 6 electrostatic charges, 1d6 dmg, ignores metal AR
- 12 GC **Elemental Fiber Cloth** (M: 3 GC, V: 6 GC, R: rare, C: 8 hours, TN: 20)
Cloth armor made from rare fibers, normal set of clothes (AR 3, Weight 10, DR 5 Fire, Cold or Shock)

- 16 GC **Firearm: Arquebus** (M: 4 GC, V: 8 GC, R: rare, C: 20 hours, TN: 20)
3d6 dmg + AGI mod, 2 handed, Medium, 150' range, 8 lb weight, 1/2 ROF
- 16 GC **Firearm: Blunderbuss** (M: 4 GC, V: 8 GC, R: rare, C: 20 hours, TN: 20)
3d6 dmg + AGI mod, 2 handed, Medium, 10' range, 15' wide cone, 9 lb weight, 1/2 ROF
- 12 GC **Firearm: Pepperbox Pistol** (M: 3 GC, V: 6 GC, R: rare, C: 20 hours, TN: 20)
2d6 dmg + AGI mod, 1 handed, Light, 20' range, 5 lb weight, 1/3 ROF, three shots before reloading
- 8 GC **Firearm: Flintlock Pistol** (M: 2 GC, V: 4 GC, R: uncommon, C: 16 hours, TN: 16)
2d6 dmg + AGI mod, 1 handed, Light, 50' range, 3 lb weight, 1/2 ROF
- 12 GC **Firearm: Flintlock Pistol, Double Barrel** (M: 3 GC, V: 6 GC, R: rare, C: 20 hours, TN: 20)
2d6 dmg + AGI mod, 1 handed, Light, 50' range, 4 lb weight, 1/2 ROF, two shots before reloading
- 4 GC **Fire Shell** (M: 1 GC, V: 2 GC, R: uncommon, C: 20 min, TN: 16)
Explosive packed in egg shell, 5' radius, 1d10 damage
- 4 ST **Fire Sticks** (M: 1 ST, V: 2 ST, R: common, C: 10 min, TN: 12)
Pack of 10 match-like sticks used to start fires
- 2 GC **Fire Works** (M: 5 ST, V: 1 GC, R: common, C: 40 min, TN: 12)
Set of colorful pyrotechnic devices used to entertain by lighting up the sky and making thunderous noise
- 8 ST **Flash Powder** (M: 2 ST, V: 4 ST, R: common, C: 10 min, TN: 12)
Bright flash of light, resist or blinded for 1d6 -1 rounds (min 1), usually delivered by egg shell
- 8 GC **Glass Cutter** (M: 2 GC, V: 4 GC, R: uncommon, C: 20 min, TN: 16)
Small curved rod with diamond tipped head used to cut glass
- 4 GC **Glow Vial** (M: 1 GC, V: 2 GC, R: common, C: 30 min, TN: 12)
Sealed glass vial glows with soft light (color of choice) in 20' radius, lasts 1d6 hours
- 8 GC **Glow Stick** (M: 2 GC, V: 4 GC, R: uncommon, C: 40 min, TN: 16)
Rod sized tube glows when held in hand, 30' radius, lasts for 1d6 hours, refillable (1 ST)
- 8 GC **Heliograph** (M: 2 GC, V: 4 GC, R: uncommon, C: 48 hours, TN: 20)
System of mirrors used to send messages over long distances with flashes of light
- 2 GC **Helmet Lamp** (M: 5 ST, V: 1 GC, R: common, C: 60 min, TN: 12)
Small directional lamp mounted on helmet to keep hands free, 15' range
- 2 GC **Ice Box** (M: 5 ST, V: 1 GC, R: common, C: 4 hours, TN: 12)
Large box used to keep items cold, keeps items cold for 1d6 days, refillable gas cartridges
- 2 GC **Invisible Ink** (M: 5 ST, V: 1 GC, R: uncommon, C: 30 min, TN: 12)
Ink is invisible minutes after writing unless exposed to heat
- 8 GC **Jamming Glue** (M: 2 GC, V: 4 GC, R: rare, C: 40 min, TN: 16)
Sticks things together, STR 10, kept in special container, hardens quickly in air, delivered in soft tube

- 2 GC **Lantern, Shuttered** (M: 5 ST, V: 1 GC, R: common, C: 6 hours, TN: 12)
Lantern with optional dark or colored shutters that slide into each of the four sides of this lantern
- 4 GC **Lodestone Compass** (M: 1 GC, V: 2 GC, R: common, C: 20 min, TN: 12)
Small device used to accurately tell direction
- 8 ST **Luminous Dust** (M: 2 ST, V: 4 ST, R: common, C: 10 min, TN: 12)
Fine dust clings to exposed surfaces, glows softly (color of choice) for 1d6 hours
- 8 GC **Magnifying Glass** (M: 2 GC, V: 4 GC, R: rare, C: 8 hours, TN: 20)
Formed glass used to see better at long distances, usually made as scope, spectacles take 16 hours
- 8 GC **Prosthetic Replacements** (M: 2 GC, V: 4 GC, R: uncommon, C: 12 hours, TN: 16)
Hand, arm, foot or leg. Made with hooks, blades, concealed compartments and many other useful tools
- 8 GC **Repeating Crossbow** (M: 3 GC, V: 5 GC, R: uncommon, C: 36 hours, TN: 16)
1d10 dmg + AGI mod, 2 handed, Medium, 75' range, 8 lb weight, 4 shots/2 full rnds to reload
- 2 GC **Sleep Shell** (M: 5 ST, V: 1 GC, R: uncommon, C: 20 min, TN: 16)
Usually delivered by egg shell, 10' radius, TN 12 sleep gas, out for 1d6 minutes
- 12 ST **Smoke Shell** (M: 3 ST, V: 6 ST, R: common, C: 10 min, TN: 12)
Usually delivered by egg shell, 5' radius, -6 to visibility within radius, dissipates in 1d6 minutes
- 12 ST **Snow Shoes** (M: 3 ST, V: 6 ST, R: common, C: 6 hours, TN: 12)
Wide base shoes with metal teeth allow for faster movement rate on snow and ice
- 12 ST **Stink Shell** (M: 3 ST, V: 6 ST, R: common, C: 10 min, TN: 12)
Usually delivered by egg shell, 5' radius, -2 to all actions for extreme stench, 1d6 minutes
- 2 GC **Storm Glass** (M: 5 ST, V: 1 GC, R: uncommon, C: 2 hours, TN: 16)
Water based device used to predict short term changes in the weather by measuring barometric pressure
- 4 GC **Sword Cane/Stave** (M: 1 GC, V: 2 GC, R: uncommon, C: 16 hours, TN: 16)
Short or long sword concealed in a cane or stave, standard weapon stats, most have locking mechanism
- 8 ST **Waterproof Cloak** (M: 2 ST, V: 4 ST, R: common, C: 2 hours, TN: 12)
Hooded cloak made of animal skins and coated with a resin that repels water
- 4 GC **Web Shell** (M: 1 GC, V: 2 GC, R: uncommon, C: 40 min, TN: 16)
Egg shell bomb, 5' radius, everything in radius is covered in sticky webbing, STR 8

CREATING NEW FORMULAE IS ENCOURAGED

Artificers may create their own complex formulae, developing plans and experimenting with new techniques and materials. This process is lengthy and may take weeks, months or even years depending on the complexity of the project. Players are encouraged to create their own ideas and work with the GM to work out the details of timeframe and cost. Characters may also find more advanced formulae including: Automaton, Steam Engines including Steam Driven Carriages, Hot Air Balloons and Air Ships, More Advanced Firearms and Siege Weapons.

WARSMITHING

A Wardsmith is skilled in the creation of weapons and armor. He is capable of crafting melee weapons, ranged weapons and ammunition and all types of armor and shields. The purchase of this skill grants the user the ability to work with standard metals and materials necessary to create any item listed in the weapon and armor sections of this book. Items created in this way will have the standard quality stats listed in this book and be made of the standard materials for each item including leather, wood, iron or steel, feathers for fletching and the like. Poor quality items can be made for reduced cost. *Note: The Wardsmith must have access to a forge to create metal items.*

WARSMITHING RULES

The material component cost to craft a normal item is equal to $\frac{1}{2}$ of the purchase price listed in the equipment section. This cost includes the basic ore (iron) or other materials necessary to craft the item. The time to craft a standard quality item is equal to 1 hours work per ST material component cost. The skill check determines the quality of the item created (TN **8 for poor** quality, **12 for standard** quality, **20 for fine** quality and **25 for masterwork** quality); a check below 8 is a failed attempt and uses up $\frac{1}{2}$ of the material components for the item. A critical failure uses up all components and a critical success uses up only $\frac{1}{2}$ of the components used. The formulae below detail how to work with rare materials. **Mat** is the material cost, this could mean cost of an ingot or cost of a swatch of cloth, **Time** is the multiplier for length of time to complete, **Rarity** is how common or rare the formulae is to find or purchase, finally **Properties** list the base properties of the material. *Note: Strength listed in properties refers to the weapon being stronger than steel, grants item +5 to resist damage.*

DETERMINING COST AND TIME

1. **Determine Base Cost:** $\frac{1}{2}$ of purchase price – i.e. a longsword costs 6 ST so 3 ST would be your base cost, this would be all you need to craft a standard steel item, iron is $\frac{1}{2}$ of this cost and adds +1lb to weight of item.
2. **Determine Additional Materials Needed:** You will need 1x Mat multiplier listed in the following section per 5 lbs of the item, i.e. a long sword weighs 4 lbs so 1x would be enough, a great sword weighs 8 lbs so 2x would be needed, a dagger only needs 2 lbs so you could create 2 daggers, a suit of chain weighs 40 lbs so 8x would be needed.
3. **Determine Total Cost:** Add the base cost and the additional materials cost to determine the total cost to craft the item.
4. **Determine Time:** Calculate standard time (1 hour per ST of the material component cost, i.e. a longsword's material component cost is 3 ST so it would be 3 hours' work) then multiply the appropriate modifier based on the time multiplier for the type of material used (i.e. adamantium has a x3 multiplier requiring 9 full hours of work to complete).

| COST | FORMULAE | Mat | Time | Rarity | Properties |
|-------------|--------------------------|-------------------|-------------|-----------------------|--|
| 15 GC | Forge Adamantium | 30GC/Ingot | 3x | Very Rare (25) | magical, indestructible, +1 AR Adamantium is an almost indestructible metal with a natural magical quality. It is found only in the deepest recesses of the underdark and can be used to create any metal based weapon or armor. It has a dull grey/black color when finished and is said to be one of the strongest metals that exist. Adamantium is said to be indestructible, going even beyond the normal strength some other materials on this list share. |
| 10 GC | Forge Arcanite | 15GC/Ingot | 2x | Rare (20) | *+3 magic resistance, MR 5 magic Arcanite is a unique variant of iron found only in lands that have been devastated by magic such as large scale wars and the release of great power. The power seems to have seeped into the earth to change iron into this rare material. This metal is a deep indigo in color and is said to radiate protection from magic. The radiant effect of this metal is said to only extend to the user or within a 5' square. *Item must weigh at least 5lbs for effects to work as described in this entry. |
| 10 GC | Forge Bloodstone | 15GC/Ingot | 2x | Very Rare (25) | wounding (see below) Bloodstone is a rare ore found in mountainous regions near places that once touched the outer planes, specifically the realms of the Daemon. These weapons are favored by the Daemon and some believe this ore is mined solely for them. Bloodstone is a deep red color almost appearing black and feels warm to the touch. Those wounded by a bloodstone weapon heal at ¼ the normal rate naturally and even magical healing only provides ½ the normal benefit. There is a 25% chance of losing 1 HP permanently when wounded by more than your END attribute by this type of weapon. |
| 5 GC | Forge Cold Iron | 1GC/Misc | 2x | Uncommon (16) | deals additional 1d6 dmg to fey Cold Iron is an ancient and unique forging process discovered during the race wars ages ago. Cold Iron has a raw look even to the finished blade and only stands out from standard iron by slight bands of lighter color running through the metal. Cold iron can be made into any standard metal based weapon. This metal is dangerous to fey creatures of all types. Cold iron weapons weight +1lb. |
| 10 GC | Forge Crysteel | 15GC/Shard | 3x | Rare (20) | stores PP, ½ weight Crysteel is forged from rare crystals found deep underwater in oceanic mountain chains. A complex process of tempering the crystal makes it as strong and sharp as steel while weighing much less. Crysteel weapons appear as clear or colored crystals shaped into blades or other weapons. These rare weapons can store PP using the melding talent. Stored PP cause the weapon to softly glow. |
| 5 GC | Craft Daemon Hide | 1GC/Swatch | 2x | Rare (20) | natural DR 5 Fire Daemon Hide is a rare leather creation that is made from the tough hides of daemon-like creatures and other rare fibers. This dark leather often has bands of a deep red color running through it like veins. These red bands are often made into complex designs and patterns. This material can be used to make clothing and leather armor. The hide is said to be naturally resistant to fire. |

| COST | FORMULAE | Mat | Time | Rarity | Properties |
|-------------|--------------------------|-------------------|-------------|-----------------------|--|
| 10 GC | Craft Darkwood | 5GC/Block | 2x | Rare (20) | strong as metal, resistant to fire Darkwood is the rare product of a nearly extinct tree found in volcanic jungle environments. When tempered properly Darkwood becomes harder than steel. This material is often used in wooden weapons such as staves and as axe handles and the like. It can also be made into normal weapons and will hold an edge much as steel will. This makes for a light weight (wood) weapon or armor that is as strong as steel, use ½ weight for these types of items. This wood is dark with black veins when tempered. |
| 15 GC | Forge Dragonscale | 10GC/Set | 3x | Very Rare (25) | +1 to scale AR and DR 10 element Dragonscale is the application of using dragon scales to create scale or plate armor. The extreme rarity and difficulty of attaining dragon scales makes this type of armor extremely rare and the material cost much higher than usual. The armor is exceptionally strong and naturally resistant to a particular element depending on the scales used (fire, cold, shock, etc.). |
| 5 GC | Craft Feyweave | 2GC/Swatch | 2x | Uncommon (16) | ½ weight, +1 AR Feyweave is a specific technique developed long ago by the sylvan to create strong and light cloth and hides. This material can be used to create clothing, cloth, hide and leather armors. This cloth can be dyed to almost any color and only its unique cross-weave pattern is recognizable. Feyweave cloth is sought after by nobles and warriors alike and is highly resistant to normal wear and tear. |
| 5 GC | Craft Heartwood | 3GC/Block | 2x | Rare (20) | +1 damage for bows Heartwood is a rare product of the Heartwood tree indigenous to ancient sylvan forests. This near extinct tree is now found only in the deepest and most forgotten wilds of the realm. Heartwood is incredibly strong and supple making it ideal for crafting bows. Staves are also made from this rich material as they are supple enough to use to vault over a chasm and strong enough to deflect bladed weapons. Heartwood has a rich texture and deep brown coloration; it is named for its heart shaped cross-section rings. |
| 15 GC | Forge Mithril | 20GC/Ingot | 3x | Rare (20) | ½ weight, +1 AR, strength, * Mithril is the pride of the builders, a rare and valuable metal found only in the deepest mines and jealously guarded by those that dwell there. Mithril has also been called “true silver” for its bright silver coloration and for its ability to harm those susceptible to silver (*+1d6 dmg vs. Shifters). Mithril can be worked into metal armor and weapons of all kinds and is most famous for its strength and light weight. Mithril chain armor was one of the most prized possessions of the ancient dwarven warrior. |
| 10 GC | Forge Obsidium | 15GC/Shard | 2x | Rare (20) | ½ weight, +1 dmg bladed weapons Obsidium is a glossy black glass-like substance with the strength of steel. This material is light weight and can be honed to a razor-sharp edge. Obsidium is a rare but naturally occurring substance found deep underground, usually near volcanic activity. It has been called volcanic glass by those who live in these remote regions. Obsidium is valued as much for its appearance as for its special qualities. |

| COST | FORMULAE | Mat | Time | Rarity | Properties |
|-------------|--------------------------|-------------------|-------------|-----------------------|--|
| 20 GC | Forge Orichalcum | 50GC/Ingot | 4x | Very Rare (25) | can hold 2 enchantments Orichalcum is one of the rarest of substances found in the realms. It is found only in deep underwater mountainous regions, said to once be mined by the Lamourans but that none remember how or where. The metal resembles copper with a strong green tint but was said to be as strong as steel. It was also said to be highly valued by those who used magic and had properties that allowed it to absorb and store magic enchantments more efficiently than other materials. Orichalcum is also said to be impossible to disenchant though it can still be melted down as it is not indestructible like some of the other materials listed in this section. Orichalcum can be forged into any type of metal weapon or armor. |
| 5 GC | Forge Polarite | 10GC/Ingot | 2x | Uncommon (16) | ½ weight, +1d6 dmg vs. fire based Polarite is a rare light blue transparent ore found in the coldest northern reaches of the realms. It is usually found only in places where the temperature rarely rises above freezing, before the forging process this ore is vulnerable to heat. When forged, this metal hardens to the strength of steel and has reduced weight. This type of material radiates cold and is therefore most often used for crafting weapons but rarely for armor. Weapons made of Polarite deal more damage to creatures that are fire based or vulnerable to cold based attacks. |
| 5 GC | Forge Pyronite | 10GC/Ingot | 2x | Uncommon (16) | +1d6 fire damage when lit Pyronite is a rare iron variant that is found deep underground in warm or desert mountain regions, including volcanic ranges. This rare variant is highly flammable and when lit will hold a flame until extinguished. Metal weapons are often made of this iron and then lit to be used as a flaming weapon. This metal, for obvious reasons, is rarely made into armor or shields. The metal resembles iron with bright red veins running throughout. Users of these Pyronite blades must be extremely cautious as the metal reacts to the slightest fire or flame, though thankfully heat alone does not seem to ignite it. |
| 5 GC | Forge Quicksilver | 1GC/Ounce | 2x | Uncommon (16) | +1d6 dmg vs. shifters, +2 INI Quicksilver weapons are normal iron or steel weapons coated with alchemical silver making the weapon dangerous against shape shifters, including changelings and were-beasts. Bladed weapons cut through the air as if there were no resistance on the blade gaining a bonus of +2 to INI. The coating put on these weapons gives the blade the shine of bright, polished silver. Metal weapons and even armors can be made using this process. Knowledge of this forging process also includes the necessary materials to create the alchemical silver coating needed in the creation of these weapons. |
| 10 GC | Forge Solarium | 15GC/Ingot | 2x | Rare (20) | +1d6 dmg undead, glow 10' radius Solarium is a rare metal found deep underground near ancient holy sites including catacombs and tombs. This metal is a light gold color and absorbs sunlight. At night, this metal produces a soft golden glow and is said to be particularly effective against the undead and those susceptible to sunlight. Solarium can be made into any type of metal weapon or armor, though most avoid making armor due to the light it makes after darkness falls, some weapons can at least be sheathed or covered for secrecy. |

| COST | FORMULAE | Mat | Time | Rarity | Properties |
|-------------|---------------------------|-------------------|-------------|-----------------------|---|
| 15 GC | Forge Soulfire | 2GC/Misc | 2x | Rare (20) | ghost touch weapons Soulfire weapons are crafted through an ancient ritual involving the melding of iron, bone and ashes. The resulting iron takes on a pale, almost white sheen though otherwise appearing normal. Polished bone handles or decorative elements are commonly found on these types of weapons. The Soulfire weapon can affect incorporeal or phased beings as if they were in this realm and negate the miss percentages these beings usually enjoy. Metal weapons and armor can be made using this process. |
| 5 GC | Craft Spidersilk | 3GC/Swatch | 3x | Rare (20) | ½ weight, +1 AR to light armor Spidersilk is a product of rare and large dangerous spiders that make this craft a particularly difficult one to find supplies for. The silk is used to make things like bowstrings that will not break, rope that is lightweight and nearly unbreakable and to weave into cloth to make exceptionally strong cloth armor and clothing that is highly resistant to normal wear and tear. Spidersilk can be dyed to almost any color, but the weave process leaves an unmistakable web pattern that is easily recognized. |
| 15 GC | Forge Sylvan Steel | 2GC/Misc | 2x | Uncommon (16) | ½ weight, strength Sylvan steel is a unique and ancient process of forging steel that originated with the sylvan. The process and unique materials used to forge the steel make these items rare and valuable. Sylvan steel blades are sought after for their light weight and exceptional strength. They are also popular for the fine sheen and hue of the metal that makes these often-decorative blades stand out. Sylvan steel can be made into any type of weapon or armor. |
| 10 GC | Forge Terrestrium | 15GC/Ingot | 3x | Rare (20) | rooting, knockback (see below) Terrestrium was thought to be a gift from the gods, passed on to the builders during the war of the races. This rich brown colored ore can be forged into metal weapons and armor. Only blunt weapons can be forged from this material. A person possessing Terrestrium weapons or armor is rooted to the earth and is immune to knockback though other movement is not affected. Attacks by these weapons or gauntleted hands in the case of armor deal knockback (1 square per STR modifier). |
| 15 GC | Lunar Steel | 5GC/Misc | 3x | Very Rare (25) | glow, +1d6 dmg at night Lunar steel is crafted using an ancient ritual involving specially treated steel ingots that take on special properties after absorbing moonlight on certain key nights and at certain key locations. The steel becomes almost white in color and resembles a polished ivory after forging. At night, the metal will give off a soft glow (5' radius) and will wax and wane with the cycles of the moon. The weapon is considered magical at night without any type of enchantment. Lunar Steel also deals additional damage at night, this begins as soon as the sun is no longer visible on the horizon and ends at the first glimpse of the sun at sunrise. It is rumored that this ancient ritual was given to man by the goddess Luna in ancient times to protect them at night but there is no one alive who remembers the truth of it. |

NOTE: Rare or lost formulae (i.e. Ice Bear Hide) can be attempted using the closest formulae listed here (i.e. Daemon Hide)

CHARACTER CREATION: STEP SEVEN – TALENT SELECTION

Talents are divided into three categories: **Warrior**, **Rogue** and **Magical**. Your path will define which talents you have access to. Talents each have 5 ranks. Talents cost 2 points each rank. You may only purchase rank 2 following the purchase of rank 1 and so on. You may not possess a talent rank higher than your current level. *Note: bonuses and reductions listed below are not cumulative unless noted otherwise! Your total bonus equals the rank you possess not the ranks added together.*

WARRIOR TALENTS**Accurate Striker (2)**

Reduces the called shot penalty from standard -10 to:

1] -9 2] -8 3] -7 4] -6 5] -5

Alertness (2)

Character gains bonus to resist surprise based on level, bonus to perception check for being surprised

1] +1 2] +2 3] +3 4] +4 5] +5

Archery (2)

Gain bonus damage with a single ranged weapon type (bows or crossbows)

1] +1 damage 2] quick draw 3] +2 damage 4] no crit failures 5] +3 damage

Armor Specialization (2)

Reduce armor penalties to skills and gain benefits when wearing medium or heavy armor

1] skill penalty -1 2] +1 AR 3] skill penalty -1 4] +1 AR 5] skill penalty -1

Battle Hardening (2)

Character gains a bonus to his HP; this talent is cumulative

1] +1 2] +2 3] +3 4] +4 5] +5

Blind Fighting (2)

Reduce penalty to fight in low light or dark conditions (-10 in total darkness & not cumulative)

1] -8 2] -6 3] -4 4] -2 5] 0

Charge Attack (2)

Gain bonus dmg, piercing weapon and at least 3 squares of uninterrupted movement to target (straight line)

1] +1 dmg 2] +2 dmg 3] +3 dmg 4] +4 dmg 5] +5 dmg

Combat Reflexes (2)

Gain a bonus to initiative rolls

1] +2 2] +3 3] +4 4] +5 5] +6

Coordinated Attack (2)

Bonus to hit, 2 or more attackers on same target, simultaneous actions on lowest initiative, simple action to use

1] +1 2] +2 3] +3 4] +4 5] +5

Disengage (2)

Opponent gains penalty to attacks of opportunity when disengaging

1] -1 2] -2 3] -3 4] -4 5] -5

Distance Striker (2)

Character reduces range penalties when using ranged weapons

1] -1 2] -2 3] -3 4] -4 5] -5

Disarm (2)

Attack foregoes damage; beat defensive action by number below, weapon 1d6/2 squares away

1] 6 2] 5 3] 4 4] 3 5] 2

Extra Attack (2)

Gain extra attack when 3 or more enemies are engaged, considered attack of opportunity, penalty to this attack only

1] -4 2] -3 3] -2 4] -1 5] 0

Focused Attack (2)

Reduce bonus to damage to add to hit chance

1] up to -1/+1 2] up to -2/+2 3] up to -3/+3 4] up to -4/+4 5] up to -5/+5

Grappler Training (2)

Character gains bonus to hit when grappling and bonus to opposed checks to maintain a grapple

1] +1 to hit 2] +1 check 3] +2 to hit 4] +2 check 5] +3 to both

Hard to Kill (2)

Character gains bonus to POD statistic based on the level of the talent

1] +2 2] +4 3] +6 4] +8 5] +10

Improved Critical Attack (2)

Gain a bonus to crit rolls for a single weapon category, may be purchased multiple times for multiple categories

1] 19-20 2] +5% 3] 18-20 4] +10% 5] 17-20

Knockback Attack (2)

Blunt attack only, move opponent STR mod -1 squares, still deals damage, penalty to attempt by level

1] -4 2] -3 3] -2 4] -1 5] 0

Mounted Focus (2)

Character gains bonus to hit using L sized melee weapon fighting from a mounted position

1] +1 2] +2 3] +3 4] +4 5] +5

Mounted Specialization (2)

Character gains bonus to damage using L sized melee weapon fighting from a mounted position

1] +1 2] +2 3] +3 4] +4 5] +5

Multi-throw (2)

Throw 2 small sized thrown weapons in a single round, penalty to each attack as listed below

1] -4 3] -3 3] -2 4] -1 5] 0

Opportunist (2)

Gain bonuses to attacks of opportunity, rank five is on successful riposte and does not provoke attack of opportunity

1] +1 action 2] +1 action 3] +1 action 4] +1 attack on same opponent 5] move 1 square

Parry Missiles (2)

Use parry with weapon or unarmed for missile weapons, cannot parry magic, penalty to parry as listed below

1] -4 2] -3 3] -2 4] -1 5] 0

Parry Riposte (2)

On successful parry beating opponents roll by number below, gain immediate attack of opportunity

1] 6 2] 5 3] 4 4] 3 5] 2

Parry Specialization (2)

Gain bonuses listed below on defensive parry actions

1] no crit failures 2] +1 action 3] parry adjacent hex 4] +1 action 5] parry behind you

Point Blank Shot (2)

Character reduces standard -3 penalty to use a ranged weapon in melee combat

1] -2 2] +1 disengage 3] -1 4] +1 disengage 5] 0

Porter (2)

Character gains a bonus to his encumbrance values (light, medium, heavy and max)

1] +10% 2] +15% 3] +20% 4] +25% 5] +30%

Power Attack (2)

Reduce bonus to hit to add to damage

1] up to -1/+1 2] up to -2/+2 3] up to -3/+3 4] up to -4/+4 5] up to -5/+5

Quick Shot (2)

Gain additional attack per round using a shortbow, longbow or composite bow, penalty to both attacks listed below

1] -5 2] -4 3] -3 4] -2 5] -1

Quick Striker (2)

Gain extra attack per round with light melee weapon, one weapon only, penalty to both attacks listed here

1] -5 2] -4 3] -3 4] -2 5] -1

Sharpshooter (2)

Gain bonuses to combat checks and rolls when using firearms

1] +1 damage 2] quick draw 3] +2 damage 4] no crit failures 5] +3 damage

Stunning Blow (2)

Forego damage with an attack to stun; beat defensive action by number listed below, stunned for 1 round

1] 6 2] 5 3] 4 4] 3 5] 2

Trip/Knockdown Attack (2)

Forego damage with attack to trip/knockdown; beat defensive action by number listed below, prone

1] 6 2] 5 3] 4 4] 3 5] 2

Two-Handed Fighting (2)

Extra attack every other round, must be two-handed melee weapon, penalty to extra attack round as listed below

1] -4 2] -3 3] -2 4] -1 5] 0

Two-Weapon Fighting (2)

Extra attack per round, must be wielding two one-handed melee weapons, penalty to attacks as listed below

1] -5 2] -4 3] -3 4] -2 5] -1

Unarmed Alacrity (2)

Gain extra attack per round with any unarmed combat type, penalty to both attacks as listed below

1] -5 2] -4 3] -3 4] -2 5] -1

Unarmed Specialization (2)

Gain bonus to hit and damage when unarmed (brawling or martial arts)

1] +1 damage 2] no penalty with armed opponents 3] +2 damage 4] no crit failures 5] +3 damage

Weapon and Shield (2)

Extra melee attack every other round, shield in off hand, penalty to both attacks on extra attack round as listed below

1] -4 2] -3 3] -2 4] -1 5] 0

Weapon Specialization (2)

Gain bonus to damage with a single **melee/thrown** weapon type (swords, axes, etc.)

1] +1 damage 2] quick draw 3] +2 damage 4] no crit failures 5] +3 damage

ROGUE TALENTS

Accurate Striker (2)

Reduces the called shot penalty from standard -10 to:

1] -9 2] -8 3] -7 4] -6 5] -5

Acrobatic Attack (2)

Acrobatics check TN 12, simple action, gain bonus to attack roll, once per opponent

1] +1 2] +2 3] +3 4] +4 5] +5

Alertness (2)

Character gains bonus to resist surprise based on level, bonus to perception check for being surprised

1] +1 2] +2 3] +3 4] +4 5] +5

Archery (2)

Gain bonus damage with a single ranged weapon type (bows or crossbows)

1] +1 damage 2] quick draw 3] +2 damage 4] no crit failures 5] +3 damage

Balance Specialization (2)

Gain bonus to Acrobatics skill checks when balancing on precarious surfaces, full move rate

1] +1 2] +2 3] +3 4] +4 5] +5

Blind Fighting (2)

Reduce penalty to fight in low light or dark conditions (-10 in total darkness & not cumulative)

1] -8 2] -6 3] -4 4] -2 5] 0

Climbing Specialization (2)

Gain bonus to Athletics skill checks when climbing, climb at base move

1] +1 2] +2 3] +3 4] +4 5] +5

Close Quarters (2)

Against 2+ size categories can occupy same square as defender, character gains defensive action bonus

1] +1 2] +2 3] +3 4] +4 5] +5

Combat Reflexes (2)

Gain a bonus to initiative rolls

1] +2 2] +3 3] +4 4] +5 5] +6

Disengage (2)

Opponent gains penalty to attacks of opportunity when disengaging

1] -1 2] -2 3] -3 4] -4 5] -5

Distance Striker (2)

Character reduces range penalties when using ranged weapons

1] -1 2] -2 3] -3 4] -4 5] -5

Disarm (2)

Attack foregoes damage; beat defensive action by number below, weapon 1d6/2 squares away

1] 6 2] 5 3] 4 4] 3 5] 2

Dodge Riposte (2)

On successful dodge beating opponents roll by number below, gain immediate attack of opportunity

1] 6 2] 5 3] 4 4] 3 5] 2

Dodge Specialization (2)

Gain bonuses listed below on defensive dodge actions, rank 3 does not provoke attacks of opportunity

1] no crit failures 2] +1 skill 3] move up to 2 squares 4] +1 skill 5] dodge behind you

Escape Artist (2)

Gain bonus to Thievery check to escape bonds, squeeze through small spaces or escape grapple attacks

1] +1 2] +2 3] +3 4] +4 5] +5

Evasion (2)

May dodge area of effect spells, successful dodge reduces damage by a percentage based on level

1] 60% 2] 70% 3] 80% 4] 90% 5] 100%

Improved Critical Attack (2)

Gain a bonus to crit rolls for a single weapon category, may be purchased multiple times for multiple categories

1] 19-20 2] +5% 3] 18-20 4] +10% 5] 17-20

Jumping/Falling Specialization (2)

Gain bonus to Athletics or Acrobatics skill checks when jumping or rolling with a fall, free base + 10' jump/fall

1] +1 2] +2 3] +3 4] +4 5] +5

Locksmith (2)

Gain bonus to Thievery skill to pick locks by level, this includes finding trapped locks

1] +1 3] +2 3] +3 4] +4 5] +5

Master of Disguise (2)

Character gains bonus to Perform and/or Communication skills when portraying an alternate identity

1] +1 2] +2 3] +3 4] +4 5] +5

Multi-throw (2)

Throw 2 small sized thrown weapons in a single round, penalty to each attack as listed below

1] -4 3] -3 3] -2 4] -1 5] 0

Opportunist (2)

Gain bonuses to attacks of opportunity, rank five is on successful riposte and does not provoke attack of opportunity

1] +1 action 2] +1 action 3] +1 action 4] +1 attack on same opponent 5] move 1 square

Perceptive (2)

Gain bonus to Perception checks

1] +1 3] +2 3] +3 4] +4 5] +5

Pick Pocket (2)

Gain bonus to Thievery skill to pick pockets by level

1] +1 3] +2 3] +3 4] +4 5] +5

Point Blank Shot (2)

Character reduces standard -3 penalty to use a ranged weapon in melee combat

1] -2 2] +1 disengage 3] -1 4] +1 disengage 5] 0

Porter (2)

Character gains a bonus to his encumbrance values (light, medium, heavy and max)

1] +10% 2] +15% 3] +20% 4] +25% 5] +30%

Quick Shot (2)

Gain additional attack per round using a shortbow, longbow or composite bow, penalty to both attacks listed below

1] -5 2] -4 3] -3 4] -2 5] -1

Quick Striker (2)

Gain extra attack per round with light melee weapon, one weapon only, penalty to both attacks listed here

1] -5 2] -4 3] -3 4] -2 5] -1

Resiliency (2)

Gain bonus to AR and HP when wearing no heavier than light armor

1] +1 HP 2] +1 AR 3] +2 HP 4] +1 AR 5] +2 HP

Sharpshooter (2)

Gain bonuses to combat checks and rolls when using firearms

1] +1 damage 2] quick draw 3] +2 damage 4] no crit failures 5] +3 damage

Sneak Attack (2)

Gain bonus when attacking with surprise, light melee weapon only, single attack, can go above max weapon dmg

1] x 2 dmg 2] x 2.5 dmg 3] x 3 dmg 4] x 3.5 dmg 5] x 4 dmg

Stealth Specialization (2)

Character gains bonus to stealth skill checks based on level, must choose: urban, woodland or underground

1] +1 2] +2 3] +3 4] +4 5] +5

Stunning Blow (2)

Forego damage with an attack to stun; beat defensive action by number listed below, stunned for 1 round

1] 6 2] 5 3] 4 4] 3 5] 2

Translation (2)

Character can attempt to translate written material including magical runes and languages, Thievery skill check

1] common languages 2] rare or lost languages 3] ancient languages 4] magic languages 5] runes and symbols

Trap Detection (2)

Character gains bonus to detect traps or secret doors with Thievery skill check

1] +1 2] +2 3] +3 4] +4 5] +5

Trap Disabling (2)

Character gains bonus to disable traps using Thievery skill check, magical traps incur a -3 penalty

1] +1 2] +2 3] +3 4] +4 5] +5

Trip/Knockdown Attack (2)

Forego damage with attack to trip/knockdown; beat defensive action by number listed below, prone

1] 6 2] 5 3] 4 4] 3 5] 2

Two-Weapon Fighting (2)

Extra attack per round, must be two melee weapons, both weapons must be light, penalty to attacks as listed below

1] -5 2] -4 3] -3 4] -2 5] -1

Unarmed Alacrity (2)

Gain extra attack per round with any unarmed combat type, penalty to both attacks as listed below

1] -5 2] -4 3] -3 4] -2 5] -1

Unarmed Specialization (2)

Gain bonuses to combat and damage checks when unarmed (brawling or martial arts)

1] +1 damage 2] no penalty with armed opponents 3] +2 damage 4] no crit failures 5] +3 damage

Weapon Specialization – Light Melee (2)

Gain bonus combat checks and rolls with any **light melee/thrown** weapon

1] +1 damage 2] quick draw 3] +2 damage 4] no crit failures 5] +3 damage

MAGICAL TALENTS

Combat Magic (2)

Character reduces the -3 penalty to use casting, channeling or focusing in melee combat and gains bonus to dodge
1] -2 penalty 2] +1 dodge 3] -1 penalty 4] +2 dodge 5] 0 penalty

Critical Magic (2)

Gain a critical hit with reduced scores needed on d20 casting, channeling or focusing check
1] 19-20 2] 18-20 3] 17-20 4] 16-20 5] 15-20

Duration Extension (2)

Character gains bonus to durations, does not work with an instant duration spell, blessing or power
1] x 1.5 2] x 2 3] x 2.5 4] x 3 5] x 3.5

Linking (2)

Draw PP from willing target, touch, PP per round by rank, amount of points drained equals hours before using again
1] 1 2] 2 3] 3 4] 4 5] 5

Magic Combat Specialization (2)

Gain bonus to damage when using instant duration spells that cause physical damage
1] +1 2] +2 3] +3 4] +4 5] +5

Magic Reflexes (2)

Gain a bonus to initiative rolls, bonus does not stack with combat reflexes
1] +1 2] +2 3] +3 4] +4 5] +5

Melding (2)

Store PP in crystal, maximum amount stored by level, caster must transfer his own PP
1] 4 2] 8 3] 12 4] 16 5] 20

Overcasting (2)

Caster can pay HP for PP when PP are depleted, 1 HP per PP spent, level of spell that can be cast by rank
1] 1 2] 2 3] 3 4] 4 5] 5

Power Hardening (2)

Character gains a bonus to his total PP; this talent is cumulative
1] +1 2] +2 3] +3 4] +4 5] +5

Power Recovery (2)

Character increases the standard 1 per hour rate of recovery for power points
1] 2/hour 2] 3/hour 3] 4/hour 4] 5/hour 5] 6/hour

Range Specialization (2)

Grants bonus to all ranged spells, percent bonus has no effect on self or touch related spells
1] +50% 2] +50% 3] +150% 4] self to touch 5] touch to 10'

Subdued Casting (2)

Reduces penalty to Stealth check to use magical skill with little noise (verbal) or movement (somatic)
1] -4 2] -3 3] -2 4] -1 5] -0

Triggered Magic (2)

Set trigger of choice, instant spells only, max delay equal to time below, dissipates if trigger not met by expiration
1] 5 min 2] 1 hour 3] 8 hours 4] 24 hours 5] permanent

RANK 6 TALENT CHART

RANK 6 TALENT CHART

When a character reaches level 6 he will be able to purchase advanced talents that grant him an additional rank past the maximum level 5. Below is a chart detailing the bonus for rank 6 talents.

Note: Rank 6 is the maximum rank a talent can achieve.

| RANK | TALENT | TYPE | BENEFIT |
|------|--------------------------|-----------------|--|
| 6 | Accurate Striker | Warrior & Rogue | No Penalty to called shots |
| 6 | Acrobatic Attack | Rogue | +6 to attack roll |
| 6 | Alertness | Warrior & Rogue | Cannot be surprised |
| 6 | Archery | Warrior & Rogue | +5 damage |
| 6 | Balance Specialization | Rogue | No balance check needed unless situation demands |
| 6 | Battle Hardening | Warrior | +5 additional HP |
| 6 | Blind Fighting | Warrior & Rogue | Can dodge ranged attacks in full darkness |
| 6 | Charge Attack | Warrior | Only need 1 square of uninterrupted movement |
| 6 | Climbing Specialization | Rogue | No climbing check needed unless situation demands |
| 6 | Close Quarters | Rogue | Can use against +1 size category larger |
| 6 | Combat Magic | Magical | Rank 6 is +3 dodge, or additional +1 bonus |
| 6 | Combat Reflexes | Warrior & Rogue | Goes first unless another rank 6 opponent |
| 6 | Coordinated Attack | Warrior | Gain +1 attack for choice of either combatant |
| 6 | Critical Magic | Magical | Restores PP equal to PP spent casting, on top of no cost |
| 6 | Disengage | Warrior & Rogue | No attacks of opportunity when disengaging |
| 6 | Distance Striker | Warrior & Rogue | No range penalties out to max range of weapon |
| 6 | Disarm | Warrior & Rogue | Beat defensive action by 0 |
| 6 | Dodge Riposte | Rogue | Beat opponents roll by 0 |
| 6 | Dodge Specialization | Rogue | Gain additional +1 to skill |
| 6 | Durability | Warrior | Suffer no fatigue penalty to actions for the first point |
| 6 | Duration Extension | Magical | Increase to x5 duration |
| 6 | Escape Artist | Rogue | Automatic success unless situation demands check |
| 6 | Evasion | Rogue | Grant success to 1 ally in adjacent square |
| 6 | Extra Attack | Warrior | Gain extra attack with 2 or more enemies engaged |
| 6 | Focused Attack | Warrior | Gain +1 to hit with all attacks |
| 6 | Grappler Training | Warrior | No penalty to grapple 1 size category larger |
| 6 | Hard to Kill | Warrior | Increase from level 5 to +20 |
| 6 | Improved Critical Attack | Warrior & Rogue | Crit range increase to 16-20 |
| 6 | Improvisation | Rogue | Can default KNO based skills |
| 6 | Jumping/Falling Spec | Rogue | Jump 10' and fall 10' without check |
| 6 | Knockback Attack | Warrior | +1 square of knockback on successful attempt |
| 6 | Linking | Magical | Drain 10 PP per round |
| 6 | Locksmith | Rogue | Only need check on difficult or magical locks |
| 6 | Magic Combat Spec | Magical | +1 additional point of damage |
| 6 | Magic Reflexes | Magical | Gain additional +3 to initiative rolls |

RANK 6 TALENT CHART

Advanced rank 6 talents continued.

| RANK | TALENT | TYPE | BENEFIT |
|------|------------------------|-----------------|---|
| 6 | Master of Disguise | Rogue | No check unless situation warrants suspicion |
| 6 | Melding | Magical | Max storage increase to 30 |
| 6 | Mounted Focus | Warrior | +1 additional bonus to hit |
| 6 | Mounted Specialization | Warrior | +1 additional bonus to damage |
| 6 | Multi-throw | Warrior & Rogue | Throw 3rd projectile |
| 6 | Opportunist | Warrior & Rogue | Move increase to 2 squares |
| 6 | Overcasting | Magical | 2 PP per HP spent |
| 6 | Parry Missiles | Warrior | Gain +1 bonus to parry missiles |
| 6 | Parry Riposte | Warrior | Beat opponents roll by 0 |
| 6 | Parry Specialization | Warrior | With shield, reduce area of effect damage by 50% |
| 6 | Pick Pocket | Rogue | No check needed unless situation warrants it |
| 6 | Point Blank Shot | Warrior & Rogue | Gain +1 to hit in melee with ranged weapon |
| 6 | Porter | Warrior & Rogue | Increase to +50% encumbrance load |
| 6 | Power Attack | Warrior | Gain +1 damage with all attacks |
| 6 | Power Hardening | Magical | Additional +5 PP |
| 6 | Power Recovery | Magical | Increase to 10 PP/hour |
| 6 | Quick Shot | Warrior & Rogue | 0 Penalty to both attacks |
| 6 | Quick Striker | Warrior & Rogue | 0 Penalty to both attacks |
| 6 | Range Specialization | Magical | All numerical ranges are line of sight |
| 6 | Resiliency | Rogue | Gain additional +1 AR with light or no armor |
| 6 | Sharpshooter | Warrior & Rogue | Increase to +5 damage |
| 6 | Sneak Attack | Rogue | Increase to x5 damage |
| 6 | Stealth Specialization | Rogue | No check needed unless situation demands it |
| 6 | Stunning Blow | Warrior & Rogue | Beat defensive action by 0 |
| 6 | Subdued Casting | Magical | No check needed unless situation demands it |
| 6 | Translation | Rogue | Flawless translation except singularly rare languages |
| 6 | Trap Detection | Rogue | No check needed unless situation demands it |
| 6 | Trap Disabling | Rogue | No check unless magical or situation demands it |
| 6 | Triggered Magic | Magical | Set trigger for any type of spell |
| 6 | Trip/Knockdown Attack | Warrior & Rogue | Beat defensive action by 0 |
| 6 | Two-Handed Fighting | Warrior | Gain +1 to hit with two-handed melee weapon |
| 6 | Two-Weapon Fighting | Warrior & Rogue | 0 Penalty to both attacks |
| 6 | Unarmed Alacrity | Warrior & Rogue | 0 Penalty to both attacks |
| 6 | Unarmed Specialization | Warrior & Rogue | Increase to +5 damage |
| 6 | Weapon and Shield | Warrior | Gain +1 to hit with weapon and shield |
| 6 | Weapon Specialization | Warrior & Rogue | Increase to +5 damage |

STEP EIGHT – ARCANES SPELLS

CHARACTER CREATION: STEP EIGHT – MAGIC SELECTION

There are three main types of magic: Spells, Blessings and Powers. Spells are complex incantations used by Magi, Wilder and Sorcerers, Blessings are the divine abilities used by Priests and Druids and Powers are the focused energy of the Adept or Mystic. The maximum level of spell, blessing or power you may possess equals your current level. *RES* means spells are resisted with the Resistance attribute, *FORT* means spells are resisted with the Fortitude attribute.

