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**Immersion RPG Playtest Rules 2.0**

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# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Will O'Brien\Will O'Brien Final1\Smaller Pic Sizes\Paladin.jpg -1- Introduction

### Welcome

W

elcome to the worlds of the Immersion Universal RPG System!

Within these pages are everything you will need to be able to play a game of Immersion RPG. A game of epic heroes, incredible magic, and compelling drama.

Immersion RPG is a totally universal rules system, meaning that it is designed to suit any and all settings – fantasy, sci fi, modern day, super powered, post apocalyptic. Really anything you can think of.

What’s more, the rules give utter flexibility to players. There are no classes and no levels. You can be *any* character you wish to be!

Likewise for the Game Master or Narrator, the game gives great flexibility and scope for him to be able to create the worlds he wishes – and of course Immersion Studios will be releasing Setting Books soon too.

We hope you enjoy playing!

### Beta Test

This manuscript is a book of Beta Test rules for playtesters. Which means we have tweaked the game to a point where we are relatively satisfied – all that remains is to test the hell out of it!

That being said, the book isn’t perfect yet, so there’s bound to be a bunch of grammatical errors and the like.

But here’s where you come in.

Read the book, play some games, and try it out. Then send us your feedback!

Contact us at:

immersionrpg@gmail.com

[www.immersion-studios.com](http://www.immersion-studios.com)

And on Facebook as Immersion Studios.

When the Beta Test is finished, we will be releasing the revised (and pretty) edition of our rules! All those who assisted in playtesting will be mentioned in the book.

So for now, give it a go and let us know how you find it.



# -2- The Basics

T

he Immersion Role Playing Game system is based on a few simple basics. Once you know these then the rest of the rules can be seen as extra detail, rather than a solid intimidating wall of numbers.

### Terms

#### Narrator

The Narrator is the person who “runs” the game. Much like a campfire storyteller, the Narrator tells everybody what is going on, what the story is about, and what happens at every turn. He is the final arbiter on every action.

#### Player

A Player is one of the people who participate in the game. Unlike the Narrator, the Player usually only runs one (but possibly two or more) “characters” in the game. He or she takes the role of a fictional character in the story, and is responsible for everything the character says, thinks and does throughout, including rolling dice to determine their actions.

#### Character

A Character is the fictional person that a player runs during the game. Just like the character in a movie of book, they aren’t truly real, and the Player is essentially acting.

#### Player Character (pc)

A Player Character (pc) is the character being run by a Player. This is different to a Non-Player Character (see following).

#### Non-Player Character (NPC)

A Non-Player Character is every character who is not run by a Player. All of these NPC’s are run solely by the Narrator, who says what they do at every turn, describes them, talks for them, rolls dice to see the results of their actions, and so forth.

#### Dice

A “Die” or “Dice” refer to one or more ten-sided dice. These are the only types of dice used in Immersion RPG, and whenever “dice” are mentioned, this is what they refer to.

#### Roll or Check

To make a “roll” or “check” means that one rolls one, two or more dice, adding certain bonuses and/or penalties to the roll, to determine the result. The types of rolls or checks that can be made are detailed throughout the book.

### 0 to 20

In Immersion RPG, everything a character can do is graded on a system of 0 to 20.

#### 0 is Nothing

Nothing happens. The person doesn’t have any ability in a particular field, is completely unskilled, totally fails at whatever he was attempting, and so on.

#### 20 is Perfection

The arrow hits the bullseye, the driver pulls off the stunt with no errors at all, the gymnast nails her routine and gets “10” from every judge.

In between 0 and 20 is a gradient of ability and success, which should be fairly obvious.

### Statistics

Statistics are the numbers that represent who a character is, the qualities of a machine, spell – or really anything.

Statistics are used primarily for characters, to show whether they’re strong, weak, handsome, ugly, smart or stupid, and all the grey areas in between.

All Statistics in Immersion go from 0, which is the level of no skill or no ability at all, to 10, which is about the limits of mortal perfection.

Usually two Statistics are used for an action. Which means the character’s combined levels will be anywhere from 0 to 20.

### What to Roll

In Immersion we only ever roll ten-sided dice. Whenever we refer to “dice” we mean ten-sided dice.

### Making a Roll (or Making a Check)

When performing an action (sometimes called “Making a Check,” “Making a Roll,” “Rolling” and so on), it will require the use of one or more of the character’s Statistics.

Typically a roll requires two Statistics: an Attribute and a Skill or Power.

The **Attribute** represents the character’s raw talent and innate ability, whilst the **Skill** or **Power** represents their practice and training.

However, because life is not simple, we don’t always succeed at what we attempt. That’s because of *chance*.

To represent chance, we roll dice. The higher each die rolls, the better and more skilful the attempt, or action.

For every Statistic used by the character in a single action, one die is used.

Usually 1 die is rolled for an Attribute (such as Strength, Dexterity or Charisma) and 1 die for a Skill (such as Pilot, Blade or Construction).

The number rolled on each die is then added to the level of the Statistic

If their total reaches 11 or higher, then it is a success!

If their total reaches 10 or less, it fails.

Each level reached above 10 is called “a success.” Therefore, if a character rolled a 13, he would have gained “3 successes.”

### Level of Success

The level of success is graded out of 20, with 0 successes being complete failure and 20 successes being utter perfection.

1 Success means the character *barely* manages to succeed. The attempt is badly flawed, almost fails, and probably looked terrible. But it still managed to work – just.

5 Successesmeans the character managed to properly accomplish the action. It wasn’t beautifully or smoothly done, but it was effective and it did work.

10 Successesmeans the character performed the action very well. It looked really good, it was smooth and very effective.

15 Successesmeans the character was exceptionally smooth and skilled in his attempt. Not only did he perform the action, but he did it with hardly a flaw. It was a textbook attempt.

20 Successesis flawless. The action was absolutely perfect. There is no conceivable flaw, the action was smooth, polished and elegant. People in days to come might study what the person did that made it so amazing.

21+ Successesis possible, but extremely unlikely. If a character gets above 20 Successes, then the action is worthy of a demigod, saint or prophet. Something truly extraordinary, that is rarely seen by mortal men. Those who saw or heard it will be struck with awe, and stories will quickly spread.

(Example: Joe tries to jump from his car onto a moving train. He roll Dexterity (level 6) + Athletics (level 5). The Dexterity die rolls a 7, meaning he gets a 13, and 3 successes. However, the Athletics die only rolls a 3, meaning it gets an 8 and fails. In total he has gotten 3 successes, which is a bare success, and leaves him clinging to the side of one of the railway cars.)

### Allocating the Dice

The player should decide at the beginning of the game which die is going to count for his Attributes and which die is going to count for his Skills, Powers and Circumstances. It is usually only necessary to have two dice allocated in this way – one for Attributes, and one for anything else. It is sometimes necessary to have three, and in this case the third one should of course be allocated as well.

They should ideally be different colours, or have something different about them that keeps them from being confused.

### Higher Than 10

It does sometimes happen that a statistic goes above 10. In such cases, the character gains an additional die for that statistic. The first die is still at level 10, whilst the new one starts at 1 (for level 11).

(Example: If Ryathon the master swordsman has reached level 13 in Melee: One-Handed, he would have 2 dice every time he used that skill. One would be at level 10, the other would be at level 3.)

### Natural

Whenever a roll is referred to as a “Natural,” then that refers to what the die itself rolled, rather than what was rolled when that number is combined with the Statistic.

For instance, a “Natural 10” means someone has rolled a 10 with a die, and hasn’t yet taken added on the Attribute or Skill level.

### Natural 10

When a player rolls a natural 10 on a roll, he has managed to do exceptionally well. This gives a bonus of +1 to the total he has reached.

A Natural 10 always counts as a success. Even if more than 1 success was required, a Natural 10 counts as having succeeded.

### Natural 1

When a player rolls a natural 1, it is an automatic failure for that die. No matter how high his bonuses, that die fails and gets no successes.

### Bungle

A Bungle is a complete screw up. A mess. A catastrophe.

The character attempts to jump to the other building and trips, falling headfirst to the pavement below. Or goes to knock his friend out of the way of an attack, and accidentally knocks him *into* the attack. These are the horrible accidents that sometimes occur in life… particularly when you really don’t want them.

A Bungle occurs when a character fails to roll any successes with any dice and also rolls a natural 1.

If a character would have gotten successes, but ended up Bungling due to losing an Opposed Action or Penalties then he does not count as having Bungled.

When this occurs, the character may make an immediate Luck check (roll Luck by itself, using its current score) to “confirm” the Bungle. If the check is succeeded, then the Bungle is avoided. If the check is failed, then it is well and truly a Bungle.

The Narrator must now determine what has happened to the unfortunate character. He should use the natural number rolled on the Luck check to determine the severity of the Bungle. A natural 1 would indicate a *terrible* Bungle, wherein the worst has happened (he chops his own leg, or strikes a friend, or the spell backfires on him to full effect).

### Modifiers

Modifiers are split into Bonuses and Penalties.