SPELLS (ARCANES)

Spells are complex formulae used to channel power into effects. Spells are only available to those who selected an appropriate path. Spells each have 5 power levels. Spells cost 2 points each rank. Starting characters begin with power level 1 in their chosen spells. A new spell also costs 2 points for each rank thereafter. Learning a new spell requires the appropriate formulae. **Ritual** spells, marked in **red**, usually have longer casting times and require material components to cast. **Magi add their WIL mod to damaging/healing spells.**

Adaptation (CT: one round, R: touch, D: 2 hours, A: complex)

Develop gills and webbed hands to swim and breathe underwater, feet grow wider and posture shifts to walk on four limbs to move through deep snow, legs meld into snake tail to move through sand, hands grow a set of long claws to increase unarmed damage or climb better, etc. Change must be represented by a non-magical, animal-like ability that is naturally occurring.
PL) Each power level grants one feature change, multiple low level castings do not stack

Anchor (CT: instant, R: 50', D: 1 minute, A: complex, FORT)

This spell is resisted or places an anchoring line on target preventing it from teleporting, shifting planes or using any form of magical instantaneous movement (including natural magical abilities) that includes crossing planes of existence or bending time and space.
PL) Spell or ability being negated must be equal to or higher than level cast

Arcane Blast (CT: instant, R: 100', D: instant, A: complex)

Directs a powerful blast of arcane energy in 5' radius/level, caster may choose to deal non-lethal damage as a "stun blast"
PL) 1- 1d6, 2- 1d8, 3- 2d6, 4- 2d8, 5- 2d10 (+WIL mod)

Arcane Bolt (CT: instant, R: 100', D: instant, A: complex)

Directs a powerful bolt of arcane energy against a single foe, caster may choose to deal non-lethal damage as a "stun blast"
PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Arcane Storm (R) (CT: 5 minutes, R: LOS, D: 5 hours, A: NA)

Caster summons a powerful magical storm; it will grow in intensity over the casting time to produce heavy rains, strong winds, cloud cover, strange magical lightning and peals of thunder. Storm can be damaging to those caught within, the power and strength of the storm grows by level. An example used to measure these storms is sustained wind speeds in terms of destructive power: Level 1 (30 mph), Level 2 (50 mph), Level 3 (75 mph), Level 4 (100 mph), Level 5 (150 mph). These storms are easily identified as not being naturally occurring.
PL) 1000' radius per level, component cost of 1 GC per level

ABBREVIATIONS

CT = Casting Time
R = Range
D = Duration
A = Action type
RES = Resistance
FORT = Fortitude

Arcane Wall (CT: instant, R: 50', D: 1 hour, A: complex) **P**

Creates a wall of arcane energy that has the following dimensions: 10' x 10'. Wall anchors itself.
PL) +10' per power level, can absorb 20 HP worth of damage per level

Arcane Weapon (CT: instant, R: self, D: 1 minute, A: simple) **P**

Caster summons a melee weapon made of arcane energy. This weapon is bound to the caster and will dissipate when it leaves his possession, unless made permanent. The weapon functions as magical and is indestructible. The caster may also summon or dismiss it with only a thought after casting. Weapon bonuses determined by level. Arcane weapons cannot be enchanted.
PL) 1) magical, 2) +1 to hit, 3) +1 damage, 4) ghost touch, 5) sharpness (crit chance to 19-20)

Bind (R) (CT: 10 minutes, R: 30', D: 1 day, A: NA, RES)

This spell binds a creature to a specific location, for example a drawn circle or small room. Creature must be from another plane of existence to be bound to the one he is on.
PL) Bind up to 4x TV of creature, component cost of 1 GC per level

Chaos (CT: instant, R: 50', D: 1 minute, A: complex, RES) **P**

This spell causes all within radius to take random actions as determined by GM.
PL) 10' radius per level

Charm (CT: instant, R: 30', D: 2 hours, A: complex, RES) **P**

Target believes caster is a friend or ally; target will not do anything contrary to his own beliefs
PL) 1-Friend, 2-Close Friend, 3-Best Friend, 4-Close Family, 5-Beloved

Cloud of Fog (CT: instant, R: 50', D: 1 hour, A: complex) **P**

Caster summons a thick cloud of fog in the desired range. Radius determined by level.
PL) 10' radius per level

Deep Pockets (CT: 1 round, R: touch, D: 1 day, A: complex) **P**

Caster enchants pouch or storage container, items placed in container must still fit within container opening, total weight storage based on level, items will spill out when spell ends
PL) Holds 20lbs per level at no additional weight

Dimensional Pocket (R) (CT: one round, R: 10', D: instant, A: NA)

Caster opens a pocket into another dimension that he can hide or store items within. The pocket is warm and dry and contains an endless supply of air. The dimensions of this pocket are determined by the level the caster chooses to cast it at. Casting spell opens or closes pocket.
PL) 2' x 2' per level, component cost of 1 ST per level

Dismissal (CT: one round, R: 100', D: permanent, A: complex, RES)

Caster attempts to dismiss a summoned creature back to its original location or place of origin. Caster gains a bonus of +2 to his casting roll if the creature was summoned by him.
PL) Caster can dismiss up to 4x TV/level of a summoned creature

Dispel Magic (CT: instant, R: 50', D: permanent, A: complex)

Caster attempts to dispel a magical effect or item. TN set using casters spell check for an effect or TN 20 for minor item, 25 for major, 30 for artifact. See rules on **page 188**.
PL) 1- Effect (touch), 2- Effect (10' radius), 3-Item (minor), 4- Item (major), 5- Item (artifact)

Enchantment (R) (CT: 1 hour/level, R: touch, D: permanent, A: NA)

Caster can enchant an item granting some kind of beneficial magical bonus to the item. The rules of enchantment can be found on **page 117** and a list of magi enchantments on **page 118**. A Magi and Priest both have the ability to enchant an item and each has a separate list. To use this spell the Magi must first have the corresponding formulae which must be purchased or found among treasure. TN for success is based on the individual enchantment or a base TN 20.

PL) 1- TN 20, 2- TN 18, 3- TN 16, 4- TN 14, 5- TN 12, component costs found on page 117

Familiar (R) (CT: 8 hours, R: unlimited, D: permanent, A: NA)

Caster summons a normal animal to him to serve as a companion and ally. Animal must be of small size or less. You may have only one active familiar at a time. Details regarding the familiar bond can be found on **page 172**. Power level abilities affect both the caster and the familiar.

PL) 1 (+2 Power Points), 2 (+2 Health Points), 3 (+2 RES & FORT), 4 (Clairvoyance), 5 (Clairaudience), component cost is 1 GC per level

Fear (CT: instant, R: 30', D: 2 rounds, A: complex, RES)

Caster causes irrational fear in target, caster is the subject of that fear. Target may act irrationally to avoid the subject of his fear most often fleeing or when cornered fighting back.

PL) 1-single target, 2-5' radius, 3-10' radius, 4-20' radius, 5-50' radius

Feather Fall (CT: instant, R: LOS, D: special, A: simple)

Caster suspends momentum of someone falling, spell ends when target touches the ground.

PL) Caster can affect a single target per level of the spell

Flight (CT: instant, R: self, D: 2 hours, A: simple)

Caster can fly at move rate as determined by power level, divide normal encumbrance by $\frac{1}{2}$; movement is reduced by $\frac{1}{4}$ for light, $\frac{1}{2}$ for medium and $\frac{3}{4}$ for heavy to max. Overland speed is not hindered by terrain though it might be reduced for weather.

PL) 1 – 12, 2 – 24, 3 – 48, 4 – 64, 5 – 72

Golem (R) (CT: 2 days, R: 10', D: permanent, A: NA)

Caster creates a powerful humanoid construct that is under his control. A preserved body, a statue, a wooden construct or a similar vessel is needed. A trapped soul is also required and the details of this process may be found in the GM Compendium.

PL) TN = 20 – level, component cost is 5 GL per level

Growth (R) (CT: 1 minute, R: 30', D: 1 minute, A: NA, FORT)

Target gains a size increase with a +1 STR and +1 END bonus per size category, target and equipment are both increased in size accordingly, magic items may resist size change.

PL) +1 size category per level, component cost is 1 GC per level

Hide Aura (CT: instant, R: self, D: 8 hours, A: simple) **P**

Target disguises his aura to prevent another from determining information about him. Aura's may reveal the following things: whether caster is magically active or not, what form of magic he possesses, if he is under the influence of a spell or power, if there is magical curses or effects, if the target is a magical creature, the general state of health and the general state of emotion.

PL) Gain +2 to the TV resistance number per level (see read aura for TV information)

Illusion (CT: instant, R: 50', D: 1 hour, A: complex, RES)

Target creates an illusion that affects progressive senses based on power level. This spell creates a visible effect and is perceived by all those who would normally be able to perceive it. A target who disbelieves gains an immediate +5 resistance roll. Illusion can occupy a 5' radius square per level of casting and can be moved each round using a simple action.

PL) 1 – sight, 2 – sound, 3 – smell, 4 – taste, 5 – touch

Invisibility (CT: instant, R: see below, D: 2 hours, A: complex) **P**

Caster turns invisible and is impossible to see, though he still can be heard, touched or smelled. If the caster takes any type of aggressive action he becomes immediately visible. A target that detects the invisible caster through other senses will be at a -5 penalty to engage.

PL) 1-self only, 2-other, 3-5' radius dome, 4-10' radius dome, 5-20' radius dome

Invisible Servant (R) (CT: 8 hours, R: 10', D: permanent, A: NA)

Caster summons and binds an invisible servant. The servant can understand the caster but cannot speak; it is invisible to everyone but the caster, or magical sight. The servant is incorporeal most of the time, but manifests to carry out duties as defined by the caster. Servant cannot be harmed but may be dispelled. Servant cannot engage in combat. Servant will perform almost any mundane tasks requested though is unskilled with complex tasks.

PL) TN = 17 – caster level, component cost is 1 GC per level

Light (CT: instant, R: touch, D: 2 hours, A: simple)

Caster places a focal point of light on an object. Intensity and range of light is dependent on the power level of the caster. Caster can diminish or extinguish as a free action.

PL) 1 – 30', 2 – 50', 3 – 70', 4 – mage light (only caster can see), 5 – permanent

Locate Object (CT: instant, R: self, D: instant, A: complex)

Caster can locate an inanimate object, each power level grants additional information. Caster must have personal details enough about the object to make it unique to accurately find it

PL) 1 – direction, 2 – distance, 3 – moving or static, 4 – bearer, 5 – general location (area)

Locate Person (CT: instant, R: self, D: instant, A: complex)

Caster can locate a living being, each power level grants additional information. Caster must have personal details enough about the being to accurately find him or her, this includes having spent significant time around this person or possessing a personal keepsake of the target.

PL) 1 – direction, 2 – distance, 3 – moving or static, 4 – image, 5 – general location (area)

Mage Armor (CT: instant, R: self, D: 2 hours, A: simple) **P**

Caster summons invisible arcane force armor about his body. The armor can be invisible or can also take on a ghostly form resembling armor of any type chosen by caster. This armor does not stack with normal worn armor; character will take the better value of the two.

PL) Gain AR rating equal to level

Mage Sight (CT: instant, R: self, D: 2 hours, A: simple) **P**

Caster gains vision related abilities based on power level

PL) 1 (long distance), 2 (night vision), 3 (spirit vision), 4 (dark vision), 5 (true sight)

Masque (R) (CT: instant, R: self, D: 1 hour, A: complex) **P**

Caster can change his physical appearance. Can grow or shrink, but must stay at medium size. Item, clothing or equipment does not change with this spell until higher power levels of casting.
PL) 1 – appearance, 2 – voice, 3 – scent, 4 – includes equipment, 5 – range to touch

Mount (R) (CT: 10 rounds, R: 30', D: 2 hours, A: NA)

Caster summons a magical mount to serve him for the duration of the spell. Though mount is magical in nature, only a discerning eye would tell it from a normal mount of its nature.
PL) 1 – mule, 2 – horse, 3 – griffin, 4 – giant eagle, 5 – pegasi, component cost 5 ST per level

Permanency (R) (CT: 1 hour, R: 30', D: permanent, A: NA)

Caster can make a non-permanent spell permanent. Spells that can be made permanent have a **P** following the title line. An unwilling target gains a bonus to resist equal to +5 minus the power level. The target may only have 1 permanent spell active on his person per path level.
PL) TN of 17 – power level, component cost of 5 GC per level

Phasing (R) (CT: five minutes, R: self, D: 1 hour, A: NA)

Caster can pass through solid objects. Solid objects will also pass through him, unless magical in nature, which have a 50% chance of affecting a phased character. The phased character cannot affect the physical world, even with magic. Caster has a move rating equal to his WIL attribute and can move in any direction. Movement through solid objects is at ½ move. Character is visible in this form, but cannot speak. Some types of stone and metal can block phasing.
PL) 10 minutes/level, component cost of 1 GC per level

Planar Shift (R) (CT: one round, R: 10', D: instant, A: NA)

Caster can transport himself and others to another dimensional plane of existence. Planar travel can be dangerous and each different plane of existence requires rare formulae that define location and method of travel. The caster may also attempt to reach a specific plane without these formulae with an Arcana check at TN 25. Number of additional people by power level.
PL) +1 person per level, component cost of 5 GC per level

Polymorph (R) (CT: one round, R: touch, D: 1 hour, A: complex, FORT) **P**

Caster can transform one living being into another. All equipment and items are a part of the transformation. Caster can increase or decrease the size of the target one size category. Caster can only affect beings of the size of the power level invested. The target will keep his own mental attributes though he may lose the ability to speak.
PL) 1 – tiny, 2 – small, 3 – medium, 4 – large, 5 – huge

Portal (R) (CT: one minute, R: 30', D: 2 minutes, A: NA)

Caster summons a vertical portal to another place. This portal is large enough for one single rider and horse to pass through at a time. He can link this portal to up to 5 marked locations per level + a one-time bonus equal to his KNO modifier at character creation or at the time this spell is first purchased. To mark a location the character must spend one minute in concentration at the chosen location and must expend a single power point. The portal stays open and allows free passage either way for the duration of the spell. A portal is visible from either side. Maximum distance able to be traveled is determined by power level.
PL) 1 – 250 miles, 2 – 500 miles, 3 – 750 miles, 4 – 1000 miles, 5 – 1500 miles, 1 GC per level

Power Drain (CT: one round, R: touch, D: special, A: complex, RES)

Caster drains Power Points (PP) from a subject he touches. Each round drains 1 PP and grants the caster 1 PP. Caster must remain in contact with the target. Caster cannot have more than his maximum Power Point total; however, he may replenish lost Power Points. This spell can be resisted normally; however, breaking physical contact ends the spell immediately.

PL) maximum drain per day of 5 power points per level

Read Aura (CT: instant, R: 100', D: instant, A: simple) **P**

Caster selects a target and attempts to read its aura. Aura's may reveal the following things: if the caster is magically active or not, what form of magic he possesses, if he is under the influence of a spell or power, if there are magical curses or effects, if the target is a magical creature, the general state of health and the general state of emotion. Max TV affected by level.

PL) 1 (TV 4), 2 (TV 8), 3 (TV 12), 4 (TV 16), 5 (TV 20)

Read Object (CT: instant, R: touch, D: instant, A: complex) **P**

Caster touches an object and can gain the following types of information: previous owner, value, magical properties, age or who created it. Maximum power level of item affected by level.

PL) 1 (PL 2), 2 (PL 4), 3 (PL 6), 4 (PL 8), 5 (PL 10)

Resist Elements (CT: instant, R: self, D: 2 hours, A: simple) **P**

Caster gains a bonus to resist an element chosen at the time of casting (fire, cold, electricity, gas, acid, etc.). Only one is gained per casting, though you may cast multiple times.

PL) 1 – DR 2, 2 – DR 5, 3 – DR 10, 4 – DR 15, 5 – DR 20

Rope Binding (CT: instant, R: 50', D: 1 minute, A: complex)

A magical rope attempts to wrap around target. Target may dodge as normal. TN of STR check (simple action) to break free by level. There is a random 50% chance on a successful hit that the rope will have bound the legs as well as the torso. +2 break free for each size category above M

PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20

Scrying (R) (CT: 1 hour, R: special, D: 5 minutes, A: NA)

This ritual allows the caster to get a mental picture of his target as if he was floating above him. The caster can move as long as the target remains in his field of vision at all times. Caster can see and hear what is going on within his field of vision. The caster must possess a physical item tied to the target, such as a piece of hair or personal item. Caster enters a meditative trance during this spell and is unaware of his surroundings.

PL) Range is 500 miles per level and component cost is 1 GC per level

Shelter (R) (CT: 5 minutes, R: 100', D: 8 hours, A: NA)

Caster summons a shelter to appear in a designated location; though shelter is magical it still must be placed with enough space to accommodate it. The spell will fail unless 90% of the space needed is available, it will damage or become damaged by the remaining 10% should the caster decide to use the spell. The shelter will be equipped as a stocked version of the real thing, the amenities getting more luxurious the more points invested in casting this ritual. Spell will not occupy any space a sentient creature occupies when summoned.

PL) 1 – small thatch hut, 2 – small wooden cabin, 3 – large wooden tower, 4 – large stone tower, 5 – large stone manse, component cost is 1 GC per level

Shield (CT: instant, R: self, D: 1 minute, A: simple)

Caster summons a magical shield to parry for him for the duration of the spell. The caster can opt to either use the shield or another defensive action available to him. The magical shield gains a bonus to the parry attempt based on power level. Keep in mind a shield can parry some missile and magical attacks, but not area of effect spells or powers.

PL) 1 (+2), 2 (+4), 3 (+6), 4 (+8), 5 (+10)

Shrink (R) (CT: 1 minute, R: 30', D: 1 minute, A: NA, FORT)

Target loses a size category with a -1 STR and END penalty per category, living target only

PL) -1 size category per level (min tiny), component cost is 1 GC per level

Slumber (CT: instant, R: 50', D: see below (1d6 rounds), A: complex, FORT)

Caster attempts to put a target or multiple targets to sleep. This spell is resisted normally; however, the maximum END able to be affected is determined by level. The target(s) will be asleep for 1d6 rounds though they can be forcibly awakened in a single round by dedicating a full action to do so. This spell has a 5' radius per level. Spell has no effect on undead.

PL) 1 – max END 4, 2 – max END 5, 3 – max END 6, 4 – max END 7, 5 – max END 8

Spellbound (R) (CT: 2 hours, R: 10', D: permanent, A: NA)

Caster binds a creature or being to his service. The target does not have to be willing but would need to be restrained and accessible for the full duration of the ritual. Target and caster both gain +5 HP and PP, have a telepathic link up to 1 mile, sense emotional state and direction within 100 miles. The Spellbound is compelled to obey the caster, even if the command is against their nature or belief system, they also cannot bring any harm to the caster through any actions of their own. Caster can have a maximum of 1 spellbound being per character level. The percentage chance the target loses all free will and independent thought is based on level.

PL) 1 – 90%, 2 – 70%, 3 – 50%, 4 – 30%, 5 – 10%, component cost of 5 GC per level

Sphere of Protection (CT: instant, R: 50', D: 5 minutes, A: complex)

Caster creates a sphere of force that places a dome around the radius of effect. Nothing can pass in or out of this dome until it has absorbed enough damage to be destroyed or the duration expires. Dome does contain air. The amount of damage it will take before collapsing is determined by the power level of the spell as it is cast. Spell has a 5' radius per level.

PL) 1 (30 dmg), 2 (60 dmg), 3 (90 dmg), 4 (120 dmg), 5 (150 dmg)

Statue (CT: instant, R: 30', D: 1 minute, A: complex)

Caster animates a statue and gives it a simple command. Can add or change commands by spending his move action in following rounds. Statue will be unskilled but have base attack bonus equal to casting level, a STR based damage equal to size and AR based on material.

PL) 1 – small, 2 – medium, 3 – large, 4 – huge, 5 – any size

Summoning (R) (CT: 10 minutes, R: 100', D: 1 hour, A: NA)

Caster can summon a creature(s) to his aid. He must have personal item from the type of creature(s) to be summoned. The type will be determined by the caster before he conducts the ritual spell. Once the duration has ended the summoned creature must be bound or dismissed or it will be free to do as it pleases. More details may be found in the GM Compendium.

PL) TV equal to 4x level, component cost is 1 GC per level

Teleportation (CT: instant, R: self, D: instant, A: simple)

Caster can teleport relatively short distances. Range is based on power level. Caster does not provoke an attack of opportunity when teleporting out of a threatened square. Caster must be able to see or have seen where he is going to teleport.

PL) 10' per level

Tongues (CT: instant, R: self, D: 5 minutes, A: simple) **P**

Caster can understand and speak any language spoken to him.

PL) 1 – normal languages only, 2 – rare languages, 3 – ancient languages, 4 – lost languages, 5 – any language

Translation (CT: instant, R: self, D: 5 minutes, A: simple) **P**

Caster can read any language put in front of him

PL) 1 – normal languages only, 2 – rare languages, 3 – ancient languages, 4 – lost languages, 5 – any language

Transmutation (R) (CT: 1 hour per level, R: 10', D: 1 hour, A: NA) **P**

Caster can transform one non-living object into another. The size and mass will remain the same but the material may be changed. The type of material can be any type the caster desires, though naturally magical or enchanted material may appear the same but it will have none of its normal magical properties. The casting check will determine how realistic the new object will appear to others, a roll of 11 or less and the transformation was imperfect. This might make the new object suspect when attempting to pass it off as the type of material the caster attempted to make. When the duration expires, the object returns to normal, unless made permanent.

PL) 1 cubic foot per level, component cost of 1 GC per level

Warding (R) (CT: 1 minute, R: 100', D: 12 hours, A: NA)

Caster places protective wards on an area of effect as defined by the power level. Caster can set the area to alert him when anyone passes within the radius, he can keep doors or portals impassible within the radius, he can give certain people passwords to enter and leave the area without setting off any traps and finally he can set the perimeter to deal 1d6 damage per level to any unauthorized people who pass. This spell can affect any space or item within radius. Standard Lockpicking or Thievery cannot bypass these wards, they must be dispelled or the rogue must possess the ability to disable magical traps.

PL) 10' radius per level of casting, component cost of 5 ST per level

Whispering Madness (CT: instant, R: 50', D: 24 hours, A: complex, RES)

Caster infests targets with dark whispers designed to drive them mad. These whispers persist for the duration of the spell and the target suffers 1 point of mental fatigue per 24 hours. These lost points do not recover until spell has ended. The target gets a resistance check every 24 hours, though each after the first suffers a cumulative -2 penalty. A multiplier applied to the duration of the spell is determined by the power level this spell is cast at. Keep in mind that without sleep the target will also lose 1 point of fatigue per night without rest. A target that takes 10 or more points of fatigue will be rendered unconscious and in a coma.

PL) 1- duration x1, 2- duration x2, 3- duration x4, 4- duration x6, 5- duration x8

ENCHANTING RULES

ENCHANTING RULES

Enchanting is an ancient magical tradition that has been dramatically diminished over the ages, yet still survives even if in a limited form. It is rumored that in ages past there were great and powerful enchantments that now are lost, however a few small groups managed to keep some part of this ability alive and pass it on to more current generations. Magi and Priests both have the ability to enchant items with magical ability and though their spells or blessings work very differently they follow the same rules or guidelines. The process involves first possessing the desired formulae, which must be found or purchased. Secondly the caster must have access to an enchanting lab or he will suffer a -3 penalty to his enchanting attempt. Thirdly he must purchase the necessary material components for the enchantment. Finally, he must spend the appropriate uninterrupted time and roll his enchanting check (casting check) which is set at a base 20 modified by level of spell and rarity of enchantment. Success or failure both use up all of the material components required for the enchantment.

TYPES OF ENCHANTMENTS AND ATTUNEMENT

There are two different types of enchantments: Active (those enchantments that have an activated ability) and Passive (those enchantments that require no activation). A character may possess an unlimited number of passive enchantments but can only attune to a number of active enchantments equal to his WIL attribute. Attunement is the process of joining with a magical item to be able to use its active abilities. A character may attempt to attune to a magical item with a base TN 16 modified by the characters WIL attribute modifier. This process takes one hour. A character can choose to spend additional time to lower the TN; each additional hour lowers the TN by 2 points. Character can spend a maximum number of additional hours equal to WIL modifier.



HOW ENCHANTMENTS WORK

Items **do not** need to be masterwork quality to hold enchantments; however, they must at least be of standard quality (TN 12). The act of adding an enchantment to an item makes it “magical” or able to affect those who possess some form of damage reduction. Most items may only hold one enchantment, though substances like Orichalcum can hold two. Even in this case only one active enchantment can be placed on an item without exception. Even ancient artifacts, which are said to be able to hold two or even three enchantments, still hold only one active enchantment.

BREAKING ITEMS TO LEARN ENCHANTMENTS

A character that finds an enchanted item may attempt to learn its secrets by studying the item to unlock the enchantment, essentially gaining new formulae. This process requires an enchanting lab and a skill check (Arcana, Dracora, Religion or Mysticism) with a base TN of 20. This process takes 1 hour and each additional hour dedicated to this task will reduce the TN by 2. You may spend one additional hour + an additional hour per KNO modifier. Success or failure will result in the item being destroyed as it will have been melted down, broken apart, disassembled or something similar.

ENCHANTING FORMULAE (ARCANE)

Most items may only hold one enchantment and even those that are able to hold two or more still have rules governing the type of enchantments placed on them. **Enchanted items may only have one active enchantment and multiple enchantments of the same type do not stack.** Listings below contain the following: **T:** type (active or passive), **M:** material component cost needed each time to enchant the item, **V:** resale value, **R:** formulae rarity, **C:** complexity or the number of hours required to create, **TN:** TN (base 20) required to enchant the item and **SPC:** special rule notes. *Note: A +2 modifier makes the TN 22 and is thereby more difficult to attempt.* Generally speaking, the formulae cost is 1x the material cost and the resale value is 2x the cost of the material cost. A character may purchase enchanting formulae in major towns or appropriate locations, the streetwise target number to find the desired formulae equal to the rarity of the formulae (common = TN 10, uncommon = TN 15 and rare = TN 20).

MELEE WEAPON ENCHANTMENTS

| COST | FORMULAE |
|-------|--|
| 10 GC | Balance (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item gains an additional +1 to hit |
| 20 GC | Bane (T: passive, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24) Item gains additional 1d6 damage against specific creature type |
| 10 GC | Defensive (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item grants user additional +2 to parry |
| 30 GC | Elemental (T: active, M: 30 GC, V: 60 GC, R: rare, C: 6 hours, TN: 24) Weapon gains additional 1d6 elemental damage (fire, cold or shock), 1 PP per round as free action |
| 10 GC | Knockback (T: active, M: 10 GC, V: 20 GC, R: uncommon, C: 1 hour, TN: 22, SPC: blunt weapon only) Resistance against successful attack roll or knocked back 1 square per STR mod (min 1), 1 PP per round |
| 50 GC | Life Drain (T: active, M: 50 GC, V: 100 GC, R: very rare, C: 6 hours, TN: 26) Item heals user ½ damage dealt to opponent, 1 PP per round as free action |
| 5 GC | Light (T: active, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20) Item can give off light in 30' radius, 1 PP per hour as free action |
| 10 GC | Returning (T: passive, M: 10 GC, V: 20 GC, R: uncommon, C: 1 hour, TN: 20, SPC: thrown weapons only) Item returns to user's hand when thrown at the end of the round thrown |
| 10 GC | Sharpness (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20, SPC: bladed weapons only) Item gains an additional +1 to damage |
| 20 GC | Unbreakable (T: passive, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24) Item becomes unbreakable |
| 10 GC | Weight (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Reduces the weight of the item by ½ without affecting damage capacity |

NOTE: Formulae that list a choice of multiple types of effects are each unique. Character must make this choice at the time of purchase.

RANGED WEAPON ENCHANTMENTS

| COST | FORMULAE |
|-------|---|
| 10 GC | Accuracy (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item gains an additional +1 to hit |
| 20 GC | Elemental (T: active, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24) Ammunition gains additional 1d6 elemental damage (choice of element), 1 PP per round as free action |
| 30 GC | Explosive (T: active, M: 30 GC, V: 60 GC, R: very rare, C: 6 hours, TN: 26) Ammunition deals 1d6 elemental damage in 5' radius (choice of element), 1 PP per round as free action |
| 10 GC | Precision (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item gains an additional +1 to damage |
| 10 GC | Range (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Doubles the normal range of weapon |
| 10 GC | Returning (T: passive, M: 10 GC, V: 20 GC, R: uncommon, C: 1 hour, TN: 20, SPC: thrown weapons only) Item returns to user when thrown at the end of the round thrown |
| 20 GC | Unbreakable (T: passive, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24) Item becomes unbreakable |

ARMOR/CLOTHING ENCHANTMENTS

| COST | FORMULAE |
|-------|--|
| 20 GC | Chameleon (T: active, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24) Item grants user +3 to stealth, 1 PP per round as free action |
| 10 GC | Element Resistant (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item grants user DR 5 against element of choice (fire, cold or shock) |
| 30 GC | Magic Resistant (T: passive, M: 30 GC, V: 60 GC, R: very rare, C: 6 hours, TN: 26) Item grants user MR 5 against arcane magic and +3 to resistance checks against arcane magic |
| 20 GC | Silent (T: active, M: 20 GC, V: 40 GC, R: uncommon, C: 2 hours, TN: 22) Mutes all sound within user's square, 1 PP per round as free action |
| 30 GC | Speed (T: passive, M: 30 GC, V: 60 GC, R: rare, C: 6 hours, TN: 24) Item grants user +1 to base move and +3 to Initiative |
| 5 GC | Weatherproof (T: passive, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20) Item is waterproof and protects user against normal cold or hot temperatures |
| 10 GC | Weight (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Reduces the weight of the item by ½ without affecting protective capacity |

JEWELRY ENCHANTMENTS

COST FORMULAE

- 5 GC **Athletics** (T: passive, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20)
User gains +3 to athletics checks (climbing, swimming, jumping, etc.)
- 30 GC **Invisibility** (T: active, M: 30 GC, V: 60 GC, R: rare, C: 6 hours, TN: 24)
User becomes invisible, normal engagement rules apply, 1 PP per 5 minutes
- 30 GC **Power Regeneration** (T: passive, M: 30 GC, V: 60 GC, R: common, C: 2 hours, TN: 20)
User regenerates PP at 2x normal rate
- 20 GC **Power Storage** (T: passive, M: 20 GC, V: 40 GC, R: common, C: 2 hours, TN: 20)
Item stores 2 PP per level of enchantment spell cast
- 30 GC **Protection** (T: passive, M: 30 GC, V: 60 GC, R: rare, C: 4 hours, TN: 24)
Grants user +1 to natural AR (stacks with other forms of AR)
- 30 GC **Spell Boost** (T: passive, M: 30 GC, V: 60 GC, R: rare, C: 6 hours, TN: 24)
User gains choice of x2 spell duration or range for all spells
- 20 GC **Translation** (T: passive, M: 20 GC, V: 40 GC, R: uncommon, C: 3 hours, TN: 22)
User can understand and speak any language he hears, does not include read/write

MISCELLANEOUS ENCHANTMENTS

COST FORMULAE

- 50 GC **Animation** (T: active, M: 50 GC, V: 100 GC, R: very rare, C: 8 hours, TN: 26, TYPE: carving, figurine, etc.)
Carving comes to life (non-magical creature only), size by level (1-T, 2-S, 3-M, 4-L, 5-H), PP by level per hour
- 20 GC **Holding** (T: passive, M: 20 GC, V: 40 GC, R: rare, C: 4 hours, TN: 24, TYPE: bag, container, etc.)
Item can hold 2x normal capacity per level of spell cast, weight ½ per level of spell cast
- 30 GC **Passage** (T: passive, M: 30 GC, V: 60 GC, R: very rare, C: 8 hours, TN: 26, TYPE: chest, wardrobe, etc.)
Requires two items, allows instant passage between the two, no distance limitations
- 20 GC **Scrying** (T: active, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24, TYPE: orb, basin, mirror, etc.)
Item allows user to use Scrying spell, normal spell rules, PP cost equals spell at level cast
- 10 GC **Secure Information** (T: passive, M: 10 GC, V: 20 GC, R: rare, C: 2 hours, TN: 24, TYPE: book, tome, etc.)
Item is fire and water proof, opens with password and has 2x normal pages without adding weight
- 10 GC **Skill Boost** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20, TYPE: set of tools)
User gains +2 to skill related to tool use (craft, heal, perform or thievery)
- 10 GC **Transforming** (T: active, M: 10 GC, V: 20 GC, R: rare, C: 3 hours, TN: 24, TYPE: non-living, non-magical)
Item can transform into choice of any one other item, +/- 10 lbs, 1 PP per transformation

STEP EIGHT – ELEMENTAL SPELLS

SPELLS (ELEMENTAL)

Elemental spells are complex incantations used to channel power into effects. These spells are only available to those who selected an appropriate path. Spells each have 5 power levels. Spells cost 2 points each. Starting characters begin with power level 1 in their chosen spells. A new spell also costs 2 points for each rank thereafter. Casters do not need formulae but rather learn new spells naturally.

Ritual spells, marked in **red**, usually have longer casting times and require material components to cast.

Add WIL mod to damaging/healing spells. *RES* means spells are resisted with the Resistance attribute, *FORT* means spells are resisted with the Fortitude attribute.

Air Form (CT: 1 round, R: self, D: 1 hour, A: complex) – *AIR SPELL*

This spell changes the caster and his possessions into a hazy form that is made of swirling wind and air particles. In this form, the caster is partially incorporeal (see level benefits below). He cannot be affected physically and cannot directly affect the physical world. Magic will still affect this form normally. In this form, the caster can fly at ½ move, pass through cracks, makes little noise and appears almost invisible, granting +3 to stealth checks.

PL) Incorporeal miss percentage of 15% per level

Alter Terrain (R) (CT: 1 minute, R: LOS, D: permanent, A: NA) – *EARTH SPELL*

This powerful ritual allows the caster to change the type of terrain in a specified radius determined by the rank of this power. The caster must choose a type of terrain when casting and the affected area will then change to the desired type. This power takes 5 minutes per rank to complete, thereby making it an ineffective direct combat spell. The terrain will change but any structures or other elements will not simply cease to exist, they may be destroyed or displaced. Trees for example will topple and fall over when changed to a desert terrain. Keep in mind the caster cannot specifically direct the change once he has begun the spell; rather the terrain will adjust as needed to meet the change set forth when the caster initiated the spell.

PL) 1 – 50' radius, 2 – 100', 3 – 500', 4 – 1000', 5 – 1 mile, component cost is 1 GC per level

Aura of Flames (CT: instant, R: touch, D: 1 minute, A: simple) – *FIRE SPELL*

This spell surrounds the caster in an aura of dangerous leaping and jumping flames. Those engaging the caster in melee will take damage for each attack without any defensive action to prevent it, save discontinuing the attack or using a reach or ranged weapon.

Rank 1 (1d6), Rank 2 (1d8), Rank 3 (1d10), Rank 4 (1d12), Rank 5 (2d8)

Breathe Water (CT: 1 round, R: touch, D: 2 hours, A: complex) – *WATER SPELL*

This spell allows the caster or a touched target to breathe water. This spell grants additional water based benefits dependent on the rank of the spell.

Rank 1 (resist cold of the depths), Rank 2 (swim normal move rate), Rank 3 (sight adaptation to underwater darkness), Rank 4 (swim rate x2 move), Rank 5 (no combat penalties underwater)

Burning Hands (CT: instant, R: self, D: 1 minute, A: simple) – *FIRE SPELL*

This spell engulfs the casters hands in powerful flames. Damage dealt by this spell is in addition to unarmed damage unless using as a simple touch attack for just the base damage.

PL) 1d6 +1 per level base damage

Control Air (CT: instant, R: 100', D: permanent/special, A: complex) – *AIR SPELL*

Caster can create, control and manipulate air. Possible effects include:

- Control wind speed/direction, 20mph variation per round, radius x10, concentration
- Create and/or purify air within radius, concentration
- Feather fall, targets within radius slowly fall from heights like a feather, concentration
- Send short messages on the wind, 10 words and 1 target per level, no range limits

PL) Radius by level: 1 – 5' radius, 2 – 10' radius, 3 – 20' radius, 4 – 50' radius, 5 – 100' radius

Control Earth (CT: instant, R: 100', D: permanent/special, A: complex) – *EARTH SPELL*

Caster can create, control and manipulate earth. Possible effects include:

- Move and shape natural earth and stone within radius
- Terrain keeps caster on firm ground and without obstacles, no rough terrain penalties
- Earth gives up its secrets for tracking prey, even without nature skill check
- Detect minerals including amount and type, radius range x10

PL) Radius by level: 1 – 5' radius, 2 – 10' radius, 3 – 20' radius, 4 – 50' radius, 5 – 100' radius

Control Fire (CT: instant, R: 100', D: permanent/special, A: complex) – *FIRE SPELL*

Caster can create, control and manipulate fire. Possible effects include:

- Create or spark fire, area of effect by level, must still have oxygen and fuel
- Intensify, spread, direct, reduce or smother fire in radius of effect
- Heat non-living object, single target in radius per level, 100° per round increase
- Raise temperature inside radius, maximum 50° per round increase, concentration

PL) Radius by level: 1 – 5' radius, 2 – 10' radius, 3 – 20' radius, 4 – 50' radius, 5 – 100' radius

Control Water (CT: instant, R: 100', D: permanent/special, A: complex) – *WATER SPELL*

Caster can create, control and manipulate water. Possible effects include:

- Create clean and pure water pulled from moisture in the air
- Purify any type of liquid to remove any toxins or impurities
- Transmute liquid from one type to another, complex liquids possible, KNO check
- Change water temperature/status, i.e. from evaporation to freezing

PL) Volume by level: 1 – 1 gallon, 2 – 10 gallons, 3 – 50 gallons, 4 – 100 gallons, 5 – 500 gallons

Cloud Cover (CT: 1 round, R: LOS, D: 1 hour (affected by weather), A: complex) – *AIR SPELL*

This spell creates a bank of clouds that settles over a specific area designated by the caster. The clouds are thick and provide a -5 visual perception penalty when inside. It cannot be seen through from the outside. The size of the cloud is based on rank.

PL) 1 – 20' radius, 2 – 50' radius, 3 – 100' radius, 4 – 500' radius, 5 – 1000' radius

Cutting Torch (CT: instant, R: 5', D: 1 minute, A: complex) – *FIRE SPELL*

This spell summons a focused beam of intense heat to cut through solid objects. Cut through a number of feet in length equal to base move per round and a number of inches thick equal to the level of this spell x 3". Type of material the beam can handle cutting through is determined by the level of the spell being cast, see power level below.

PL) 1 – wood, 2 – soft metals, 3 – stone, 4 – hard metals, 5 – special alloys (i.e. mithril)

Earthquake (R) (CT: 1 minute, R: LOS, D: 5 minutes, A: NA) – *EARTH SPELL*

This powerful spell creates the earth to heave and toss randomly within an area of effect defined by the rank of the spell. The caster cannot control the effects and the spell will affect friend and foe alike within the radius of the spell. Only the caster will be able to stand his ground amidst the earthquake. Poorly made structures will crumble at lower levels and well made structures at higher levels. People caught in the radius will make AGI checks against the casting roll each round or be knocked prone and take 1d6 damage (no AR) from falling in holes or falling debris. Fragile objects caught in the area of effect will almost always be destroyed or broken.

PL) 1 – 10' radius, 2 – 20' radius, 3 – 50' radius, 4 – 100' radius, 5 – 500' radius, component cost is 1 GC per level

Elemental Armor (CT: instant, R: self, D: 2 hours, A: simple) – *AIR, EARTH, FIRE, WATER*

This spell creates a suit of armor around the caster that is made of elemental fabric. This magical armor has no encumbrance weight. The Value of AR is determined by rank.

PL) Gain AR rating equal to level

Fire Ball (CT: instant, R: 100', D: instant, A: complex) – *FIRE SPELL*

This spell creates a flaming ball that explodes in a 5' radius/level.

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Fire Bolt (CT: instant, R: 100', D: instant, A: complex) – *FIRE SPELL*

This spell creates a flaming bolt to strike a single target within range.

PL) 1- 2d6, 2- 2d8, 3- 2d10, 4- 2d12, 5- 3d8 (+WIL mod)

Flaming Weapon (CT: instant, R: touch, D: 1 minute, A: simple) – *FIRE SPELL*

This spell engulfs part or all of a weapon in flames. Standard weapon damage will be dealt on a successful attack with a flame damage bonus as determined by level.

PL) 1d6 +1 per level base damage

Freeze (CT: instant, R: 50', D: 1 minute, A: complex) – *WATER SPELL*

This powerful water spell engulfs the target and then freezes, encasing the target in a layer of ice that will be thicker as the power level of the spell increases. Athletics or STR check to break free based on level. Spell deals 1 point of damage every minute after the first. Once free the target takes no further damage. The target gains +2 to resist and to break free for every size category over medium (i.e. large +2, huge +4, etc.)

PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20

Frost Blast (CT: instant, R: 100', D: instant, A: complex) – *WATER SPELL*

This spell creates a cold damage blast of frost that explodes in a 5' radius/level.

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Frost Bolt (CT: instant, R: 100', D: instant, A: complex) – *WATER SPELL*

This spell creates a cold damage frost bolt to strike a single target within range.

PL) 1- 2d6, 2- 2d8, 3- 2d10, 4- 2d12, 5- 3d8 (+WIL mod)

Frost Weapon (CT: instant, R: touch, D: 1 minute, A: simple) – *WATER SPELL*

This spell engulfs part or all of a weapon in an aura of frost. Standard weapon damage will be dealt on a successful attack with a cold damage bonus as determined by level.

PL) 1d6 +1 per level base damage

Gust of Wind (CT: instant, R: 100', D: instant, A: complex) – *AIR SPELL*

This spell sends a powerful blast of wind toward its target. Target dodges as normal. If the attack hits the target is knocked back 1 square per level of the spell and is knocked prone. This spell also deals a small amount of non-lethal damage based on level (see below). The listed effects are based on a medium sized creature; the distance and potential damage is modified up or down 1 level category per size category above or below medium. -1 level per category for larger and +1 level per category for smaller. Max damage equal to 2x level of spell.

PL) 1 square knockback and 1 point of damage per level (AR does not apply to this damage)

Ice Slick (CT: instant, R: 100', D: 1 minute (affected by weather), A: complex) – *WATER SPELL*

This spell creates a sheet of ice in an area of effect as determined by the rank. This sheet will cover the ground in the affected area and the duration may be reduced in extremely warm climates or increased in extremely cold climates. Movement is reduced to ¼ normal when trying to cross this sheet and an AGI check must be made against casting roll each round or you will fall prone. Modifiers to the AGI check could apply if there were handholds or structures to lean on.

PL) 5' radius per level

Inferno (R) (CT: 2 full rounds, R: LOS, D: see below, A: NA) – *FIRE SPELL*

This spell summons intense heat, smoke and flames to rise out of the ground in the radius determined by this spells power level. Caster must be able to see the entire area of effect unaided. Anyone caught within the radius will take 1 point of damage per level and make a FORT check each round against casting check to avoid passing out from the smoke and heat exposure. The spells duration is one minute per level of the spell.