#### Bonuses

Sometimes characters are at an advantage, or are particularly skilled with something, or are using a piece of equipment of superior design, which assists their action. In such cases they are given *bonuses.*

This works the same way as with penalties.

Bonuses are written down as +1/+0, +1/+1, +2/+1 and so on. The first number indicates the bonus to the Attribute. The second number indicates the bonus to the Skill and Power.

Bonuses are cumulative. When they combine, they are always divided in half as evenly as possible.   
(Example: John has used a point of Resolve to gain +2/+2 to his next roll. He also has activated a Ring of Conviction which gives him +1/+0 to all rolls for the next few actions. This gives him +3/+2 to his next roll. The first number gives a bonus to his Attribute, the second gives the bonus to his Skill.)

Bonuses can go higher than 10.

Extra dice from Powers, such as the Focus power do not gain a bonus. They do not gain a bonus from Resolve either (see Spiritual Actions under the Actions chapter).

#### Penalties

Sometimes characters are restricted or inhibited, whether by pain, injuries, illness, drugs or physical constraints. Sometimes, too, an action is more difficult to accomplish.

When this is the case, characters are given *penalties.*

Penalties subtract from the total number of successes a character has gained. These are written as -1, -2, -3, and so on.  
(Example: Sir John Tillworth has been stunned and is now at -1 on all rolls. He is currently trying to fight a pack of zombies with a warhammer. He gets 4 successes to Strike, subtracts 1 for his penalty, and so ends up with 3 successes.)

Penalties are cumulative.

### Multiple Attempts

Usually characters can make multiple attempts at the same action (for instance, climbing a tree or throwing a rope over a high branch). But frustration and constant failure tend to make it increasingly difficult.

Every time a check fails it can be attempted again at -1.

This rule does not apply for combat (i.e. characters do not gain penalties to Strike if they miss).

Some actions cannot be attempted again – such as trying to jump across a gap between buildings at 60 storeys. After failing the first attempt the character is probably paste on the pavement. If they’re still alive and in the right position to jump, then they can of course try again.

# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Lucas Graciano\FINAL IMAGES\smaller file sizes\8_Shield Warrior_final02.jpg-3- Character Creation

C

haracter Creation is the stage where a player “makes” his or her character. Think of it as the character you’re going to run during the story.

You want them to be an interesting, compelling person, with strengths and weaknesses.

Over the course of the different stories the character goes through, he will advance and change in many ways. He will certainly become stronger, and more powerful, but he may also face challenges to his sense of morality and ethics. And he may also suffer injuries and material loss.

To be honest though, that’s some of the most fun with characters – when they suffer and show their flaws and humanity.

Now, character creation requires some rules to show just how powerful, beautiful, strong, intelligent and charismatic the character is.

Just read through the rules from start to finish and it will walk you through the character creation process.

### Characteristics

A character is defined by his or her Characteristics. These are the statistics that represent the person in the game. These are divided into: **Attributes, Skills, Circumstances,** and **Vital Statistics.** In some games there are also **Powers.**

#### Attributes

Attributes are the raw, underlying strengths and weaknesses of the person himself. These measure not only the physical aspects of physical strength, speed and beauty, but also their mental aspects, such as intellect, charm and awareness, as well as their innate laziness, concentration, patience, skill with words, friendliness, and so on. Furthermore, these are the things that make up a person’s very being, the innate spiritual side of people that often means they can do incredible things and defy ridiculous odds. They tell us *who* the character is more than anything else. It is these which the character has as a base for everything else.

#### Skills

Skills are the abilities, knowledge, trades and abilities that a character has learned through study and practice. He may have trained in it, or simply ‘found out’ how to do it. Skills are much more numerous than Attributes, because they apply to more specific areas of expertise.

#### Circumstances

Circumstances describe the situation that the character is in in his life. These are such things as wealth, friends, equipment, family, race, job, weaknesses and strengths.

#### Vital Statistics

Vital Statistics represent how alive a character is, mentally and physically. How much of a beating can he take before he dies? How close is he to death currently? How much magical or psychic energy does he have? Is he sane, and moral, or twisted and insane?

#### Powers

Powers are not present in every setting of Immersion, because they represent the great magical or psychic powers of true heroes. Modern-day settings will rarely have such powers. These are the abilities that really set the heroic characters apart from everybody else. Some heroes have the strength to bend steel, the grace and speed to dive and lunge through a storm of gunfire, and the skill to kill half a dozen men with one’s bare hands.

### Experience Points

Experience points represents how much a character learns and advances from going through struggles and adversity. The more he succeeds and overcomes, the stronger and more able he becomes, just like in life. However, even if he doesn’t succeed in his actions, he will still gain Experience, after all you often you learn more from failure than success!

Experience is awarded by the Narrator to each player after every gaming session, or at rest points in the game, and they can be spent by players to increase statistics.

#### Experience at Character Creation

At Creation, a character starts with an amount of Experience already available to him. This represents the sum of his life’s experiences up to this point. He could start as a complete novice (which is the most common start), or he could start as fairly experienced already – or even as a hardened veteran.

**Attributes** cost 4 times the new level in Experience points.

**Skills** cost 2 times the new level in Experience points.

**Powers** cost 3 times the new level in Experience points.

**Circumstances** cost 2 times the new level in Experience points.

**Vital Statistics** are created from their component Attributes (Constitution + Luck for Hit Points, Intelligence + Resolve for Eldritch, Courage + Wisdom for Morality).

**Morality** can be increased at a cost of 5 Experience points per level, up to a maximum of 50% (round up) above its Base Level.

**Advantages** cost 2 times the new level in Experience points.

**Disadvantages** give a bonus of 2 times the new level in Experience points (this only applies at Character Creation.

The costs are compounded for increasing a statistic multiple levels. So, to increase an Attribute from level 4 to level 5 would cost 20 Experience. To increase it from level 4 to level 6 it would cost 44 Experience.

**Novice** characters start with 1250 Experience. These are real rookies who have few actual skills in life, and will only get by with difficulty.

**Experienced** characters start with 1750 Experience. These characters will have a few high-level stats and know enough to be able to do well.

**Veteran** characters start with 2250 Experience. These characters have been through a number of difficult and dangerous experiences already. They are skilled and expert in what they do. (This is not recommended for new players, as they will start with a fairly high level of skills and powers which they will not yet be fully familiar with).

### Starting Limits

#### Novice Characters

Start with a limit of up to one Attribute, Skill or Power at level 8 and up to one at level 7. Keep in mind that these are novice characters and so should not be very advanced. For them, 6’s are high stats. Furthermore, novice characters can only have up to 3 Powers at Character Creation.

#### Experienced Characters

Start with a limit of two Attributes, Skills or Powers being at level 8. Experienced characters can have up to 4 Powers at Character Creation.

#### Veteran Characters

Start with a limit of three Attributes, Skills or Powers at level 8. They can have up to 5 Powers at Character Creation.

There are no limits on Circumstances.

### Gaining Experience

Throughout the game, the Narrator will award the players with Experience points for having survived and succeeded at difficult endeavours.

He can use this Experience during a rest point (not during combat) to increase his Statistics.

Narrators and players should bear in mind that skill progression must make sense. The character must do something in the game to learn the skill, to master the new power, or to grow and change in some way.

For instance, if a character wishes to learn Firearms: Light, but has 0 levels in it currently, he can’t suddenly put in 8 levels and become an expert. It takes time. The Narrator should allow him to increase it a little bit at a time, and then ensure that he uses the skill in actual combat – otherwise he shouldn’t allow the skill to increase.

So long as the character uses the skill a lot, he should be able to increase it, but just bear in mind that skills should not be increased *rapidly*. One or two points at a time.

In normal life it takes weeks to learn a new skill (levels 1-3), months to get good at it (level 4-6) and then *years* to become an expert (7-9) and a lifetime of constant practice to become perfect (10).

Most people won’t want to bore their players with such a “realistic” skill progression that takes *years* for their characters to improve. But even so, the Narrator should ensure that the players concentrate on improving their skills, spend time in the game practicing and finding someone to teach them, etc. These are the little things that make a game more realistic and vivid.

#### Circumstances and Experience

Players cannot gain Circumstances through Experience. Once these have been taken at Character Creation, they cannot then be gained through subsequent Experience. How the character plays the game will determine his Circumstances.

#### Advantages and Experience

The exception to the rule is Advantages, which *can* be gained through Experience.

Of course, not all Advantages can be gained in this way, and it should be obvious to the Narrator and players whether it is possible or not.

For instance, a character couldn’t get “Large Size” through Experience. There’s nothing he can do short of genetic manipulation or magic to suddenly start growing that big.

However, a character *could* gain “Ambidexterity.”

These cost the same as a Skill of the same level. Therefore, if one were trying to gain “Ambidexterity,” which is a level 4 Advantage, it would cost 20 Experience.

#### Disadvantages and Experience

Disadvantages give a bonus of Experience to the player at Character Creation equal to their cumulative cost.

For instance, gaining a Level 6 Disadvantage would give 42 Experience to the character.