PL) 20' radius per level, component cost is 1 GC per level

Long Burning Flame (R) (CT: 1 minute, R: 30', D: permanent, A: NA) – *FIRE SPELL*

This spell creates a flame bound to an item or solid object. This flame requires no fuel source and will burn indefinitely or until dispelled. The intensity of the flame which then determines the radius of light is determined by the level of casting. Flame can be made into "cold" flame, or flame that does not burn or produce heat for additional costs. Cold flames burn a blue color and reduce the light radius of the level cast by 10'. Cold flames will burn underwater.

PL) 1 – 20' radius, 2 – 30' radius, 3 – 40' radius, 4 – 50' radius, 5 – 60' radius, component cost is 1 ST per level, +1 ST per level for cold flame

Pit (CT: instant, R: 100', D: permanent, A: complex) – *EARTH SPELL*

This spell opens a 5' deep hole in the earth in a single 5' square. This spell only works on natural earth and the dirt moved in this way is piled around the edges of the pit. The pit opens instantly after the initial casting thereby making it effective for surprising or trapping enemies. This spell is resisted with a dodge check against the casting roll and fall damage can apply at 10' deep.

PL) 5' deep and 1- 5' square per level, all squares must be adjacent to at least one other square

Resist Elements (CT: instant, R: self, D: 2 hours, A: simple) – *AIR, EARTH, FIRE, WATER*

Caster gains a bonus to resist elemental damage both natural and magical. Type of element to be resisted is decided at the time of casting.

PL) 1 – DR 2, 2 – DR 5, 3 – DR 10, 4 – DR 15, 5 – DR 20

Ride the Wind (CT: 1 round, R: self, D: 2 hours, A: complex) – *AIR SPELL*

This spell allows the caster to ride the currents of the wind in essence gaining flight. The speed of movement and the number of beings affected are modified by the power level of the spell.

PL) 1 – move x2, self only, 2 – move x3, +1 m sized being, 3 – move x4, +2 m sized beings, 4 – move x5, +3 m sized beings, 5 – move x6, +4 m sized beings

Rooting (CT: instant, R: 30', D: 1 minute, A: complex, FORT) – *EARTH SPELL*

This spell roots the caster or target to the ground with earth, stone and rock, preventing knockback and movement, including teleportation or other magical forms of transport. The target of the spell cannot move their feet and may make a STR check (simple action) against the casting roll to break free. Maximum size of being affected is determined by level.

PL) 1 – medium, 2 – large, 3 – huge, 4 – gigantic, 5 – colossal

Shock Blast (CT: instant, R: 100', D: instant, A: complex) – *AIR SPELL*

This spell creates an electrical damage blast that explodes in a 5' radius/level.

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Shock Bolt (CT: instant, R: 100', D: instant, A: complex) – *AIR SPELL*

This spell creates an electrical damage bolt to strike a single target within range.

PL) 1- 2d6, 2- 2d8, 3- 2d10, 4- 2d12, 5- 3d8 (+WIL mod)

Shocking Aura (CT: instant, R: touch, D: 1 minute, A: simple) – *AIR SPELL*

This spell surrounds the caster in an aura of electrically charged bolts and sparks. Those engaging the caster in melee will take damage for each attack without any defensive action to prevent it, save discontinuing the attack or using a reach or ranged weapon.

Rank 1 (1d6), Rank 2 (1d8), Rank 3 (1d10), Rank 4 (1d12), Rank 5 (2d8)

Shocking Touch (CT: instant, R: self, D: 1 minute, A: simple) – *AIR SPELL*

This spell engulfs the casters hands in powerful electrical currents. Damage dealt by this spell is in addition to unarmed damage unless using as a simple touch attack for just the base damage.

PL) 1d6 +1 per level base damage

Stone Form (CT: 1 round, R: self, D: 1 hour, A: complex) – *EARTH SPELL*

This spell changes the caster and his possessions into a solid rock or stone form, lower levels might be hardened clay where higher levels might be solid granite. In this form, the caster gains +1 to STR and END attributes per level, +1 size category at levels 3 and 5, -1 to AGI at levels 3 and 5. Damage and HP will increase accordingly as well as your to hit bonus decreasing at level 3 and 5. Caster also gains a dramatic increase in weight and density based on the level. Base damage for an unarmed attack will also increase for levels 3 and 5, using a weapon becomes difficult as the size category increases, causing the caster to rely on brawling most of the time.

PL) AR equal to 1+ level

Stone Missile (CT: instant, R: 100', D: instant, A: complex) – *EARTH SPELL*

This spell propels a small shard of earth at extremely high velocity toward its target. The caster does not need to carry stones for this spell; however, he does need to be on dry land.

PL) 1- 2d6, 2- 2d8, 3- 2d10, 4- 2d12, 5- 3d8 (+WIL mod)

Stone Rain (CT: instant, R: 100', D: instant, A: complex) – *EARTH SPELL*

This spell rains down sharp hardened shards of earth in a 5' radius/level. The caster does not need to carry stones for this spell; however, he does need to be on dry land.

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Summon Elemental (R) (CT: 5 minutes, R: 100', D: 1 hour, A: NA) – *AIR, EARTH, FIRE, WATER*

Caster can summon an elemental of air, earth, fire or water. The higher the rank of the spell the more powerful form of elemental can be summoned. This spell does not need to be taken more than once to summon different types of elementals; however, the material components are very different for each one and should be recorded separately for each type. More details and statistics on the four different types of elementals may be found in the GM Compendium.

PL) TV equal to 4x level, component cost is 1 GC per level

Swath of Cold (CT: instant, R: self, D: 1 minute, A: simple) – *WATER SPELL*

This spell surrounds the caster in an aura of freezing cold chill. Those engaging the caster in melee will take damage for each attack without any defensive action to prevent it, save discontinuing the attack or using a reach or ranged weapon.

PL) Rank 1 (1d6), Rank 2 (1d8), Rank 3 (1d10), Rank 4 (1d12), Rank 5 (2d8)

Thermographic Sight (CT: instant, R: self, D: 2 hours, A: simple) – *FIRE SPELL*

This spell allows the caster to sense varying degrees of heat within range.

PL) Rank 1 – 5' radius, 2 – 10' radius, 3 – 20' radius, 4 – 30' radius, 5 – 50' radius

Tremor Sense (CT: instant, R: self, D: 1 hour, A: simple) – *EARTH SPELL*

This spell grants the caster the ability to sense tremors in the earth to determine movement, using this spell the caster can in effect sense moving beings in total darkness, this spell negates stealth attempts as long as movement is passing over earth, this spell only works with movement and its radius of effect is determined by power level, radius is centered on caster.

PL) Rank 1 – 10' radius, 2 – 20' radius, 3 – 30' radius, 4 – 50' radius, 5 – 100' radius

Tsunami (R) (CT: 5 minutes, R: LOS, D: permanent, A: NA) – *WATER SPELL*

This powerful spell summons an immense wave to wreak havoc and destruction. The caster must have a large body of water and will determine the direction the wave will travel. The caster must be in line of sight of the body of water he wishes to create the tsunami on and the distance it will travel and size of the wave is determined by the power level of the spell. The specific effects of the wave will be determined by the GM. Structures and people alike will be swept away or destroyed, when the wave encounters land it will break against it and travel inland flooding the area. The size of the body of water can limit the intensity of the spell. The apex of the tsunami wave is equal to approximately ½ of the distance travelled.

PL) 1 – ¼ mile distance, 10' high, 2 – ½ mile distance, 20' high, 3 – 1 mile distance, 30' high, 4 – 2 mile distance, 50' high, 5 – 5 mile distance, 100' high, component cost is 5 GC per level

Tunneling (CT: one round, R: 10', D: 1 hour, A: complex) – *EARTH SPELL*

This spell allows the caster to tunnel through natural earth, rock or stone. The casters movement rates are defined by the rank of the spell. Others could follow, however without this power the laws of gravity still apply, such as a vertical tunnel would cause them to fall or they would have to climb up a steep tunnel. Hard stone or mineral can inhibit tunneling forcing the caster to change direction when encountered. The caster does not have to consider these things while the spell is active. The rank only modifies movement speeds.

PL) Rank 1 – ¼ move, 2 – ½ move, 3 – full move, 4 – x2 move, 5 – x3 move

Vortex (R) (CT: 1 minute, R: LOS, D: 5 minutes, A: NA) – *AIR SPELL*

This ritual spell creates a powerful vortex of wind that resembles a tornado or water spout if cast over water. The caster can choose to set this vortex loose choosing a direction it will travel in or he can direct it round by round, though this takes a full round of concentration each round allowing for little other action during this time. The powerful winds created by this vortex will uproot trees, damage or destroy structures and send debris hurtling through the air. People caught in the vortex will be subject to the same effects. The exact details of the spells effects will be determined by the GM. A radius of effect has been defined by power level as well as a general damage number per round from debris or being tossed about by the powerful winds. Keep in mind that this damage number represents being caught in the open without any cover or protection and assumes a failed resistance check for ½ damage within the area of effect.

PL) 1 – 10' radius, 2 dmg round, 2 – 20' radius, 3 dmg round, 3 – 50' radius, 5 dmg round, 4 – 100' radius, 10 dmg round, 5 – 500' radius, 20 dmg round, component cost is 5 GC per level

Walk on Water (CT: one round, R: 10', D: 1 hour, A: complex) – *WATER SPELL*

This spell allows the caster to walk on water as if it were solid ground. The movement rate of the caster is determined by the power level of the spell.

PL) Rank 1 – ½ move, 2 – full move, 3 – x2 move, 4 – x3 move, 5 – x4 move

Wall of Air (CT: one round, R: 10', D: 1 hour, A: complex) – *AIR SPELL*

Wall of swirling high speed winds: 10' x 10' dimensions.

PL) +10' per power level, passing through requires STR check (simple action) against casting roll, non-area of effect ranged attacks automatically fail

Wall of Fire (CT: one round, R: 10', D: 1 hour, A: complex) – *FIRE SPELL*

Creates wall of flames that has the following base dimensions: 10' x 10'.

PL) +10' per power level, deals 1d6 damage per level to those attempting to pass through

Wall of Ice (CT: one round, R: 10', D: 1 hour, A: complex) – *WATER SPELL*

Creates wall of solid ice that has the following base dimensions: 10' x 10'.

PL) +10' per power level, absorb 20 pts of damage per level, AR 1 + level

Wall of Stone (CT: one round, R: 10', D: 1 hour, A: complex) – *EARTH SPELL*

Creates wall of flames that has the following base dimensions: 10' x 10'.

PL) +10' per power level, absorb 20 pts of damage per level, AR 2 + level

PRIESTS

Priests are the followers of a divine being or god. They must select a number of strictures or codes of conduct they must follow that represent their god’s teachings. If they deviate from this path or commit acts that go against their gods wishes, they can lose their power for a time. The process of apologizing and gaining their powers back is called penance. If a priest continues to commit offenses against his god or commits an unforgivable offense, he can lose his power forever. Strictures are found listed with each deity. Priests draw their power by channeling divine energy into blessings. They also gain unique devotional abilities depending on which god they follow. Those who follow the nine will have be able to choose from three devotional ability options, those who follow the old gods or other options will have only one available devotional ability. This represents the greater influence and power held by the church of the 9. Priests are normally limited to one devotional ability selection, unless the appropriate edge is purchased at character creation, which will allow for one additional choice.

A priest may select one of the old gods or the new as his divine patron. This is the being that he follows and the one that grants him the ability to use blessings. Evil priests are also possible, their magic, called curses, are listed after the blessing if there is one available. Curses have the opposite effect as the blessing listed in the book, for example 1d6 damage healed would become 1d6 damage dealt, a +1 bonus to actions for a friend would become a -1 to actions for an enemy, etc.

RELIGION

The primary religion of Arcacia is the Concordian religion, more commonly known as the church of the 9. This religion was the product of an elite council of bishops setting forth the acceptable practice for those in the realms who may have previously been worshiping a wide variety of gods. The Concordant was a document of agreement set forth by this council that defined the true gods of the age and they proclaimed that all other worship would be considered heresy. In ancient manuscripts of the Sanctus Libra, the holy book of the Concordian religion, there is mention of the creator, the father of the 9 and his counterpart, simply referred to as The Dark One, though little is mentioned about either of them save that to follow his children is to follow the father.

THE 9/THE NEW GODS

The 9 or the new gods are the select gods chosen by a powerful church to define accepted worship in the realms. Most worship the 9 collectively, praying to each as needed and to the whole when their problems are dire. Some also dedicate themselves to a single god and his teachings.

| <u>DEITY, GENDER</u> | <u>SPHERES OF INFLUENCE</u> | <u>BLOODLINE</u> |
|----------------------|-----------------------------|------------------|
| Arnos, M | Sun, wisdom, justice | Men |
| Pyros, M | War, fire, conquest | Men |
| Lorylon, F | Air, Sky, Weather | Men (Women) |
| Hendel, M | Earth, Crafts, Builders | Builders & Men |
| Ehlorah, F | Life, Nature, Sylvan | Fey & Men |
| Luna, F | Moon, knowledge, magic | Men |
| Malhavoc, M | Death, darkness, chaos | Men |
| Saphira, F | Water, Wrath, Healing | Men |
| The Arbiter, M | Balance, Truth, Judgment | Men |

PRIESTS AND A SAMPLE PANTHEON

THE OLD GODS

Any worship that does not include the accepted following of the church of the 9 is considered the old gods. It is said that there are more old gods than stars in the sky, and many of them do not even have the ability to grant power or blessings to their followers. Below is a sample of a few of the old gods that are still commonly worshiped in the realms and still hold power to grant to their followers.

| <u>DEITY, GENDER</u> | <u>SPHERES, ALIGNMENT</u> | <u>BLOODLINE</u> |
|----------------------|----------------------------|------------------|
| Tovah, M | Wind, sky, freedom, N | Any (Balador) |
| Shay, F | Shadow, fear, secrets, E | Any (Shadowen) |
| Reh, M | Sun, fire, destruction, E | Any (South) |
| Tidar, M | Sea, water, fish, N | Any (Lamourans) |
| Andromeda, F | War, women, equality, G | Any (Maidens) |
| Torm, M | North, cold, survival, N | Any (North) |
| Chandra, F | Spirit, honor, dragons, G | Any (Dragon) |
| Tau, M | Beasts, hunting, nature, N | Any (Zabu) |
| Auros, M | Storms, elements, magic, N | Any (Stormborn) |

THE DAEMON LORDS

There are six unique and powerful Daemon Lords, those that rule over all the others. These powerful beings are sometimes considered gods and are rumored to have power to grant to their followers. Worship of these beings is considered blasphemous and those that do are forced to do so in secret.

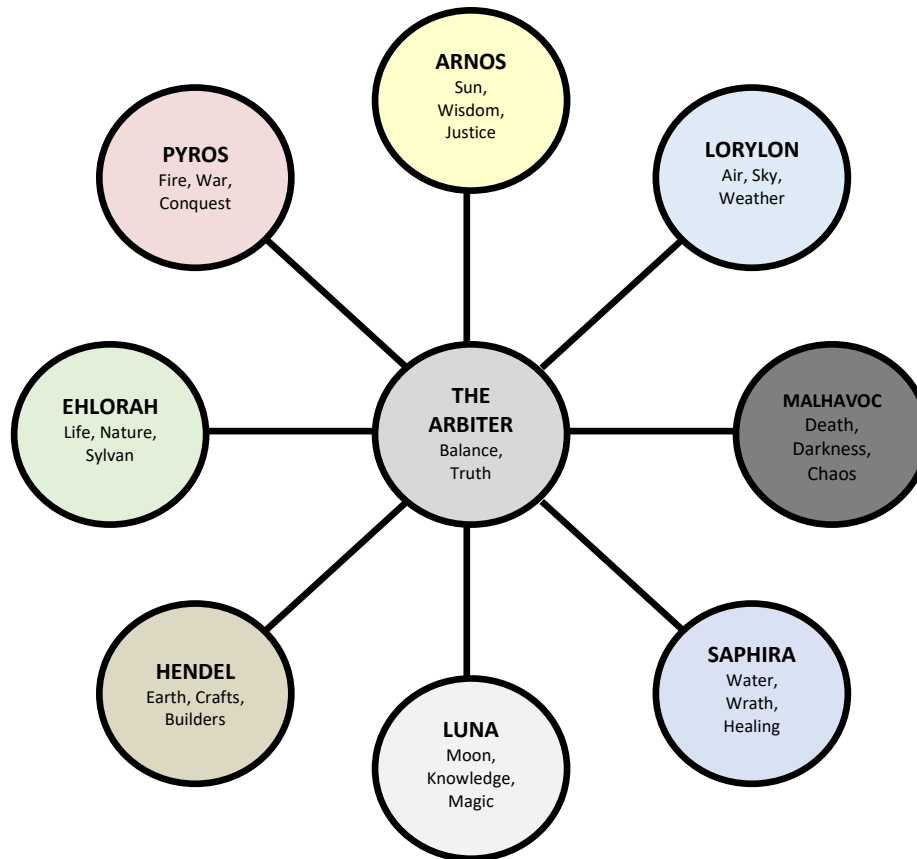
| <u>DEITY, GENDER</u> | <u>SPHERES, ALIGNMENT</u> | <u>BLOODLINE</u> |
|----------------------|-----------------------------|------------------|
| Azamel, M | Domination, evil, war, E | Any (Daemon) |
| Balar, M | Strength, destruction, E | Any (Giants) |
| Veyra, F | Betrayal, darkness, envy, N | Any (Forsaken) |
| Sanguine, F | Undead, immortality, E | Any (Afflicted) |
| Dagon, M | Deception, plots, murder, E | Any (Changeling) |
| Graza' Fel, M | Knowledge, dark magic, E | Any (Daemon) |

MAJOR CULTS

There are a few large cults scattered throughout the realm that hold some power. These gods or powerful beings are so vile that they are held in even more contempt than the old gods and those that worship them are thought to be insane or too far gone to be helped.

| <u>DEITY, GENDER</u> | <u>SPHERES, ALIGNMENT</u> | <u>BLOODLINE</u> |
|----------------------|------------------------------|------------------|
| The Crippled God, M | Sickness, disease, plague, E | Any |
| The Burned God, M | Fire, suffering, pain, E | Any |
| Abhorus, M | Abominations, fear, E | Any |
| The Night Hag, F | Nightmares, fear, magic, E | Any (Hags) |
| The Rune Lords, M/F | Magic, power, sin, E | Any (Eldar) |
| Vermina, F | Rats, carrion, vermin, E | Any (Ratlings) |
| Dragon Cults, M/F | Dragons, power, fire, E | Any |

THE CONCORDIAN



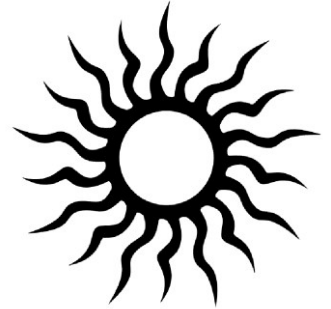
“The Scions of the Creator are to man as he himself is to the endless worlds he founded. The Concordian bringing balance to all things; for fire, there is water, for air there is earth and for life, death. The nameless one presides over them all, finding balance in the divine providence of all things. His sight is the wisdom found in the harmony of strife, in the struggle for survival despite mans inevitable fate.”

“To the saints and champions of the ages I say this, steel yourself to your cause and never falter. Your enemies may never be defeated for they are as necessary as you, but to fight is to live and to aspire is reason enough to try and change the future. For it is written that there will come a day when the scale shall measure only pain and death. It is in this time that your efforts will find reward.”

Archbishop Agavion III
Circa 879, the third age

ARNOS

THE ELDER or LORD OF LIGHT



Arnos is the strongest of the nine and perhaps this is due to the fact that he has the greatest number of followers. He is thought to be the oldest or first born of the children of the creator, though just minutes older than his twin brother Pyros. Arnos is most often depicted as an older man with white hair and beard, though in ancient times he was also depicted as a strong blonde haired warrior wielding a broadsword, called Lightbringer. In the Sanctus Libra, the holy book of the Concordian religion, Arnos is credited with bringing light to the realms and driving the darkness back so that man could forge a life from the suns warming light. Arnos is worshiped by nobles and common folk alike, especially when praying for justice or wisdom. He is set forth in the Holy Scripture as the model that men should emulate and stands as the moral compass by which the church of the nine set their direction. Arnos is often credited with the creation of the world, thus explaining the world being referred to as Arn though some scholars argue that the Sanctus Libra points to another being responsible for life in the realms, simply called the creator. Arnos is thought to be a wise and just god, though it is written he can have a terrible temper when injustice or evil is allowed to reign unchecked.

SPHERES OF INFLUENCE

Sun, wisdom, justice

TENETS/STRICTURES

Destroy Daemon and Undead, daily prayer at sunrise and sunset, deliver justice

SYMBOL/FAVORED WEAPON

Yellow sunburst on a white field/any type of sword

RITUALS

Priests of Arnos hold a vigil at the winter solstice to pray for the coming year

VESTMENTS

Vestments are yellow and white with a golden sun symbol; gold circlets are also common

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Light (summons a ball of sunlight, lights a 10' radius, moves at casters base move rate, can be directed to move as a free action once per round, simple action to activate)
- 2) Power of the Sun (priest can shroud his weapon or hands in holy sunlight dealing an additional 1d6 damage against daemon or undead, simple action to activate)
- 3) Resistance (priest gains DR 5 fire)

PYROS

THE FIRELORD or GOD OF WAR



Pyros is the god of fire, war and conquest. He is the patron of soldiers and conquerors alike. He is thought to be the greatest warrior of the 9, only having been defeated in battle once. Pyros is depicted as either a middle-aged man or a strong young blonde warrior with fire dancing for hair atop his head. Pyros is often depicted wearing a pair of metal gauntlets called the Inferno Gauntlets. Pyros is thought to have lost the battle for dominance with his elder brother, their powers once being almost at the same level. This fight would leave Pyros weakened and his influence limited to fire as opposed to the power of the sun that his elder brother commands. Pyros is credited in the Sanctus Libra as bringing fire and conquest to the races of man, leading the battles for their freedom against the stronger elder races. Pyros is said to have dedicated his efforts towards war and combat after his loss to his elder brother and most agree that he has even surpassed him, though none are sure if that will ever be tested again. What is written about Pyros depicts him as somewhat reckless and headstrong with little regard for his own well-being. He is said to move from one dangerous campaign to the next, always seeking for his own glorious death in battle or at least to find a worthy opponent.

SPHERES OF INFLUENCE

War, fire, conquest

TENETS/STRICTURES

To die in glorious battle, code of honor, loyalty, strength, finding a worthy opponent

SYMBOL/FAVORED WEAPON

Phoenix/unarmed or gauntlets

RITUALS

Some priests of Pyros will offer quarter to their enemies in exchange for one year of service

VESTMENTS

Vestments are typically grey surcoats with a red phoenix symbol

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Courage (priest is immune to all types of fear)
- 2) Fire Magic (priest can learn one sorcerer fire spell per character level)
- 3) Resistance (priest gains DR 5 fire)

LORYLON

THE NORTH WIND or GODDESS OF THE SKY



Lorylon is the goddess of air, the sky and weather. She is most often depicted as a beautiful blond sylvan woman, sometimes as an ethereal form and sometimes with a large pair of white wings. Lorylon is most often prayed to for rain and fair weather though it is said she is also the mother of the Avariel, the winged sylvan. **Only women are allowed to become priests** of this deity though both the chosen and sylvan consider her a patron goddess. Most of the stories of Lorylon focus on her pursuit of freedom and independence, as well as her wrath when angered. She is the youngest of the 9 and is the twin sister of Ehlora, the goddess of nature. The two are depicted as being very close and together are credited for the natural world and its ability to flourish. The teachings of Lorylon promote being a free-spirit, independent and not settling in one place for long. Her priests are often wanderers, travelling the realms in search of beauty and natural wonder. Her connection to the weather makes her widely worshiped among commoners and just as often blamed for producing storms or drought. Her favored weapon is Heartseeker, a powerful bow paired with an un-ending quiver that was a gift from her sister, Ehlora. She is sometimes credited with rewarding marksmanship among the Sylvan.

SPHERES OF INFLUENCE

Air, Sky, Weather

TENETS/STRICTURES

Pursuit of freedom, watch over the realm, marksmanship, protection of aerial creatures

SYMBOL/FAVORED WEAPON

Wings with spike/Bow

RITUALS

Priestesses of Lorylon find heights to pray and hold festivals under the open sky

VESTMENTS

Vestments are white or light blue, loose cloaks or capes are also common

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Lorylon's Defense (priestess gains +1 AR when wearing light or no armor)
- 2) Feather fall (priest falls slowly from any height, taking no damage)
- 3) Air Magic (priest can learn one sorcerer air spell per character level)

HENDEL

THE SOUL FORGER or EARTH FATHER



Hendel is the patron deity of the Builders though in more modern times his worship has grown amongst craftsmen and artisans of the race of men. In ancient manuscripts, he is credited with the forging of the earth and the crafting of the souls of all living beings. Some scholars place Hendel on equal footing with Arnos as the greatest of the 9, though all agree he is still but a child of the creator. Hendel is depicted as a short and stout man with thick arms and legs. He is said to have dark hair and eyes and a long full beard which is common among the builders. His craftsmanship is said to be unequalled and he is often credited with the forging of the 9 divine artifacts, one for each of the gods. His own weapon, a powerful hammer called Soulburn, is said to be the most powerful of these artifacts. Stories involving Hendel speak of his great combat prowess, but are quick to point out that true happiness for him lies in his work, not only crafting weapons of war but working stone and earth to create unparalleled beauty. In the modern church, priests of Hendel are often artisans of some type and many delve into ancient tomes to learn more about the lost culture of the Builders and strive to emulate their forgotten ways.

SPHERES OF INFLUENCE

Earth, crafts, builders

TENETS/STRICTURES

Passing on the knowledge or appreciation of crafts, daily prayer, work ethic, dedication

SYMBOL/FAVORED WEAPON

Anvil/Hammer

RITUALS

Priests of Hendel believe that if they are given a gift they must return a gift, if they find something they must leave something behind for another to find

VESTMENTS

Vestments are brown leather with a black anvil symbol, thick leather gloves are also common

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Craftsmanship (priest reduces the TN of any craft skill check by 2)
- 2) Endurance (priest gains +2 to resistance and fortitude)
- 3) Earth Magic (priest can learn one sorcerer earth spell per character level)

EHLORAH

QUEEN OF THE SYLVAN or LADY OF THE WOOD



Ehlorah is the goddess of life, nature and of the Sylvan. She is depicted as a beautiful Sylvan woman with dark brown hair and deep green eyes. She is said to armor herself in leaves and bark and wears jewelry made of flowering vines. She wields a mighty sword called Fang, powered with the energy of the beast and a mighty Bow made from the Elcrys tree. Ehlorah is said to be the keeper of nature and the delicate balance that binds all living things. It is taught that she is the mother of all plants and animals that now serve and protect her. She has two main types of followers, her priests which serve as a liaison between her and the rest of the civilized world and her druids which are her eyes and ears in the wild. Many woodsmen, sylvan and rangers also worship Ehlorah and even hunters will sometimes pray to her for a good hunt. Stories of Ehlorah teach of respect for the wild and belief in the survival of the fittest. Ehlorah does not protect prey from predators; she protects the natural balance from unnatural forces that would upset this balance. Ehlorah is thought to be one of the more isolated gods, preferring the company of her woodland friends to that of most mortals or even other gods. Her relationship to the sylvan however is another story; she is a fiercely protective mother to her children and revels in their prosperity.

SPHERES OF INFLUENCE

Life, nature, sylvan

TENETS/STRICTURES

Daily prayer, life is precious; protect nature, poverty, isolation, care of plants and animals

SYMBOL/FAVORED WEAPON

Tree of Life/Sword and Bow

RITUALS

Priests of Ehlorah participate in a hunt before winter where they are in the wild for weeks

VESTMENTS

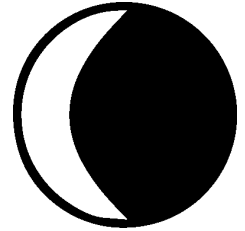
Vestments are a deep green color with a brown tree symbol, hooded cloaks are also common

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Natural Connection (priest gains +1 to the nature skill and +1 to stealth)
- 2) Druids Blessing (priests can learn one druid blessing per character level)
- 3) Elemental Magic (druids can learn one elemental spell per character level)

LUNA

MISTRESS OF THE NIGHT or THE MOON MAIDEN



Luna is the goddess of the moon, mystery and magic. She is the keeper and protector of knowledge in all its forms. Luna is depicted as a beautiful pale skinned woman with white hair and blue eyes. Her only weapon an ivory quarterstaff called Lumen that is said to hold vast magical power. The most famous stories of Luna found in the Sanctus Libra include her betrayal of the gods by giving arcane magic to men and the curse of the beast given men as punishment to mortals she aided who then betrayed her gifts. She is often depicted as being too involved in the affairs of mortals, acting directly on their behalf which is said to be forbidden by the laws of the higher realms. If there is one consistency about this mysterious goddess it is that she is unafraid to break rules and challenge the established doctrines of the immortals. What is often debated however is her loyalty, where she will fall should the time come to choose between the gods of light or darkness? Priests of Luna are keepers of knowledge and secrets; they work in plain sight and in the shadows to influence matters of importance to their patron deity. They are also charged with the management of those who possess her gift of arcane magic, though this ancient decree has been all but forgotten.

SPHERES OF INFLUENCE

Moon, knowledge, magic

TENETS/STRICTURES

Nightly prayer, pursuit and protection of knowledge, influence others, understanding of magic

SYMBOL/FAVORED WEAPON

Crescent Moon/Stave

RITUALS

Priests of Luna perform a secretive ritual under the full moon involving singing and worship

VESTMENTS

Vestments are white or black and bear the crescent moon symbol, silver jewelry is common

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Nightvision (priest gains Nightvision)
- 2) Arcane Spells (priest can learn to channel one magi spell per character level)
- 3) Insight (priest gains +1 to two KNO skills of choice)

MALHAVOC

THE DARK LORD or GOD OF DEATH



Malhavoc is the god of death, darkness and chaos. He is sometimes called the lord of the dead and more controversially, the dark lord. It is unclear from the few references of the dark one in the Sanctus Libra as to who this title belongs to, but those who follow the god Malhavoc have taken to calling him the dark lord. This has caused some stir in the church of the 9, as the dark one is said to only be rivaled in power by the creator himself.

Malhavoc is usually depicted as a skeletal figure wearing dark hooded robes and wielding a deadly shortsword called Deathkiss. He is also sometimes pictured as a tall, grey skinned, handsome man with white hair and glowing eyes, usually dressed in plain clothes without any adornment. The teachings of Malhavoc include care of the dead, the security of darkness and that all life is born from chaos. He is said to be master of the dead and undead and the ruler of the underworld where the souls of the departed rest forever. In this capacity, all pray to the lord of darkness for mercy.

SPHERES OF INFLUENCE

Death, darkness, chaos

TENETS/STRICTURES

Daily prayer, obedience, tithing, sacrifice, rituals, harvest souls

SYMBOL/FAVORED WEAPON

Skull/swords

RITUALS

Bloody rituals are performed by these priests to sacrifice the dead to their god

VESTMENTS

Vestments are plain black robes and usually without much adornment

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) **Necromancy (R)** (CT: 1 minute, R: 30', D: permanent, A: NA)
Priest can raise the dead to serve him. Only fresh bodies will come back as zombies; the rest will return as skeletons. Undead can act on only one command at a time and will be destroyed by sunlight unless kept in darkness. This ritual blessing will pull the dead from under the earth.
PL) Have a number of active undead equal to 2x level cast, component cost is 1 GC per level
- 2) Darkvision (priest gains Darkvision)
- 3) Mastery of Death (priest can operate normally until point of death: HP +10)

SAPHIRA

THE BLUE MAIDEN or GODDESS OF THE SEA

Saphira is the goddess of water, wrath and healing. Saphira is the eldest girl of the creator and she is perhaps the most misunderstood and mysterious. Saphira is depicted as either a young girl with dark black hair and deep blue eyes or an immense beast with blue skin and fins. The Sanctus Libra teaches that Saphira is calm and still until her wrath is awakened and at that time even the gods fear her power. Followers of Saphira are often given quarter in battle as their skills are unrivaled at healing and she will attend to any of the fallen despite their allegiance. When Saphira does find herself in combat she wields a mighty spear called Wavebreaker that is said to have vast magical power. It is said she also has command over the creatures of the sea. Saphira is worshiped by sailors and all those who are in need of healing. Some scholars believe that Saphira is among the most powerful of the 9, though her wrath is seldom seen. Those who make their living on the open oceans have seen her power and know the danger of upsetting Saphira.



SPHERES OF INFLUENCE

Water, wrath, healing

TENETS/STRICTURES

Heal the sick, water is the key to life, deliver wrath upon your enemies

SYMBOL/FAVORED WEAPON

Water symbol/Spear

RITUALS

Priest of Saphira have a simple ritual for prayer which is traditionally performed in water

VESTMENTS

Vestments are traditionally blue with a white symbol, piercings are also common

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Health Bonus (priests of Saphira gain +5 to their HP score)
- 2) Strong Healers (healing effects that require a level check gain +1 to that power level)
- 3) Water Magic (priest can learn one sorcerer water spell per character level)

THE ARBITER

THE NAMELESS ONE or THE FACELESS ONE



The Arbiter is god of balance, judgment and neutrality. He is perhaps the most mysterious of the 9 and has the smallest but most loyal following. His power is said to lie in arbitration and settling disputes, where he reigns supreme, even amongst the most powerful of the gods. The Arbiter is depicted as a tall man wearing a non-descript mask and long, grey, flowing robes. He is often called the nameless one and in many circles, he is also known as the faceless one. Very little is known about the Arbiter other than it is his responsibility to set and enforce the laws that the gods are expected to follow. He is also responsible for settling disputes between the gods and making the final judgment on those who break these laws. The followers of The Arbiter are just as mysterious as the god himself, keeping their secrets close. It is said there is a holy book called the Aecus Libra that the followers of The Arbiter use to learn about him, which they do not share with any other faction. Within the Church of the 9, followers of The Arbiter are often feared or mistrusted though they are always at the table and are responsible for making the final decisions in matters of state and religion. They are also responsible for serving as magistrates, often sought out by royal families and nobles who cannot find resolution for their disputes. The Arbiter is said to possess a powerful dagger called Harmony which he uses to settle disputes.

SPHERES OF INFLUENCE

Balance, truth, judgment

TENETS/STRICTURES

Neutrality, judgment, uphold the laws, modesty, fairness, poverty

SYMBOL/FAVORED WEAPON

Scales/Dagger

RITUALS

To pray alone in silence before all important decisions are made

VESTMENTS

Vestments are typically plain grey robes with a simple silver scale medallion

DEVOTIONAL ABILITIES (priests may **select one** of the following three choices)

- 1) Strong Mind (priest gains immunity to mind influencing effects)
- 2) Aura of Protection (no aggressive action 5' radius, TN 15 + level, 1 PP per round)
- 3) Disguise (priest can change the appearance of his face, illusion, complex action)

TOVAH, Wind Lord

Tovah is the lord of the open sky and the wind. He is depicted as a long haired and bearded man riding a winged horse and wielding a long spear. Tovah is said to look after all of those who dwell under the sky and those who respect the power of the north wind.

Spheres of Influence: Sky, wind, animals, weather
 Tenets/Strictures: Daily prayer, shamanism, humility
 Symbol/Favored Weapon: Winged Horse/Spear
 Devotional Ability: Power of the Wind (priest can learn one sorcerer air spell per character level)

SHAY, Mistress of Shadows

Shay is the patron of the Shadowen and the queen of the shadow realm. She is depicted as a beautiful grey skinned woman with dark hair and eyes clothed in living shadow. Shay is said to seek escape from the shadow realm where she has been imprisoned for thousands of years.

Spheres of Influence: Shadows, fear, secrets, stealth
 Tenets/Strictures: Keep and uncover secrets, free the imprisoned, master stealth
 Symbol/Favored Weapon: Broken Chain/Shortsword
 Devotional Ability: Nightvision (priest can activate nightvision as the spell, 1 PP per hour)

REH, Sun God

Reh is an ancient god that it is said once held a great deal of power. He is called the sun god though he is now most associated with fire and destruction. He is depicted as a tall dark skinned man with fire in the place of hair and burning embers for eyes. Reh's once powerful empire was thought to fall from power following the rise of the 9 and in part due to the poor treatment of those who followed him.

Spheres of Influence: Sun, fire, destruction, domination
 Tenets/Strictures: Daily prayer, obedience, teaching his word, domination
 Symbol/Favored Weapon: Golden Circle/Scimitar
 Devotional Ability: Fire Magic (priest can learn one sorcerer fire spell per character level)

TIDAR, the Sea Lord

Tidar is the lord of the sea and is rumored to be one of the more powerful of the old gods due to his continued worship among small pockets of the realms. Tidar is depicted as a blue skinned large man with white hair and beard who wields a coral trident. He is said to have command over the animals of the sea.

Spheres of Influence: Sea, water, fish, storms
 Tenets/Strictures: Daily prayer, tithing and sacrifice, sacred rituals, obedience
 Symbol/Favored Weapon: Trident and Horn/Trident
 Devotional Ability: Water Magic (priest can learn one sorcerer water spell per character level)

ANDROMEDA, Warrior Queen

Andromeda is the goddess of war and righteous combat. She is the defender of women and the patron of the persecuted. She is said to have once been among the most powerful of goddesses and stories of her can be found in the most ancient of manuscripts. She is depicted as a tall, well muscled but beautiful woman wielding sword and shield or bow with equal skill.

Spheres of Influence: War, combat, women, equality, persecution
 Tenets/Strictures: Daily prayer, matriarchy, righteousness, justice, loyalty, code of honor
 Symbol/Favored Weapon: Shield and Sword and/or Bow
 Devotional Ability: Shield Maiden (priest gains a bonus of +1 to AR when using a shield)

THE OLD GODS

TORM, the Mighty

Torm is an ancient god of the north said to have been one of the first gods to help lead man out of the darkness and teach him ways to survive in those dangerous times. He is depicted as a large bear of a man with thick grey hair and beard. He is often described as wearing animal skins and wielding a large hand axe. Stories of Torm also speak of a pair of large dire wolves that were always at his side. Some scholars say that Torm was once a man and that he ascended to the heavens due to his great deeds and unrivaled combat prowess. Those who still worship Torm in the north are considered worse than heretics by the church of the 9; they are considered blasphemers and pagans.

Spheres of Influence: North, cold, survival, hunting, nature

Tenets/Strictures: Protect the weak, lead by example, righteous anger, justice, loyalty

Symbol/Favored Weapon: Wolfs Head/Hand Axe

Devotional Ability: Survivalist (priest gains +1 to the nature skill and a DR5 against cold)

CHANDRA, Spirit Dragon

Chandra is the principle god of the Chan Doran people and is said to be the mother of dragons. She is the embodiment of honor and the guardian of spirits. It is told that she has two forms, one a colossal golden colored eastern dragon and the other a beautiful dark haired Chanish woman with golden eyes. Chandra is credited with bringing honor and martial arts to the Chanish people and teaching them about their divine spirit. She is also one of the few gods or goddesses that are rumored to have spent time in the mortal realm, taking a direct hand in the development and progress of her people. *NOTE: Chandra is one of the only secondary gods to give her followers more than one choice of devotional abilities.*

Spheres of Influence: Chan Dorans, dragons, honor, spirits

Tenets/Strictures: Honesty, protect the innocent, code of honor, enlightenment, humility

Symbol/Favored Weapon: Dragon/Unarmed Combat

Devotional Abilities: priest may **select one** of the following

Adept Power (priest can learn one adept power per character level)

Mystic Power (priest can learn one mystic power per character level)

TAU, King of Beasts

Tau is the god of beasts, hunting and nature. He is said to roam the mortal planes in the form of a great lion, though his natural form is rumored to be that of a large black man with the eyes of a beast and a thick mane of hair. Tau is also associated with survival and nature, particularly on the open plains or savannahs of the forgotten lands.

Spheres of Influence: Beasts, hunting, nature, survival

Tenets/Strictures: Daily prayer, survival of the fittest, sacrifice, sacred rites

Symbol/Favored Weapon: Lion/Spear

Devotional Ability: Lion Form (priest can transform into Lion when angered, 1 full round, 1 PP per round)

AUROS, God of Storms

Auros is the god of storms and magic. He is also associated with giants and is rumored to actually be a titan, the ancestors of man that once ruled the mortal realms. Auros is depicted as a gigantic man with red hair and beard who wields fire and lightning as his weapons. He is also thought to be the power behind the elemental magic in the realms.

Spheres of Influence: Storms, magic, giants, fire, air, earth, water

Tenets/Strictures: Daily prayer, obedience, sacred rites,

Symbol/Favored Weapon: Lightning Bolt/None

Devotional Ability: Elementalist (Can learn one sorcerer spell per character level, choice of air, earth, fire or water)

NOTE: Priests that can learn spells or powers from other realms are duplicating that spells effects through channeling. One spell may be learned per character level (total of 5 by level 5) and is not free; it must be purchased at creation or with character points later.

THE DAEMON LORDS

Worship of the Daemon Lords and other cults are traditionally limited to NPC's, however if your GM allows you to select one of these powerful beings as a patron there are brief listings here to help you during character creation. Some of these beings can be accurately described as gods while others may be just shy of that classification. Daemon Lords are not gods, for example, but hold vast power and almost universally desire to become gods and ascend from their cursed realms below. All followers of Daemon Lords are required to take a Pact stricture; in most cases this represents obedience in return for power.

AZAMEL, Lord of the Daemon

Azamel is said to be the most powerful of the Daemon Lords. He is depicted as a huge monstrous humanoid with deep red skin, horns, bat-like wings and a tail. Like many of his kind, it is said he can take on a human guise as well. Followers of Azamel are required to perform blood sacrifices to appease his insatiable lust. *Devotional Ability: Daemon Claws (priest can activate powerful magical claws +1 die to unarmed combat (i.e. 1d6 to 1d8), 1 PP per round.*

BALAR, the Destroyer

Balar is an ancient Daemon Lord some claim was a powerful titan lord that fell from grace. He is depicted as a gigantic disfigured humanoid wielding a great two-handed bloodstone axe. He is associated with war and battle and is called the destroyer of lives. Followers of Balar rank among giants and men and they are all expected to seek glory in the defeat of their enemies. *Devotional Ability: Combat Style (priest gains +1 to damage when using a two-handed weapon of any kind)*

VEYRA, the Daemon Queen

Veyra is called the Daemon Queen and is the patron of the forsaken. She is associated with darkness, betrayal and envy. It is said it is only through her divine influence that the cast out sylvan managed to survive the harsh realm of the underdark. She is depicted as a beautiful ivory skinned sylvan woman with dark hair and pale amber colored eyes. Veyra requires daily prayer from her followers. *Devotional Ability: Blood Debt (priest gains a +1 to hit and damage against all fey races)*

SANGUINE, Blood Matron

Sanguine is called the Blood Matron and is said to be the mother of the Vampyr race. It is said she was once only a succubus but through her devious machinations she was able to seduce and corrupt a powerful mortal during the first age and using blood magic, created the first Vampyr. Since this time, she has risen to great power. She is depicted as a pale skinned woman of exquisite beauty with dark hair and red eyes. *Devotional Ability: Blessing of Sanguine (Priests of Sanguine do not suffer blood loss after a wound, in effect their wounds regenerating. Only purposefully dealing over 2xHP will kill them.)*

DAGON, the Vile

Dagon is the Daemon Lord of deception, plots and murder. He is the patron of changelings and it is said that no living being has even seen his true form. Dagon is thought to possess a powerful artifact from the first age that allows him to freely travel to the mortal realms and he has been hiding among men for ages, though there is no proof to substantiate these claims. *Devotional Ability: Clear Mind (priest gains +4 to resist any form of mental attack or influence)*

GRAZA' FEL, Warlock Lord

Graza' Fel is the Daemon Lord of Knowledge and Dark Magic. He is the patron of Warlocks and Witches. Graza' Fel is thought to be one of the most dangerous of the Daemon Lords as he is said to possess great intelligence and resourcefulness. It is also said that the other Daemon Lords often seek counsel from him, thereby giving him influence over all of them. Graza' Fel is most often depicted as a relatively small daemon man with subtle daemonic features. Priests of this daemon lord are expected to recruit warlocks and witches whenever possible and entice them with the promise of great power through a simple pact made with the Warlock Lord. *Devotional Ability: Magic Ability (priest can learn one Magi spell per character level)*

MAJOR CULTS

MAJOR CULTS

Worship of the Daemon Lords and other cults are traditionally limited to NPC's, however if your GM allows you to select one of these powerful beings or groups as a patron there are brief listings here to help you during character creation.