Characters sometimes gain Disadvantages through the game, for instance by losing a hand or an eye, or gaining a limp. These do not give the character any Experience points to spend! They have no upside.

### Narrator’s Discretion

Due to the flexibility of the Immersion RPG system, it is potentially very easy for players to make “unbalanced” characters. Such characters are easy to spot: they’re the ones that could kill anything in a blink, but probably couldn’t talk their way out of a paper bag. In short, they’re characters where the player has put all his Experience into becoming a combat machine, without ever thinking of *who* the character is.  
It is for this reason that the Narrator must approve all characters to be played in his game. He should read the character sheets of every player over, make sure that it has been constructed correctly and then check to see if it is a balanced character. If he finds something a little hard to work out, he should ask the player how it fits into their character. For instance: they’ve taken Fame 10 and Resources 10, so they decide they’re the son of a king, but they’ve got Social Status 0, Allies 0, Associates 0. Something’s not right. They would need to have a high Social Status, and would preferably have high Associates and probably Allies too – not to mention have Skills that complement these. Otherwise it looks like he’s a filthy rich guy with a reputation for some dubious exploits…and he probably won’t remain rich for long!  
But if the Narrator finds the player has a really convincing back story, he can decide to let them go with it. It’s all a matter of the character being entertaining and believable, as well as balanced.

Last of all, Narrators should definitely *not* let players have swarms of Powers and no Skills worth speaking of. The reason for this is simple: how did they *learn* all those mysterious and amazing powers, without experiencing the world at the same time? Sorcerers and heroes who have awe-inspiring Powers are those who have fought tooth and nail to learn them, have studied under masters, proved themselves time and time again, and have no doubt experienced some of the world in the process. One can’t lock oneself away in a tower and learn all the world’s magical secrets.

So, by all means, keep character creation loose and flexible. People should be able to play whatever characters they like, and they should surprise you with the odd and fantastic combinations they come up with. But just ensure you keep the focus on the characters, rather than just powers or abilities.

### Experience Costs

The following tables provide an easy calculator to work out the costs of a new level.

In the left column is the Level of the Statistic.

In the centre column is the Experience cost from getting to that level from the level below.

In the right column is the cumulative cost to get from level 0 to that Level.

(Example: Getting one’s Strength, an Attribute, from level 6 to 7 costs 28 Experience. Or, at Character Creation, the cost of having a Strength of 7 is 112 Experience points.)

(Example: Getting one’s Melee Skill from level 5 to 6 would cost 12 Experience. At Character Creation, getting a Melee of 6 would cost 42 Experience.)

(Example: Getting one’s Pyromancy Power from level 3 to 4 would cost 12 Experience. At Character Creation, getting a Pyromancy of 4 would cost 30 Experience points.)

|  |  |  |
| --- | --- | --- |
| Skills, Circumstances, Advantages & Disadvantages | | |
| Level | Cost | Cumulative Cost |
| 1 | 2 | 2 |
| 2 | 4 | 6 |
| 3 | 6 | 12 |
| 4 | 8 | 20 |
| 5 | 10 | 30 |
| 6 | 12 | 42 |
| 7 | 14 | 56 |
| 8 | 16 | 72 |
| 9 | 18 | 90 |
| 10 | 20 | 110 |

|  |  |  |
| --- | --- | --- |
| Attributes | | |
| Level | Cost | Cumulative Cost |
| 1 | 4 | 4 |
| 2 | 8 | 12 |
| 3 | 12 | 24 |
| 4 | 16 | 40 |
| 5 | 20 | 60 |
| 6 | 24 | 84 |
| 7 | 28 | 112 |
| 8 | 32 | 144 |
| 9 | 36 | 180 |
| 10 | 40 | 220 |

|  |  |  |
| --- | --- | --- |
| Powers and Feats | | |
| Level | Cost | Cumulative Cost |
| 1 | 3 | 3 |
| 2 | 6 | 9 |
| 3 | 9 | 18 |
| 4 | 12 | 30 |
| 5 | 15 | 45 |
| 6 | 18 | 63 |
| 7 | 21 | 84 |
| 8 | 24 | 108 |
| 9 | 27 | 135 |
| 10 | 30 | 165 |

|  |  |
| --- | --- |
| Hit Points and Eldritch | |
| Current Level | Cost per HP/ Eldritch |
| 0-10 | 5 |
| 11-20 | 7 |
| 21-30 | 10 |
| 31-40 | 13 |
| 41-50 | 16 |
| 51-60 | 19 |
| 61-70 | 22 |
| 71-80 | 25 |
| 81-90 | 28 |
| 91-100 | 31 |

### A Sample Character

Daniel wants to make a new character for a fantasy game that he and his friends will be playing together.