THE CRIPPLED GOD

Very little is known about the Crippled God other than his power has grown recently and a once small cult has increased to the point to becoming dangerous. He is associated with sickness and disease and his followers are expected to spread these evils through self mutilation and purposeful exposure. *Devotional Ability: Carriers (priests gain protection from death due to sickness and disease though they maintain all of the symptoms and they are just as contagious as they ever were)*

THE BURNED GOD

The Burned God is associated with fire, suffering and pain. He is said to have once been a powerful old god that was cast out and left for dead, presumably from his grievous burn wounds. Rising again he is now obsessed with causing others the same pain he was forced to endure. *Devotional Ability: Fire Resistance (priests gain immunity to fire damage of any kind)*

ABHORUS, God of Abominations

Abhorus is perhaps the most vile and gruesome of all diving beings. His natural form is said to be a putrid mass of flesh, tentacles and diseased body parts. It is said he feeds on fear and his power grows as he devours it for sustenance. Followers of Abhorus are usually thought to be insane and thought to have been driven to that state by their own patron god. Priests are expected to *Devotional Ability: Fear (priests can inflict fear 10' radius, resist against channeling, 1 PP per round of duration)*

THE NIGHT HAG, the Old Crone

The Night Hag is associated with nightmares, fear and magic. She is the patron of hags and witches. She is said to appear in three different forms: one of an old harmless crone, the second a beautiful sylvan maiden and finally her natural form of a hideous female humanoid with sharp teeth and claws. *Devotional Ability: Nightmares (priests can enter dreams of victims they have secured a personal item from, resist against channeling, failure is no sleep and building fatigue, one attempt per night, priest will also get no sleep and suffer the lack of sleep and fatigue)*

THE OLD ONES

The Old Ones are shrouded in mystery though most believe them to be ancient titans who ruled before the races of man were conceived. It is thought they were cast out by the new gods, imprisoned for all time by those they created. Some scholars say it was the Old Ones who created the race of titans and not the gods and that it was for this that they were banished. *Devotional Ability: Growth (priest can grow one size category along with all his possessions, 1 PP per round)*

VERMINA, the Rat Queen

Vermina is associated with rats, carrion and vermin. She is said to have once been a mortal woman who created a powerful underground empire beneath the streets of a major city. Through pacts with powerful evil beings she is rumored to have risen to power greater than mortals can possess. She is one of the few demigods that is said to still dwell on the mortal plane. *Devotional Ability: Carrion Claws (priests gain claws that inflict TN12 disease 1d6 END)*

DRAGON CULTS

There are rumored to be many different dragon cults throughout the realms, each with a different ancient dragon patron. Some of these cults are granted power and to most scholars it is troublesome to think where that power may be originating from. *Devotional Ability: Breath Weapon (priests gain an elemental (choice) 1d6/PP breath weapon, max 3d6, 20' range)*

BLESSINGS (DIVINE)

Blessings are power words used to channel divine energy into magical effects. Blessings are only available to those who have selected an appropriate path. Blessings each have 5 power levels. Blessings cost 2 points each rank. Starting characters begin with power level 1 in their chosen blessings. A new blessing also costs 2 points to purchase. The user only needs to pray for the new blessing and he will have it. **Ritual** blessings, marked in **red**, usually have longer casting times and require material components to cast. **Curses** are limited to priests of evil gods and must be purchased separately from their blessing counterparts. **Add WIL mod to damaging/healing spells.** *RES means spells are resisted with the Resistance attribute, FORT means spells are resisted with the Fortitude attribute.*

Banishment/Summoning (CT: one round, R: 100', D: permanent, A: complex, RES)

Priest attempts to banish an outsider back to its original location or place of origin. Priest gains a bonus of +2 to his channeling roll if the outsider is evil.

PL) Caster can dismiss up to 4x the TV of the outsider

Bless/Curse (CT: instant, R: 20', D: 1 hour, A: simple)

Priest blesses a person. Person gains a bonus to non-combat related skill checks and to resistance rolls for the duration of the blessing (see below).

PL) Gain +1 to non-combat skill checks and resistance rolls per level

Burst of Light/Burst of Darkness (CT: instant, R: 50', D: instant, A: complex)

Priest projects a burst of holy light in radius as determined by level, 5' radius per level

PL) 1- 1d6, 2- 1d8, 3- 2d6, 4- 2d8, 5- 2d10 (+WIL mod)

Calm/Enrage (CT: instant, R: 50', D: 1 minute, A: complex, RES)

Priest removes aggressive thoughts from target. Target will remain calm for duration.

PL) 5' radius per level

Charisma of Faith (CT: instant, R: touch, D: 1 hour, A: complex)

Priest adds a bonus to the targets CHA for the duration of the blessing, Max 1+ racial max.

PL) +1 to CHA attribute per level

Consecrate/Desecrate (R) (CT: 1 minute, R: 100', D: 8 hours, A: NA)

Priest consecrates an area providing protection from evil.

PL) 10' radius per level, -2 to actions for evil beings per level, component cost of 1 CP per level

Command (CT: instant, R: 30', D: instant, A: simple, RES)

Priest commands target to approach, drop, fall, flee or halt, TN to resist by level

PL) 1 – 12, 2 – 14, 3 – 16, 4 – 18, 5 – 20

Commune (R) (CT: 5 minutes, R: special, D: special, A: NA)

Priest can commune with his deity to gain insight into a problem he is having.

PL) TN is 15 – power level, one question per level, component cost is 1 CP per level

Create Food & Water/Spoil (R) (CT: 1 minute, R: 10', D: permanent, A: NA)

Priest creates food and water from thin air, though not particularly tasty it is nourishing.

PL) 1 – 1 person, 2 – 5 people, 3 – 10 people, 4 – 20 people, 5 – 50 people, comp of 1 CP per level

Cure Sickness or Disease/Cause (R) (CT: one hour, R: touch, D: permanent, A: NA)
Priest cures target of disease or sickness. Will have STR of level 1-5, cure equal to PL
PL) Cure sickness or disease of STR equal to PL, comp cost of 1 ST per level

Detect Lies (CT: instant, R: self, D: 1 minute, A: simple)
Priest can tell when he hears a lie. This blessing increases in potency as the spell levels progress.
PL) opposed Insight vs. Bluff, bonus to priests roll equal to +2 per level

Dispel Magic (CT: instant, R: 50', D: permanent, A: complex)
Caster attempts to dispel a magical effect or item. TN set using casters spell check for an effect or TN 20 for minor item, 25 for major, 30 for artifact. See rules on **page 188**.
PL) 1- Effect (touch), 2- Effect (10' radius), 3-Item (minor), 4- Item (major), 5- Item (artifact)

Enchantment (R) (CT: 1 hour/level, R: touch, D: permanent, A: NA)
Priest can enchant an item granting some kind of beneficial magical bonus to the item. The rules of enchantment can be found on **page 117** and a list of priest enchantments on **page 150**. A Magi and Priest both have the ability to enchant an item and each has a separate list. To use this spell the Priest must first have the corresponding formulae which must be purchased or found among treasure. Base TN for success is based on the individual enchantment or a base TN 20.
PL) 1- TN 20, 2- TN 18, 3- TN 16, 4- TN 14, 5- TN 12, component costs found on page 150

Endurance of Faith (CT: instant, R: touch, D: 1 hour, A: complex)
Priest adds a bonus to the targets END for the duration of the blessing, Max 1+ racial max.
PL) +1 to END attribute per level

Empathy (CT: instant, R: 50', D: 1 hour, A: complex)
Priest can read the emotions of his target. Gains bonus to CHA skill attempts when interacting
PL) +1 to all CHA based skill checks per power level

Enthrall (CT: instant, R: 50', D: 1 minute, A: complex, RES)
Priest gains targets full and undivided attention within radius of effect as determined by level, targets will listen to the priest's words and will likely believe them to be the truth
PL) 10' radius per level

Entropic Shield (CT: instant, R: self, D: 1 minute, A: simple)
Caster is protected from ranged attacks. Any ranged attack directed at the caster suffers a percentage chance of missing based on the power level. Includes magic attacks.
PL) 15% miss chance per level

Exorcism/Possession (R) (CT: 1 hour, R: 30', D: permanent, A: NA)
Priest attempts to remove an outsider or evil presence in radius of effect from unwilling victim
PL) 20' radius per level, +1 to opposed check per level, component cost of 1 ST per level

Heal/Harm (CT: instant, R: touch, D: instant, A: complex, FORT)
Priest heals and restores HP to target, also stops any bleeding damage, this spell can also accurately tell the priest the nature of any ailment or wound a target has suffered
PL) 1d6 per level, caster takes 1 pt of damage for every attempt after the first on the same target

Holy Armor/Unholy Armor (CT: instant, R: self, D: 2 hours, A: simple)

Priest surrounds himself in weightless magical armor, does not stack with normal armor, priest will take the better of the two values.

PL) Gain AR rating equal to level

Holy Weapon/Unholy Weapon (CT: instant, R: touch, D: 1 minute, A: simple)

Priest enchants weapon to gain a bonus to damage against evil beings equal to power level.

PL) +1 to damage per level, dmg bonus does not stack with Strength of Faith

Influence (CT: instant, R: 50', D: 1 hour, A: complex, RES)

Priest places a short idea in the targets mind, if target fails to resist he will think the idea is his own and act accordingly, will gain bonus to resist if the idea is far from his own belief system.

PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20, +5 bonus if against nature

Levitation (CT: instant, R: self, D: 5 minutes, A: simple)

Priest can move in one direction per round, either up, down or sideways, he will move at his own base move per round, gain a bonus to move rate by power level.

PL) +1 move rate per level

Light/Darkness (CT: instant, R: touch, D: 2 hours, A: simple)

Priest places a focal point of light on an object. Intensity and range of light is dependent on the power level of the caster. Sunlight can affect those injured by it.

PL) 1 – 10', 2 – 30', 3 – natural sunlight, 4 – 50', 5 – permanent

Magic Resistance (CT: instant, R: touch, D: 1 hour, A: simple)

Caster gains a bonus to resist magic for the duration of the blessing; this includes both helpful and harmful spells, blessings and powers.

PL) Gain MR 2 and resistance +1 per level

Mending/Destroy (CT: instant, R: touch, D: permanent, A: complex)

Priest attempts to mend something that is broken, some items might be too far gone to mend, type of item that can be mended is based on power level, item mended must be a single object, object size must not weigh more than 5 lbs per level.

PL) 1 – paper, 2 – cloth, 3 – leather, 4 – wood, 5 – metal

Miraculous Blessing/Curse (R) (CT: see below, R: see below, D: see below, A: NA)

Priest can pray for this blessing to duplicate any blessing available to priests. He can use this ability to access blessings he has not already learned. This blessing does not include ritual blessings. Instead of the normal component cost this spell costs additional PP and fatigue. Power Points are still used at the power level of this blessing. The priest may also use this blessing to ask for divine intervention on any situation the priest is powerless to change. Keep in mind this blessing is a divine gift and it will be looked upon poorly if abused.

PL) Power level effect is the same as spell duplicated, spell cost of 2x PP per level and 1 fatigue

Neutralize Poison/Inflict Poison (CT: instant, R: touch, D: permanent, A: complex)

Priest neutralizes the effects of poison, level determines strength of effect

PL) Neutralizes poison up to STR level of power level used

Planar Ally (R) (CT: 1 hour, R: 100', D: 1 hour, A: NA)

Priest summons a celestial to his aid. The level of the creature summoned is determined by the power level of the spell as it is cast. Only one such attempt can be made per month and this ally will get wary if it is called too often, may refuse the call eventually, details in GM Compendium.

PL) Level of creature matches power level cast, component cost is 1 GC per level

Prayer (CT: instant, R: 50', D: see below, A: complex)

Priest grants +1 to his allies and -1 to his enemies within radius, simple action per round

PL) 5' radius per power level

Presence of Faith (CT: instant, R: touch, D: 1 hour, A: complex)

Priest adds a bonus to the targets PRE score for the duration of the blessing, Max 1+ racial max.

PL) +1 to PRE attribute per level

Providence (R) (CT: one hour, R: self, D: 1 day, A: NA)

Priest attempts to commune with his deity and gain insight into his future to avoid making mistakes, gains reroll bonuses based on power level (see below)

PL) Priest gains one free reroll per day per level of casting, component cost of 5 ST per level

Purification/Contamination (CT: instant, R: 30', D: permanent, A: complex)

Priest can remove any impurities from food, drink, and even clothing and soiled or dirty items

PL) 5' radius per level

Ray of Light/Ray of Darkness (CT: instant, R: 50', D: instant, A: complex)

Priest fires a ray of holy light to damage his enemies

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Recall (R) (CT: instant, R: touch, D: instant, A: NA)

Priest sets a single recall point and instantly transports there, change recall point for 1 ST, can only have one recall point at any given time, no distance limitations

PL) Take 1 additional person per level, component cost of 1 ST per level

Regeneration (CT: instant, R: touch, D: 1 hour, A: simple)

Target regenerates HP at an amazing rate, will re-grow attached lost limbs, not the head

PL) Regenerate 1 HP per round per level

Remove Fear (CT: instant, R: 50', D: 1 hour, A: simple)

Caster grants a bonus to resist fear to target; self preservation will still function normally

PL) +2 to resistance roll per level

Resist Elements (CT: instant, R: self, D: 2 hours, A: simple)

Priest gains a bonus to resist an element chosen at the time of casting (fire, cold, electricity, gas, acid, etc.). Only one is gained per casting, though you may cast multiple times.

PL) 1 – DR 2, 2 – DR 5, 3 – DR 10, 4 – DR 15, 5 – DR 20

Restoration/Drain (CT: one round, R: touch, D: permanent, A: complex)

Priest restores lost attribute points due to fatigue or drain

PL) Restore 1 attribute point per level

Restrain (CT: instant, R: 50', D: 1 minute, A: complex, FORT)

Target is bound with magical force; STR check to break free by level, not visible, target may attempt to break free using a simple action. +2 to resist per size category above M.

PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20

Resurrection (R) (CT: one hour, R: 30', D: permanent, A: NA)

Priest attempts to bring someone back from the dead. Rules and limitations are listed below. One day old body per level of casting (max of 5 days old), target will lose a point of END permanently; can only be attempted once per 24-hour period of time. This complex ritual requires that the priest be uninterrupted with the deceased for the entire casting time.

PL) TN 17 – caster level, one day old body per level of casting, component cost of 1 GC per level

Sanctuary (CT: instant, R: self, D: 5 minutes, A: simple)

Priest is removed from combat situation, in effect becoming invisible to any who would do him harm, priest cannot take any aggressive action until the spell has expired.

PL) Protects against TV 4 x level

Sense Evil/Sense Good (CT: instant, R: self, D: instant, A: simple)

Priest can sense evil within a radius as defined by power level

PL) 1 – 30', 2 – 60', 3 – through solid barriers, 4 – sense nature of being, 5 – as true sight

Shield Other (CT: instant, R: see below, D: 5 minutes, A: simple)

Priest takes ½ of targets damage, distance from priest determined by level

PL) 10' per level

Silence (CT: instant, R: 50', D: 1 minute, A: simple)

Priest silences an area of effect, gives silence/verbal penalty to magic being used

PL) 5' radius per level

Speak with the Dead (R) (CT: instant, R: touch, D: 1 minute, A: complex)

Priest can talk with the dead, time since death determined by level, one attempt per individual

PL) 1 – 1 hour, 2 – 1 day, 3 – 1 year, 4 – 10 years, 5 – 100 years, component cost of 1 ST per level

Spectral Hand (CT: instant, R: 50', D: instant – free action to use, A: simple)

Priest can deliver a touch ranged blessing at a range, can be cast in same round as touch spell, spell must have a range of touch for this blessing to work

PL) power level cast must be the same as the spell being used

Spirit Sight (CT: instant, R: self, D: 1 minute, A: simple)

Priest can perceive into the spirit or astral realm, distance of perception is based on level, this power allows the priest to see incorporeal creatures including ghosts and other spirits

PL) 20' per level

Spiritual Weapon (CT: instant, R: 50', D: 1 minute, A: complex)

Create magic weapon that will attack on its own, same weapon as priest normally uses, moved using casters move action at line of sight, cannot attack the round it comes into play

PL) +1 to hit and damage per level

Smite/Unholy Smite (CT: instant, R: 50', D: instant, A: complex)

Priest calls down holy fire on his enemies, must be outside, 1 additional target at levels 3 and 5
PL) 1- 2d6, 2- 2d8, 3- 2d10, 4- 2d12, 5- 3d8 (+WIL mod)

Storm of Vengeance (R) (CT: 1 minute, R: LOS, D: 5 hours, A: NA)

Priest summons a powerful storm appropriate to the area summoned that delivers destructive forces to all within. Priest cannot target individuals but rather once summoned the storm takes on a life of its own, only the priest is protected from its destructive power. Those caught within must make a luck roll (TN 12) or take 1 point of damage each round. The only way to prevent this damage is to find adequate shelter or move out of the radius of this blessing.

PL) 500' radius per level, component cost is 1 GC per level

Strength of Faith (CT: instant, R: touch, D: 1 hour, A: complex)

Priest adds a bonus to the targets STR score for the duration of the blessing, Max 1+ racial max.
PL) +1 to STR attribute per level, dmg bonus does not stack with Holy Weapon

Strike Blind or Deaf (CT: instant, R: 30', D: 1 minute, A: complex, FORT)

Caster strikes the target blind or deaf with a holy power word, duration of the blessing is determined by the power level cast, a blind opponent suffers -5 to all actions

PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20

Tongues (CT: instant, R: self, D: 5 minutes, A: simple)

Priest can understand and speak any language spoken to him.

PL) 1 – normal languages only, 2 – rare, 3 – ancient, 4 – lost, 5 – divine

Translation (CT: instant, R: self, D: 5 minutes, A: simple)

Caster can read any language put in front of him

PL) 1 – normal languages, 2 – rare, 3 – ancient, 4 – lost languages, 5 – divine languages

True Strike (CT: instant, R: touch, D: next attack action, A: complex)

Priest grants target a bonus to his next attack action.

PL) Gain +4 per level

Turn Undead/Control Undead (CT: instant, R: 50', D: instant, A: complex)

Priest may attempt to keep undead at bay or even destroy them using this blessing. The level of the undead must be equal or lesser than the power level of the blessing for this blessing to be effective. They then resist against the casters blessing check. If the power level of the blessing is at least 2x the threat value, the undead is destroyed instead.

PL) 5' radius per level of casting

Warding (R) (CT: 1 minute, R: 100', D: 8 hours, A: NA)

Priest places protective wards on an area of effect as defined by the power level. Caster can set the area to alert him when anyone passes within the radius, he can keep doors or portals impassible within the radius, he can give certain people passwords to enter and leave the area without setting off any traps and finally he can set the perimeter to deal 1d6 damage per level to any unauthorized people who pass. This spell can affect any space or item within radius.

PL) 10' radius per level of casting, component cost of 5 ST per level

ENCHANTING FORMULAE (DIVINE)

Most items may only hold one enchantment and even those that are able to hold two or more still have rules governing the type of enchantments placed on them. **Enchanted items may only have one active enchantment and multiple enchantments of the same type do not stack.** Listings below contain the following: **T:** type (active or passive), **M:** material component cost needed each time to enchant the item, **V:** resale value, **R:** formulae rarity, **C:** complexity or the number of hours required to create, **TN:** TN (base 20) required to enchant the item and **SPC:** special rule notes. *Note: A +2 modifier makes the TN 22 and is thereby more difficult to attempt.* Generally speaking, the formulae cost is 1x the material cost and the resale value is 2x the cost of the material cost. A character may purchase enchanting formulae in major towns or appropriate locations, the streetwise target number to find the desired formulae equal to the rarity of the formulae (common = TN 10, uncommon = TN 15 and rare = TN 20).

MELEE WEAPON ENCHANTMENTS

| COST | FORMULAE |
|-------|--|
| 10 GC | Balance (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item gains an additional +1 to hit |
| 20 GC | Blessed (T: active, M: 20 GC, V: 40 GC, R: rare, C: 4 hours, TN: 24) User gains +1 to all rolls for duration, 1 PP per round |
| 10 GC | Defensive (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Item grants user additional +2 to parry |
| 20 GC | Ghost Touch (T: passive, M: 20 GC, V: 40 GC, R: uncommon, C: 2 hours, TN: 22) Weapon can hit incorporeal beings without penalty |
| 10 GC | Holy (T: active, M: 10 GC, V: 20 GC, R: rare, C: 6 hours, TN: 24) Weapon gains additional 1d6 damage against undead or daemon, 1 PP per round |
| 10 GC | Knockback (T: active, M: 10 GC, V: 20 GC, R: uncommon, C: 1 hour, TN: 22, SPC: blunt weapon only) Resistance against successful attack roll or knocked back 1 square per STR mod (min 1), 1 PP per round |
| 10 GC | Returning (T: passive, M: 10 GC, V: 20 GC, R: uncommon, C: 1 hour, TN: 20, SPC: thrown weapons only) Item returns to user's hand when thrown at the end of the round thrown |
| 10 GC | Sharpness (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20, SPC: bladed weapons only) Item gains an additional +1 to damage |
| 5 GC | Sun Light (T: active, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20) Item gives off pure sunlight in 30' radius, 1 PP per hour as free action |
| 20 GC | Unbreakable (T: passive, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24) Item becomes unbreakable |
| 10 GC | Weight (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20) Reduces the weight of the item by ½ without affecting damage capacity |

NOTE: Formulae that list a choice of multiple types of effects are each unique. Character must make this choice at the time of purchase.

RANGED WEAPON ENCHANTMENTS

COST FORMULAE

10 GC **Accuracy** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20)
Item gains an additional +1 to hit

30 GC **Bursting** (T: active, M: 30 GC, V: 60 GC, R: very rare, C: 6 hours, TN: 26)
Ammunition deals 1d6 holy light damage in 5' radius (considered sunlight), 1 PP per round as free action

10 GC **Holy** (T: active, M: 10 GC, V: 20 GC, R: rare, C: 6 hours, TN: 24)
Ammunition gains additional 1d6 damage against undead or daemon, 1 PP per round

10 GC **Precision** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20)
Item gains an additional +1 to damage

10 GC **Range** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20)
Doubles the normal range of weapon

10 GC **Returning** (T: passive, M: 10 GC, V: 20 GC, R: uncommon, C: 1 hour, TN: 20, SPC: thrown weapons only)
Item returns to user when thrown at the end of the round thrown

20 GC **Unbreakable** (T: passive, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24)
Item becomes unbreakable

ARMOR/CLOTHING ENCHANTMENTS

COST FORMULAE

50 GC **Attribute** (T: passive, M: 50 GC, V: 100 GC, R: very rare, C: 6 hours, TN: 26)
Item grants user +1 to choice of STR, AGI or END, may also choose +2 to PRE

20 GC **Blinding** (T: active, M: 20 GC, V: 40 GC, R: rare, C: 6 hours, TN: 24)
User can activate blinding burst, resisted at TN 8 + 2/level cast, -2 penalty per level, PP equal to level cast

10 GC **Element Resistant** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20)
Item grants user DR 5 against element of choice (fire, cold or shock)

30 GC **Magic Resistant** (T: passive, M: 30 GC, V: 60 GC, R: very rare, C: 6 hours, TN: 26)
Item grants user MR 5 against arcane magic and +3 to resistance checks against arcane magic

20 GC **Protection from Evil** (T: active, M: 20 GC, V: 40 GC, R: rare, C: 4 hours, TN: 24)
Undead and daemon suffer -2 to all actions within 5' radius of this user, 1 PP per round as free action

5 GC **Weatherproof** (T: passive, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20)
Item is waterproof and protects user against normal cold or hot temperatures

10 GC **Weight** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20)
Reduces the weight of the item by ½ without affecting protective capacity

JEWELRY ENCHANTMENTS

COST FORMULAE

5 GC **Athletics** (T: passive, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20)
User gains +3 to athletics checks (climbing, swimming, jumping, etc.)

30 GC **Blessing Boost** (T: passive, M: 30 GC, V: 60 GC, R: rare, C: 6 hours, TN: 24)
User gains choice of x2 spell duration or range for all blessings

20 GC **Healing** (T: active, M: 20 GC, V: 40 GC, R: rare, C: 4 hours, TN: 24)
User can spend 1 PP to heal 2 HP

20 GC **Health** (T: passive, M: 20 GC, V: 40 GC, R: uncommon, C: 2 hours, TN: 22)
User gains immunity to sickness, disease and poison

30 GC **Power Regeneration** (T: passive, M: 30 GC, V: 60 GC, R: common, C: 2 hours, TN: 20)
User regenerates PP at 2x normal rate

20 GC **Power Storage** (T: passive, M: 20 GC, V: 40 GC, R: common, C: 2 hours, TN: 20)
Item stores 2 PP per level of enchantment spell cast

30 GC **Protection** (T: passive, M: 30 GC, V: 60 GC, R: rare, C: 4 hours, TN: 24)
Grants user +1 to natural AR (stacks with other forms of AR)

THRALLS

1-Thralls may only be created if the body has been dead no longer than one hour.

2-Where physical attributes and skills remain unchanged; mental attributes are all set to 1 and the thrall can only follow one simple command at a time.

3-A thrall that is reduced to 0 or fewer HP turns to ash.

4-Thralls are immune to mind-influencing effects and critical hits.

MISCELLANEOUS ENCHANTMENTS

COST FORMULAE

10 GC **Conversion** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20, TYPE: book, tome, etc)
Book or tome influences readers, limited to one simple concept, resisted at TN 20 (-2 per targets level)

5 GC **Oath** (T: passive, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20, TYPE: any item)
Item is given to another to remind him of his oath, oath taker must be willing, if oath is broken target dies

10 GC **Secure Information** (T: passive, M: 10 GC, V: 20 GC, R: rare, C: 2 hours, TN: 24, TYPE: book, tome, etc)
Item is fire and water proof, opens with password and has 2x normal pages without adding weight

10 GC **Skill Boost** (T: passive, M: 10 GC, V: 20 GC, R: common, C: 1 hour, TN: 20, TYPE: set of tools)
User gains +2 to skill related to tool use (craft, heal, perform or thievery)

10 GC **Sustenance** (T: passive, M: 10 GC, V: 20 GC, R: rare, C: 2 hours, TN: 24, TYPE: bag or sack)
Item produces enough food and water (bottles or skins) to sustain a single person for one day, once per day

50 GC **Thrall** (T: passive, M: 50 GC, V: 100 GC, R: very rare, C: 1 hour, TN: 26, TYPE: dead body)
Permanently animates a fresh M sized or smaller dead body, keeps physical attributes and skills

5 GC **Warding** (T: passive, M: 5 GC, V: 10 GC, R: common, C: 1 hour, TN: 20, TYPE: door, window, etc.)
Item opens with password, considered a TN 25 magical lock, alerts enchanter if security is breached

STEP EIGHT – NATURAL BLESSINGS

NATURAL BLESSINGS (DIVINE)

Natural blessings are power words and gestures used to channel vim or natural energy into magical effects. Natural blessings are only available to one who has selected an appropriate path. Natural blessings each have 5 power levels. Natural Blessings cost 2 points each. Starting characters begin with power level 1 in their chosen blessings. A new natural blessing also costs 2 points. **Ritual** blessings, marked in **red**, usually have longer casting times and require material components to cast. **Add WIL mod to damaging/healing spells.** *RES means spells are resisted with the Resistance attribute, FORT means spells are resisted with the Fortitude attribute.*

Adaptation (CT: one round, R: touch, D: 2 hours, A: complex, FORT)

Develop gills and webbed hands to swim and breathe underwater, feet grow wider and posture moves to all fours to move over deep snow, legs meld into snake tail to move through sand, etc.
PL) Each power level grants one feature change, multiple low level castings do not stack

Animal Companion (R) (CT: one hour, R: special, D: permanent, A: NA)

Druid summons an animal companion to serve and protect. This companion is completely loyal and will give its life for the Druid. Druid may only have one animal companion at a time. Animal size is determined by level. Animal will gain +1 to all base attributes and be intelligent; KNO attribute will increase to 5. Druid may communicate telepathically with his companion up to 1 mile and sense direction at any range. Druid may dismiss his animal companion at any time to gain another. Animal may have a unique appearance as compared to others of its type.
PL) 1 – tiny, 2 – small, 3 – medium, 4- large, 5 – huge, component cost of 1 GC per level

Animal Form (CT: one round, R: self, D: 2 hours, A: complex)

Druid transforms himself and his gear into an animal of choice; size determined by level, gains natural abilities and physical attributes of animal, druid will add his STR, AGI and END **modifier** to the natural animal attributes in this form, keeps his own mental attributes. Druid will gain the benefit of his highest AR, either in human form or in animal form (typically a 2 for animal).
PL) 1 (M), 2 (S), 3 (L), 4 (T), 5 (H)

Animal Growth (CT: instant, R: 30', D: 1 hour, A: complex, FORT)

Target gains a size increase with a +1 STR and END bonus per category, must be living target, base HP will increase as well as +1 natural AR by size category
PL) +1 size category per level

Animal Instincts (CT: instant, R: self, D: 1 hour, A: simple)

Druid gains a bonus to initiative and to dodge attempts based on level
PL) +1 per level

Animal Senses (CT: instant, R: self, D: 2 hours, A: simple)

Druid gains enhanced senses based on power level, gain all ranks below level used also
PL) 1 – nightvision, 2 – distance vision (can see clearly at great distances), 3 – discriminatory smell (can identify individuals by scent and track by scent), 4 – filtered hearing (enhanced hearing and ability to clearly pick out a single conversation across a crowded tavern), 5 – tremor sense (30' range, no penalty to blind fighting within range)

Awaken (R) (CT: one hour, R: 10', D: permanent, A: NA)

This blessing grants a living being intelligence. Only KNO 1 beings may be "awakened". The percentage chance is determined by level. Being gains +1 KNO per level

PL) 20% chance of success per level, component cost of 1 GC per level

Barkskin (CT: instant, R: self, D: 2 hours, A: simple)

Druid is covered in bark-like armor tailored to look as he wishes, does not stack with normal armor, druid will take the better of the two values

PL) Gain AR rating equal to level

Call Fae (CT: instant, R: 100 miles per level, D: instant, A: complex)

Druid calls for the aid of any Fae creatures within range, the Fae summoned in this way will be compelled to respond though once they reach the druid they are no longer compelled

PL) 100 miles per level

Call Lightning (CT: instant, R: LOS, D: instant, A: complex)

Calls a bolt of lightning to strike target, must be outside, attack comes from above and needs path to target, may blow through less solid obstacles, additional target at level 3 and 5

PL) 1- 2d6, 2- 2d8, 3- 2d10, 4- 2d12, 5- 3d8 (+WIL mod)

Call of the Wild (CT: instant, R: 1 mile per level, D: immediate threat has ended, A: NA)

Druid summons animals within radius to aid him, they will remain and help the druid until the situation has been dealt with or the imminent danger has passed. The nature of the animals summoned is determined by power level. The animals will arrive on site 1 round following the successful casting of the blessing. Keep in mind availability of animals dependent on location.

PL) 1 (1d6 S), 2 (1d6 S + 1 M), 3 (1d8 S + 2 M), 4 (1d8 S, + 2 M, + 1 L), 5 (1d8S, + 1d6 M, + 2 L)

Chameleon (CT: instant, R: self, D: 1 hour, A: complex)

Druid gains ability to blend into any environment he is in (hide in plain sight possible)

PL) +2 to stealth check per level

Charm Animal (CT: instant, R: 30', D: 2 hours, A: complex, RES)

Druid modifies the reaction of a normal animal (including dire), when this spell wears off the animal will have lingering feelings based on level of spell cast, only if in a fearful position will they retaliate against the spell caster

PL) 1-Ally, 2-Friend, 3-Family, 4-Soul Mate, 5-Divine Being

Cloud of Fog (CT: instant, R: 50', D: 1 hour, A: complex) **P**

Caster summons a thick cloud of fog in the desired range. Radius determined by level.

PL) 10' radius per level

Control Weather (R) (CT: 1 minute, R: LOS, D: 8 hours, A: NA)

Caster can manipulate the weather, cannot direct only change or amplify, weather must also stay in the normal realm of reason for the climate and terrain, the caster or his allies are not protected from this weather change any more than his enemies, the GM may assign penalties to movement or actions due to the conditions within the radius of effect

PL) 1000' radius per level, component cost of 2 ST per level

Cure Sickness/Disease (R) (CT: one hour, R: touch, D: permanent, A: NA)

Druid cures target of disease or sickness. Will have STR of level 1-5, cure equal to PL
PL) Cure sickness or disease of STR equal to PL, comp cost of 1 ST per level

Entangle (CT: instant, R: 30', D: 1 minute, A: complex)

Druid animates foliage within radius to entangle targets within its radius of effect, dodge to resist, 5' radius per level, STR target number to break free by level. This spell is only effective outside, however you do not need heavy vegetation for it to work. Roots and vines will rise from bare earth in the absence of natural vegetation. +2 to resist for each size category above M.
PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20

Fire Seeds (CT: instant, R: touch, D: permanent, A: complex)

Normal acorns become weapons, 5' radius blast, 1d6 seeds per level, burst into flames
PL) 1 – 1d6 dmg, 2 – 1d8 dmg, 3 – 1d10 dmg, 4 – 1d12 dmg, 5 – 2d8 dmg

Goodberry (CT: instant, R: touch, D: permanent, A: complex)

Druid creates large berries that have a healing effect on the user, 1d6 berries per level
PL) heals 1d6 dmg per berry

Healing Touch (CT: instant, R: touch, D: instant, A: complex)

Druid heals and restores HP to target, also stops any bleeding damage, this spell can also accurately tell the druid the nature of any ailment or wound a target has suffered
PL) 1d6 per level, caster takes 1 pt of damage for every attempt after the first on the same target

Heightened Senses (CT: instant, R: self, D: 24 hours, A: simple)

Druid gains a bonus to perception checks for duration
PL) +2 per level

Link with Nature (CT: instant, R: by level, D: instant, A: NA)

Druid senses non-natural events or disturbances within radius, gets an idea of how far away and in what direction any disturbance might be, this does not necessarily identify danger as it only informs of unnatural disturbances like undead, daemon or creatures not normally found in a natural environment, identifies weather for the next 24 hours per level, always know direction and will aid in finding shelter, water or food within radius
PL) 100 miles per level

Magic Resistance (CT: instant, R: touch, D: 1 hour, A: simple)

Caster gains a bonus to resist magic for the duration of the blessing; this includes both helpful and harmful spells, blessings and powers.
PL) Gain MR 2 and resistance +1 per level

Messenger (CT: 1 round, R: special, D: special, A: complex)

Caster summons a raven or woodland bird to deliver a message. Animal can carry a single scroll tube but not much more. Animal will have unerring direction to reach recipient, though it still must travel the distance. Animal will rest only to eat or sleep as needed.
PL) Maximum range is equal to 100 miles times the casting level

Miraculous Blessing (R) (CT: see below, R: see below, D: see below, A: NA)

Druid can pray for this blessing to duplicate any natural blessing available to druids. He can use this ability to access blessings he has not already learned. This blessing does not include ritual blessings. Instead of the normal component cost this spell costs additional PP and fatigue. Power Points are still used at the power level of this blessing. The priest may also use this blessing to ask for divine intervention on any situation the priest is powerless to change.

PL) Power level effect is the same as spell duplicated, spell cost of 2x PP per level and 1 fatigue

Mount (R) (CT: 10 rounds, R: 30', D: 8 hours, A: NA)

Druid summons a magical mount to serve him for the duration of the spell. Though mount is magical in nature, only a discerning eye would tell it from a normal mount of its nature.

PL) 1 – mule, 2 – horse, 3 – dire wolf, 4 – giant eagle, 5 – pegasi, component cost 1 ST per level

Natural Shelter (R) (CT: one round, R: 100', D: 12 hours, A: NA)

The blessing shapes and forms the surrounding natural environment to provide shelter for a number of people as determined by power level. The shelter will be reasonably well protected and dry, improving as the power level increases. This power will form and shape wood, earth or even rock and stone, but the environment must be natural.

PL) will hold 2 people per level

Natural Weapons (CT: instant, R: self, D: 1 minute, A: simple)

This blessing grants the user a natural claw (1d6) or bite (1d8) attack, considered magical attack
PL) +1 dmg per level

Nature's Bounty (R) (CT: 1 minute, R: 30', D: permanent, A: NA)

Druid creates a natural meal for a number of people as determined by power level

PL) 1 – 1 person, 2 – 5 people, 3 – 10 people, 4 – 20 people, 5 – 50 people, comp of 1 CP per level

Neutralize Poison (CT: instant, R: touch, D: permanent, A: complex)

Druid neutralizes the effects of poison, level determines strength of effect

PL) Neutralizes poison up to STR level of power level used

Pass without Trace (CT: instant, R: self, D: 2 hours, A: simple)

Druid moves without leaving tracks and ignores terrain modifiers, bonus to stealth per level

PL) +2 to move silently (stealth) in a natural environment per level

Plant Growth (CT: instant, R: 100', D: permanent, A: complex)

Caster rapidly increases plant growth within a 10' radius per level, caster can pick and choose any plants within his radius of effect, growth can be shaped and directed as well, as long as caster remains within the spells range for the duration of the growth cycle

PL) 1 – 5 year's growth, 2 – 10 years, 3 – 20 years, 4 – 50 years, 5 – 100 years

Purification (CT: instant, R: 30', D: permanent, A: complex)

Druid can remove any impurities from food or drink, even clothing and soiled or dirty items

PL) 5' radius per level

Resist Elements (CT: instant, R: self, D: 2 hours, A: simple)

Druid gains a bonus to resist an element chosen at the time of casting (fire, cold, electricity, gas, acid, etc.). Only one is gained per casting, though you may cast multiple times.

PL) 1 – DR 2, 2 – DR 5, 3 – DR 10, 4 – DR 15, 5 – DR 20

Sacred Land (R) (CT: 1 minute, R: special, D: permanent, A: NA)

Druid protects an area of land from evil forces that might encroach upon it, unintelligent evil creatures will not enter without being forced and more powerful enemies will be hindered depending on the power level of the spell on all actions they take inside the area

PL) 5-mile range per level, -2 to all rolls for inherently evil creatures, component 1 GC per level

Shape Snare (CT: instant, R: 50', D: permanent, A: complex)

Druid creates a concealed pit or snare, lasts for duration, bonus to spot and max dmg per level

PL) -2 to perception to spot per level and max damage of 2 points per level

Shape Wood (CT: instant, R: 30', D: permanent, A: complex)

Druid can manipulate and shape wood into complex forms. He can make finely detailed statues, form a stave or a bow, fix a broken wagon wheel or mend or form a perfectly fitting door.

PL) 5' cube per level

Shillelagh (R) (CT: one hour, R: 30', D: permanent, A: NA)

Druid forms and shapes a quarterstaff, must be in the appropriate environment to produce a wooden stave such as a hard wood forest or sylvan forest, may only have one of these at a time, stave has bonuses based on level, increases in level represents a reshaping of existing stave

PL) 1 – affect those who need magic to hit, 2 – shrinks or grows to +/- 1/6th normal size on command, 3 – unbreakable, 4 – gains +1 to hit and damage, 5 – elemental dmg (cold or fire) +1d6 dmg, component cost of 1 GC per level

Slow Aging (R) (CT: 8 hours, R: self, D: permanent, A: NA)

Using this ritual, the druid can extend his own natural life. The druid will not age for a period of time as determined by power level following the successful use of this ritual, once the Druid begins this ritual spell it must be maintained as when this ritual expires all past age will return to the Druid all at once, so the spell must continuously be used to maintain a youthful age

PL) TN = 17 – power level, no aging for 2 years per level, component cost of 1 GC per level

Speak with Animals (CT: instant, R: 50', D: 1 minute, A: simple)

Druid can speak with animals for the duration of the blessing, understanding by power level

PL) 1 – bits and pieces, 2 – simple, 3 – clear, 4 – complex, 5 – complete

Speak with Plants (CT: instant, R: 50', D: 1 minute, A: simple)

Druid can speak with plants for the duration of the blessing, understanding by power level

PL) 1 – bits and pieces, 2 – simple, 3 – clear, 4 – complex, 5 – complete

Spider Climb (CT: instant, R: self, D: 1 hour, A: simple)

Druid can cling to any surface and can flawlessly climb most any surface at ½ move rate

PL) Gain +1 square of movement per level

Storm of Vengeance (R) (CT: 1 minute, R: LOS, D: 5 hours, A: NA)

Druid summons a powerful storm appropriate to the area summoned that delivers destructive forces to all within. Priest cannot target individuals but rather once summoned the storm takes on a life of its own, only the priest is protected from its power. See priest spell for more info.

PL) 500' radius per level, component cost is 1 GC per level

Swarm (CT: instant, R: 50', D: 1 minute, A: complex)

Druid summons a swarm of stinging and biting insects, radius per power level

PL) deals 1 dmg per round and grants a -1 penalty to all within a 5' radius per level

Tongues (CT: instant, R: self, D: 5 minutes, A: simple)

Priest can understand and speak any language spoken to him.

PL) 1 – normal languages only, 2 – rare, 3 – ancient, 4 – lost, 5 – divine

Tracking Scent (CT: instant, R: self, D: 2 hours, A: simple)

Druid can identify and track by scent, bonus to nature tracking roll by level

PL) +2 to identify (perception) or track (nature) per level

Travel Realm (R) (CT: 1 round, R: special, D: instant, A: NA)

Druid can instantly travel anywhere in the realm he has previously visited or is familiar with.

Range is determined by level. Druid must be standing on natural earth of any type for this

blessing to work. Druid can use this power as an instant without component cost for 1 fatigue.

PL) 250 miles per level, take +1 medium sized per level, component cost is 1 ST per level

Tree Defenders (CT: instant, R: 10' radius per level, D: 6 rounds, A: complex)

Druid activates and animates trees within radius to defend him or others, they will swing limbs and attack as commanded within range of the spell

PL) 1d8 + 1dmg/level, 1 tree defender within radius per level of spell

Turn Undead (CT: instant, R: 50', D: instant, A: complex)

Druid may attempt to keep undead at bay or even destroy them using this natural blessing. The level of the undead must be equal or lesser than the power level of the natural blessing for it to be effective. They then resist against the casters channeling check. If the power level of the natural blessing is at least 2x the threat value, the undead is destroyed instead.

PL) 5' radius per level of casting

Wooden Shards (CT: instant, R: 50', D: instant, A: complex)

Druid rains down a barrage of razor sharp wooden shards in a 5' radius per level. The Druid must be holding an object made of wood (such as quarterstaff or tree branch) as a focus to use this power. The shards are launched high into the air to fall into the designated target squares.

PL) 1- 1d6, 2- 1d8, 3- 2d6, 4- 2d8, 5- 2d10 (+WIL mod)

Wooden Spike (CT: instant, R: 100', D: instant, A: complex)

Druid launches a razor sharp wooden spike at the target. The Druid must be holding an object made of wood (such as quarterstaff or tree branch) as a focus to use this power. The size and velocity of the spike that is launched increases by the damage and power level of the blessing.

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

STEP EIGHT – MARTIAL POWERS

POWERS (MARTIAL)

Martial powers are natural abilities used to focus mental discipline into magical effects. Powers are only available to one who has selected an appropriate path. Powers each have 5 levels. Martial Powers cost 2 points to learn and 2 points for each rank. User only needs to meditate for a new power and he will have it. **Ritual** powers, marked in **red**, have longer casting times and require material components to cast.

Add WIL mod to damaging/healing spells. *RES* means spells are resisted with the Resistance attribute, *FORT* means spells are resisted with the Fortitude attribute.

Avoidance (CT: instant, R: self, D: 1 hour, A: simple)

Adept can dodge area of effect abilities for ½ or no damage, Penalty to dodge by level

PL) Base penalty of -5, +1 per level of spell

Balance (CT: instant, R: self, D: 1 hour, A: simple) **Q**

Adept has perfect balance and makes no rolls on tightropes or the like

PL) Gain +1 square of movement per power level (max of base move)

Boost Endurance (CT: instant, R: self, D: 1 hour, A: complex)

Adept can add a bonus to his END attribute for duration of this power, Max 1+ racial max.

PL) Gain +1 per level

Boost Strength (CT: instant, R: self, D: 1 hour, A: complex)

Adept can add a bonus to his STR attribute for duration of this power, Max 1+ racial max.

PL) Gain +1 per level, dmg bonus does not stack with Focus Ki

Blind Fighting (CT: instant, R: self, D: 5 minutes, A: simple) **Q**

Adept reduces the combat penalty for rolls when sight is impaired

PL) Reduce penalty by -1 per level (-5 total darkness)

Burst of Speed (CT: instant, R: self, D: instant, A: simple)

Adept has a burst of amazing speed and looks to almost disappear and reappear somewhere else, no attacks of opportunity are possible, range based on level

PL) Travel up to ½ base move per level, can still attack

Centering (CT: one round, R: self, D: 5 minutes, A: complex)

Adept gains a bonus to non-combat skill checks for the duration of the power

PL) +1 to skill checks per level

Circle of Defense (CT: instant, R: self, D: 1 minute, A: simple)

Adept can parry or dodge all attacks within a 5' radius centered on himself, this includes attacks from behind, in effect granting 8 defense actions when completely surrounded

PL) +1 to parry or dodge per level

Control Breathing (CT: instant, R: self, D: 1 hour, A: simple)

Character can hold his breath for long periods of time and can feign death with this power; this power is commonly used to swim underwater for extended periods of time

PL) Diagnose or Heal skill penalty of -2 per level to determine if he is still alive

Contortion (CT: instant, R: self, D: 1 minute, A: simple)

Adepts body becomes supple and can fit through small spaces, he can slip bonds; slip through a small opening or through the bars of a cage, Acrobatics or Thievery skill check

PL) +1 to skill check per level

Distance Strike (CT: instant, R: see below, D: instant, A: simple)

This power allows the adept to make a melee attack into a ranged attack, must still use full action to attack, this power only grants the distance effect, must have line of sight to target

PL) 10' range per level

Empty Body (CT: one minute, R: self, D: 1 hour, A: complex)

Adept can separate his spirit from his body. Travels as incorporeal, moves at increased rates and as if he had flight, gains bonus to stealth and appears as a ghostly figure. Can communicate and perceive in this form. When duration ends, adept is jolted back into his catatonic body, which is vulnerable while he is in this form. Adept takes 1 point of fatigue following using this power.

PL) +1 to stealth check per level, move at 2x normal rate per level

Endure (CT: instant, R: self, D: 1 hour, A: simple)

Adept can operate close to death or beyond without suffering any penalties or checking to fall unconscious, when duration expires normal effects apply and adept could die from wounds

PL) 1 – END x3, 2 – END x4, 3 – END x5, 4 – END x6, 5 – END x7

Fast Movement (CT: instant, R: self, D: 1 minute, A: simple) **Q**

Adept gains a bonus to his base movement rate for duration of power

PL) +1 to base movement rate per level

Focus Ki (CT: instant, R: self, D: 1 minute, A: simple)

Adept focuses energy to grant attack magical benefit, **attack considered magical**

PL) +1 dmg per level, dmg bonus does not stack with Boost Strength

Freedom of Movement (CT: instant, R: self, D: 2 hours, A: simple)

Adept reduces movement penalties for being in water or on difficult terrain

PL) +1 square of movement per power level (max of base move)

Healing Touch (CT: instant, R: touch, D: instant, A: complex, FORT)

Adept can transfer damage from another to himself, usable once per injury only, this power only applies to lost HP and not to sickness or disease effects

PL) Transfer 1 HP per round per level

Great Leap (CT: instant, R: self, D: instant, A: simple) **Q**

Adept can leap great distances with this power, power includes landing without fall damage

PL) Leap standard distance (height + 6") + additional 5' per level

Light Step (CT: instant, R: self, D: 2 hours, A: simple) **Q**

Adept can travel over semi-solid surfaces without movement penalty and leaves no tracks, the adept must remain moving or the duration of the power will expire

PL) 1 – normal ground, 2 – sand, 3 – snow, 4 – ice, 5 – water

Meditation (CT: one round, R: self, D: see below, A: complex)

Adept enters meditative trance, heals while in this trance

PL) Gain 2 HP per level per hour

Natural Armor (CT: instant, R: self, D: 2 hours, A: simple) **Q**

Adept gains a bonus to natural armor as long as he is not wearing any armor

PL) Gain AR rating equal to level

Piercing Strike (CT: instant, R: self, D: instant, A: simple)

Adept gives attack (with following full action) the ability to ignore some of opponents AR

PL) -1 to AR per level (cannot go below 0)

Purity of Body (CT: one minute per level, R: self, D: permanent, A: complex)

Adept heals himself of sickness, disease or poison, this power requires that the adept enter a deep uninterrupted meditative trance for the duration of the power

PL) Heal up to STR level of power level used

Quickening (R) (CT: 8 hours, R: self, D: permanent, A: NA)

Adept can make a non-permanent power permanent. Powers that can be quickened have a **Q** following the title. Adept can only have 1 permanent power quickened to him per path level.

PL) TN of 17 – power level, component cost of 5 GC per level

Quivering Palm (CT: one round, R: self, D: instant, A: simple)

Adept focuses a single deadly attack, no damage roll, instead instantly takes target to 0 HP

PL) Affect Threat Value equal to 2x level, adept takes 1 point of fatigue

Resist Elements (CT: instant, R: self, D: 1 hour, A: simple) **Q**

Adept gains a bonus to resist a selected element (fire, cold, shock, etc.). Only one is gained per casting, though you may use this power multiple times.

PL) 1 – DR 2, 2 – DR 5, 3 – DR 10, 4 – DR 15, 5 – DR 20

Resist Fear (CT: instant, R: self, D: 1 hour, A: simple) **Q**

Adept gains bonus to resist fear whether mundane or magical in nature

PL) Gain +1 per level

Running (CT: instant, R: self, D: 2 hours, A: simple)

Adept increases his running speed and ignores terrain modifiers

PL) Adept moves unhindered at 5 mph per level

Senses (CT: instant, R: self, D: 1 hour, A: simple) **Q**

Adept gains a bonus to perception based on power level

PL) +1 to perception per level

Shattering Strike (CT: one round, R: self, D: instant, A: complex)

Adept deals devastating damage to an object, type of object based on level (structural damage), can snap a wooden beam, punch a hole through a brick wall or break an iron stave in half

PL) 1 – hard wood, 2 – brick, 3 – solid soft stone, 4 – solid hard stone, 5 – metal

Sleep Deprivation (CT: one round, R: self, D: 2 days, A: complex)

Adept can survive on ½ normal amount of sleep for duration

PL) Adept must rest for 24 hours – 2 hours per level to recover

Slow Fall (CT: instant, R: self, D: instant, A: free) **Q**

Adept reduces fall distances in terms of damage, this spell will activate automatically at the highest rank the character possesses unless activated before, such as before jumping off a cliff

PL) Reduce fall by 10' per level

Spider Climb (CT: instant, R: self, D: 1 hour, A: simple) **Q**

Adept can climb and cling to solid surfaces such as walls or ceilings, move at ½ normal rate

PL) Gain +1 square of movement per level (max of base move)

Stealth (CT: instant, R: self, D: 1 hour, A: simple) **Q**

Adept gains a bonus to all stealth checks, can hide in plain sight with this ability (-5)

PL) +1 to stealth checks per level

Still Mind (CT: instant, R: self, D: 1 hour, A: simple)

Adept gains a bonus to all mental based resistance checks including magic

PL) Gain +1 to resist per level

Stunning Blow (CT: instant, R: self, D: next attack, A: simple)

Adept may attempt to stun his opponent, no damage roll, resistance based on attack roll

PL) stunned for 1 round per level

Sustenance (CT: one round, R: self, D: 2 days, A: complex)

Adept can survive without food or water for duration of power without ill effects

PL) Adept takes 1d6 temporary END – power level after spells duration expires

Sweep Attack (CT: instant, R: self, D: instant, A: simple)

Adept attempts to knock down his opponent, no damage roll, dodge only, target prone

PL) One target per level in 5' radius

Throw Object (CT: instant, R: touch, D: instant, A: simple)

Adept greatly increases the damage of any type of thrown object, base damage of the thrown object remains the same and a damage bonus is applied based on power level, this spell allows the adept to make a stone, branch, goblet or fork a deadly weapon

PL) object gains +1 to damage per level

Vision (CT: instant, R: self, D: 2 hours, A: simple) **Q**

Adept gains vision related abilities based on power level

PL) 1 (long distance), 2 (night vision), 3 (spirit vision), 4 (dark vision), 5 (true sight)

Whirling Attack (CT: instant, R: self, D: instant, A: full round)

Adept can make a melee attack against foes within a 5' radius, number of foes based on level, this spell takes a full round action and takes the place of any other form of multiple attack

PL) 1 + 1 target per level, -1 penalty to all attacks per level, may use same round cast

STEP EIGHT – MYSTICAL POWERS

POWERS (MYSTICAL)

Mystical Powers are natural abilities used to focus mental discipline into magical effects. These powers are only available to one who has selected an appropriate path. Powers each have 5 levels. Starting characters begin with power level 1 in their chosen powers. A new power costs 2 points to purchase and then 2 points for each rank thereafter; though the user only needs to meditate and he will have it. **Add WIL mod to damaging/healing spells.** *RES means spells are resisted with the Resistance attribute, FORT means spells are resisted with the Fortitude attribute.*

Alter Memory (CT: one round, R: 30', D: permanent, A: complex, RES)

Mystic can alter or remove a memory from his target. The caster must be aware of the memory he wants to alter or remove, if he first needs to find one he will first have to use the Mind Probe power. The length of memory and age of memory are determined by power level.

PL) 5-minute length and 1 year old per level

Anchor (CT: instant, R: 50', D: 1 minute, A: complex, FORT)

This power places a psychic anchoring line on target preventing it from teleporting, shifting planes or using any form of magical instantaneous movement (including natural magical abilities) that includes crossing planes of existence or bending time and space.

PL) +1 to casting check per level

Apportation (CT: one minute, R: self, D: instant, A: complex)

This potent power allows the mystic to enter a meditative trance and transport long distances. This power only affects the mystic. He must be able to clearly place an image of the place he is travelling in his mind for the power to have any effect. Distance is determined by level.

PL) 1- 250 miles, 2- 500 miles, 3- 750 miles, 4- 1000 miles, 5- 1500 miles

Astral Projection (CT: one minute, R: self, D: 1 hour, A: complex)

Mystic separates his spirit from his body. Travels as incorporeal, moves at increased rates and as if he had flight, gains bonus to stealth and appears as a ghostly figure. Can communicate and perceive in this form. When duration ends, adept is jolted back into his catatonic body, which is vulnerable while he is in this form. Adept takes 1 point of fatigue following using this power.

PL) +1 to stealth check per level, move at 2x normal rate per level

Aura Reading (CT: instant, R: 100', D: instant, A: simple)

Caster selects a target and attempts to read its aura. Aura's may reveal the following things: If the caster is magically active or not, what form of magic he possesses, if he is under the influence of a spell or power, if there is magical curses or effects, if the target is a magical creature, the general state of health and the general state of emotion. Max TV affected by level.

PL) 1 (TV 4), 2 (TV 8), 3 (TV 12), 4 (TV 16), 5 (TV 20)

Bend Reality (R) (CT: one round, R: as spell, D: as spell, A: NA)

The Mystic can duplicate any spell effect of any of the magic paths with this powerful ability. This excludes ritual spells, blessings or powers. Using this ability is costly to the Mystic however, as he will use 2x the normal PP to cast and lose 1 fatigue. The player will select a spell, blessing or power to duplicate and the range, duration and other factors will be duplicated as well. The power level of the spell to be duplicated is the same as needed by this spell.

PL) Power level effect is the same as spell duplicated, spell cost of 2x PP and 1 fatigue

Blind Sight (CT: instant, R: self, D: 5 minutes, A: simple)

Mystic reduces the penalties associated with darkness as determined by the level of this power, the Mystic can move and engage in combat as normal gaining the ability to sense beings and objects in a 20' radius centered on himself, this includes behind him, this power does not grant the ability to perceive color or details only vague shapes and objects

PL) Reduce penalty by -1 per level (-5 total darkness)

Clairvoyance (R) (CT: 1 minute, R: self, D: 10 minutes, A: NA)

Caster can perceive through someone else's eyes and hear through their ears with this rare power. The caster must have a personal item of the target like a few hairs or blood to use in the ritual for this spell, which is consumed as one of the material components. The target will be unaware of the caster using this power unless he happens to be magically perceived during this powers duration. Distance is determined by power level. Caster cannot cast spells through this medium, such as targeting based on line of sight or a ranged spell.

PL) 1 – 100 miles, 2 – 500 miles, 3 – 1000 miles, 4 – 5000 miles, 5 – no distance limitation (other planes of existence), component cost of 1 GC per level

Cloud Mind (CT: instant, R: 100', D: 5 minutes, A: simple, RES)

Caster can cloud a targets mind in effect becoming non-existent to the target, he will be unable to be seen or heard for the duration of the spell and multiple targets are possible based on level, aggressive actions or direct interaction with the target will grant additional resistance rolls or in the case of combat related actions will simply end the spell immediately and expose the caster

PL) one target per level

Dreamscape (R) (CT: 1 minute, R: NA, D: 1 hour, A: NA)

This powerful ritual involves the caster entering the world of the dreamscape. This is the subconscious realm where people dream, each having their own small pocket in this endless realm. When in this realm, the caster can move between the dreams of others watching as an unseen observer. To enter a specific beings dream the caster must be able to clearly form a mental picture of them in his mind, hearing a description told by another is not enough. The caster may observe the dreams from the outside without any further action. He may also fully enter a beings dream where he then has the power to control or manipulate that dream as well as communicate directly with the dreamer. Nothing done in the dream state translates upon waking, other than the being could go without sleep in a nightmare scenario and suffer fatigue the next day. Keep in mind though that the caster is also potentially going without sleep also. The target gains additional resistance rolls based on level if he realizes something is wrong or out of place. The caster must be cautious when entering someone's dream, it is possible for the dream to take over and threaten the caster, in effect granting a resistance check to kick the caster out of the dream. This power requires a bit of interpretation beyond the standard rules and should be avoided if the GM does not wish to have this type of power in his game setting.

PL) TN for target to wake up is 10 +2/level, component cost of 1 GC per level

Empathic Projection (CT: instant, R: 100', D: 5 minutes, A: complex, RES)

Caster can project an emotional state on target: calm, fear, anger, jealousy, hatred, love, lust, etc. This power only transfers the emotional state how the target handles this state is solely based on his own tendencies and reactions. The intensity of the emotion is determined by level.

PL) 1 – mild, 2 – moderate, 3 – intense, 4 – very intense, 5 – extremely intense

Forget (CT: instant, R: 30', D: permanent, A: complex, RES)

Mystic can cause a target to forget the past few moments as determined by level, if successful the target will not have any memory of the spell being used either

PL) 1 – 1 minute, 2 – 5 minutes, 3 – 10 minutes, 4 – 30 minutes, 5 – 1 hour

Hide Aura (CT: instant, R: self, D: 2 hours, A: simple)

Target disguises his aura to prevent another from determining information about him. Targets aura gains a bonus to the effective TV resistance based on the power level.

PL) Gain +2 to TV per level

Meditation (CT: one round, R: self, D: see below, A: complex)

Mystic enters meditative trance, heals while in this trance

PL) Gain 2 HP per level per hour

Medium (R) (CT: one round, R: self, D: see below, A: NA)

Mystic enters a meditative trance where he can communicate with the dead. The recently deceased or those trapped between worlds may choose to communicate through the mystic, though only one attempt per entity is possible. The Mystic is taken over by the entity so others must control the conversation as they need. Limited to one attempt per target.

PL) 1 question per level, component cost of 1 ST per level

Mind Control (CT: instant, R: 50', D: 1 minute, A: complex, RES)

Caster attempts to take over a targets mind with this formidable power. The target must be a sentient and intelligent being for this power to have any effect. The target will resist against the casting check or he will find his body reacting to another master. The caster will have no actions for the rounds he is in control of the other body, though he may remain standing still in one spot. He is only vaguely aware of his own body. The caster will substitute his own physical skills in place of the targets when making the target perform skill checks or fight in combat. He will default unique abilities that the target possesses that he does not. Forcing the target to take actions that are against his own nature grants him an additional resistance roll each round.

PL) 1 – 5 WIL, 2 – 6 WIL, 3 – 7 WIL, 4 – 8 WIL, 5 – 9 WIL

Mind Probe (CT: see below, R: touch, D: 1 minute, A: complex, RES)

Caster can probe a targets mind for a specific memory. The caster must remain in physical contact with the target and concentrate for the casting time and duration; his own senses are taken over by what he is seeing for this period. The caster must also have a catalyst or idea of what he is looking for such as a specific timeframe or interaction with a specific person. Target number to get specific information is set by the power level of the spell cast.

PL) 1 – TN 20, 2 – TN 18, 3 – TN 16, 4 – TN 14, 5 – TN 12

Mind Wipe (R) (CT: instant, R: 30', D: permanent, A: NA)

Caster attempts to wipe out a targets memory. The amount of the targets memories that are wiped clean is determined by level. The caster has no control on specific memories only a time frame. The target of this ritual gains a second resistance roll to determine whether the loss is permanent. Memories will return within ½ of the time frame as determined by power level.

PL) 1 – last five minutes, 2 – last hour, 3 – 1 hour within last 5 years, 4 – 1 year within last 10 years, 5 – 5 years within last 50 years, component cost of 1 GC per level

Mystic Armor (CT: instant, R: self, D: 2 hours, A: simple)

Caster summons invisible telekinetic force armor about his body. The armor can be invisible or can also take on a ghostly form resembling armor of any type chosen by caster. This armor does not stack with normal worn armor; character will take the better value of the two.

PL) Gain AR rating equal to level

Mystic Blast (CT: instant, R: 100', D: instant, A: complex)

Directs a powerful focused blast of telekinetic force in 5' radius/level, this spell can deal lethal or non-lethal damage as determined by user at the time of use

PL) 1- 1d8, 2- 1d8, 3- 2d6, 4- 2d8, 5- 2d10 (+WIL mod)

Mystic Bolt (CT: instant, R: 100', D: instant, A: complex)

Directs a powerful focused bolt of telekinetic force at a single target, this spell can deal lethal or non-lethal damage as determined by user at the time of use

PL) 1- 1d8, 2- 2d6, 3- 2d8, 4- 2d10, 5- 2d12 (+WIL mod)

Mystic Weapon (CT: instant, R: self, D: 1 minute, A: simple)

Caster forms a weapon of his choice out of Mystical and telekinetic energy. This weapon is bound to him and his use only. This weapon cannot be disarmed or dropped. It is considered magical and gains a bonus to damage equal to the power level of the weapon.

PL) Gain +1 damage per level

Object Read (CT: instant, R: touch, D: instant, A: complex)

Caster touches an object and can gain the following types of information: previous owner, value, magical properties, age or who created it. Maximum associated power level of item that can be affected is determined by the level of the power.

PL) 1 (PL 2), 2 (PL 4), 3 (PL 6), 4 (PL 8), 5 (PL 10)

Osmosis (CT: see below, R: touch, D: permanent, A: complex)

Caster using this power can absorb information simply by holding and concentrating on its source, such as a book, tome or scroll. The amount of time to absorb equals about 1 minute per 10 pages of information. The caster will have perfect memory of this information. The amount of information that can be absorbed at one time is determined by power level. Magical text will be absorbed and recalled but cannot be used without the appropriate skills or abilities.

PL) 1 (10 pages), 2 (50 pages), 3 (100 pages), 4 (200 pages), 5 (500 pages)

Induce Pain (CT: instant, R: 100', D: 1 minute, A: complex, RES)

Caster can induce pain in the mind of an enemy. Target must resist or suffer from intense pain for the duration of the power. The intensity of the pain is determined by the level of the power. The pain is not real and will end when the duration expires without any lasting effects.

PL) -1 to all actions per level

Precognition (CT: instant, R: self, D: 1 minute, A: simple)

Caster can see into the future a short distance for the duration of the power giving him what appears to be increased reflexes though he is simply able to see attacks slightly before they happen and it aids in his reaction to those attacks. He sees a little further each increasing level.

PL) Gain +1 to initiative and defensive actions per level

Project Illusion (CT: instant, R: 50', D: 1 hour, A: complex, RES)

Caster creates an illusion that affects a single target's senses based on power level. This spell does not create a tangible visible effect it rather projects images and sensory information into the targets mind. A target that legitimately has a reason to disbelieve will gain an immediate +5 resistance roll; it aids the caster to blend the illusion into reality to avoid this disbelief.

PL) 1 – sight, 2 – sound, 3 – smell, 4 – taste, 5 – touch

Purity of Body (CT: one minute per level, R: self, D: permanent, A: complex)

Mystic heals himself of sickness, disease or poison, this power requires that the adept enter a deep uninterrupted meditative trance for the duration of the power

PL) Heal up to STR level of power level used

Read Thoughts & Emotions (CT: instant, R: 50', D: 1 minute, A: simple)

Mystic can read the surface thoughts and emotions of an individual, the maximum WIL attribute that can be affected by this spell is determined by the level of the spell, power resisted normally

PL) 1 – 5 WIL, 2 – 6 WIL, 3 – 7 WIL, 4 – 8 WIL, 5 – 9 WIL

Resist Elements (CT: instant, R: self, D: 2 hours, A: simple)

Mystic gains a bonus to resist a selected element (fire, cold, shock, etc.). Only one is gained per casting, though you may use this power multiple times.

PL) 1 – DR 2, 2 – DR 5, 3 – DR 10, 4 – DR 15, 5 – DR 20

Second Chance (CT: instant, R: see below, D: instant, A: complex)

The Mystic using this potent power moves himself and all beings within a 100' radius of him back one round to the start of the previous round for a "second chance". The events of this round the second time will not necessarily follow the previous attempt.

PL) Caster loses 6 fatigue points – 1 per level of the power

Sixth Sense (CT: instant, R: self, D: 2 hours, A: simple)

Caster gains a danger sense that will alert him when something is wrong, this power does not grant specifics only a sense that some kind of danger lies ahead

PL) Grants caster +1 per level to all actions in a round where his opponents initiate combat

Slow Time (CT: instant, R: self, D: 1 round, A: complex)

Caster using this ability slows down time. During this time, the caster steps out of the time stream watching events as if they were in slow motion. He cannot affect or alter the physical world other than to move. He may cast spells or use abilities but only those that would affect him. He will simply reappear in the time stream once the duration of the power has expired, though he may not be in the same location as when he disappeared.

PL) 2x the duration per level in rounds outside the time stream, caster takes 1 fatigue

Still Mind (CT: one round, R: self, D: 1 hour, A: complex)

Mystic spends one round in concentration, focusing his mental and physical strength to gain a bonus to all resistance rolls for the duration of the power

PL) Gain +1 to resistance checks per level

Suggestion (CT: instant, R: 50', D: 1 hour, A: simple, RES)

Caster implants a simple suggestion into the target's mind. The suggestion must be straight forward and will fail if it involves doing something not in the target's nature, otherwise the target will attempt to carry out that suggestion to the best of his ability given the circumstances.

PL) 1 – TN 12, 2 – TN 14, 3 – TN 16, 4 – TN 18, 5 – TN 20, +5 bonus if against nature

Telekinesis (CT: instant, R: 100', D: 1 minute, A: complex)

Mystic can move and manipulate objects at a distance, weight limitations are determined by the power level, fine manipulation is not possible unless the caster is within 30' of the object, movement speed is based on weight: base 6 move -1 square per full 200 lbs, attempting to move or grab something in someone else's possession requires an opposed grapple check with the spell gaining a STR rating equal to 4 + the level of the spell.

PL) 1 – 5 lbs, 2 – 50 lbs, 3 – 100 lbs, 4 – 500 lbs, 5 – 1000 lbs

Telekinetic Force (CT: instant, R: 100', D: instant, A: complex)

Mystic can direct a bolt of powerful telekinetic force at a single target. This bolt deals little direct damage, however should the target fail a dodge check he will be knocked back and must make an immediate AGI check versus the casting check or also be knocked prone.

PL) Knockback of 1 square per level, take 1 point of damage per square (no AR)

Telekinetic Shield (CT: instant, R: 30', D: 5 minutes, A: complex)

Mystic can create a solid yet invisible shield of telekinetic force. This shield surrounds a 5' radius per level. The shield can absorb an amount of damage as determined by level before collapsing. The shield is transparent however spells or powers cannot pass in or out unless the damage capacity of the barrier has been reached. The shield covers the protected area like a dome, only the ground under the area is not protected the shield is porous enough to let in air.

PL) 1 (30 dmg), 2 (60 dmg), 3 (90 dmg), 4 (120 dmg), 5 (150 dmg)

Telepathy (CT: instant, R: self, D: 5 minutes, A: complex, RES)

Mystic opens a line of telepathic communication between himself and one other sentient being, he can receive and send communication through this channel, range is determined by the level of the power and caster must have personal knowledge of an individual to establish this channel, unaware or unwilling targets will gain a resistance check

PL) 1 – 50', 2 – 500', 3 – 1 mile, 4 – 10 miles, 5 – 100 miles

Time Jump (CT: instant, R: touch, D: instant, A: complex)

Target jumps forward in time a number of rounds as determined by the level of the power, target disappears from the current time stream and reappears later in the same location and condition with no knowledge of any time passing; resistance rolls are required for those who are unaware or unwilling, this power can also be used by the caster on himself

*PL) Jump equals 1 round per level of power; **caster takes 1 point of fatigue***

True Sight (CT: instant, R: self, D: 5 minutes, A: simple)

Caster can see through illusions and see through magical disguises or transformations, caster can also see through magical effects that cause darkness or would otherwise blind him.

PL) Caster can see through level based effects up to the level the spell is cast at

STEP NINE – FINALIZE STATISTICS

CHARACTER CREATION: STEP NINE – FINALIZE STATISTICS

There are a number of important statistics that must be calculated and recorded on your character sheet. Information on equipment, encumbrance and the like can be found later in this book.

HEALTH POINTS

Health Points are equal to your END attribute x2. Once you have taken your END attribute x2 in damage you fall unconscious and take 1 point of damage per round until stabilized with the Heal skill or magical healing. Your character is not dead until he has taken his HP + 10 damage.

POWER POINTS

Power Points are equal to your WIL attribute x2. You gain power points as you increase your level and you may also gain additional points from edges or talents. Power Points recover at a standard rate of 1 per hour (any lost fatigue must recover before Power Points can recover).

STUN AND FATIGUE

Stun damage refers to non-lethal damage that is taken from your Health Points the same as lethal damage, only the damage recovers faster and does not produce bleeding damage. **Fatigue** refers to physical or mental exertion where points are accumulated that penalizes you with a -1 to all actions per point. Fatigue is calculated by adding your END attribute and your WIL attribute and then dividing by 2. Both Stun and Fatigue recover at a rate of 1 per hour of rest. Fatigue will not recover without rest.

RESISTANCE

Your resistance roll is equal to your WIL attribute modifier. This number is the bonus or penalty you will apply when resisting magic and mental attacks. You gain +1 Resistance each level after the first.

FORTITUDE

Your fortitude attribute is equal to your END attribute modifier. This number is the bonus or penalty you will apply when resisting sickness, disease or poisons. You gain +1 Fortitude each level after the first.

DEFENSIVE ACTIONS

Your defense actions are those actions that are used to defend against an incoming attack. You get unlimited dodge attempts and a number of parry's equal to 1 + your AGI modifier. You may only use one defensive action at a time and only one against any single attack.

ARMOR RATING (AR)

Your Armor Rating or AR is the number you will subtract from all damaging physical attacks. This number can be found in the equipment listing for the armor you selected or purchased.

WEAPONS AND EQUIPMENT

Weapons and equipment have a number of important statistics to record on your character sheet. Check the equipment listing later in this book to find all of the important information you need.

ENCUMBRANCE

Encumbrance is the total weight carried by your character. A chart later in this book provides you with how much weight you can carry without penalty and the penalty totals if you go over.

EXPERIENCE POINTS

Experience points are the points a character earns after completing a module or session of play. These points represent a character's ability to grow and improve upon his skills and abilities. At character creation, you will not have to worry about recording experience points.

FATE POINTS

Characters all begin play with 3 fate points. These points are used to get a character out of trouble or prevent an injured character from dying. Each new session these points reset to 3, regardless of whether any were used or not. You cannot have more than 3 points at any time.

INITIATIVE

Your initiative score determines how fast you react in combat situations. Your bonus is added to a d10. This bonus is calculated from the better modifier of your AGI or INT attributes. This score can also be improved with edges or talents.

SPELLS, BLESSINGS or POWERS

There are many important statistics you will need to record. The power level (1-5) being the most important of these. There is also casting time, duration, range and action.

SKILL TOTALS

Skills have 5 ranks and a rank 1 and you will need to record which skills you selected, followed by the ranks and modifiers for a total skill bonus. A starting character's skills will all be at rank 1.

SIZE & PHYSICAL CHARACTERISTICS

Your size will always begin at medium and you should always record your other physical characteristics, such as hair and eye color, height, weight, age, etc. You can get some help with these numbers by checking your bloodline averages at the beginning of this book.

MOVEMENT

Your base movement will begin as 6. This is the number of squares you can travel in a standard move action. This number can be modified through edges or talents.

COMPANIONS

If you selected a companion you will need to record all of its vital statistics on your character sheet as well. These can be found in the previous section. You may want to keep a separate sheet for your companion to keep track of health, damage and other important information.

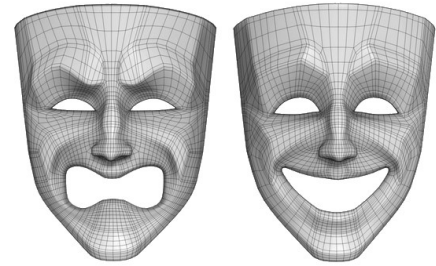
ROUND RULE
Always
Round
down!

STEP TEN – YOUR STORY

CHARACTER CREATION: STEP TEN – YOUR STORY

The final step in character creation is to define a background story for your character and discuss it with the GM. Your story will help you to define how you will react to some situations; help to identify what your goals and dreams area and aid the GM in setting challenges for you and your fellow players. Your family, your background profession and the path you are on are all a part of your story. Below are things to consider when thinking about your story.

- 1) Age
- 2) Culture/Homeland
- 3) Background selection/Skills
- 4) Edges and flaws
- 5) Education and Training
- 6) Family and friends
- 7) Magic use or not
- 8) Prejudices or world views
- 9) Alignment or moral stance
- 10) Motivation and goals



BLOODLINE REACTION CHART

This chart details how the various racial bloodlines react to one another. They are marked with an F (Favorable), N (Neutral) or U (Unfavorable). This does not mean your character must react in this way; it is intended to give you an idea of how you may be perceived and how you may perceive others.

| BLOODLINE | CHO | ELD | SEA | DRA | NOR | AYV | SYL | FOR | BUI | ORK | BEA | DAE | CHA | MAI | SMA |
|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| CHOSEN | F | F | N | F | F | N | N | U | N | U | U | U | U | N | N |
| ELDAR/KINGS | F | F | N | F | F | N | N | U | N | U | U | U | U | N | N |
| SEA LORDS | F | N | F | N | N | N | N | U | N | U | U | U | U | N | N |
| DRAGON | N | N | N | F | N | F | F | U | F | U | U | U | U | F | F |
| NORTH/SOUTH | N | N | N | N | F | N | N | U | F | U | U | U | U | F | N |
| AYVEN | N | N | N | N | N | F | F | U | N | U | U | U | U | N | N |
| SYLVAN/MORWYN | N | N | N | N | N | F | F | U | N | U | U | U | U | U | N |
| FORSAKEN | U | U | U | U | U | U | U | F | U | N | N | N | N | U | U |
| BUILDER | N | N | N | N | F | N | N | U | F | U | U | U | U | N | N |
| ORK/GOBLYN | U | U | U | U | U | U | U | N | U | F | N | N | N | U | U |
| BEAST/AFFLICTED | U | U | U | U | U | U | U | N | U | N | F | N | N | U | U |
| DAEMON | U | U | U | U | U | U | U | N | U | N | N | F | N | U | U |
| CHANGELING | U | U | U | U | U | U | U | N | U | N | N | F | N | U | U |
| MAIDENS | N | U | N | N | N | N | N | U | N | U | U | U | U | F | N |
| SMALLFOLK | F | F | F | F | F | F | F | U | F | U | U | U | U | N | F |

FAMILIARS

Familiars are small size animals with a unique bond or link to their master. Often familiars are the result of a pact with a powerful being, however it is also possible to find the ancient ritual needed to summon and bind these creatures. In the case of the pact bound familiar, the creature often serves as a conduit to the character's patron, often being conflicted between serving two masters (the character and the powerful being that bound it to the character). Most often familiars are bound to users of magic as the rituals needed to summon a familiar are Arcane in nature. This ritual could be performed for anyone, however with enough gold. Select a small size normal animal template for a familiar.

FAMILIAR BONUSES & LIMITATIONS

- KNO attribute of familiar is increased to 6
- Select 3 languages your familiar understands (generally cannot speak)
- Telepathic link with master up to 1 mile (share thoughts)
- Can sense direction and emotional state of familiar at a range of 100 miles
- Caster can use linking talent with familiar
- If a familiar or its master dies it deals 1d6 fatigue damage to the survivor
- If a familiar dies the caster cannot attempt another for 1d6 months

AVIAN, LESSER (RAVEN)

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 2, Power Points: 7, INI: +5, RES: +2, FORT: -3, Size: S, Move: 3/Fly 12
STR (2), AGI (7), END (2), PRE (6), KNO (1), INT (8), WIL (7), CHA (6)
Abilities: Talons (+3, 1 dmg), Flight (move 30), perception: sight (+4), WIL resistance (+3), dodge (+3)

CANINE, LESSER (FOX)

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 3, Power Points: 5, INI: +7, RES: 0, FORT: -2, Size: S, Move: 5
STR (3), AGI (7), END (3), PRE (6), KNO (1), INT (9), WIL (5), CHA (6)
Abilities: Bite (+3, 1d6-1), perception, hearing & smell (+5), tracking scent, night vision, stealth (+3), athletics (+1), dodge (+3)

CAT, LESSER (DOMESTIC)

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 2, Power Points: 5, INI: +8, RES: 0, FORT: -3, Size: S, Move: 5
STR (2), AGI (9), END (2), PRE (8), KNO (1), INT (6), WIL (5), CHA (8)
Abilities: Bite (+5, 1 dmg), Claw (+5, 1 dmg), perception (+2), night vision, stealth (+5), athletics (+1), dodge (+5)

RODENT (RAT)

TV: 0.5, LV: 1, Natural AR: 1, Health Points: 2, Power Points: 5, INI: +10, RES: 0, FORT: -3, Size: S, Move: 5
STR (1), AGI (10), END (2), PRE (2), KNO (1), INT (8), WIL (5), CHA (2)
Abilities: Bite (+6, 1 dmg), fine motor skills, perception (+4), athletics (+1), dodge (+6)

SERPENT, LESSER (SNAKE, VIPER)

TV: 1, LV: 1, Natural AR: 1, Health Points: 2, Power Points: 5, INI: +7, RES: 0, FORT: -3, Size: S, Move: 5
STR (2), AGI (7), END (2), PRE (2), KNO (1), INT (6), WIL (5), CHA (2)
Abilities: Bite (+3, 1 dmg + 1d6 END), perception (+2), athletics (+1), dodge (+3)

SPECIAL FAMILIARS

Some rare familiars exist that are magical in nature and sought after highly by those who possess familiars. The GM will determine if he will allow special familiars in the game and if so, one must possess the Special Familiar edge to gain such a creature. The caster will follow the same rules as a normal familiar (see previous page), however he can select from one of the unique creature types below. Special familiars gain the standard power level benefits as the standard spell.

HOMONCULUS

TV: 2, LV: 1, Natural AR: 1, Health Points: 4, Power Points: 5, INI: +4, RES: 0, FORT: -1, Size: S, Move: 4/fly 12
STR (2), AGI (6), END (4), PRE (4), KNO (5), INT (5), WIL (5), CHA (4)
Abilities: Bite (+2, 1 dmg + 1 END poison), perception (+1), dodge (+2), stealth (+2), + 3 KNO skills of choice (+1)
Special: darkvision, poison (1 END), magic resistance (+3 and MR 5), speech, flight

FEY DRAGON

TV: 2, LV: 1, Natural AR: 2, Health Points: 5, Power Points: 5, INI: +4, RES: 0, FORT: 0, Size: S, Move: 4/fly 12
STR (5), AGI (6), END (5), PRE (6), KNO (3), INT (6), WIL (5), CHA (6)
Abilities: Bite (+2, 2 dmg), perception (+2), athletics (+1), dodge (+2), nature (+2), stealth (+2)
Special: darkvision, breath weapon (1d6 dmg, range 20'), magic resistance (+3 and MR 5), flight



SPRITE

TV: 2, LV: 1, Natural AR: 1, Health Points: 2, Power Points: 7, INI: +5, RES: +2, FORT: -1, Size: T, Move: 2/fly 12
STR (2), AGI (7), END (4), PRE (7), KNO (6), INT (7), WIL (7), CHA (7)
Abilities: Weapon (+3, 1 dmg), perception (+3), athletics (+1), dodge (+3), nature (+3), stealth (+3), + 3 KNO skills of choice (+2)
Special: invisibility (at will), magic resistance (+5, MR 10), speech, fey nature (driven by emotions), flight

SYLVAN CAT

TV: 2, LV: 1, Natural AR: 1, Health Points: 4, Power Points: 6, INI: +7, RES: +1, FORT: -1, Size: S, Move: 6
STR (3), AGI (9), END (4), PRE (6), KNO (2), INT (8), WIL (6), CHA (6)
Abilities: Bite (+5, 1d6-1 dmg), Claw (+5, 1-2 dmg), perception (+4), athletics (+1), dodge (+5), nature (+4), stealth (+5)
Special: chameleon (+5 to stealth), nightvision, multi-attack (1 claw and 1 bite)

SNOW FOX

TV: 2, LV: 1, Natural AR: 1, Health Points: 5, Power Points: 5, INI: +5, RES: 0, FORT: 0, Size: S, Move: 6
STR (4), AGI (7), END (5), PRE (6), KNO (2), INT (7), WIL (5), CHA (6)
Abilities: Bite (+3, 1d6 dmg), perception (+3), athletics (+3), dodge (+3), nature (+3), stealth (+3)
Special: frost resistant (DR 10), frost breath (1d6 cold dmg), tracking scent, night vision

IMP

TV: 2, LV: 1, Natural AR: 1, Health Points: 2, Power Points: 7, INI: +4, RES: +2, FORT: -1, Size: T, Move: 2/fly 8
STR (3), AGI (8), END (4), PRE (6), KNO (6), INT (7), WIL (7), CHA (4)
Abilities: claw (+4, 1d6 -2), tail sting (+4, 1 END), dodge (+4), casting (+3), perception (+3), stealth (+4), thievery (+4)
Special: strong will, speech, DE 5 magic, flight, immune to fire and poison, darkvision, select 1d6 rank 1 Arcane Spells

Step One: Roll Initiative (1d10 + AGI or INT modifier), keep one INI roll for entire combat session

Step Two: Ready weapon, consider facing and flanking (see charts below)

Step Three: Attack (skill roll with weapon 1d20 + mods)

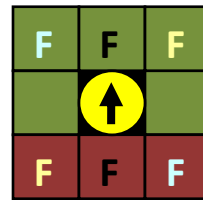
- Roll of 1 or 2 always misses (1 is a critical miss), Roll of 19-20 always hits (20 is a critical hit)
- One free, simple and complex action and unlimited free defensive actions (dodges) are standard
- Two attacks may be possible with edges (at a penalty)
- You may trade a free dodge action for parry's equal to 1 + your AGI modifier
- You may also gain bonus parry attempts through talent selection

Step Four: Defense (dodge or parry)

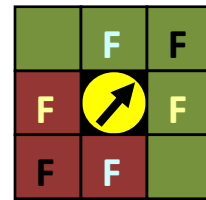
- Parry (skill roll with weapon)
- Dodge (skill roll using dodge skill)

Step Five: Damage (if attacker hits calculate damage)

- Damage (weapon base damage + modifiers)
- Armor (reduce total damage by armor value)



Facing (standard)
Green: attack/parry
Red: dodge only
F: Flanking



Facing (diagonally)
Green: attack/parry
Red: dodge only
F: Flanking

ACTIONS

A single round is 10 seconds long. Characters gain 1 Free Action, 1 Simple Action and 1 Complex Action per round. Examples of these actions are listed on the table below. You may trade your Complex Action for 2 Simple Actions. You may also trade a Simple Action for a Free Action. You will also gain unlimited defensive actions (dodges) and you may substitute dodge actions for parries equal to your AGI mod +1 (minimum of 1) if you so choose.

| Free Actions | Simple Actions | Complex Actions | Defensive Actions |
|-----------------------------|--------------------------------|-----------------------------|---------------------------|
| Ready light weapon | Move base move rate (6) | Attack (1 or 2) | Dodge (unlimited) |
| Talk (brief statement) | Simple Action Spells/Abilities | Complex Action Spells | Parry (AGI mod per round) |
| Drop item | Get into a stance | Run (2 simple move actions) | RES rolls |
| Move 1 square (single step) | Pick up a dropped item | Stand from a prone position | FORT rolls |
| Some free action abilities | Ready weapon | Use complex item | Most Attribute checks |

DEFENSIVE ACTIONS

Your defense actions are those actions that are used to defend against an incoming attack. You get unlimited dodge attempts and a number of parry's equal to 1 + your AGI modifier. You may only use one defensive action at a time and only one against any single attack.

HOLDING ACTIONS

A character can decide to hold his action until later in the round. The character can react then at any time; however, he must make an opposed INT or AGI test to interrupt another who has declared an action, otherwise he will immediately follow the last declared action.

READYING A WEAPON/RETRIEVING A WEAPON

Anyone using a weapon to attack or defend must first spend a simple action to ready that weapon, unless they possess the Quick Draw talent. Even a carried weapon must be made ready to use and requires a simple action to do so. A character that has dropped his weapon or has been disarmed must spend a simple action to retrieve the weapon and a simple action to ready, translating to a complex action for a dropped weapon. Light weapons can be readied as a free action.

ATTACKS OF OPPORTUNITY

When a combatant disengages, or attempts to move through an adjacent square to an opponent the opponent gains an immediate attack of opportunity. This is limited to one attack per combatant per round. Sneak attacks and ripostes are also considered attacks of opportunity. **A character cannot take any action in the middle of a move, including ripostes.**

DODGING AREA-OF-EFFECT SPELLS

A character that is caught within an area of effect may dodge for one-half damage.

ARMOR

Armor types all have an AR rating. This rating indicates how much damage an attack is reduced by before applying damage to health points. Damage dealt to your health points is the difference between the attack damage and what was absorbed by the armor rating. If a character is “impacted” by a hit, regardless of his AR rating he will take **1 point of minimum damage**. If the characters AR is higher than the total damage of the attack no effects will be passed on to him such as bleed, wounding and the like. Character does not take any damage after a successful dodge or parry, only when a physical attack hits the character, even if the armor rating is higher than attack damage. This “impact” damage represents bruising and blunt trauma that transfers through the armor despite its protection.

SHIELDS

Shields provide a miscellaneous bonus to parry and can parry missile, thrown and physical non-area-of-effect magic attacks. There is no skill for shields and they are not considered weapons, therefore they cannot gain any bonuses from talents. They provide a bonus to parry equal to your parry bonus with the weapon you are using plus the size category of the shield (+1 small, +2 medium or +3 large). You can attack with a shield for 1d6 points of blunt damage modified by your STR modifier for damage.