His Narrator decides that Daniel’s character will start off as a Novice character and so has 1250 Experience to spend.

Daniel decides to create a savage barbarian character called Jaegar Blackmane. Someone particularly large and tough, using a one-handed hammer.

To start off, Daniel works out Jaegar’s *Attributes.*

For his *Physical Attributes* Daniel gives him a Strength of 7 (112 Experience), Dexterity 4 (40 Experience) and Constitution 5 (60 Experience).

This makes him really strong, far more than most men, as well as relatively quick, fit and tough.

For his *Social Attributes* he gives Jaegar a Charisma of 4 (40 Experience), Tact of 3 (24 Experience) and Beauty of 3 (24 Experience).

This makes him okay at commanding attention but really bad at holding a conversation or persuading people – and quite ugly. Still, for a barbarian that doesn’t matter!

He’s got a long beard, plenty of scars and a harsh, weathered face. No one’s going to mess with this guy!

Next up Daniel works out Jaegar’s *Mental Attributes.* He gives him an Awareness of 6 (costing 84 Experience), which means he’s very alert, and an Intelligence and Wisdom of 5. This means he’s pretty smart, and has good self control. Despite looking like a hairy, mad savage, he can discipline himself somewhat.

Finally Daniel works out the *Spiritual Attributes.* Jaegar gets a Resolve of 5, meaning his focus and drive is fairly strong, a Courage of 6, meaning he’s got a lot of backbone, but a Luck of just 3, which means things often go wrong for him!

From these Attributes, Daniel works out his *Vital Statistics.*

These are Morality, Eldritch and Health.

Jaegar has a Wisdom of 5 and a Courage of 6 which makes his Base Morality 11. If he wanted to increase this, he could increase it to a maximum of 17, and it would cost 35 Experience.

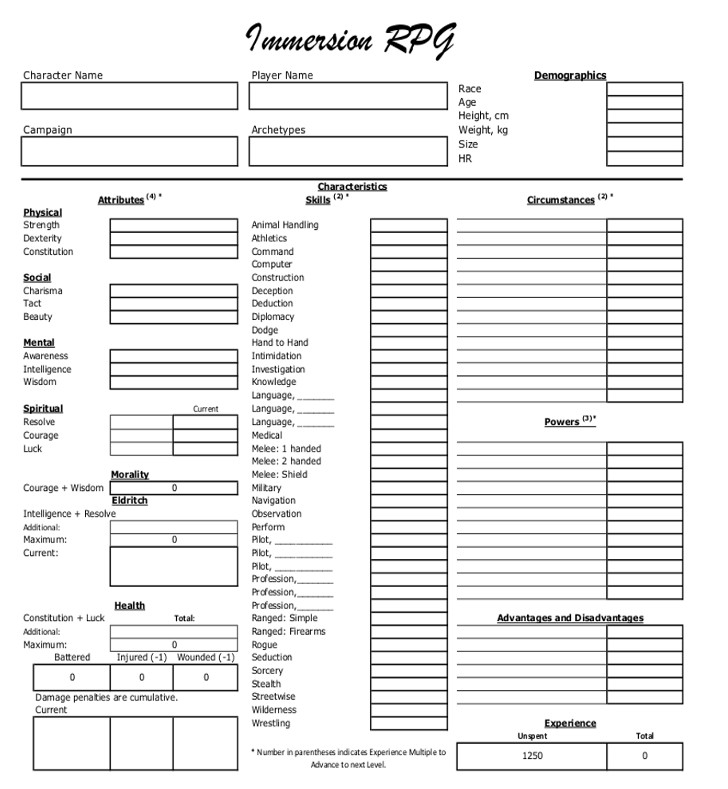
#### Character Name

This is the name of your character. What does he call himself?

#### Player Name

This is your name, so no one accidentally takes your character sheet!

#### Demographics

This includes your character’s **Age**, his **Height** and **Weight**, and his **Size**.

More information on Size is included Chapter 8, under the Size section.

If you are a human, your Size will probably be Medium. Whereas if you are an ogre, half-giant or someone really, really big you’ll be size L (Large). If you are the size of a Halfling or midget you’ll be size S (Small).

It also asks for your **HR**. This is a number between 0 and 5 that signifies how physically tough your character is. This is almost always 0. If you are a flesh-and-blood creature, then it is definitely 0.

0 = flesh and blood.

1 = wood/blunt.

2 = metal/sharp.

Etc.

For more information on HR, see Chapter 8, under the Hardness Rating section.