ARMOR PENALTIES TO SKILLS

Armor imparts a penalty to **Acrobatics, Athletics, Dodge** and **Stealth**, Medium: -1 and Heavy -2.

SIZE AND PARRY/DODGE

A defender who is at least one size category smaller than his enemy will suffer a **-1 penalty to parry** for each size category difference. A defender who is at least one size category smaller than his attacker will gain a **+1 bonus to dodge** for each size category difference.

MAXIMUM DAMAGE RULE

All melee and ranged weapons have a maximum damage capacity equal to its base die number x2, i.e. a shortsword (1d6) has a maximum damage capacity of 12 and a greatsword (1d10) has a maximum damage capacity of 20. This includes all bonuses to damage whether mundane or magical. Therefore, even with a damage bonus of +8, a damage roll on 1d6 of 6, the weapon still deals only its maximum damage capacity of 12 points of damage. This rule encompasses unarmed attacks also. *NOTE: Bonus damage due to a critical success roll is an exception to this rule, allowing you to exceed max damage.*

SUCCESS AND FAILURE

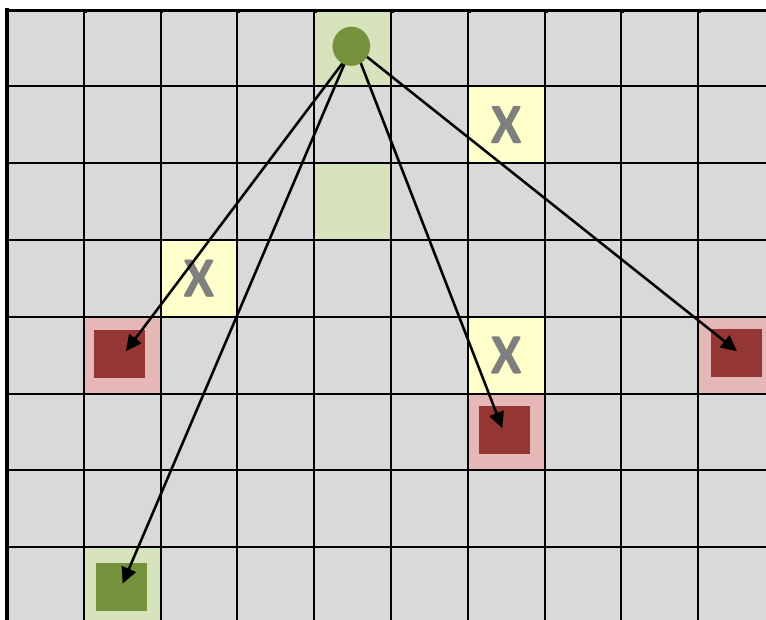
Combat and skill checks critically fail on natural 1 (d20), always fail on a natural 2, critically succeed on a natural 20 and always succeed on a 19. This rule is true despite any modifiers, penalties or bonuses.

QUICK COMBAT RULES (NPCs)

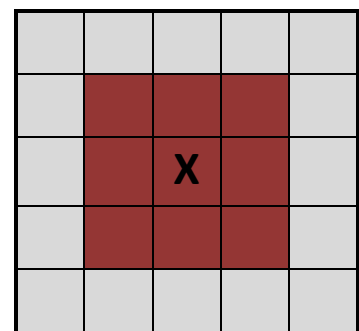
IF you wish to quickly determine combat between two NPCs you may assign modifiers to each based on their skill or abilities and simply roll opposed rolls, the higher number winning the fight. If the difference is 5 or less the loser is wounded but incapacitated, otherwise killed. You may roll 1d6 to determine the number of rounds the combat lasts. If the combat is interrupted by outside factors you may go to round by round rolls or reroll the opposed check again with different modifiers based on the circumstances.

LINE OF SIGHT/AREA OF EFFECT

To determine line of sight to a target you will draw a straight line between the center of the origin square and the center of the target square. If there are any obstacles occupying squares that line passes through, then you do not have line of sight. The chart below shows some examples of line of sight. A chart showing an example area of effect ability is next to the line of sight chart.



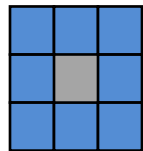
AREA OF EFFECT



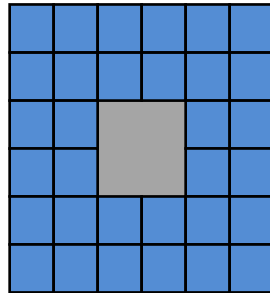
This example shows a 5' radius area of effect. Each square is equal to 5'. X marks the target square and the red area is the area of effect.

REACH AND SIZE

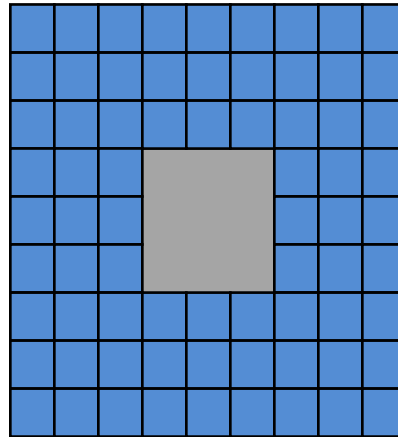
Some creatures or weapons may have a reach bonus to extend further than a standard attack. This number, expressed as a +1, +2 or +3, represents **how many additional squares the user can threaten with an attack**. The size of a combatant determines the reach or threatened range of that combatant as illustrated in the charts below. Keep in mind that **facing still determines possible direction** of an attack.



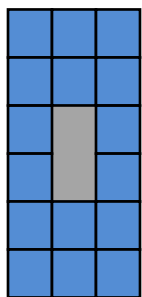
Reach – Size M



Standard Reach – Size L



Standard Reach – Size H



Long Reach – Size L

DAMAGE CAPACITY (DC)

Damaging solid objects is much different than normal damage. Solid objects have a rating called Damage Capacity or DC. This rating represents the force or impact modifier that is needed to damage an object. Your STR modifier is one example of a modifier that must equal a solid objects DC to damage or break it. If you possess a modifier equal to or greater than the DC, you then must roll above a set TN to damage or break the item. In this case, the modifier works as the damage dealt and there is no damage dice. Below are some examples of items and modifiers when attempting to damage a solid object.

| <u>Item</u> | <u>TN</u> | <u>DC</u> | <u>Modifier</u> | <u>Rating</u> |
|--------------------------------|-----------|-----------|-----------------------|---------------|
| Wooden Door | 12 | 2 | STR mod | +1 to +4 |
| Iron Bound Door | 14 | 4 | Size modifier | +1 above M |
| Stone or Metal Door | 16 | 5 | Heavy Blunt Weapon | +1 |
| Large Castle Door | 20 | 6 | Brawling/Martial Arts | +1 |
| Wooden Chest | 14 | 3 | Magical Force Attack | + level |
| Average Quality Lock | 16 | 3 | Battering Ram | + 6 |
| Fine Quality Lock | 16 | 4 | Catapult Stone | + 8 |
| Wooden Wall, thin (5' square) | 12 | 3 | | |
| Wooden Wall, thick (5' square) | 14 | 5 | | |
| Stone Wall, thin (5' square) | 16 | 6 | | |
| Stone Wall, thick (5' square) | 20 | 8 | | |

Note: Modifiers are applied conditionally and will be determined by the GM.

COVER

A character may gain cover by hiding behind something solid to avoid damage from an attack. There are two kinds of cover: Partial and Full. Partial cover provides a +2 bonus to dodge checks and Full cover provides +4 to dodge check. This rule works against area of affect attacks also. Partial cover constitutes between $\frac{1}{4}$ and $\frac{1}{2}$ of the body covered and Full is between $\frac{1}{2}$ - $\frac{3}{4}$ covered.

PRONE TARGET

A prone target is one who has fallen to the ground. A combatant who attacks a prone target gains **+2 to his attack action** against the prone target. **A prone target must take a complex action to get back up.**

STUNNED TARGET

A stunned target is one who has been stunned through magical or talent based maneuvers. A stunned target can take **no actions save defensive actions.**

SURPRISE

When a combatant is able to attack an unaware opponent, that **opponent does not gain any defensive actions to resist the attack**, unless he possesses the appropriate edge or talent to do so.

USING A RANGED WEAPON IN MELEE COMBAT

Characters who attempt to use a ranged weapon in melee combat suffer a -5 penalty

ARMED VS. UNARMED COMBAT

A character using a medium sized or larger weapon gains a bonus to hit when fighting an unarmed combatant. +1 if using a medium sized weapon and +2 if using a large sized weapon. Note: natural weapons are considered armed combat and are considered a small sized "weapon".

CLOSE QUARTERS COMBAT

Close quarters combat is defined as having less than a full 5' square to maneuver within. Characters fighting unarmed or with a light/small weapon suffer no penalties. Medium/moderate weapons suffer a -2 penalty to hit and damage and heavy/large weapons suffer a -4 penalty to hit and damage. Ranged weapons are ineffective. Spells will deal damage to all within the same square, even non-area spells.

LIGHTING CONDITIONS

Total darkness imposes a -5 penalty to all actions. Lighting conditions will range between -1 and -5 for total darkness. A full moon and clear sky might impose a -1 penalty, add intermittent cloud cover for a -2 penalty, a -3 penalty for a normal night and a -4 might be a normal night inside a forest.

FIGHTING IN OR UNDER WATER

There is a standard -5 penalty to actions taken while in water or underwater. Movement is reduced to $\frac{1}{4}$ when in water, including swimming.

COMBAT TACTICS

GRAPPLING

Grappling checks start with a standard unarmed attack roll by the attacker. The attacker can use Brawling, Martial Arts or default to STR. The defender defends normally and may use unarmed skill or default to parry or dodge. If the attacker hits he has a hold on the target, no damage is dealt the first turn of a grapple though the target is incapacitated (cannot move or attack). On the target's turn he has the option to attempt to break free, this is an opposed skill check (as above). If the defender fails, the attacker will still deal his standard unarmed damage (includes brawling and martial arts) on his turn. Grappling bonuses and penalties apply based on size. The attacker gains +2 for each size category larger he is than the defender or -2 for each size category he is smaller.

FLANKING

A combatant is considered flanked when two opponents have maneuvered to a front and rear position directly opposite one another. A flanked combatant suffers a **-2 penalty to all defensive actions** taken against the two flanking combatants. See table on **page 174**.

HIGHER GROUND

A melee combatant who has a position adjacent to his target and is at least $\frac{1}{2}$ his height above him gains higher ground. An attacker who has higher ground gains **+2 to his attack actions** taken in this position. A mounted attacker against an opponent at ground level is considered to have higher ground.

RESTRAINED COMBAT

A character that is restrained is likely to be unable to attack and defensive actions will impose a -4 penalty when fully restrained. This may be modified by the circumstance and some spells or powers may further define what the victim is able to do.

FLY-BY ATTACK

A fly by attack is moving into and through an opponent's square. This grants the attacker higher ground (+2 to attack roll) though it still does provoke an attack of opportunity as the being in flight passes out of the threatened area. Calculate 5' squares both horizontally and vertically with a flying creature.

KNOCKBACK

Knockback is defined as a physical force leveled at the character that forces them to move. A character that suffers knockback must make an Acrobatics, Athletics or Agility check or be knocked prone. TN 12 +1 per square you are moved. You do not provoke an attack of opportunity when knockback occurs by leaving a threatened square. Knockback attacks are accomplished by using talents or specific spells and abilities as defined in previous sections.

COUP DE GRAS

When a target is helpless to defend itself a character deals **2x maximum damage** with a single blow. Some targets, like creatures that are huge or larger, may be immune to this tactic.

CALLING A SHOT

A combatant may choose to take a **-10 standard penalty** to target a specific area: Hand, foot, arm, leg, shoulder, chest, stomach, groin, neck or head. If successful a d8 is rolled and the called shot table below is consulted for results. The number given based on your d8 roll is representative of the same percentage result listed on the critical success table.

CALLED SHOT TABLE

| Roll (d8) | Hand | Foot | Arm | Leg | Shoulder | Chest | Stomach | Groin | Neck | Head |
|-----------|------|------|-----|-----|----------|-------|---------|-------|------|------|
| 1-2 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 |
| 3-4 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 |
| 5-6 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 |
| 7-8 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

AIMING

A combatant may aim a ranged attack for a number of rounds equal to their AGI modifier. They gain a **+1 bonus to hit per round** of aiming to their attack roll.

PUSHING

Combatant may attempt to drive opponent backwards and move them in the opposite direction from their attack. They make an attack roll foregoing damage to move the defender one square opposite their attack direction. If the defender is successful at his parry or dodge no squares are lost.

TRIP AND KNOCKDOWN

A character may attempt to trip or knockdown his enemy when that enemy passes through an adjacent square and provokes an attack of opportunity. A Brawling, Martial Arts or STR default skill check is made which the defender must dodge, if unsuccessful he will fall prone and his movement will be halted.

SUCKER PUNCH/ATTACK

A character that is in an adjacent square from his enemy and is in a position where his enemy is not expecting an attack gains an additional +2 to hit and damage to his attack roll. The character must be able to attack immediately and the defender still gains a defensive roll. Does not work with sneak attack.

NON-LETHAL DAMAGE/SUBDUAL

Many attacks including unarmed combat deal non-lethal or stun damage. This comes off your standard Health Points but should be recorded separately. One can attempt to deal stun damage with a weapon; however, this imposes a penalty of -3 to hit. Stun damage recovers at a rate of 1 point per hour of rest. Note: Stun or Non-lethal damage is not the same as fatigue, which is awarded for lack of sleep or other specific attacks, these points are recorded and tracked separately. Non-lethal critical hits are maximum damage and have their own table on the crit chart.

KNOCKOUT

A character that is skilled in Brawling or Martial arts may make a called shot at a -10 penalty to attempt to knock out their opponent in a single blow. A blunt weapon can be used to attempt this maneuver also; however, it will suffer a -3 penalty to attempt to deal non-lethal damage. Should the attack succeed a damage roll is calculated normally and the target is out for 1 round per point of damage dealt minus their armor rating. Using a blackjack or similar item grants +2 to attack roll when attempting a knockout. An unskilled combatant may also attempt a knockout blow; however, he will suffer the -3 default penalty to his attack roll in addition to the standard called shot penalty of -10.

SILENT KILL

A character skilled in stealth may attempt to silently kill an opponent. The opponent must be killed in a single attack and must be unaware of the attack before it happens. The character would generally stealth into a position to attack, make a successful killing attack using sneak attack or simply getting enough damage to reduce the opponent to 0 or fewer HP and finally he will make a stealth check at TN 12, 16 or 20 based on difficulty to muffle the dying targets mouth and gently lower him to the ground without making any noise. Difficulty will be set on the circumstances and environment.

TOUCH ATTACKS

A character that is attempting a touch attack without combat damage gains a +2 to his attack roll. This attack can be defended normally. Some users of magic possess spells that require touch and as long as the character is not attempting an unarmed attack he gains +2 to represent the relative ease of simply touching a target as opposed to breaching his defenses to deal damage.

MOVING TARGETS

Attempting to hit a moving target imposes penalties to the attack roll. The attacker suffers a -1 penalty for each increment of base 6 move. A flying dragon moving at his base move of 24 would therefore impose a -4 penalty to the attack roll to hit should he be doing a full move of 48 the penalty would double to -8. Hitting a mounted rider using a full move would impose a -3 penalty to the attack, the horse moving at 18. Distance may also impose penalties based on the weapon used.

BULL RUSH

A character may attempt to bull rush his opponent with a full round action as long as his opponent is within 6 squares (minimum 2 squares away). An attack is rolled as normal with a -4 penalty to hit. If the attacker succeeds he deals damage as normal and moves himself and his opponent a number of squares in the opposite direction equal to his STR modifier. AGI checks are required to remain standing. The attacker may also attempt the same move using grappling as the base attack. In the case of a grappling attack the opponent will forego damage and have his opponent firmly held if successful. The AGI checks to remain standing will still apply, however if either fail, both fail. The attacker can choose to release the hold in the case of his succeeding and the opponent failing, thereby remaining standing.

HEAVY AND LIGHT WEAPONS

Heavy weapons gain a +1 reach bonus (see **page 177**). Light weapons can be readied as a free action.

EXOTIC WEAPONS

Below are a few sample exotic weapons.

| <u>EXOTIC WEAPONS</u> | <u>DMG</u> | <u>HAND</u> | <u>CLASS</u> | <u>RANGE</u> | <u>ROF</u> | <u>WEIGHT</u> | <u>COST</u> |
|--|------------|-------------|--------------|--------------|------------|---------------|-------------|
| Bola | NA | 1 | L/B | 20/10 | 1/1 | 1 | 6 ST |
| <i>Notes: entangle upon successful hit</i> | | | | | | | |
| Blowgun | NA | 2 | L/P | 20/10 | 1/1 | 1 | 8 ST |
| <i>Notes: silent darts (1d6-1 dmg, often coated with poison)</i> | | | | | | | |
| Double Bladed Sword | 1d8/1d8 | 1/2 | M/S | - | | 5 | 2 GC |
| <i>Notes: can be used with two-weapon fighting talent</i> | | | | | | | |
| Whip | 1d6-2 | 1 | M/S | 10 | | 2 | 3 ST |
| <i>Notes: reach, called shot can entangle, trip or disarm</i> | | | | | | | |

COMBAT STANCES

Combat stances can be used by anyone who has a rank 1 or greater skill using a melee weapon.

Character must be using a weapon he is skilled with to enter a combat stance. To enter a stance requires a simple action and to stay in the stance he must continue to spend a simple action or he will lose the benefits of the stance. A stance lasts for a full round and the character must announce whether he is spending the simple action to stay in the stance or letting it drop. It does not require any type of action to let it drop or leave the stance. **Note: a character may not use full defense if he has already taken any type of action other than a free action.*

| <u>STANCE</u> | <u>BENEFIT</u> | <u>PENALTY</u> |
|---------------|-----------------------|------------------------------|
| Offensive | +1 to hit | -2 to dodge and parry |
| Defensive | +1 to dodge and parry | -2 to hit |
| Power | +1 damage | -2 to hit, dodge and parry |
| *Full Defense | +2 to dodge and parry | no other actions, full round |

TRICK SHOTS AND LAST DITCH EFFORTS

Once in awhile a hero may want to shoot a small item held by a villain out of his hand, or maybe throw a knife and time it just right so it jams the door, maybe even shoot a rope so that it frays just enough to prevent the noose from doing its job. These types of maneuvers are not only allowed, but encouraged. The GM will set a target number based on difficulty and the attack will function much like a skill check. If there is the possibility of opposition (as in the first example) the GM may require an opposed check. The important thing to remember about this kind of theatric "attack" is that it deals no damage. You will also note that called shot rules may provide a framework for some of these heroic actions.

HEALING AND RECOVERY

You recover 1 health point + END modifier per 8 hours of rest unless magically healed. You recover physical or mental fatigue at a rate of 1 point every 2 hours of rest. **A caster using a healing spell takes 1 point of damage for each attempt after the first; this is cumulative damage per attempt.**

HEALING SKILL CHECK

A successful healing check, TN equal to total damage, stops bleeding damage and heals 1 HP.

POWER POINT RECOVERY

Power points recover at a rate of 1 per hour of rest. Rest cannot include any physical exertion.

SICKNESS/DISEASE/POISON

Sickness, disease and poison all attack attributes. Most often this is END; however, it could also be any other attribute. It is most often resisted with a Fortitude check. 1d6 END will deal the roll total (i.e. 4) points of damage at a rate of 1 point per round. Until the condition is neutralized no healing or power point recovery can occur. It takes 1 day per point dealt to recover naturally. Some poisons, sickness or diseases cannot be healed naturally and some may have extended recovery times.

DEATH AND DYING

When a character has taken more than his HP +10 in damage he is dead. He is unconscious at greater than his base HP score. He is also taking one point of damage per round at this point, unless stabilized. If a character takes exactly his HP score he is still conscious, if he takes exactly HP +10 he is still alive, but on the edge and following taking a point of damage in the following round, he will be dead. A healing check at TN 10 will stabilize a character no matter the amount of damage taken. If the character beats the check by more than the damage taken, he will restore 1 immediate HP.

FALLING DAMAGE

Falling from great heights can be extremely hazardous to your characters well being. A character takes 1d6 per 10', each 10' increment being calculated independently then added together. For example, a fall of 50' would be 1d6 (first 10') + 2d6 (second 10'), +3d6 (third 10'), +4d6 (fourth 10') and finally +5d6 (fifth 10') for a total of 15d6.

USING ACROBATICS TO REDUCE FALLING DAMAGE

A character may make an acrobatics skill check at TN 12 to reduce falling damage by 1d6.

HEAVY THINGS

You never know when you might want to drop something heavy on someone. Damage is calculated at 1d6 per 10 lbs of weight and 1d6 per 10' of elevation. These dice are cumulative and can be adjusted as the circumstance calls for. This rule is just meant as a base to help determine where to begin.

DROWNING/SUFFOCATION

A normal person can remain conscious without oxygen or holding their breath underwater for about 2 minutes (+/- 30 seconds per END modifier).

HEALTH AND SIZE

Health points are calculated on the END attribute and size. See below for some examples of sizes and the total health points a creature in this range may have. HP can never go below 1.

| <u>Size</u> | <u>Range</u> | <u>Avg. END</u> | <u>Base Health</u> | <u>HP</u> | <u>ENCUMBRANCE</u> |
|-------------|--------------|-----------------|--------------------|-----------|--------------------|
| T | less than 2' | 3 | END x1/2 | 1 | x 1/4 |
| S | 2' – 4' | 4 | END x1 | 4 | x 1/2 |
| M | 4' – 8' | 5 | END x2 | 10 | x1 |
| L | 8' – 12' | 7 | END x3 | 21 | x2 |
| H | 12' – 20' | 9 | END x4 | 36 | x3 |
| G | 20' – 30' | 11 | END x5 | 55 | x4 |
| C | over 30' | 13 | END x6 | 78 | x5 |

FATIGUE DAMAGE

A characters Fatigue score is equal to his END attribute plus his WIL attribute divided by two. Fatigue points are assigned based on a character overexerting mentally or physically. Each point of fatigue a character takes imparts a -1 penalty to all actions until healed. Fatigue recovers at a rate of 1 point per 2 hours of rest. A character that is reduced to less than 1 point of fatigue goes unconscious and must rest before gaining consciousness again. Until fatigue is recovered fully a character gains no Power Points or Health Points back. Examples of fatigue would include: lack of sleep, running long distances without resting, laborious activities without rest and so on.

STUN DAMAGE

Stun damage and non-lethal damage are the same thing. This damage is taken from Health Points (HP) but should be recorded separately as it recovers much faster, 1 point per 2 hours of rest. A character who takes his Health Points in stun damage falls unconscious. A character that takes both physical and stun damage will recover stun damage first. Taking your HP in a mix of both physical and stun damage still causes unconsciousness after being reduced to 0 or below. These are not two separate pools of damage, both types of damage are taken from HP.

RECOVERY AND HEALING TIMES

A character that is tended around the clock by skilled healers and is in a sterile and well stocked facility can increase recovery times. He will double normal Stun, Fatigue and Health Point recover times while in this type of facility. To take advantage of this benefit there must be someone who possesses the Heal skill at rank 3 or greater and the character must remain in their care the whole time, resting. These types of facilities are rare and usually very expensive; however, some large temples may have a service such as this that is afforded to heroes and the powerful patrons of the area.

COMBAT MOVEMENT

MOVEMENT RATES

A character can move six 5' squares for each simple action he spends. Some edges or magical effects raise this base move rate of six squares. A standard humanoid has a base move rate of 6, quadrupeds have a base move rate of 8 (meaning a full round of 3 simple actions would move it 24 squares). A character is considered running as he trades his complex action for two simple move actions.

MOVEMENT EXAMPLES

When moving outside of combat a character moves at 60' per minute. This is reduced by encumbrance: 45' per minute at light, 30' per minute at medium and 15' per minute at heavy. An unencumbered character can travel about 25 miles per day on foot, depending on the pace. A horse can travel about 50 miles per day of travel depending on the pace. A wagon can travel 25 miles per day with a two-horse team pulling the wagon. A sailing vessel can travel about 100 miles per day, depending on the wind.

ATHLETICS/ACROBATICS

- **Climbing** (Athletics check every 10', TN based on conditions and equipment, rope assisted climbing grants a +3 to climbing checks)
- **Jumping** (A person can long jump their height + 6" as a base. They can jump vertically ½ their height. Every success above the target number adds 6".)
- **Running** (A character that trades his full round (3 simple actions) can "run" 18 squares in a single round, sustained running requires an END check at TN 12 every 5 minutes, the TN will increase by +1 each additional attempt)
- **Swimming** (A person can carry 5 lbs of equipment per point of STR when swimming, checks are made every 5 minutes unless conditions are difficult, TN based on conditions and weight)
- **Stealth** (Stealth movement rate is equal to your normal base move)

PASS THROUGH

A character may attempt to pass through an opponent's square by making an Athletics skill check (or default STR -3). Next the opponent can choose to move or defended with the same check. If he moves he allows pass through and gains an attack of opportunity as the passer leaves his threatened area. If opponent is successful, he holds his ground and stops the pass through.

CLIMBING/HAZARDOUS TERRAIN RULES

A character that is climbing makes a skill check every 10' and one that is moving over hazardous terrain makes a check every increment of his move per round. The TN is set based on the difficulty of the terrain or climbing surface. On the first failed check of a round the character makes another immediate check against the same TN or falls, if he succeeds on the second check he negates any movement for this round and he must wait for the next round to begin again. Hazardous terrain can include a rickety old rope bridge spanning a chasm, a tightrope or thin board lying across rooftops, a fallen log spanning a river, patches of dry land through a dangerous marsh and so on.

TARGET NUMBER CHART

| <u>DIFFICULTY</u> | <u>TARGET NUMBER</u> |
|-----------------------|----------------------|
| EASY | 10 |
| DIFFICULT | 15 |
| VERY DIFFICULT | 20 |

Modify target numbers by +1/-1 as needed

TARGET NUMBERS

When calculating a target number for skill you must first figure out how difficult the task being attempted is. An easy task is 10, Difficult is 15 and Very Difficult is 20. These numbers can be modified up or down as needed. For example, nearly impossible might be 25 or even up to 30 and routine tasks very easy might go as low as 5. If a skill is simple and there is no direct threat of failure a GM may allow you to take 10 to save time and avoid rolling for every situation.

SAMPLE TARGET NUMBERS

| <u>SITUATION</u> | <u>SKILL</u> | <u>TN</u> |
|--|--------------|-----------|
| Picking a simple lock | Thievery | 10 |
| Picking a complex lock | Thievery | 15 |
| Picking a masterwork lock | Thievery | 20 |
| Performing a back flip | Acrobatics | 10 |
| Walking along a narrow beam | Acrobatics | 15 |
| Swinging from branch to branch | Acrobatics | 20 |
| Climbing a steep hill | Athletics | 10 |
| Climbing an uneven surface | Athletics | 15 |
| Climbing a sheer or wet surface | Athletics | 20 |
| Singing or playing a simple tune | Perform | 10 |
| Singing or playing an inspiring ballad | Perform | 15 |
| Singing or playing a masterpiece | Perform | 20 |
| Finding a black-market dealer | Streetwise | 10 |
| Finding an affordable safe house | Streetwise | 15 |
| Finding the guild masters hideout | Streetwise | 20 |
| Knowing an old uncommon story or reference | Lore | 10 |
| Knowing an ancient and uncommon story or reference | Lore | 15 |
| Knowing an ancient and rare story or reference | Lore | 20 |

MAGIC RULES

GENERAL MAGIC RULES

Magic is categorized into four different spell (or blessing, power, etc.) types. These types are based on the duration of the spell and each works a little differently. These types are instant, sustained, permanent or ritual. Spells are also classified by the type of action they require to use: simple, complex or full (full round).

INSTANT SPELLS

Instant spells are immediately expended when cast. Combat spells and spells that have an immediate effect are examples of instant spells. Instant spells cannot be extended beyond their base duration and require the full PP cost each time they are used.

SUSTAINED SPELLS

Sustained spells have a duration listed in terms of time, usually measured in minutes, hours, days, weeks, months or years. When casting a sustained spell on yourself or another you may elect to spend 1 additional PP to gain an additional duration interval for each point spent. When a sustained spell is cast upon yourself you may also elect to spend 1 PP at the time the spell would expire to instead gain an additional duration interval. This requires that you use a simple action to extend the spell. The cost to extend a spell is 1 PP despite the level it was cast, i.e. if you cast a 4th level spell that lasts 1 hour, it still only costs you 1 PP to extend that spell another hour. Keep in mind you cannot elect to extend a spell cast upon another after it is cast.

PERMANENT SPELLS

Permanent spells have no time duration and therefore are unable to be sustained or extended in any way. Permanent spells will last until dispelled or conditions are met that would destroy the target of the spell.

RITUAL SPELLS

Ritual spells are unique in that they usually require longer casting times and an expenditure of material components. Ritual spells that have time based increment durations can be extended at the time of casting much as sustained spells, however they cannot be extended after the spell is cast. This is at the standard +1 PP cost, and also adds a +10% material component cost per additional 1 PP spent in this way.

SPELLS AND ACTIONS

Spells are also classified by the type of action that is required to use: simple, complex and full round. A full round spell leaves no other actions available to the character except for defensive actions. A character may also trade a complex action for a simple action; thereby in effect gaining the opportunity for casting 2 simple actions spells in a single round.

MAGICAL ATTACKS

- Magic attacks roll on the Casting, Channeling or Focusing skill (1d20 + modifiers)
- Power points are expended even with a failed casting roll
- Power points are spent based on the power level of the spell used
- Powers fall into either physical or magical effects
- Physical effects are resisted just as normal combat, dodge, armor, etc.
- Magical effects are resisted using a **RES**istance check (WIL mod) or **FORT**itude (END mod)
- Some edges or talents can provide a bonus to this resistance as can some circumstances
- You do not gain power points back while doing anything but resting

DISPELLING

A user of magic can attempt to dispel an ongoing magical effect by using the Dispel Magic spell/blessing against the original casters roll. If the level of dispel is less than the level of the spell effect the dispel fails. Dispelling items works differently. Minor magic items (one enchantment) require a TN of 20 and spell level 3, Major magic items (two enchantments or more) require a TN of 25 and spell level 4, Relics or Artifacts (three or more enchantments) require a TN of 30 and spell level 5.

COMBINING MAGIC AND MELEE

A user of magic can wield a one-handed weapon and still cast a bolt at a target without worrying about off-hand penalties because the bolt is directed by line of sight. Using a two-handed weapon requires that the caster sheath or drop the weapon to direct a bolt or other spell as he needs at least one hand for somatic gestures. Touch attack spells will suffer an off-hand penalty if the caster is wielding a weapon in his primary hand. The ambidexterity edge will eliminate this penalty the same as it will for a warrior or rogue using two weapons simultaneously.

CASTING, CHANNELING & FOCUSING

Characters only need to roll a casting, channeling or focusing check when the spell, blessing or power is resisted. He will spend his power points and no other roll will be required. If the spell is resisted, he must roll a casting check. A roll of 1 and 2 is always a failure and a roll of 1 is also a critical failure with additional penalties based on the appropriate chart. The GM may require a casting check in special circumstances where he determines that an automatic success is not appropriate.

THE NEED FOR SPEECH OR SIGHT

A user of magic must be able to speak clearly to cast spells. This applies to all users of magic save the Adept and Mystic. Gagging or silencing a user of magic in effect prevents them from casting spells or channeling blessings. In the case of Adepts and Mystics blindfolding them works the same way. Blindfolding will not shut down powers that are activated on self, only those that need to be targeted. Only magic inhibiting bonds or other devices guarantee that a user of magic is shut down.

DEAD ZONES

There are areas of the realms where magic is skewed or all together absent. This can mean a reduced amount of Power Points or even a completely dead magic zone where magic will not work. These areas are rare and avoided by most magically active beings.

MAGIC AND FATIGUE

A character who is reduced to **less than 0 PP** takes one point of fatigue.

CASTING SPELLS IN MELEE COMBAT

Characters suffer a -3 penalty to casting/focusing/channeling when in melee combat.

DAMAGE REDUCTION (DR)

Damage Reduction reduces damage from a specific source, such as DR 5 fire, which would reduce any fire damage by 5 points and all other damage would be unaffected. DR will be one of three levels of effectiveness reducing damage by either 5 (DR 5), 10 (DR 10) or complete immunity.

DAMAGE EXCEPTION (DE)

Damage Exception reduces damage from all sources with the exception of one or more types of damage, such as DE 5 magic, which would reduce 5 points of damage against any type of attack other than one that is magical in nature. Damage Exception can be either 5 or 10 and the exception listed after is unlimited in scope, one example you will run across is a DE 10 Paragon, which represents an artifact or +3 or better weapon, or a level 5 or better spell, blessing or power.

MAGIC RESISTANCE (MR)

There are rare monsters and character types that possess a strong resistance to magic. This is represented by Magic Resistance, which will be followed by either 5 or 10. The number listed will be subtracted from all purely magical attacks (not magical weapons). A character with Magic Resistance will also gain a bonus to Resistance checks against magic at +3 for a 5 rating and +5 for a 10 rating.

ATTUNEMENT

Active magic items must be **attuned** to a new user which requires that the new user spend 1 hour and make an INT check at TN 15. If failed, the target number is increased by 1 point for each additional attempt. Multiple attempts also require additional hours of time. Passive abilities will still work even when not attuned. A character may spend additional hours of preparation time to reduce the target number by 1 point each hour, this time must be uninterrupted. Max attempts equal to WIL mod.

STEALTH CASTING

A character attempting to cast a spell without being noticed is considered stealth casting, which imparts a -5 penalty to the attempt. You can reduce this penalty with appropriate talents. Spells with a visible or physical effect cannot be cast stealthily. Adepts and Mystics have no need for stealth casting.

BASE SPELL DAMAGE ARCANE

Below is a chart detailing base Arcane spell damage including advanced spell damage, or damage listings past the normal limit of level 5.

| <u>LEVEL</u> | <u>RAY</u> | <u>BLAST</u> |
|--------------|-------------|--------------|
| 1 | 1d8 (1-8) | 1d6 (1-6) |
| 2 | 2d6 (2-12) | 1d8 (1-8) |
| 3 | 2d8 (2-16) | 2d6 (2-12) |
| 4 | 2d10 (2-20) | 2d8 (2-16) |
| 5 | 2d12 (2-24) | 2d10 (2-20) |
| 6 | 3d8 (3-24) | 2d12 (2-24) |
| 7 | 3d10 (3-30) | 3d8 (3-24) |
| 8 | 3d12 (3-36) | 3d10 (3-30) |
| 9 | 4d10 (4-40) | 3d12 (3-36) |
| 10 | 4d12 (4-48) | 4d10 (4-40) |

BASE SPELL DAMAGE DRACONIC

Below is a chart detailing base Draconic spell damage including advanced spell damage, or damage listings past the normal limit of level 5.

| <u>LEVEL</u> | <u>RAY</u> | <u>BLAST</u> |
|--------------|-------------|--------------|
| 1 | 2d6 (2-12) | 1d8 (1-8) |
| 2 | 2d8 (2-16) | 2d6 (2-12) |
| 3 | 2d10 (2-20) | 2d8 (2-16) |
| 4 | 2d12 (2-24) | 2d10 (2-20) |
| 5 | 3d8 (3-24) | 2d12 (2-24) |
| 6 | 3d10 (3-30) | 3d8 (3-24) |
| 7 | 3d12 (3-36) | 3d10 (3-30) |
| 8 | 4d10 (4-40) | 3d12 (3-36) |
| 9 | 4d12 (4-48) | 4d10 (4-40) |
| 10 | 5d10 (5-50) | 4d12 (4-48) |

CRITICAL SUCCESS AND FAILURE USING MAGIC

On a critical success, natural 20, a user of magic expends no PP for casting the spell and if it is a damaging spell he will double the number of damage dice rolled, i.e. 1d8 would become 2d8 or 2d10 would become 4d10. On a critical failure, a user of magic doubles the normal PP used to cast the spell. Magical talents exist that can increase your base critical range and improve your odds of success.

MAGIC ITEMS AND BONUSES

Magic items that confer bonuses to attributes, skills, armor rating, damage and the like do not stack their benefits. You may select the highest bonus and apply only that one bonus. That is to say that if you have a ring that grants +1 to your AR and a belt that grants +1 to your AR, you will only gain +1 bonus from either of the items, the other being cancelled out. This does not include benefits from talents, class abilities, racial abilities, path abilities and the like, these do stack with magic items.

THREAT VALUE

HORROR FACTOR

Horror Factor (HF) is a number assessed for monsters that possess a natural or magical ability to project fear. A character must make a resistance roll against the HF number or suffer a -2 penalty to all actions until the enemy or threat is defeated. A group who has defeated the same monster or creature before gains +5 to their resistance rolls.

THREAT VALUE

The Threat Value (TV) of an encounter is based on the higher of the creature(s) HP or their highest ranked skill or power. Each creature is assigned a number found on the first chart below. A character groups Challenge Value (CV) is determined by adding up the total number of levels of each member of the group. This will give you a CV found on the second chart. The TV should not exceed the CV for a standard encounter. You may add 4 to get a difficult encounter or 8 for an extremely difficult encounter.

MONSTER THREAT VALUE (TV)

| HP | TV | MAX SKILL/SPELL RANK |
|--------|----|----------------------|
| 1-5 | .5 | 1 /1 |
| 6-10 | 1 | 1 /1 |
| 11-20 | 2 | 2 /2 |
| 21-30 | 4 | 2 /2 |
| 31-40 | 6 | 2 /2 |
| 41-50 | 8 | 3 /3 |
| 51-60 | 10 | 3/3 |
| 61-70 | 12 | 3 /3 |
| 71-80 | 14 | 4 /4 |
| 81-90 | 16 | 4 /4 |
| 91-100 | 18 | 5 /5 |
| 101+ | 20 | 5 /5 |

*HP = Health Points

*TV - Threat Level

*MAX SK = Maximum combat skill ranks

THE BOSS RULE: Choose TV based on maximum combat skill rank or health points (whichever is higher)

CHARACTER CHALLENGE VALUE (CV)

| LVLS | CV |
|-------|----|
| 1-2 | 2 |
| 3-4 | 4 |
| 5-6 | 6 |
| 7-8 | 8 |
| 9-10 | 10 |
| 11-12 | 12 |
| 13-14 | 14 |
| 15-16 | 16 |
| 17-18 | 18 |
| 19-20 | 20 |

*LVLS = Total Group Levels

*CV = Challenge Value

+4 for difficult

+8 for extremely difficult

THREAT VALUE CALCULATION

1. Determine Attributes & Size (HP Value)
2. Base = HP value or highest skill/spell rank
3. +2 for special attacks (multi - +2 each add)
4. +2 for special defenses

CRITICAL SUCCESS

A critical success is achieved when rolling an unmodified 20 on a d20. Some abilities or talents allow for an increased range or lower numbers to result in a crit. Listed below are details on critical successes.

| TYPE OF CRITICAL ROLL | RESULT |
|--------------------------|---|
| Physical Attack | Roll on Critical Success Table |
| Defense (parry or dodge) | +3 to next action |
| Spell | Double damage dice and no power points used |
| Skill | GM interpretation |

CRITICAL FAILURE

A critical failure is achieved when rolling an unmodified 1 on a d20. Below are details on critical failures.

| TYPE OF CRITICAL ROLL | RESULT |
|--------------------------|---|
| Physical Attack | Roll on Critical Failure Table |
| Defense (parry or dodge) | -3 to next action |
| Spell | Failed attempt and 2x power points used |
| Skill | GM interpretation |

RANDOM TARGETS

On a critical spell failure or in other circumstances you may need to determine random or wild targets. The charts below define some examples of rolling on 1d8 to determine results. The X represents the intended target square with the roll determining where the effect actually occurred.

RANDOM TARGET 1

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | X | 5 |
| 6 | 7 | 8 |

RANDOM TARGET 2

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | X | 8 |

RANDOM TARGET 3

| | | |
|---|---|---|
| 1 | X | 2 |
| 3 | 4 | 5 |
| 6 | 7 | 8 |

OPTIONAL CALLED SHOT RULE

On a successful called shot a character may elect to ignore the AR of opponent or hit a specific target or area of the target. A called shot targeting an area is determined using the called shot table, note that you do gain the +3 damage bonus from the critical success table in addition to your roll regarding the specific area hit. Should you choose to ignore the AR of your opponent you still gain +3 damage.

CRITICAL SUCCESS TABLE

CRITICAL SUCCESS TABLE

| % Roll | Unarmed Attacks | Slashing Weapon | Blunt Weapon | Piercing Weapon |
|--------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|
| 1-24 | Clean strike, +2 dmg | Clean swing, +2 dmg | Clean swing, +2 dmg | Clean shot, +2 dmg |
| 25-49 | Critical strike, +3 dmg | Critical strike, +3 dmg | Critical strike, +3 dmg | Critical strike, +3 dmg |
| 50-59 | Weapon/shield disarmed | Weapon/shield break 25% | Weapon/shield break 50% | Weapon/shield dropped |
| 60 | Hand hit, drop item | Hand hit, drop item | Hand hit, drop item | Hand hit, drop item |
| 61 | Foot stomp, -1 to base move | Foot hit, fall prone | Foot strike, -1 to base move | Foot hit, fall prone |
| 62 | Arm strike, drop item | Arm hit, drop item | Arm strike, drop item | Arm hit, drop item |
| 63 | Leg hit, fall prone | Leg hit, fall prone | Leg hit, fall prone | Leg hit, fall prone |
| 64 | Shoulder hit, drop item | Shoulder cut, drop item | Shoulder hit, -1 to actions | Shoulder hit, drop item |
| 65 | Ribs broken, stunned 1 rnd | Chest cut, -1 to actions | Ribs broken, stunned 1 rnd | Chest pierced, -1 to actions |
| 66 | Gut strike, -1 to actions | Side cut, -1 to actions | Gut strike, -2 to actions | Side pierced, -1 to actions |
| 67 | Groin strike, stunned 1 round | Thigh hit, ½ move | Groin strike, stunned 1 round | Thigh hit, ½ move |
| 68 | Neck hit, stunned 1 round | Neck cut, -2 to actions | Neck strike, -1 to actions | Neck pierced, -2 to actions |
| 69 | Teeth shattered, bleed 1 HP rnd | Skull hit, stunned 1 round | Teeth shattered, bleed 1 HP rnd | Skull hit, stunned 1 round |
| 70 | Hand strike, -1 to actions | Hand cut, -1 to actions | Hand strike, -1 to actions | Hand pierced, -2 to actions |
| 71 | Foot strike, fall prone | Foot cut, -1 to actions | Foot strike, fall prone | Foot pierced, -2 to actions |
| 72 | Arm dislocated, -1 to actions | Arm cut, -1 to actions | Arm dislocated, -1 to actions | Arm pierced, -1 to actions |
| 73 | Leg strike, -1 to base move | Leg cut, -1 to base move | Leg smashed, -1 to base move | Leg pierced, -1 to base move |
| 74 | Shoulder hit, -2 to actions | Shoulder wound, -1 to actions | Shoulder hit, -2 to actions | Shoulder pierced, -1 to actions |
| 75 | Ribs broken, -1 to actions | Chest wound, -2 to actions | Ribs broken, -1 to actions | Chest pierced, -2 to actions |
| 76 | Wind knocked out, stun 1 rnd | Side slashed, -2 to actions | Wind knocked out, stun 1 rnd | Side pierced, -2 to actions |
| 77 | Groin strike, fall prone | Thigh cut, fall prone | Groin strike, fall prone | Thigh pierced, fall prone |
| 78 | Neck strike, -1 to actions | Neck slashed, bleed 1 HP rnd | Neck smashed, -2 to actions | Neck pierced, bleed 1 HP rnd |
| 79 | Nose shattered, bleed 1 HP rnd | Ear removed, bleed 1 HP rnd | Nose shattered, bleed 1 HP rnd | Ear removed, bleed 1 HP rnd |
| 80 | Fingers broken, hand useless | Fingers removed, hand useless | Hand smashed, useless | Lost fingers 1d6, hand useless |
| 81 | Toes broken, ½ move | Toes removed, fall prone | Foot smashed, ½ move | Lost toes, fall prone |
| 82 | Arm broken, useless | Arm slashed, -2 to actions | Arm smashed, useless | Arm pierced, -2 to actions |
| 83 | Leg strike, ½ move | Leg slashed, ½ move | Leg smashed, ½ move | Split knee, ½ move |
| 84 | Shoulder hit, -2 to actions | Shoulder wound, -2 to actions | Shoulder dislocated, arm limp | Shoulder pierced, -2 to actions |
| 85 | Ribs broken, -2 to actions | Chest slashed, incapacitated | Ribs broken, -2 to actions | Chest pierced, incapacitated |
| 86 | Wind knocked out, fall prone | Guts exposed, death 1d6 rnds | Wind knocked out, fall prone | Lung pierced, death 1d6 rnds |
| 87 | Groin strike, stunned 1d6 rnds | Thigh slash, fall prone, ½ move | Groin strike, stunned 1d6 rnds | Thigh shot, fall prone, ½ move |
| 88 | Throat strike, -2 to actions | Throat cut, incapacitated | Throat smash, stun 1d6 rnds | Neck pierced, incapacitated |
| 89 | Head strike, stun 1d6 rnds | Eye removed, bleed 1 HP rnd | Skull smashed, stun 1d6 rnds | Eye removed, bleed 1 HP rnd |
| 90 | Hand broken, useless | Hand removed, incapacitated | Hand crushed, useless | Hand pierced, useless |
| 91 | Foot broken, fall prone | Foot removed, fall prone | Foot crushed, fall prone | Foot pierced, fall prone |
| 92 | Arm broken, useless | Arm removed, incapacitated | Arm crushed, useless | Elbow pierced, arm useless |
| 93 | Leg broken, fall prone | Leg removed, incapacitated | Leg crushed, fall prone | Leg pierced, fall prone |
| 94 | Shoulder dislocated, arm limp | Shoulder slashed, arm limp | Shoulder crushed, arm limp | Shoulder pierced, arm limp |
| 95 | Ribs crushed, incapacitated | Chest opened, incapacitated | Chest crushed, death | Heart pierced, death |
| 96 | Gut shot, fall & stun 1d6 rnds | Stomach slashed, slow death | Gut shot, fall & stun 1d6 rnds | Stomach pierced, slow death |
| 97 | Groin crushed, incapacitated | Groin slashed, incapacitated | Groin crushed, incapacitated | Groin pierced, incapacitated |
| 98 | Throat crushed, incapacitated | Throat cut, death | Throat crushed, incapacitated | Throat pierced, death |
| 99 | Blow to the head, KO | Head split open, death | Skull crushed, death | Skull pierced, death |
| 100 | Nose driven into brain, death | Decapitated, death | Head knocked clean off, death | Eye pierced into brain, death |

NOTE 1: Rolling a critical success roll of 50% or higher grants you +3 to damage in addition to any other effects listed on this chart.

NOTE 2: For non-humanoid creatures, you may have to modify the description or effect, in most cases the effect will still be valid.

CRITICAL FAILURE TABLE

| % Roll | Result | Effect |
|---------------|--------------------|--|
| 1-25 | Distracted | Trip, roll AGI 12 or fall prone |
| 26-39 | Clumsy | Fall, roll AGI 12 o drop primary weapon, 1d6/2 squares away |
| 40-50 | Very Clumsy | Fall and drop primary weapon, roll AGI 12 or stunned 1 round |
| 51-53 | Useless | Fall and stunned 1 round |
| 54-57 | Dazed | Fall, drop primary weapon and stunned 1 round |
| 58-89 | Stunned | Fall and stunned for 2 rounds |
| 60 | Dazed and Stunned | Fall, drop primary weapon and stunned 2 rounds |
| 61 | Unconscious | Fall, hit head, out for 1d6 rounds |
| 62 | Inept | Weapon thrown d6 squares in random direction |
| 63-65 | Very Inept | Weapon or appendage breaks or is broken (incapacitated appendage) |
| 66-67 | Klutz | Twist ankle, ½ move |
| 68-69 | Dangerous Klutz | Twist ankle, ¼ move |
| 70 | Untrained | Twist wrist, weapon arm incapacitated, drop weapon |
| 71 | Vulnerable | Foot caught or stepped on, go last next round |
| 72 | Knocked Silly | Helm twists or dirt gets in eyes, blind next round |
| 73-74 | Poor Judgment | Wrong move, opponents next attack is at +3 |
| 75-76 | Blocked with Hand | Knuckles/Hand hit, -3 to next attack |
| 77-79 | Embarrassing | Armor damaged, strap cut, knocked off or torn, -1 to AR rating until fixed |
| 80 | Staggering in Pain | Groin hit or torn, ½ move and -3 to actions for next 3 rounds |
| 81 | Numbness | Funny bone hit in weapon arm, -3 to actions for 3 rounds |
| 82 | Irritating | Dirt blinds one eye, -1 to hit until cleaned |
| 83 | Very Irritating | Dirt blinds both eyes, -3 to hit until cleaned |
| 84-85 | Fool | Hit self, ½ damage |
| 86 | Useless Fool | Hit self, ½ damage, stunned 1 round |
| 87-88 | Moron | Hit self, normal damage |
| 89 | Useless Moron | Hit self, normal damage, stunned 1 round |
| 90 | Complete Moron | Hit self, critical hit, roll on critical hit table |
| 91-92 | Unaware | Hit ally (½ damage), or stunned 1 round |
| 93 | Very Unaware | Hit ally (½ damage) and stunned 1 round |
| 94-95 | Unaware Moron | Hit ally (normal damage) or stunned 1 round |
| 96 | Liability | Hit ally (normal damage) and stunned 1 round |
| 97 | Big Liability | Hit ally (critical hit) or stunned 1 round |
| 98 | Very Big Liability | Hit ally (critical hit) and stunned 1 round |
| 99 | Bad | Roll twice on this table, reroll 99 and add 1 roll for 100 |
| 100 | Very Bad | Roll three times on this table, reroll 99 and 100 |

CURRENCY, ENCUMBRANCE AND WEAPON SIZES

| <u>CURRENCY</u> | <u>EXCHANGE</u> | <u>WEIGHT</u> |
|-------------------|--------------------------|-----------------|
| Copper Penny (CP) | Base currency | 10 coins = 1 lb |
| Silver Talon (ST) | 10 Copper Pennies (10CP) | 10 coins = 1 lb |
| Gold Crown (GC) | 10 Silver Talons (100CP) | 10 coins = 1 lb |
| Gold Lion (GL) | 10 Gold Crowns (1,000CP) | 5 coins = 1 lb |
| Gold Ingot (GI) | 10 Gold Lions (10,000CP) | 1 ingot = 5 lbs |

COIN CHANGERS AND MONEY LENDERS

Coin changers exchange coins for lighter burdens of coins and gems. Coin changers generally charge between 2-5% per transaction and some even serve as banks. Money lenders only lend to those they know or have noble, royal ties and usually charge 20% or more. Disreputable money lenders (called sharks) may charge up to 50% but will take more risk in their loans than the reputable lenders.

ENCUMBRANCE CHART

Encumbrance penalties apply to any active skill. A character's move is reduced by $\frac{1}{4}$ for light encumbrance, $\frac{1}{2}$ for medium and by $\frac{3}{4}$ for heavy. See movement examples for details.

| <u>STR</u> | <u>LIGHT (-1)</u> | <u>MEDIUM (-2)</u> | <u>HEAVY (-3)</u> | <u>MAX</u> |
|------------|-------------------|--------------------|-------------------|------------|
| 2 | 20 | 45 | 70 | 95 |
| 3 | 30 | 55 | 80 | 105 |
| 4 | 40 | 65 | 90 | 115 |
| 5 | 50 | 75 | 100 | 125 |
| 6 | 60 | 85 | 110 | 135 |
| 7 | 70 | 95 | 120 | 145 |
| 8 | 80 | 105 | 130 | 155 |
| 9 | 90 | 115 | 140 | 165 |

ENCUMBRANCE AND SIZE

| <u>Size</u> | <u>Mod</u> |
|-------------|------------|
| T | x1/4 |
| S | x1/2 |
| M | x1 |
| L | x2 |
| H | x3 |
| G | x4 |
| C | x5 |

WEAPON SIZES

Below is a chart with weapon damage codes and values as they are associated with size of the weapon. A being that is one size larger than the weapon size gains no bonus to damage but can effectively wield a two-handed weapon in one hand. In contrast a being one size smaller must use two hands for a one-handed weapon and cannot use a two-handed weapon.

| <u>SIZE</u> | <u>DMG (D6)</u> | <u>DMG (D8)</u> | <u>DMG (D10)</u> | <u>DMG (D12)</u> |
|-------------|-----------------|-----------------|------------------|------------------|
| Tiny | 1d6-2 | 1d6-1 | 1d6 | 1d8 |
| Small | 1d6-1 | 1d6 | 1d8 | 1d10 |
| Medium | 1d6 | 1d8 | 1d10 | 1d12 |
| Large | 1d8 | 1d10 | 1d12 | 2d8 |
| Huge | 1d10 | 1d12 | 2d8 | 2d10 |
| Gargantuan | 1d12 | 2d8 | 2d10 | 3d10 |
| Colossal | 2d8 | 2d10 | 3d10 | 4d10 |

WEAPONS AND EQUIPMENT

Standard metal weapons are forged of steel, iron is ½ cost but +1 to weight.

| <u>WEAPONS</u> | <u>DMG</u> | <u>HAND</u> | <u>CLASS</u> | <u>RANGE</u> | <u>ROF</u> | <u>WEIGHT</u> | <u>COST</u> |
|-----------------|------------|-------------|--------------|--------------|------------|---------------|-------------|
| Knife | 1d6-2 | 1 | L/P | 10/10 | 1/1 | 0.5 | 5 CP |
| Dagger | 1d6-1 | 1 | L/P | 20/10 | 1/1 | 1 | 2 ST |
| Short Sword | 1d6 | 1 | L/S | - | | 3 | 4 ST |
| Long Sword | 1d8 | 1 | M/S | - | | 4 | 6 ST |
| Broad Sword | 1d8 | 1 | M/S | - | | 5 | 5 ST |
| Bastard Sword | 1d8/1d10 | 1/2 | H/S | - | | 6 | 9 ST |
| Great Sword | 1d10 | 2 | H/S | -- | | 8 | 8 ST |
| Hand Axe | 1d6 | 1 | L/S | 20/10 | 1/1 | 3 | 3 ST |
| Battle Axe | 1d8 | 1 | M/S | - | | 6 | 7 ST |
| War Axe | 1d10 | 2 | H/S | - | | 9 | 9 ST |
| Pole Arm | 1d10 | 2 | H/S | - | | 9 | 9 ST |
| Short Spear | 1d6 | 1 | L/P | 30/10 | 1/1 | 3 | 6 ST |
| Long Spear | 1d8 | 2 | M/P | 20/10 | 1/1 | 4 | 8 ST |
| Javelin | 1d6 | 1 | L/P | 50/10 | 1/1 | 2 | 2 ST |
| Lance, Light | 1d8 | 2 | M/P | - | | 8 | 7 ST |
| Lance, Heavy | 1d10 | 2 | H/P | - | | 10 | 9 ST |
| Mace/Hammer | 1d8 | 1 | M/B | - | | 4 | 4 ST |
| Flail | 1d8 | 1 | M/B | - | | 5 | 6 ST |
| Morning Star | 1d8 | 1 | M/B | - | | 5 | 7 ST |
| War Hammer | 1d10 | 2 | M/B | - | | 7 | 8 ST |
| Maul | 1d10 | 2 | H/B | - | | 9 | 6 ST |
| Club | 1d6 | 1 | M/B | - | | 4 | 2 CP |
| Quarterstaff | 1d6 | 2 | L/B | - | | 3 | 1 ST |
| ----- | | | | | | | |
| Gauntlet | +1 | 1 | L/B | - | | 1 | 5 ST |
| Spiked Gauntlet | +2 | 1 | L/B | - | | 1 | 7 ST |
| Blackjack | +2 KO | 1 | L/B | - | | 1 | 1 ST |
| ----- | | | | | | | |
| Sling | 1d6-1 | 2 | L/B | 50/10 | 1/1 | 1 | 2 CP |
| Short Bow | 1d6 | 2 | L/P | 100/10 | 1/1 | 2 | 5 ST |
| Long Bow | 1d8 | 2 | M/P | 150/10 | 1/1 | 3 | 7 ST |
| Composite Bow | 1d8 | 2 | M/P | 200/10 | 1/1 | 3 | 9 ST |
| Crossbow, hand | 1d8 | 1 | L/P | 50/10 | 1/1 | 2 | 8 ST |
| Crossbow, light | 1d10 | 2 | M/P | 150/10 | 1/2 | 4 | 6 ST |
| Crossbow, heavy | 1d12 | 2 | H/P | 200/10 | 1/2 | 6 | 8 ST |

Note1: range has two numbers, the first is how far in feet you can attack with it before suffering a penalty, and the second is a -1 penalty for each additional increment of the second number. ROF is rate of fire.

Note2: Crossbows and firearms gain a bonus to damage based on AGI modifier

Note3: hand is the number of hands to wield; class is L (light), M (moderate), or H (heavy) and following the / is P (piercing), S (slashing) or B (blunt).

ARMOR LISTING

Armor typically includes a shirt or breastplate, arm guards, leg guards or skirt, and some may include a hat, coif or helmet. Medium and Heavy Armor imparts a penalty to **acrobatics**, **athletics**, **dodge** and **stealth**, medium is -2 and heavy -3. Animal Barding reduces move (M: -1 base move, H: -2 base move).

| <u>ARMOR TYPE</u> | <u>RATING</u> | <u>WEIGHT</u> | <u>COST</u> |
|-------------------|---------------|---------------|-------------|
| Light (L) | 2 | 20 | 5 ST |
| Medium (M) | 3 | 40 | 2 GC |
| Heavy (H) | 4 | 60 | 5 GC |

Armor Type Examples:

Light Armor (Hide, Soft and Hard Leather or Studded Leather)

Medium Armor (Chain Mail or Ring Mail)

Heavy Armor (Scale, Splint, Banded or Plate)



| <u>BARDING</u> | <u>RATING</u> | <u>WEIGHT</u> | <u>COST</u> |
|----------------|---------------|---------------|-------------|
| Leather (L) | +1 AR | 10 M/30 L | 9 ST |
| Chain (M) | +2 AR | 20 M/60 L | 3 GC |
| Plate (H) | +3 AR | 30 M/90 L | 9 GC |

**Only trained animals will wear barding, M=medium size, L=large size*

| <u>SHIELDS</u> | <u>PARRY</u> | <u>WEIGHT</u> | <u>COST</u> |
|-----------------------------|--------------|---------------|-------------|
| Small Shield | +1 | 5 lbs | 2 ST |
| Medium Shield | +2 | 15 lbs | 5 ST |
| Large Shield (Tower Shield) | +3 | 30 lbs | 1 GC |

**Note: Tower shields are not portable/adventuring shields but used for shield lines or walls in large battles*

EQUIPMENT QUALITY

Standard items also have a quality which represents the items construction and resistance to damage. Unless otherwise noted, items are considered of average quality. **Poor** items may be purchased for ½ the normal price. **Fine** items may be purchased for **10x** the normal cost. **Masterwork** items generally cost around **25 GC** to commission and require around 1 month to create. **Magic** items are generally only available through game play though they begin at around **5 GL** to purchase.

| <u>QUALITY</u> | <u>WEAPON</u> | <u>ARMOR</u> | <u>SHIELD</u> |
|----------------|-------------------------|-----------------|--------------------|
| Poor | -1 to hit and dmg | +1/5 weight | +1/5 weight |
| Average | no modifiers | no modifiers | no modifier |
| Fine | +1 to hit or dmg | ½ weight | ½ weight |
| Masterwork | +1 to hit and dmg | +1 AR, ½ weight | +1 parry, ½ weight |
| Magical | as masterwork | as masterwork | as masterwork |

EQUIPMENT LISTS

Listed below are average costs for various types of equipment. Prices may be modified to account for material (such as silk) and availability (such as small town or large city).

| <u>CLOTHING</u> | <u>Weight</u> | <u>Price</u> |
|------------------------|---------------|--------------|
| Boots | 1 | 2 CP |
| Boots, fine | 1 | 5 CP |
| Boots, warm | 1 | 3 CP |
| Cape, fine | 1 | 1 ST |
| Cloak | 2 | 2 CP |
| Cloak, fine | 1 | 5 CP |
| Cloak, warm | 3 | 3 CP |
| Dress | 2 | 2 CP |
| Dress, fine | 2 | 5 CP |
| Dress, formal | 2 | 1 ST |
| Gloves | 1 | 1 CP |
| Gloves, fine | 1 | 5 CP |
| Gloves, warm | 1 | 2 CP |
| Gown, fine | 2 | 3 ST |
| Hat | 1 | 1 CP |
| Hat, fine | 1 | 5 CP |
| Hat, warm | 1 | 2 CP |
| Jacket | 2 | 3 CP |
| Jacket, fine | 2 | 1 ST |
| Jacket, warm | 3 | 5 CP |
| Robes | 2 | 3 CP |
| Robes, fine | 2 | 1 ST |
| Robes, warm | 3 | 5 CP |
| Set of Clothes | 2 | 3 CP |
| Set of Clothes, fine | 2 | 1 ST |
| Set of Clothes, formal | 2 | 2 ST |
| Set of Clothes, warm | 3 | 5 CP |
| Shoes | 1 | 2 CP |
| Shoes, fine | 1 | 1 ST |
| Surcoat | 1 | 5 CP |
| Tabard | 1 | 3 CP |
| Tabard, fine | 1 | 5 CP |

FOCI

Users of magic may purchase foci to more accurately direct their magic spells, blessings or powers.

Arcane or Draconic Magic

Wand Cost: 1GC

Divine Magic

Holy Symbol Cost: 1GC

Mystical Magic

Tattoo Cost: 1GC

All Foci grant the user +1 to either casting, channeling or focusing skills. Foci may also be enchanted.



| <u>STORAGE</u> | <u>Weight</u> | <u>Price</u> |
|----------------|---------------|--------------|
| Backpack | 2 | 5 CP |
| Bag, large | 1 | 2 CP |
| Bag, small | .5 | 1 CP |
| Bottle, glass | .5 | 5 CP |
| Chest, large | 8 | 1 ST |
| Chest, small | 4 | 6 CP |
| Flask | .5 | 2 CP |
| Pouch, large | .5 | 3 CP |
| Pouch, small | 0 | 2 CP |
| Quiver (12) | 1 | 2 CP |
| Scabbard | 2 | 3 CP |
| Scroll Tube | 0 | 2 CP |
| Sheath | 1 | 2 CP |
| Vial, glass | 0 | 3 CP |
| Water Skin | 1 | 1 CP |

| <u>FOOD, DRINK & SPICE</u> | <u>Weight</u> | <u>Price</u> |
|--------------------------------|---------------|--------------|
| Ale, glass | - | 1 CP |
| Ale, pint | 0.5 | 2 CP |
| Ambrosia, bottle | 1.0 | 1 GC |
| Ambrosia, glass | - | 2 ST |
| Beer, glass | - | 1 CP |
| Beer, pint | 0.5 | 2 CP |
| Brandy, glass | - | 2 CP |
| Brandy, pint | 0.5 | 3 CP |
| Cooking Spices, 1 lb | 1 | 6 CP |
| Grain Sack, 1 day | 5 | 3 CP |
| Honey Mead, glass | - | 2 CP |
| Honey Mead, pint | 0.5 | 3 CP |
| Rum, glass | - | 2 CP |
| Rum, pint | 0.5 | 4 CP |
| Salt, 1lb | 1 | 5 CP |
| Tobacco Pipe | 0 | 3 CP |
| Tobacco, pouch (1 oz) | 0 | 2 CP |
| Trail Rations, per day | 0.5 | 3 CP |
| Wine, average, bottle | 1.0 | 5 CP |
| Wine, average, glass | - | 3 CP |
| Wine, good, bottle | 1.0 | 1 ST |
| Wine, good, glass | - | 5 CP |

POWER CRYSTALS

Power Crystals are rare magical storage batteries found deep below the ocean's surface. TN 20 to find these rare items in a large city or place of magical study. These crystals are usually blue or green in color.

Power Crystal – 5 GC



| ADVENTURING GEAR | Weight | Price |
|-------------------------|---------------|--------------|
| Bath Oil, vial | 0 | 6 CP |
| Bed Roll | 3 | 5 CP |
| Blanket, heavy | 3 | 3 CP |
| Book, 100 pages | 3 | 3 ST |
| Candles (2) | 0 | 1 CP |
| Candlestick | 0 | 1 CP |
| Chalk (3 sticks) | 0 | 1 CP |
| Climbing Gear | 5 | 1 ST |
| Cold Weather Gear | 4 | 8 CP |
| Comb | 0 | 2 CP |
| Cooking Pots/Utensils | 2 | 5 CP |
| Fish hook & line | 0 | 2 CP |
| Fish Net | 2 | 4 CP |
| Flint & Steel | 0 | 2 CP |
| Grappling Hook | 4 | 6 CP |
| Incense (3 sticks) | 0 | 2 CP |
| Ink, vial | 0 | 3 CP |
| Lantern, hooded | 2 | 8 CP |
| Lantern, standard | 2 | 6 CP |
| Mirror, large | 2 | 4 ST |
| Mirror, small | 0 | 2 ST |
| Musical Instrument | 4 | 5 ST |
| Oil, Flask | 0 | 3 CP |
| Parchment (5 pages) | 1 | 5 CP |
| Perfume, vial | 0 | 1 ST |
| Playing Cards | 0 | 5 CP |
| Quills (3) | 0 | 2 CP |
| Rope, 50', hemp | 8 | 3 CP |
| Rope, 50', silk | 3 | 1 ST |
| Set of Dice | 0 | 2 CP |
| Sewing Kit | 1 | 3 CP |
| Soap, cake | 0 | 2 CP |
| Spyglass | 1 | 1 GC |
| Tent, large | 10 | 3 ST |
| Tent, small | 5 | 1 ST |
| Thieves Tools | 1 | 5 ST |
| Torch | 0 | 1 CP |
| Whetstone | 0 | 1 CP |

SPELL FORMULAE

Spell formulae has two main factors when attempting to purchase, availability and price.

Large City – 1d6 -1, 1 GC
 Small City – 1d6 -3, 2 GC
 Large Town – 1d6 -5, 3 GC
 Small Town – NA
 Tower of Magi – 1d6, 1 GC



**Musical instrument pricing and weight varies based on type*

| <u>ANIMALS & TACK</u> | <u>Weight</u> | <u>Price</u> |
|----------------------------------|----------------------|---------------------|
| Bit & Bridle | 3 | 5 CP |
| Camel | - | 5 ST |
| Chicken/Rooster | - | 3 CP |
| Cow/Bull | - | 3 ST |
| Dog, guard (trained) | - | 1 ST |
| Dog, hunting (trained) | - | 5 CP |
| Donkey/Mule | - | 2 ST |
| Goat | - | 6 CP |
| Harness | 5 | 7 CP |
| Horse Blanket | 6 | 3 CP |
| Horse, draft | - | 8 ST |
| Horse, heavy warhorse | - | 3 GC |
| Horse, light warhorse | - | 2 GC |
| Horse, riding | - | 1 GC |
| Horseshoes, set | 8 | 1 ST |
| Hunting Bird, trained | - | 3 ST |
| Pig | - | 8 CP |
| Pony | - | 6 ST |
| Saddle | 15 | 2 ST |
| Saddlebags | 8 | 8 CP |
| Song Bird | - | 1 ST |

| <u>COST OF LIVING</u> | <u>Price</u> |
|---|---------------------|
| Bathhouse | 3 CP |
| Meal, average | 3 CP |
| Meal, good | 6 CP |
| Meal, poor | 2 CP |
| Prostitute, average | 5 ST |
| Prostitute, high quality | 1 GC |
| Room for the night, high quality Inn | 5 ST |
| Room for the night, average quality Inn | 2 ST |
| Room for the night, good quality Inn | 3 ST |
| Room for the night, low quality Inn | 1 ST |

| <u>AMMUNITION</u> | <u>Weight</u> | <u>Price</u> |
|--------------------------|----------------------|---------------------|
| Arrows (12) | 1 | 6 CP |
| Bolts (12) | 2 | 8 CP |
| Sling/Shot Pellets (10) | 1 | 3 CP |

TRANSPORTATION GOODS

| | <u>Price</u> |
|---------------------|--------------|
| Barge | 5 GL |
| Boat, small | 8 ST |
| Boat, large | 1 GC |
| Canoe | 5 ST |
| Carriage | 3 GC |
| Cart | 8 ST |
| Coach, royal | 1 GL |
| Dog sled | 1 ST |
| Galleon | 50 GL |
| Longship | 20 GL |
| Sailing Ship, small | 10 GL |
| Sailing Ship, large | 20 GL |
| Wagon, closed | 2 GC |
| Wagon, gypsy | 3 GC |
| Wagon, open | 1 GC |
| War Ship | 60 GL |

LAND, SHELTER AND CONSTRUCTION

| | <u>Price</u> |
|-------------------------|--------------|
| Acre of land, poor | 1 GC |
| Acre of Land, average | 5 GC |
| Acre of Land, prime | 10 GC |
| Castle, small | 500 GL |
| Castle, large | 1,000 GL |
| Home, small wood | 15 GC |
| Home, large wood | 30 GC |
| Home, small brick/stone | 25 GC |
| Home, large brick/stone | 50 GC |
| Hut, small | 2 GC |
| Hut, large | 5 GC |
| Keep, small | 300 GL |
| Keep, large | 500 GL |
| Mansion, simple | 200 GL |
| Mansion, moderate | 300 GL |
| Mansion, extravagant | 500 GL |
| Tower, simple | 50 GL |
| Tower, moderate | 100 GL |
| Tower, extravagant | 200 GL |

**Prices vary greatly based on location and design; these numbers are intended as a base cost*

CRAFT SKILL LABS

Craft skills sometimes require labs to create skill-based items. You may rent the use of a lab in an appropriate location such as a large city or tower of magic. A base cost for this rental is 5 ST per hour. Listed below are costs to construct your own lab. You will still need the appropriate material components to use the labs corresponding skills.

Alchemist Lab – 10 GC
 Artificer Lab – 10 GC
 Enchanter Lab – 10 GC
 Warsmith Lab – 10 GC

Fine quality labs grant a +1 to the appropriate craft skill for 50 GC. Masterwork quality labs grant +2 to the appropriate skill for 100 GC. *Note: Labs can be upgraded from one to the next for the difference in gold cost.*



EXPERIENCE AND GROWTH

EXPERIENCE AND GROWTH

Characters spend experience points in the following ways:

- 1) Purchase any type of skill (2 pts each for ranks 1-5)
- 2) Purchase spells, blessings or powers (2 pts each for ranks 1-5)
- 3) Purchase talents (2 pts each for ranks 1-5)
- 4) Buy off flaws (cost is equal to the flaw cost x3, must have GM approval)
- 5) Raise attributes (cost is equal to new attribute score, max of +1 over starting attribute)

EXPERIENCE AWARDS CHART

| <u>DIFFICULTY</u> | <u>CHARACTER PERFORMANCE</u> | | |
|-------------------|------------------------------|-------------|------------------|
| | <u>Average</u> | <u>Good</u> | <u>Excellent</u> |
| Easy | 1 | 2 | 3 |
| Moderate | 2 | 3 | 4 |
| Difficult | 3 | 4 | 5 |

PATH AND LEVELS

Each path consists of 5 levels. As your character is awarded experience points you will gain levels and be able to purchase or raise your abilities. Once you have reached the points needed for the next level you automatically advance to that level. Levels determine the maximum ability ranks you may possess (1x your level) and how many health points or power points you have. You will gain your WIL modifier +1 (minimum 1) for PP and your END modifier +1 (minimum 1) for HP each level after 1st level. *NOTE: You gain END and WIL modifier bonuses as you advance in levels (minimum of 1 point) with the exception of first level, where you may gain full END and WIL x2 as a base. You will also gain +1 to Resistance and Fortitude attributes each level after the first.*

LEVEL CHART

| <u>LEVEL</u> | <u>POINTS NEEDED</u> | <u>MAXIMUM SKILL RANK</u> | <u>POWER POINTS (PP)</u> | <u>HEALTH POINTS (HP)</u> | <u>RES/FORT ATTRIBUTES</u> |
|--------------|----------------------|---------------------------|--------------------------|---------------------------|----------------------------|
| 1 | 0 | 1 | + WIL x2 | + END x2 | +0 |
| 2 | 10 | 2 | + WIL mod +1 | + END mod +1 | +1 |
| 3 | 25 | 3 | + WIL mod +1 | + END mod +1 | +2 |
| 4 | 45 | 4 | + WIL mod +1 | + END mod +1 | +3 |
| 5 | 70 | 5 | + WIL mod +1 | + END mod +1 | +4 |
| ----- | | | | | |
| 6 | 100 | 5 | + WIL mod +1 | + END mod +1 | +5 |
| 7 | 130 | 5 | + WIL mod +1 | + END mod +1 | +6 |
| 8 | 160 | 5 | + WIL mod +1 | + END mod +1 | +7 |
| 9 | 190 | 5 | + WIL mod +1 | + END mod +1 | +8 |
| 10 | 220 | 5 | + WIL mod +1 | + END mod +1 | +9 |

**minimum bonus of 1 for PP and HP*

DUAL PATH VS. SINGLE PATH

A dual path character has access to a more diverse selection of abilities; however, he must also spread his points over a much broader spectrum. **A dual path character is required to spend at least one point per experience award on each of his paths.** This means he must spend at least one point on magic talents or spells at each experience award as well as at least one point on warrior or rogue talents. Combat skills are considered an expenditure for warrior or rogue path, casting type skills are considered an expenditure for your magical path, general skills can be used for either. The dual path also has more stringent attribute requirements and lose the bonus spell per level after first level that single path users of magic gain. Dual paths do gain access to talents from each of his chosen paths.

SPENDING EXPERIENCE

Characters must spend their experience immediately following each award. This represents “training” toward a particular goal. Listed on the character sheet will be what improvements the character is currently learning and how many points have been invested compared to how many are needed for completion. In essence he invests either a portion or all of the points needed to gain a certain improvement and then completes them as he gains new experience points. *NOTE: A character may not raise any single skill, talent, spell, blessing or power more than 1 rank per experience award.*

FATE POINTS

Characters begin play with **3 fate points**. Every experience award character fate points reset to three regardless whether they have all three left or none. Beyond this only to save your character’s life can you gain any more fate points and this will be at the cost of 1 experience point from your next award for every point you need to save your skin. You can only use one fate point on any single roll. *NOTE: Special or unique enemies may also have fate points at their disposal.*

They can be used to do one of 3 things:

- 1) Reroll a single failed roll (keeping the second one)
- 2) Force the GM to reroll a single roll (keeping the second one)
- 3) Automatically stabilize an injured or dying character

ADVANCED AND ASCENSION LEVELS

The next sections will describe advancement past level 5 into the advanced levels. This new section includes levels 6-10 and opens up new advanced abilities for purchase including specific powers related to bloodline and path. Following that section is information about the paths of ascension, as a character sheds his mortal coil and begins to take his place among the higher powers of the realm and beyond. Reaching level 10 opens up these ascension options and expands the characters development to include levels 11-20, in which the character will continue to earn base leveling up awards. A chart at the end of the book details the experience needed to advance through these levels.

ADVANCED LEVELS (OPTIONAL RULE)

ADVANCED LEVELS

As an optional rule, characters may advance past level 5 and into advanced levels. Rules for these levels can be found following the Advanced Level Chart. These advanced levels are designed for higher powered campaigns and threats. If you consider taking characters beyond level five and into the advanced levels, you will find a higher-powered fantasy setting will begin to develop. Some of the advanced abilities may be too “fantastic” for a more realistic campaign setting.

ADVANCED LEVEL CHART

| <u>LEVEL</u> | <u>POINTS NEEDED</u> | <u>MAXIMUM SKILL RANK</u> | <u>POWER POINTS (PP)</u> | <u>HEALTH POINTS (HP)</u> | <u>RES/FORT ATTRIBUTES</u> |
|----------------|----------------------|---------------------------|--------------------------|---------------------------|----------------------------|
| 6 - Hero | 100 | 5 | + WIL mod +1 | + END mod +1 | +5 |
| 7 - Champion | 130 | 5 | + WIL mod +1 | + END mod +1 | +6 |
| 8 - Paragon | 160 | 5 | + WIL mod +1 | + END mod +1 | +7 |
| 9 - Legend | 190 | 5 | + WIL mod +1 | + END mod +1 | +8 |
| 10 – Ascendant | 220 | 5 | + WIL mod +1 | + END mod +1 | +9 |

**minimum bonus of 1 for PP and HP*

SPENDING EXPERIENCE AFTER LEVEL 5

After level five a character may still advance current skills, talents, spells, blessings or powers to level 5 through spending experience awards normally. There are also three advanced options based on level as listed below. Specifics on these abilities are detailed on the following pages.

1) Advanced general abilities

- Increased attribute maximums
- Bonuses to existing skills, talents, spells, blessings and powers
- Increased fate points

2) Advanced bloodline abilities

- Improving existing bloodline abilities
- New exclusive bloodline abilities based on level
- Strong bloodline expansion and character evolution

3) Advanced path abilities

- New path related edges available for purchase
- Unique path bonuses to existing abilities
- Higher path level advancement for dual path characters

GENERAL ABILITIES

Below is a list of advanced general abilities that may be purchased upon reaching level 6. These abilities are available to any bloodline or path. You will still be able to continue to advance your other abilities as normal. The purchase cost is listed following the ability. *NOTE 1: None of these abilities may be purchased more than once unless otherwise specified.* *NOTE 2: The **Dormant Bloodline** ability is required if you wish to purchase advanced bloodline abilities in the following section, general and path abilities have no purchase restrictions.*

Advanced Skill (4)

Gain another increment rank bonus for a skill, may be purchased more than once if for a different skill each time

Advanced Spell/Blessing/Power (4)

Gain another increment rank bonus for a spell, may be purchased more than once if for a different spell each time

Advanced Talent (4)

Gain another increment rank bonus for a talent, may be purchased more than once if for a different talent each time

Dormant Bloodline (4) or (2) if character has Strong Bloodline edge

This ability is the prerequisite for purchasing advanced bloodline abilities, should work out details with GM

Experience Boost (4)

Character gains one additional experience point at each award

Extraordinary Attribute (4)

Character raises a single attribute maximum 1 point, this does not raise attribute itself, max 10

Followers (4)

Character begins to attract followers of his chosen path seeking training and to serve

General Edge (4 for 1 point edge/8 for 2 point edge)

May purchase one edge from **pages 30-35**, one new edge per level, cannot be an edge already purchased

Hero (4)

Character gains status throughout the realm as a hero

On Target (4)

Character reduces all assigned non-combat skill target numbers by 2 points

Twist of Fate (4)

When using a fate point character rolls 1d6, on a 5 or 6 he does not lose the fate point

ADVANCED LEVELS – BLOODLINE ABILITIES

BLOODLINE ABILITIES

This section contains advanced bloodline abilities for purchase beginning at level 6. There are two requisites for purchasing bloodline abilities: 1 – a character may only purchase bloodline abilities from his chosen bloodline (selected at character creation) and 2 – a character must purchase the Dormant Bloodline ability from the general abilities list found on the previous page.

BLOODLINE: CHOSEN

Evolution (4)

Character gains nightvision

Remarkable Attribute (4)

Character gains a +1 to attribute of choice, can exceed racial maximum, max 10

Resistances (4)

Character gains DR 5 against normal or magical heat and cold

Toughness (4)

Character gains +1 to natural AR rating

BLOODLINE: DRAGON

Darkvision (4)

Character gains darkvision and reptilian looking eyes

Fire Breath (4)

Character can breathe a jet of flame, 1d6 damage per PP spent, range 30', max damage 5d6

Gift of the Dragon (4)

Gain +1 to AGI and PRE, can exceed normal racial maximums, max 10

Immunity to Fire (4)

Character is immune to all forms of fire and heat, including magical attacks

Martial Artist (4)

Gain +1 to hit and damage with martial arts and one eastern weapon of choice (i.e. the katana)

Scales of the Dragon (4)

Character gains a +1 to natural AR and develops subtle scales covering his skin when in combat



BLOODLINE: ELDAR

Aura Sight (4)

Character can see the aura of living things; non-living items appear grey, effectively gaining a form of darkvision

Gift of the Eldar (4)

Character gains +1 to WILL and CHA attributes, can exceed normal racial maximums, max 10

Greater Mage Armor (4)

When casting the mage armor spell gain a +1 bonus to AR rating

Power Drain (4)

Character can drain PP from target, 30' range, full action, resisted against casting check, 1d6 PP per PP spent

Shape Magic (4)

Character can shape raw power points into solid objects, 1 cubic foot per PP spent, last for 1 day per PP spent

Travelling (4)

Character may instantly travel anywhere he has personal memory of, 1 PP per 200 miles travelled

BLOODLINE: MAIDENS

Andromeda's Gift (4)

Character gains +1 to STR and PRE attributes, can exceed normal racial maximums, max 10

Armor of the Goddess (4)

Gain a bonus of +1 to natural AR

Greater Strength of the Maidens (4)

Gain resistance roll TN15 after using Strength of the Maidens, if successful no fatigue is lost

Shield Maiden (4)

Gain +2 to parry and one additional parry attempt per round when using a shield

Weapons of Andromeda (4)

Gain a +1 to hit and damage when using a spear, longbow or shortsword

WILL of the Goddess (4)

Character is immune to mind-influencing effects



BLOODLINE: NORTH

Controlled Rage (4)

Character suffers no fatigue after entering primal rage

Giants Blood (4)

Character gains +1 to STR and CHA, can exceed normal racial maximums, max 10

Heavy Weaponry (4)

Character gains +1 to hit and damage when using two-handed melee weapons

Immunity to Cold (4)

Character is immune to all forms of cold including magical attacks

Pride of the North (4)

Character gains +2 to RES and FORT attributes

Thick Hide (4)

Character gains +1 to natural AR rating



BLOODLINE: OLD KINGS

Armor of the Titan (4)

Character gains +1 to natural AR rating

Gift of the Titan (4)

Gain +1 to STR and CHA attributes, can exceed normal racial maximums, max 10

Greater Birthright (4)

Gain choice of the following: 1) Claim: claim to a kingdom, castle and all rights and responsibilities associated with such a claim, 2) Companion: L sized intelligent magical companion, 3) Weapon/Armor: +1 item with 1 ability, 4) Wealth: 1000 GC and regular income of 10 GC per month

Greater Strength of Kings (4)

Gain resistance roll TN15 after using Strength of Kings, if successful no fatigue is lost

Symbiotic Relationship (4)

Character has a symbiotic relationship with a kingdom or region, his health is the health of the land

Will of the Gods (4)

Character is immune to mind-influencing effects

BLOODLINE: SEA LORDS

Armor of Triton (4)

Character gains +1 to natural AR

Gift of Tresa (4)

Character can speak with aquatic creatures and gains bonus +2 to base move underwater

Gift of Triton (4)

Gain + 1 WIL and +1 CHA attributes, can exceed normal racial maximums, max 10

Healing Waters (4)

Character regenerates 1 HP per round when immersed fully in sea water

Immunity to Cold (4)

Character is immune to all forms of cold including magical attacks

Sirens Call (4)

Song works as charm, opposite sex only, level 5 effect, only one attempt per target possible

BLOODLINE: SOUTH

Armor of the Sun God (4)

Gain +1 to natural AR when wearing light armor or less

Favored Weapons (4)

Gain +1 to hit and damage when using a scimitar (shortsword) or falchion (broadsword)

Fire Sight (4)

Character gains a darkvision-like sight power, sensing thermal (heat) patterns

Gift of the Sun God (4)

Gain +1 to AGI and PRE attributes, can exceed normal racial maximums, max 10

Greater Magic Resistance (4)

Gain increase to MR 10 against magical attacks and +5 to resist magic

Immunity to Fire (4)

Character is immune to all forms of fire and heat, including magical attacks



BLOODLINE: BEAST

Animal Magnetism (4)

Character can control normal animals of the same species as his chosen beast form

Armor of the Beast (4)

Gain +1 to natural AR when wearing light armor or less

Gift of the Beast (4)

Gain +1 to STR and CHA attributes, can exceed normal racial maximums, max 10

Greater Beast Form (4)

Beast form improves to +1 size category (L) and additional +1 all physical attributes when in this form

Greater Regeneration (4)

Standard regeneration increases to 2 HP/round, or gain basic regeneration if not previously purchased

Survivor (4)

Character gains DR 5 against cold damage and immunity to sickness and disease

BLOODLINE: BUILDERS

Armor Proficiency (4)

Gain +1 to AR when wearing medium or heavy armor

Dwarven Combat Skill (4)

Gain +2 to hit and dodge against creatures that are large sized or above

Dwarven Senses (4)

Can sense direction and depth underground, sense raw metal and ore within 60'

Gift of the Soul Forger (4)

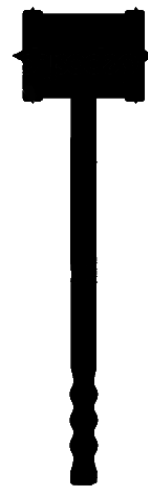
Gain +1 to END and CHA, can exceed normal racial maximums, max 10

Greater Craftsmanship (4)

Target numbers for craft skills all reduced by 5, material costs reduced additional 10%

Honor of the Forge (4)

Character is presented with a masterwork suit of mithril chain, AR 5, 10 lb. weight and strength



BLOODLINE: FORSAKEN

Favored Weapon Style (4)

Gain +1 to hit and damage when fighting with two light weapons

Gift of the Underdark (4)

Gain +1 to AGI and PRE, can exceed normal racial maximums, max 10

Immortality (4)

Character does not age, is immune to sickness and disease, needs only 4 hours of rest

Improved Darkness (4)

Darkness natural ability increased to maximum of 20' radius, darkness also negates all sound

Senses of the Deep (4)

Can sense direction and depth underground; sense magic 60' when concentrating

Silent Step (4)

Character makes no noise when walking or running

BLOODLINE: MORWYN

Chameleon (4)

Blend with natural environments; hide in plain sight, +2 stealth, concentrate to use

Elven Weapon Affinity (4)

Gain +1 to hit and damage when using a longsword or longbow

Gift of Ehlora (4)

Gain +1 to AGI and PRE, can exceed normal racial maximums, max 10

Greater Animal Affinity (4)

Character can summon 1d10 animals in vicinity of 1 mile to aid him

Greater Senses (4)

Gain +2 to nature skill and +2 to perception skill

Immortality (4)

Character does not age, is immune to sickness and disease, immune to normal heat/cold, needs only 4 hours of rest



BLOODLINE: SMALLFOLK

Favored Skills (4)

Gain +2 to stealth and +2 to thievery

Fey Blood (4)

Can see the invisible; speak fey and is immune to fear

Fey Magic (4)

Gain the Magical Gift edge, natural blessings only, max rank 5

Gift of the Fey (4)

Gain +1 to AGI and PRE, can exceed normal racial maximums, max 10

Greater Luck of the Fey (4)

Improves bloodline ability to rerolling any one die roll twice per day

Smallfolk Weapon Affinity (4)

Gain +1 to hit and damage with light melee weapons and thrown weapons



BLOODLINE: CHANGELING

Damage Reduction (4)

Character gains DE 5 magic

Darkvision (4)

Character gains darkvision

Favored Skills (4)

Gain +2 to Communication and Perform skills

Gift of Dagon (4)

Gain +1 to INT and PRE, can exceed normal racial maximums, max 10

Greater Shape Change (4)

Character can transform into any humanoid forms ranging from size S to size L, body mass can be altered

Mental Edge (4)

Character is immune to mind-influencing effects

BLOODLINE: DAEMON

Damage Reduction (4)

Character gains DE 5 magic

Daemonic Tail and Horns (4)

Character gains prehensile tail and small horns on head, +1 AGI attribute

Daemonic Wings (4)

Character gains a fully functional pair of bat-like wings and flight skill, fly 12

Gift of the Daemon (4)

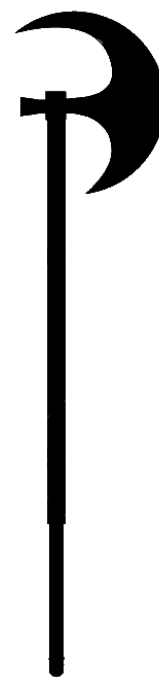
Gain +1 to STR and CHA, can exceed normal racial maximums, max 10

Immunity to Fire (4)

Character is immune to all forms of fire and heat, including magical attacks

Natural Weapons (4)

Character gains powerful claws (+1 die type dmg unarmed), considered magical attack



BLOODLINE: ORK

Darkvision (4)

Character gains darkvision

Favored Weapons (4)

Gain +1 to hit and damage when using any type of heavy melee weapon

Gift of Magog (4)

Gain +1 to STR and CHA, can exceed normal racial maximums, max 10

Greater Size (4)

Gain +1 size category to L size (minimum height 8' 1")

Tougher Skin (4)

Gain additional +1 to natural AR rating

Unstoppable (4)

Take only ½ damage from any attack when reduced to ½ HP or less

BLOODLINE: GOBLYN

Cunning Mind (4)

Gain +2 to perception and stealth skills

Darkvision (4)

Character gains darkvision

Favored Weapons (4)

Gain +1 to hit and damage when using a light melee weapon

Gift of Blix (4)

Gain +1 to AGI and CHA, can exceed normal racial maximums, max 10

Greater Natural Weapons (4)

Claws and/or bite gain toxin that causes wounding 1 HP per round for 1d10 rounds

Improved Fate Seal (4)

Gain additional use of Fate Seal per day

BLOODLINE: AFFLICTED

Gift of Sanguine (4)

Gain +1 to STR and CHA, can exceed normal racial maximums, max 10

Greater Natural Weapons (4)

Bite or claw attack causes paralysis 1d6 rounds in target, FORT to resist

Greater Regeneration (4)

Standard regeneration increases to 2 HP/round

Silent Step (4)

Character makes no noise when walking or running

Survivor (4)

Character gains DR 5 against cold damage and immunity to sickness and disease

Vampyr Natural Abilities (4)

Gain +2 to Perception and Stealth skills



BLOODLINE: SYLVAN

Chameleon (4)

Blend with natural environments; hide in plain sight, +2 stealth, concentrate to use

Elven Weapon Affinity (4)

Gain +1 to hit and damage when using a longsword or longbow

Gift of Ehlora (4)

Gain +1 to AGI and PRE, can exceed normal racial maximums, max 10

Greater Natural Bond (4)

Gain Entangle power as the Druids Natural Blessing, used at rank 5, complex action to use

Greater Senses (4)

Gain +2 to nature skill and +2 to perception skill

Immortality (4)

Character does not age, is immune to sickness and disease, immune to normal heat/cold, needs only 4 hours of rest

BLOODLINE: AYVEN

Avian Bond (4)

Can speak with normal avian and summon 1d10 in vicinity of 5 miles

Elven Weapon Affinity (4)

Gain +1 to hit and damage when using a **spear** or longbow

Gift of Lorylon (4)

Gain +1 to AGI and PRE, can exceed normal racial maximums, max 10

Greater Senses (4)

Character gains **night vision** and +2 to perception skill

Immortality (4)

Character does not age, is immune to sickness and disease, immune to normal heat/cold, needs only 4 hours of rest

Wings (4)

Character gains a fully functional pair of wings and flight skill, fly 12



ADVANCED LEVELS – PATH ABILITIES

PATH ABILITIES

This section contains advanced path abilities for purchase beginning at level 6. These abilities are available to any bloodline with the correct path type. The purchase cost is listed following the ability. Dual Path characters can select from the all category and either of their chosen path abilities listed here.