#### Attributes

Attributes describe your character’s innate qualities and abilities.

#### Skills

Skills are the things a character has learnt to do. Something that have become trained at.

#### Circumstances

Circumstances are the situations that a person is in at any one time in his life. Is he rich or poor? Does he have lots of friends, or plenty of enemies? Does he have weapons and armour, or just the clothes on his back?

#### Vital Statistics

Vital Statistics measure a character’s state of being at any one time. This includes his physical wellbeing (Hit Points), mental wellbeing (Morality) and spiritual wellbeing (Eldritch or spiritual power).

#### Advantages & Disadvantages

These are the peculiar things that make a person better or worse in life. Does he have a limp? Is he annoying? Does he have a knack with computers?

#### Powers

Powers are the supernatural “hero” abilities that a character has. Most (but not all) settings have Powers. These are things such as casting magical spells, or wielding an axe with unstoppable force.

#### Experience

Experience is the sum of what a character has learnt throughout his/her life. All characters start at the level of either Novice, Experienced or Veteran Experience.

Every game you will be given more Experience by your Narrator. This represents how much you character has learnt during that game. Experience can be spent to increase Statistics.

Experience that you haven’t yet spent to increase Statistics is kept track of on the left hand part of the Experience box.

All Experience, including the Experience that hasn’t been spent yet, is included in the right hand part of the box. This signifies how powerful your character is now.

# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Will O'Brien\Will O'Brien Final1\Smaller Pic Sizes\Celtic Barbarian.jpg -4- Archetypes

B

efore you get started actually making a character and looking through the many options you have for building the type of person you want to play in the game, it is wise to look at what basic *type* of character you wish to play. This will give you an orientation of how character creation works and what types of characters there are out there**. This is not a limitation, and does not restrict players in any way, but is rather a stencil for them to use, and copy if they wish.**

There are of course many, many archetypes, and their exact style will change drastically depending on what sort of game you are playing.

For instance, a warrior in a Fantasy setting will be proficient with bows or melee weapons – but a warrior in a futuristic setting will be proficient with firearms, and might even be a Power Armour pilot!

So some flexibility is required.

Where a new and unique Archetype has been created, it will be detailed in the appropriate Setting book.

The Archetypes are as follows:

Barbarian

Paladin

Priest

Ranger

Rogue

Scholar

Sorcerer

Warrior

## Barbarian

The soldiers had pursued their quarry for the better part of three days. Six riders and another six with dogs, they had chased him from every bolthole he had fled to. Across the fields outside Nakron, through the wooded hills, day and night they had tracked his steps. Twice they had loosed their crossbows at him, and another time the horsemen had nearly run him to ground before he reached the safety of the woods. Now, with nowhere else to go, he had plunged into a swamp.

They followed his churning tracks, and made good progress, though the dogs whined and strained at their leads, barking at the trees all around. Even despite being beaten, they would not pursue any further. But their quarry was only just ahead, and they pressed on.

They found him as night was falling, standing with heaving chest in the mud, his entire body slathered in black filth.

Jarvurius, their leader, laughed atop his black stallion, “Finally you surrender. You should know you can’t outrun the King’s Just—” his words died as an arrow’s wooden shaft entered his throat in a welter of blood.

And then like shadows bursting from the undergrowth, the Laverenii warriors surged out of the trees, covered head to foot in the black sludge of the swamp, and almost invisible for it. They were too close to be stopped by the crossbows, and too furious.

The soldiers died.

A barbarian is a savage. A brutal and apparently uncivilised tribal warrior, who survives close to the elements and to nature – and to death. Amongst the savage tribes, death is regular and close, and those who survive into adulthood are hardy in body and mind in a way no city dweller can understand.

On the battlefield, barbarians eschew tactics and formations for bloody rage and wild attacks, which can often overwhelm more “civilised” armies with their sheer unbridled ferocity.

Almost always underestimated as “filthy savages” and “stupid brutes,” barbarians in fact possess a keen intelligence in the ways of stealth, surprise and particularly the many arts of guerrilla war.

#### Strengths

The barbarian is the strongest and toughest of all characters, usually without an ounce of fat on them. As such their Physical Attributes are exceptional, their Awareness is usually very good and their Courage high.

Their physical-based Skills, such as Athletics, Dodge, Melee, Ranged: Simple, Hand to Hand, Wrestling, Stealth and Wilderness are very good.

Their favoured Powers tend to be Frenzy, Ferocity, Focus (on their favourite weapon), Die Hard, as well as occasionally Animal Friend, Biomancy, Perceptus, Fortis Mentis and even Seer (barbarians watch for the signs of the gods in all things).