ALL PATHS

Elemental Resistance (4)

Character gains DR 5 against choice of element, may purchase more than once for different types

Health Points (4)

Character gains 10 HP

Power Points (4)

Character gains 10 PP

Resist Fatigue (4)

Character reduces all fatigue penalties by 2

Skill Mastery (4)

Character gains a misc modifier of +1 to all non-combat skills he possesses

ARCANE PATHS

Arcane Mastery (4)

Character can attempt to duplicate any spell effect (except rituals), costs 2x PP cost

Cantrips (4)

Arcane rank 1 powers cost no PP to cast, does not include rituals

Greater Enchantment (4)

Allows the caster to place two enchantments on an item (note: Orichalcum will still only hold 2 enchantments)

Spell Development (4)

Character may research and develop new spell formulae, 1 month and 1 GL, Arcana check TN 25 for success

Spell Mastery (4)

Character can cast spells without verbal or somatic gestures, costs +1 PP

DIVINE PATHS

Ascension (4)

Character enters dream-like state; spirit ascends to patron god's realm, 1 hour duration, takes 1d6 fatigue after

Blessing Development (4)

Character may research and develop new possible blessings, 1 month and 1 GL, Religion check TN 25 for success

Blessing Mastery (4)

Character can channel blessings without verbal or somatic gestures, costs +1 PP

Cantrips (4)

Divine rank 1 powers cost no PP to cast, does not include rituals

Greater Enchantment (4)

Allows the caster to place two enchantments on an item (note: Orichalcum will still only hold 2 enchantments)

MYSTICAL PATHS

Cantrips (4)

Mystical rank 1 powers cost no PP to cast, does not include rituals

Power Development (4)

Character may research and develop new power formulae, 1 month and 1 GL, Mysticism check TN 25 for success

Power Mastery (4)

Character can focus powers without any obvious signs, costs +1 PP

Steel Mind (4)

Character becomes immune to all mind influencing effects

Strong Mind (4)

Character gains +3 to Resistance



WARRIOR PATHS

Battle Cry (4)

CHA check TN 12, character and all allies who can hear him gain +1 to all actions for the first round of combat

Imposing Stature (4)

Gain +3 to any rolls involving intimidation or leadership

Strong Body (4)

Character gains +3 to Fortitude

Weapon Bond (4)

Bond with a specific magic weapon, takes 1 hour, instantly return it to his hand as a move action from any distance

Weapon Mastery (4)

Character gains an increased die level with chosen type (i.e. swords) of melee weapon (i.e. 1d8 to 1d10)

ROGUE PATHS

By Default (4)

Character does not suffer the standard -3 penalty to default skills and can default restricted skills at -3 penalty

Decipher Script (4)

Character can read any language including magic languages, time it takes will depend on difficulty/age of script

Rogues Gambit (4)

Character gains +3 to luck rolls, including random events and games of chance

Surprise Attack (4)

Make opposed communication vs. perception check for sneak attack damage, defender cannot suspect danger

Weapon Finesse (4)

Character gains an increased die level with light melee or ranged weapon category of choice (i.e. 1d6 to 1d8)



PATH OF ASCENSION

When a character begins to approach level 10 they are progressing beyond their own mortal coil and most choose a path of ascension. Beginning at level 8, a character may purchase a path of ascension, gaining access to unique and powerful abilities. Once they reach level 10, they then may purchase ascension abilities, gaining the ability to shed their mortal limitations and join the ranks of the eternal champions of the realm. Listed below are the various paths to ascension and their costs. Following this section more detail is provided for each of these path's and their specific abilities.



| <u>PATH</u> | <u>COST</u> |
|-----------------------------|-------------|
| Path of the Aberrant | 10 points |
| Path of the Arch | 15 points |
| Path of the Avatar | 20 points |
| Path of the Demi-God | 20 points |
| Path of the Dreadnaught | 20 points |
| Path of the Dreamwalker | 15 points |
| Path of the Eldritch | 15 points |
| Path of the Elementalist | 10 points |
| Path of the Emissary | 15 points |
| Path of the Exemplar | 10 points |
| Path of the Grand Master | 10 points |
| Path of the Guardian | 20 points |
| Path of the Justicar | 15 points |
| Path of the Luck Star | 15 points |
| Path of the Overlord | 20 points |
| Path of the Overseer | 20 points |
| Path of the Planeswalker | 15 points |
| Path of the Revenant | 15 points |
| Path of the Saint | 10 points |
| Path of the Seeker | 15 points |
| Path of the Sovereign | 15 points |
| Path of the Stalwart | 10 points |
| Path of the Temporal Knight | 20 points |
| Path of the Titan | 20 points |
| Path of the Void | 15 points |

WHAT IS ASCENSION?

Ascension is a process whereby a character advances beyond the normal mortal limitations of his race, path and abilities to ascend to a higher plane of existence or a higher consciousness and awareness. Gaining power and influence beyond the mortal scope, the Ascendant are both rare and respected.

PATH OF THE ABERRANT



This path represents a pact or path of ascension that grants the character strange and unique abilities in exchange for a dramatic transformation of their physical form. This path is most often associated with Abhorus, the god of abominations, however there are other old gods like the Chimera that also provide this path for those loyal to them. This path is a painful and harrowing transformation of the physical form and leaves the character a monster among men, though this does not necessarily mean alignment changes.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a WIL and END of 6 or better
3. Character must submit to transformations in exchange for service or deeds

COST: 10 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Additional Limbs | Gain extra set of arms, +1 attack |
| 6 | Heightened Senses | Gain tracking scent, filtered hearing, far sight, etc. |
| 6 | Natural Armor | Gain +1 natural AR and DR 5 cold or heat |
| 6 | Wings | Gain set of functional wings, choice of type |
| 6 | Prehensile Tail | Gain prehensile tail and +1 to AGI attribute |
| 6 | Natural Attack | Gain wicked claw and bite attack, base 1d8 for either |
| 6 | Enhanced Strength | Gain +1 to STR attribute |
| 6 | Enhanced Endurance | Gain +1 to END attribute |
| 6 | Enhanced Size | Gain +1 size category |
| 6 | Regeneration | Regenerate 2 HP/round, past POD |
| 6 | *Ascension – Power | Base HP and PP increase to x5 (x6 with size ability) |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE ARCH



This path represents the ascendant pursuit of magical ability. The character will gain access to realms of magic outside of their path or origin. This pursuit is associated with travel to the outer planes for knowledge beyond mortal comprehension. The Arch is thought to be the portal or gateway that leads to the realm of Limbo. A character that pursues this path is often changed by their journey to the outer realms, they risk madness and becoming lost to themselves, almost all come back with knowledge that was not meant for mortal minds.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a mental attribute of 9 or higher
3. Character must come from a magically active path of origin

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Arcane Spells | Character can purchase arcane spells |
| 6 | Divine Blessings | Character can purchase divine blessings |
| 6 | Mystical Powers | Character can purchase mystical powers |
| 6 | Draconic Spells | Character can purchase draconic spells |
| 6 | Natural Blessings | Character can purchase natural blessings |
| 6 | Martial Powers | Character can purchase martial powers |
| 6 | Lost Knowledge | Gain +1 to mental attribute of choice |
| 6 | Power Conduit | Draw power from outer realms, 1PP/round, complex act |
| 6 | Augment Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Quick Cast | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE AVATAR



This path represents a symbiotic relationship between the character and a divine power or being. An avatar is defined as a godly spirit inhabiting a mortal body to gain access to the realm of men, although this practice is forbidden by divine law it does happen in rare circumstances. A character must have a storyline to fit this selection and he will likely have a certain amount of split personality or at least a second consciousness looming behind his own, always attempting to influence his decisions. This path gains ascension through their divine counterpart.

REQUIREMENTS:

1. Character must be at least level 8
2. Character has a second consciousness, even if under control
3. Character storyline must explain circumstances of this path

COST: 20 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Second Mind | Gain +1 to any mental attribute of choice |
| 6 | Shared Presence | Gain +1 to both PRE and CHA attributes |
| 6 | Shared Attributes | No racial maximums for physical attributes, max 15 |
| 6 | Symbiotic Healing | Naturally heal 1 HP per round |
| 6 | Shared Devotion | Gain all devotional abilities as priest from Godly parent |
| 6 | Magic Resistance | Gain MR 5 and +3 to Resistance |
| 6 | Symbiotic Endurance | Character needs only ½ normal sleep, +3 to Fortitude |
| 6 | Shared Strength | Gain +1 to any physical attribute of choice |
| 6 | Symbiotic Defense | Gain +1 AR and DE 5 magic |
| 6 | Skill Memories | Default skills no penalty, +1 non-combat skills known |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE DEMI-GOD



This path represents the union of a god and mortal. Though this is thought to be forbidden, on rare occasion a child that is half-god and half-mortal is produced. This path requires a storyline worked out between the GM and character that would explain this union and in purchasing this path, how the character was unaware of his condition until now. It is conceivable that it is also forbidden for a god to interact with his half-mortal children, thereby leaving that child unaware of who he or she really is.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess at least 1 natural attribute of 10 or higher
3. Character storyline must explain heritage

COST: 20 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Knowledge of the Gods | Gain +1 to any mental attribute of choice |
| 6 | Godly Presence | Gain +1 to both PRE and CHA attributes |
| 6 | Godly Attributes | No racial maximums for physical attributes, max 15 |
| 6 | Godly Healing | Naturally heal 1 HP per round, past POD |
| 6 | Devotion of the Gods | Gain all devotional abilities as priest from Godly parent |
| 6 | Will of the Gods | Gain MR 5 and +3 to Resistance |
| 6 | Endurance of the Gods | Character needs only ½ normal sleep, +3 to Fortitude |
| 6 | Strength of the Gods | Gain +1 to any physical attribute of choice |
| 6 | Defense of the Gods | Gain +1 to AR and DE 5 magic |
| 6 | Call for Aid | Call to parent for help when in dire need, 1 fatigue |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE DREAMWALKER



This path is based on an extremely rare naturally occurring power that can develop late in a character's career. Access to the Dreamworld provides a path of ascension, with a little help from its divine protector, Yumiko. Dreamwalkers are so very rare that Yumiko has personally taken each under her wing over the ages to continue her legacy. Some mystics can use the Dreamscape power to reach the Dreamworld, however Dreamwalkers are the masters of this realm and protect and defend its many secrets. They have control and power over the realm to accomplish amazing feats.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a INT and WIL of 6 or better
3. Character must train with Yumiko to become a Dreamwalker

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Dreamwalker** | Grants Dreamscape Mystic power rank 5 |
| 6 | Wisdom of the Dreamer | Gain +1 to KNO, INT and WIL |
| 6 | Sleep Walker | Gain +10 PP and recover 1 PP/round |
| 6 | Dream Travel | Instant travel within realm, 1 fatigue |
| 6 | Magical Mastery | Gain MR 5 and +3 Resistance |
| 6 | Enter Dreams | Gain control over others dreams, communication |
| 6 | Nightmare Scenario | Can deliver 1d6 fatigue upon waking target, resisted |
| 6 | Locate Dreamer | Find beings dreams, TN set by how well known |
| 6 | Dream State | Incorporeal form, flight 24, pass through cracks, etc. |
| 6 | Dream Prisoner | Target cannot wake, coma like state, resisted per day |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

**This Path Ability must be purchased before any others

PATH OF THE DREADNAUGHT



The Dreadnaught is a product of a pact made with a powerful force, usually a Daemon Prince or other powerful evil being. In return for their service the character is transformed into an ascendant powerhouse. In most cases this path leads to a physical transformation, often hideous or grotesque in nature, to create a being that would inspire fear and dread in his enemies. Raw power is the primary benefit of this path and though they are called ascendant, most often it is a descent into the lower realms that this pact is called to be transformed into the mighty Dreadnaught.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a STR or END of 9 or greater, must be natural attribute
3. Character storyline must define pact

COST: 20 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Greater Size | Gain +1 to size category |
| 6 | Greater Strength | Gain +1 to STR attribute |
| 6 | Greater Endurance | Gain +1 to END attribute |
| 6 | Unstoppable | Naturally heal 2 HP per round, past POD |
| 6 | Resistant to harm | Gain DE 5 holy |
| 6 | Flight | Gain bat-like wings, flight 12 |
| 6 | Born of Fire | Gain immunity to fire and heat |
| 6 | Natural Weapons | Gain claw and fang based attacks, base 1d6 and 1d8 |
| 6 | Appendages | Gain second set of arms and prehensile tail, +1 attack |
| 6 | Natural Armor | Gain +1 to natural AR and +3 FORT |
| 6 | *Ascension – Power | Base HP and PP increase to x5 (x6 with size ability) |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE ELDRITCH



This path represents the discovery of ancient bloodline abilities for the various races of men, fey, daemon and seraph. This character has discovered that he or she hails from an ancient bloodline of the 1st age or even earlier, a bloodline that has been kept even more pure than the strongest bloodlines of this age. This path requires that a storyline be worked out between the GM and character that would explain the character's lineage and discovery of this rare circumstance. The Eldritch path is one of self-discovery and could include a journey into one's heritage through ancient ancestral habitats.

REQUIREMENTS:

1. Character must be at least level 8
2. One of character's primary racial attributes must be 9 or greater
3. Character storyline must explain heritage

COST: 15 points

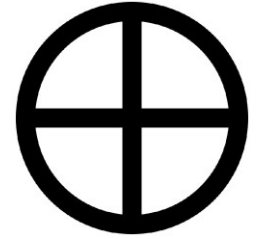
PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Racial Attributes | +1 to both primary racial attributes |
| 6 | Racial Healing | Naturally heal 1 HP per round |
| 6 | Resist Elements | Gain DR 5 to all elemental types |
| 6 | Racial Presence | Gain +1 to PRE and CHA attributes |
| 6 | Racial Willpower | Gain MR 5 and +3 to Resistance |
| 6 | Racial Paragon | Double any numerical benefits from racial abilities |
| 6 | Racial Armor | Gain +1 to natural AR |
| 6 | **Eldritch Fey | Gain +1 base move, +3 INI and DE 5 magic |
| 6 | **Eldritch Fel | Gain DE 5 holy |
| 6 | **Eldritch Man | Gain +1 fate point and DE 5 magic |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

**Can only select the ability that matches character's race

PATH OF THE ELEMENTALIST



This path represents ascendance through the draconic tradition of raw elemental forces. A character following this path often travels to the elemental plane, which exists for each of the nine realms. This plane will make up the raw materials or building blocks of the realm itself. Drawing from the near limitless power of these realms the ascendant merges with ancient elemental forces to gain power and strength. Few have the stamina for this journey, though some say an ancient draconic creature guides those who choose this journey and others suggest that it is this journey that awoke the dragons and gave them their power.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must have at least a natural DR 5 against an elemental force

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Elemental Immunity | Gain immunity to choice of fire, cold, shock, sound, etc. |
| 6 | Elemental Conduit | Draw 1 PP/round from elemental plane, complex act |
| 6 | Summon Elemental | PP cost equal to 2x elemental level |
| 6 | Augment Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Quick Cast | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Elemental Knowledge | Gain +1 to INT attribute |
| 6 | Elemental Effect | Chose one element, all spells cost 1 less PP to cast |
| 6 | Elemental Travel | Travel to elemental plane, 1 fatigue, adapt to realm |
| 6 | Draconic Gift | Gain +1 natural AR, pair of draconic wings, flight 12 |
| 6 | Draconic Endurance | Gain +1 to END attribute |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE EMISSARY



The path of the emissary is one of unwavering devotion to a god. A god's emissary is his or her personal agent that is sent on only the most important and dangerous of missions. The emissary often serves as the god's personal representative when dealing with mortals or even other gods. Each god only has one emissary at a time and the emissary is most often not viewed as a servant but rather a valued ally and friend. This path of ascension is usually granted by the gods themselves and involves ascension to the higher realms.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess unwavering devotion to a specific god or powerful individual
3. Character must possess a CHA or PRE of 8 or higher

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Devotion | Gain all devotional abilities as priest from chosen god |
| 6 | Ascendant Attribute | Gain +1 to attribute of choice |
| 6 | Divine Link | Draw power from divine realm, 1PP/round, complex act |
| 6 | Commune | Can communicate directly with chosen god, 1 fatigue |
| 6 | Presence of the Gods | Gain +1 to both CHA and PRE attributes |
| 6 | Wrath of the Gods | Can increase spell level to max level 10, x3 PP cost |
| 6 | Fury of the Gods | Gain +4 to STR and END for 6 rounds, 1 fatigue after |
| 6 | Armor of the Gods | Gain +1 natural AR and +10 HP |
| 6 | Advanced Teleportation | Travel anywhere familiar in home realm, 1 fatigue |
| 6 | Read Thoughts | Can read surface thoughts, simple action, 1 PP/round |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE EXEMPLAR



The exemplar is the pinnacle champion of a character's original path of origin. This is the most common path of ascendance. This path is found by demonstrating a character's skill and ability to be the absolute pinnacle of his original path of origin. There is usually only one Exemplar per character path at a time, many warrior and rogue based paths, for example, must challenge and defeat the current Exemplar to join this path and claim this title. The exemplar is often led to this path after searching the realms for a challenge worthy of his skill and ability. The exemplar is often both teacher and eternal student, hoping to find the inner strength to grow beyond his own limitations.

REQUIREMENTS:

1. Character must be at least level 8
2. One of character's path of origin attribute requirements must be 8 or higher

COST: 10 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Fate of Ascension | Character gains 1 bonus fate point |
| 6 | Rapid Growth | Character gains 1 bonus experience point per award |
| 6 | Attribute Increase | +1 to both path of origin required attributes |
| 6 | Skilled Champion | Gain +1 to all path of origin skills, no max |
| 6 | Talented Champion | Gain +1 level to all talents purchased, max 6 |
| 6 | **Warrior Exemplar | Gain +1 attack following critical success attack |
| 6 | **Rogue Exemplar | Gain +1 attack following critical success attack |
| 6 | **Arcane Exemplar | Gain +1 complex spell action, x2 PP |
| 6 | **Divine Exemplar | Gain +1 complex blessing action, x2 PP |
| 6 | **Mystical Exemplar | Gain +1 complex power action, x2 PP |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

**Can only select ability that matches character's path of origin

PATH OF THE GRAND MASTER



The Path of the Grand Master represents a character ascending through meditation and self-discovery to reach a higher consciousness or enlightenment. This path is more often an eastern tradition coming from the ancient race of men, though some scholars argue that someone had to first teach it to them. The Grand Master is constantly searching for improvement and enlightenment even though he knows he will never find it. This path is uniquely bound to self over realm or discovery and as such has a unique and independent agenda based on individual, this does not necessarily mean that the character is without a patron, simply that he finds it within himself to ascend.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a WIL or INT of 8 or greater
3. Character must possess meditation as power or purchase as a unique skill

COST: 10 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Enlightened Attributes | Gain +1 to WIL and INT |
| 6 | Greater Meditation HP | Heal 1 HP per round while meditating |
| 6 | Greater Meditation PP | Recover 1 PP per round while meditating |
| 6 | Awareness | No penalty to blind fighting, no surprise |
| 6 | Augment Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Quick Cast | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Greater Martial Power | Gain +1 die with unarmed combat |
| 6 | Greater Movement | Gain +1 to base move, jump 30', fall 50' |
| 6 | Greater Offense | Gain +1 attack following critical unarmed attack |
| 6 | Greater Defense | Gain +1 to natural AR, +3 to RES and FORT |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE GUARDIAN



The Guardian is the appointed protector of the realm of Arn, appointed by the 9 to keep watch over the realm and keep it safe. There is only one guardian at a time. This path of ascension is unique in that the council of 9 vote and appoint a guardian directly. It is rumored that the Guardian has direct contact with the council and is expected to follow their lead. The Guardian is the elected head of the Druidic Order and their spy network called the Harbingers that have a secret mountain base rumored to be deep inside Fae Wood called the Citadel.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must be selected by the council of 9
3. Character must agree to influence but never command

COST: 20 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Traveler of the Realm | Instant teleportation anywhere in realm, 1 fatigue |
| 6 | Wisdom of the Ages | Gain +1 to KNO and WIL attributes |
| 6 | Magic Resistance | Gain MR 5 and +3 resistance |
| 6 | Collective Memories | Access memories of all previous Guardians, 1 fatigue |
| 6 | One with the Realm | Can sense and speak with the realm, 1 fatigue |
| 6 | Mana of the Realm | Draw power from the realm, 1 PP/round, complex act |
| 6 | Augment Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Translator | Speak, read and write all languages, could take time |
| 6 | Quick Cast | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Divine Protection | +1 to natural AR and heal 1 HP per round |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE JUSTICAR



The Justicar are an elite group of enforcers that serve the Arbiter and carry out justice throughout the realms. They are charged with dealing with any who would resist or refuse the judgment of the Arbiter. They are widely respected and feared and sent only when all other avenues of diplomacy have failed. These enforcers are hand selected by the Arbiter and granted a path of ascension to carry out their mission. They are sent after only the most dangerous of offenders whether they be evil or good hearted in nature.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a INT of 8 or greater
3. Character must take the oath of justice

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Judgment | Compel truth, resistance 12 + character level |
| 6 | Physical Attribute | Gain +1 to physical attribute of choice |
| 6 | Mental Attribute | Gain +1 to mental attribute of choice |
| 6 | Righteous Defense | Gain +1 to natural AR and heal 1 HP/round |
| 6 | Righteous Anger | Gain +1 melee attack on round following taking dmg |
| 6 | Righteous Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Quick Cast | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Unwavering | Gain immunity to mind influencing effects |
| 6 | Quick to Judge | Gain +1 to base movement, +3 INI and flight 12 |
| 6 | Righteous Conduit | Draw power from Midgate, 1 PP/round, complex act |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE LUCK STAR



This unique path is the search for an ancient fae artifact called the Luck Star. This artifact contains the spirit of the fae king Andurin Luckstar, who upon his death trapped his life force in a priceless gemstone. When one binds with the Luck Star they gain a path to ascension and gain great power as well as a part of the spirit of a long-forgotten king of the fae realm. Many have spent a lifetime searching for this powerful artifact, though it is said that one who is looking for it will never find it. The Luck Star is said to imbed itself in the host body when the bonding process is complete.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a WIL of 6 or better
3. Characters storyline must involve finding the luck star and bonding with it

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Luck of the Fae | Roll extra die and keep the better of the two rolls |
| 6 | Voices in my head | Gain +1 to all skills (max 6) |
| 6 | Fae Presence | Gain +1 to CHA and PRE attributes |
| 6 | Fae Agility | Gain +1 to AGI and +3 to INI |
| 6 | Magic Resistance | Gain MR 5 and +3 to resistance |
| 6 | Success breeds success | Gain base critical success for all rolls of 19-20 |
| 6 | Failure is not an option | Cannot critically fail on any roll |
| 6 | Now you see me | Character can turn invisible at will (-5), combat negates |
| 6 | Bound to the Fae | Gain +1 base move, heal 1 HP per round |
| 6 | Fate of the Sidhe | Gain +1 fate point |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE OVERLORD



The Path of the Overlord is traveled by those who have made a pact for domination with a powerful force or entity, usually an evil one. The Overlord ascends or descends to challenge the pact holder and gain power greater than any he has known before. This path is often traveled by warriors and rogues after gaining enough strength to reclaim their independence by defeating their pact holder. Upon ascension, this character often claims those that the previous pact holder owned as servants, along with their influence, realms and power.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must have a warrior or rogue path of origin
3. Character must have made a pact with a powerful force or entity

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Greater Strength | Gain +1 to STR attribute |
| 6 | Greater Endurance | Gain +1 to END attribute |
| 6 | Greater Agility | Gain +1 to AGI attribute |
| 6 | Vindicator | Gain +1 attack following taking 2 or more pts of damage |
| 6 | Army of the Overlord | Summon 1d10 level 2 equivalent servants, 1 fatigue |
| 6 | In the Presence of Power | Gain +1 to CHA and PRE attributes |
| 6 | Master of Defense | Gain +1 AR and heal 1 HP per round |
| 6 | Pocket Realm | Travel to conquered realm, complex action, 1 fatigue |
| 6 | Magical Defense | Gain MR 5 and +3 to resistance |
| 6 | Weapon of Power | Claim a relic, +2 item with 2 random powers |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE OVERSEER



The Path of the Overseer is traveled by those who have made a pact for power with a powerful force or entity, usually an evil one. The Overseer ascends or descends to challenge the pact holder and gain power greater than any he has known before. This path is often traveled by wilders and warlocks after gaining enough magical power to reclaim their independence by defeating their pact holder. Upon ascension, this character often claims those that the previous pact holder owned as servants, along with their influence, realms and power.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must have a magical path of origin
3. Character must have made a pact with a powerful force or entity

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Realm of Power | Draw power from usurped realm, 1 PP/round, complex |
| 6 | Power Augmentation | Can increase spell level to max 10, x3 PP cost |
| 6 | Complex Casting | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Forbidden Knowledge | Gain +1 to KNO and WIL attributes |
| 6 | Army of the Overseer | Summon 1d10 level 2 equivalent servants, 1 fatigue |
| 6 | In the Presence of Power | Gain +1 to CHA and PRE attributes |
| 6 | Master of Defense | Gain +1 AR and heal 1 HP per round |
| 6 | Pocket Realm | Travel to conquered realm, complex action, 1 fatigue |
| 6 | Magical Defense | Gain MR 5 and +3 to resistance |
| 6 | Weapon of Power | Claim a relic, +2 item with 2 random powers |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE PLANESWALKER



The Planeswalkers were once a small order of scholars who joined forces to combine their knowledge and understanding of the outer realms. Through their study and investigation of these realms they found power and magic beyond the scope of mortal men. They are now among the most feared and respected of the ascendant, passing on their knowledge to their successors and providing a path of ascension for a unique group of explorers. There are only 8 Planeswalkers at one time, one for each of the outer realms.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a KNO attribute of 8 or higher
3. Character must select mastery of one of the 8 outer realms

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Planar Knowledge | Gain Planar Knowledge skill, +3 bonus to selected realm |
| 6 | Plane Walking | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | Planar Attributes | Gain +1 to KNO and WIL |
| 6 | Planar Mastery | Gain DR 5 when physically present on realm of choice |
| 6 | Planar Conduit | Draw 1 PP/round from chosen realm, complex act |
| 6 | Planar Infusion | Gain +1 to natural AR and heal 1 HP per round |
| 6 | Augment Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Quick Cast | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Commune | Can communicate with ruler(s) of realm of choice |
| 6 | Planar Defense | Gain MR 5 and +3 resistance |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Portal | Portal to any realm, cost 1 fatigue, adapt all to realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE REVENANT



This path is perhaps the hardest to qualify for, as the character must first die before his time. This path is most often associated with the god of death and ascension is granted to the character so that he may return to the mortal realm and finish his unfinished business. He is transformed into one of the most powerful and rare of undead variants. It is unclear what happens to the Revenant if he completes his business, some say they wander the realm seeking death and others claim they are finally granted peace in Elysium.

REQUIREMENTS:

1. Character must be at least level 8
2. Characters storyline must fit the path as described above

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|------------------------|---|
| 6 | **Undead Traits | Does not age, sleep, eat or breathe, Darkvision, immune to mind effects, immune to critical hits, immune to sickness, poison and disease, cannot heal |
| 6 | Vampiric Regeneration | Regenerate 1d6 HP/round, past POD |
| 6 | Enhanced Strength | Gain +1 to STR attribute |
| 6 | Enhanced Speed | Gain +1 to base move, +3 INI and +1 to dodge |
| 6 | Undead Defense | DE 5 fire or holy |
| 6 | Enhanced Agility | Gain +1 to AGI attribute |
| 6 | Enhanced Endurance | Gain +1 to END attribute |
| 6 | Flight of the Soulless | Gain flight, 12 |
| 6 | Drain Power | Gain claw attack, base 1d6 + drain/transfer 1d6 PP |
| 6 | Silent and Deadly | No scent, makes no noise, +3 to stealth |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Undying | Character rises the following day after death |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

**This Path Ability must be purchased before any others

PATH OF THE SAINT



This path is found through exceptional devotion to a higher power and demonstration of holiness and often sacrifice. Sainthood is usually granted through a nomination process of a major religious organization and then acceptance by that organizations higher power or god. Many sainthoods are awarded posthumously though the much rarer living saint is what this path represents. Aside from the considerable power granted through this path, there is usually also benefits for the character that comes from a position of distinction within their church or order.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must be nominated by a religious organization
3. Character must be accepted by his god or higher power

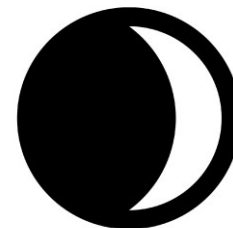
COST: 10 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|---------------------------|---|
| 6 | Divine Physical Attribute | Gain +1 to any physical attribute of choice |
| 6 | Divine Presence | Gain +1 to PRE and CHA |
| 6 | Protection from Evil | Gain DE 5 non-inherently evil enemies |
| 6 | Divine Protection | +1 to natural AR and Heal 1 HP per round |
| 6 | Devotion | Gain all devotional abilities of sponsoring god |
| 6 | Divine Restoration | Draw PP from divine realm, 1 PP/round, complex act |
| 6 | Divine Combat | Gain +1 attack following critical attack success |
| 6 | Divine Magic | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Divine Power | Can increase power level to max level 10, x3 PP cost |
| 6 | Divine Mental Attribute | Gain +1 to any mental attribute of choice |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE SEEKER



This path represents an ancient order of seekers of knowledge who uncovered powerful magic and found a path of ascension along the way. The Seekers were charged with the pursuit of knowledge, the exploration of magic and the safeguarding of potentially dangerous relics and artifacts. Though this order is practically extinct, their path survived along with their patron, thought to be the goddess of magic. This path is found in ancient tomes and rituals as well as in the hope of rekindling an ancient order.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a KNO attribute of 8 or higher
3. Storyline must develop for discovery of this path and acceptance by a higher power

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Ancient Knowledge | Gain +1 to KNO and WIL attributes |
| 6 | Ley of the Land | Draw power from ley lines, 1PP/round, complex act |
| 6 | Ancient Augmentation | Can increase spell level to max level 10, x3 PP cost |
| 6 | Complex Casting | Use complex action to cast 2 complex spells, x2 PP cost |
| 6 | Ancient Translation | Read, write and speak all languages, could take time |
| 6 | Secret of the Tome | Default skills no penalty, +1 non-combat skills known |
| 6 | Ethereal Mastery | Gain ghost touch and ethereal sight, simple action |
| 6 | Ethereal Speed | Gain +1 to base move, +3 INI and +1 to dodge |
| 6 | Commune | Can commune with higher power for answers, 1 fatigue |
| 6 | Ritual Mastery | Ritual spells have no component costs |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE SOVEREIGN



This path represents a character that has established his place as a ruler of men and champion of the realm. This ancient path has been travelled by the greatest kings, queens or emperors of their times. The Sovereign is chosen and shown the path of ascension by the realm itself, chosen to be the protector of the realm and champion of all its people. The Sovereign must prove himself by demonstrating his dedication to the realm and its well-being as well as his dedication to its people, in fact all life that is natural to the realm is under his protection.

REQUIREMENTS:

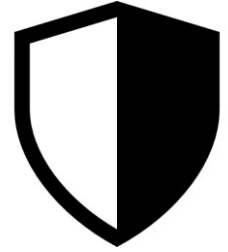
1. Character must be at least level 8
2. Character must possess a KNO and CHA of 6 or better
3. Storyline must support requirements laid out in the description above

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Presence of the King | Gain +1 to CHA and PRE attributes |
| 6 | Physical Attribute | Gain +1 to physical attribute of choice |
| 6 | Mental Attribute | Gain +1 to mental attribute of choice |
| 6 | In Defense of the Realm | Gain +1 to natural AR and heal 1 HP per round |
| 6 | Call for Aid | Summon 1d10 level 2 allies of the realm, 1 fatigue |
| 6 | Righteous Defense | Enemies -1 to all rolls, 50' radius, 1 fatigue, 5 min |
| 6 | Travel the Realm | Instant travel anywhere in the realm, 1 fatigue |
| 6 | Knight of the Realm | Gain +1 attack following critical success attack |
| 6 | Bound to the Realm | Speak with realm, heal the realm, influence realm |
| 6 | Protected by the Realm | Gain DE 5 magic |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities



PATH OF THE STALWART

This path represents the ascension of one who embodies resilience, fortitude and unwavering courage. The Stalwart has faced unbeatable odds and still came out the victor. Heroes who have made a stand against overwhelming odds to defend their ideals are ideal candidates for this path. Ascension for this path usually comes directly from a deity who values these types of traits. Some believe that ascension is granted following being tested by the gods, the character refusing to yield and demonstrating steadfast courage.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess an END of 8 or higher
3. Character must possess traits that match the description set forth above

COST: 10 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|--|
| 6 | Stalwart Attributes | Gain +1 to END and WIL attributes |
| 6 | Make Your Stand | +10 HP and +3 FORT |
| 6 | Only Makes You Stronger | Gain +1 AR for each melee enemy after the second |
| 6 | Steadfast Healing | Heal 1 HP per round |
| 6 | Resist Fatigue | Character ignores first fatigue penalty |
| 6 | Magic Resistance | Gain MR 5 and +3 RES |
| 6 | Counterstrike | Gain additional attack facing 3 or more melee enemies |
| 6 | Such is your Fate | Gain bonus fate point |
| 6 | Inspirational Resolve | Grant allies +1 to all rolls, 50' radius, 1 fatigue, 5 min |
| 6 | Natural Leader | Gain +1 to PRE and CHA attributes |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE TEMPORAL KNIGHT



The Temporal Knights are thought to be carefully chosen from the greatest heroes of every age and are recruited for a unique mission; to travel through time and correct misdeeds that would interfere with an ideal timeline as defined by the mysterious group known as The Sentinels. Ascension is granted to these champions following an arduous journey through the outer realms. All manner of beings have been selected as Temporal Champions, though they all seem to possess a keen mind and strong will, to aid them in the rigors of time travel and to help them shape the future.

REQUIREMENTS:

1. Character must be at least level 8
2. Characters mental attributes must all be at a minimum of 6
3. Character must take an oath of service to the Sentinels and to their code of conduct

COST: 20 points

PATH ABILITIES:

| COST | TECH and ABILITIES | DESCRIPTION |
|------|-------------------------|---|
| 6 | Tech – Chronometer | Computer device allows time travel, 1 fatigue to use |
| 6 | Tech – Beam Weapon | Gun style weapon, 2d6 dmg + AGI mod, ignores AR |
| 6 | Tech – Holo-Projector | Illusions, single square area |
| 6 | Tech – Advanced Armor | AR 5, 10lb weight, oxygen system, temp controlled |
| 6 | Tech – Goggles | Darkvision, vision mag, targeting +1 to hit with ranged |
| 6 | Tech – Flight System | Flight 12, solar powered, navigation system |
| 6 | Tech – Nanobots | Heal 1 HP per round |
| 6 | Tech – Genetic Infusion | Gain +1 to STR and END attributes |
| 6 | Tech – Melee Weapon | Any type, +1 die category damage, unbreakable |
| 6 | Tech – Gadget Pack | Tools and gadgets, defined by character and GM |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE TITAN



This path is reached under the watchful eye of a Titan patron. They usually only select those who have some measure of Titans blood and in return for loyalty and service they will help a select few embark on the path of ascension. This ritual can involve many different magical enhancements such as drinking the blood of the Titan to become closer to their divine power. Upon reaching ascension the character does not become a Titan, but is one step closer to this lofty goal. Only by defeating their patron can one truly become a Titan of old and reach the pinnacle of mortal power.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess at least 1 natural attribute of 10 or higher
3. Characters storyline must fit the description above

COST: 20 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|-------------------------|---|
| 6 | Strength of the Titan | Gain +1 to STR and END attributes |
| 6 | Presence of the Titan | Gain +1 to both PRE and CHA attributes |
| 6 | Size of the Titan | Gain +1 size category |
| 6 | Health of the Titan | Naturally heal 1 HP per round, past POD |
| 6 | Defense of the Titan | Gain +1 AR and DE 5 magic |
| 6 | Will of the Titan | Gain MR 5 and +3 to Resistance |
| 6 | Knowledge of the Titan | Gain +1 to KNO and WIL attributes |
| 6 | Supernatural Strength | Gain knockback 1d6, can lift, break, punch through, etc. |
| 6 | Supernatural Endurance | Gain 1 reserve fatigue, never tire, run forever, etc. |
| 6 | Natural Flight | Titan can fly at will, base 12 |
| 6 | *Ascension – Power | Base HP and PP increase to x5 (x6 with size ability) |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension –Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

PATH OF THE VOID



This path is found through perhaps the most dangerous of journeys known to men. A journey into the void, the vast darkness that lies between realms, in search of a powerful force of magic that feeds off the living energy of others. This living energy provides a strange symbiotic relationship with the character that grants powerful magic and even ascension to a higher consciousness. Void magic is a forbidden practice among most civilized groups and few possess the resources to acquire it in any case.

REQUIREMENTS:

1. Character must be at least level 8
2. Character must possess a WIL of 8 or greater
3. Character must feed the void with life energy, at least 10 points per day

COST: 15 points

PATH ABILITIES:

| COST | ABILITY | DESCRIPTION |
|------|--------------------------|---|
| 6 | Void Symbiont | No need to eat, sleep or breathe, DR 5 cold |
| 6 | Symbiont Enhancement | Gain +1 to WIL and END attributes |
| 6 | Void Magic | All damaging spells heal the caster ½ dmg dealt |
| 6 | Void Lines | Draw power from the void, 1PP/round, complex act |
| 6 | Symbiont Resistances | Gain +3 to RES and FORT |
| 6 | Speed of the Void | Gain +1 to base move, +3 INI and +1 to dodge |
| 6 | Tendrils of the Void | 10' range, unarmed attack, 1d8 + WIL dmg, heal ½ dealt |
| 6 | Void Walker | Teleport, simple action, 50' range, and +3 to stealth |
| 6 | Symbiont Healing | Heal 1 HP per round |
| 6 | Void Augmentation | Can increase spell level to max level 10, x3 PP cost |
| 6 | *Ascension – Power | Base HP and PP increase to x5 |
| 6 | *Ascension – Travel | Travel to any realm, cost 1 fatigue, adapt to that realm |
| 6 | *Ascension – Immortality | Immune to aging, poison, sickness, disease, critical hits |
| 6 | *Ascension – Senses | Character gains True Sight and +3 to perception |
| 6 | *Ascension – Skills | Character gains +1 to all skills he possesses |

*Minimum level 10 to purchase any Ascension abilities

ADVANCING PAST LEVEL 10

When you reach the milestone of level 10 your character will continue to level up, until level 20, though your points earned will only be spent on normal purchases, advanced talent purchases and potentially your path of ascension abilities. Below is a chart that details the Ascension Levels, 11-20. You will note that you no longer gain bonuses to Resistance or Fortitude and your maximum skill rank also does not increase further, though you still gain increases to both PP and HP.

ASCENSION LEVEL CHART

| <u>LEVEL</u> | <u>POINTS NEEDED</u> | <u>POWER POINTS (PP)</u> | <u>HEALTH POINTS (HP)</u> |
|--------------|----------------------|--------------------------|---------------------------|
| 11 | 240 | + WIL mod +1 | + END mod +1 |
| 12 | 260 | + WIL mod +1 | + END mod +1 |
| 13 | 280 | + WIL mod +1 | + END mod +1 |
| 14 | 300 | + WIL mod +1 | + END mod +1 |
| 15 | 320 | + WIL mod +1 | + END mod +1 |
| 16 | 340 | + WIL mod +1 | + END mod +1 |
| 17 | 360 | + WIL mod +1 | + END mod +1 |
| 18 | 380 | + WIL mod +1 | + END mod +1 |
| 19 | 400 | + WIL mod +1 | + END mod +1 |
| 20 | 420 | + WIL mod +1 | + END mod +1 |

**minimum bonus of 1 for PP and HP*

ASCENSION POWER INCREASES TO HP AND PP

This chart details the bonus to HP and PP for purchasing the Ascension Power ability.

| <u>END/WIL</u> | <u>BONUS</u> |
|----------------|--------------|
| 2 | +6 |
| 3 | +9 |
| 4 | +12 |
| 5 | +15 |
| 6 | +18 |
| 7 | +21 |
| 8 | +24 |
| 9 | +27 |
| 10 | +30 |
| 11 | +33 |
| 12 | +36 |
| 13 | +39 |
| 14 | +42 |
| 15 | +45 |



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