#### Weaknesses

Barbarians are naturally lacking in social polish, and as such their Social Attributes and Skills are quite low, as well as their Mental Attributes and any Skills that involve cities or technology. Barbarians are not magic users, and so are quite vulnerable to magical attacks, as their Sorcery skill is likely to be quite low. Furthermore, barbarians rarely are very heavily armoured, which on a battlefield makes them vulnerable to missile attacks.

Barbarians belong at the forefront in a battle, in the thick of the action, where they can dish out more punishment than any foe can take.

#### Types of Barbarians

Berserker, Hunter, Woodsman, Native Scout, Horseman.

## Paladin

The day darkened as a living shadow dropped from the sky on huge leathery wings, crashing to a landing in the midst of the Imperial Square, scattering soldiers, servants and horses like so many children.

It strode up the thousand steps to the White Palace, the air resounding with the dying of the imperial guard as they tried desperately to halt it. Even runed blades were no match against this thing of shadow and cold.

It reached the great doors and smashed them open, knocking aside armoured men and stalking down the great hall to tower over the imperial family.

“I have come for my promised prize,” the beast said, its black hide bristling with crossbow bolts. It reached out for the youngest daughter, a girl of barely twelve, “I will take this one.”

“You shall not.” The words echoed softly through the massive hall, and the beast turned with a snarl.

A man stood in the shattered doorway, a great sword in his hands, swirling with ancient runes. Behind his helm, his eyes were filled with a steely determination.

“I will destroy you like the others, fool,” the demon growled, and launched himself at the puny human.

A blast of light came from the man’s outstretched hand, bringing with it an indescribable pain that tore through the demon like fire. Screaming, it crashed to the ground, rolling and thrashing until it regained its feet.

The human raised his sword with both hands, “I will give you one chance, demon. Leave now or be destroyed.”

A Paladin is a holy warrior; usually a knight or the warrior of some Holy Order, sworn to do good, right wrongs, uphold honour and destroy evil in all its forms. Most have holy powers that allow them to destroy demons and the undead. Furthermore, Paladins are generally members of a particular faith – and adhere to it very strictly. It is this faith, of whatever kind, that allows them the singularity of purpose to do their work.

It is a lonely and difficult path to be a Paladin. Many who would be such holy men find themselves too weak, or find the path too stringent to properly adhere to. But for those that can keep their morality and not succumb to a world full of evil, then the rewards are great, and their impact is deeply felt.

#### Strengths

Paladins are much like warriors, but are less focussed on skill with their weapons, and more focussed on Powers that allow them to fight the dark forces of demonkind and necromancy.

Paladins usually focus on Spiritual Attributes to defend against magical attacks, and also Physical Attributes to do battle with their enemies.

Combat-based Skills are a priority, as are Sorcery, Investigation and Deduction. A Paladin must often get to the truth of things, and discover where the true evil lies. Not all demons are in plain sight.

Their favoured Powers are Aegis, Fortis Mentis and Healing, as well as combat-based Powers such as Ferocity, Focus, Zen Strike and Agility.

To be a Paladin, a character really *must* have Aegis at the very least, otherwise they’re really only learning to become a Paladin.

#### Weaknesses

Paladins’ weakness is simply that they are not as specialised in combat as other classes, and tend to be a bit more “spread out” in their abilities. They are exceptionally effective against supernatural evil, but are less effective against more normal opponents.

When playing a Paladin, one must be careful not to try to be good at everything, thereby spreading one’s experience points too widely, and ending up being only average at everything.

The opposite of a paladin, often called an anti-paladin, dark knight or death knight, is either someone who has forsaken his former good ways, and turned to gods of darkness, to demons and black magicks to further his power, and to further the work of evil in the world. These are not recommended as player characters, but they do make excellent antagonists in adventures.

Their strengths and weaknesses are much the same, except that their Aegis will be used against angels and holy spirits, and their Healing will often be used to create wounds or sickness rather than cure. Often Anti-Paladins have learnt new dark magicks too, such as Shadowmancy, Domination or Necromancy – and some even go so far as to sacrifice their very souls to a demon or powerful spirit for the pursuit of power.

#### Types of Paladins

Demon Hunter, Cavalier, Lawman, Arbiter, Dark Knight, Holy Avenger.

## Priest

The doors to the ancient temple burst open, their thick bronze shrieking as the ram tore through. Shouting and exulting, the raiders surged inside. Brandishing torches and weapons they snatched up gilded bowls, silver candlesticks, gold and jewels from the altars. Screams came from throats of priestesses as they were dragged from alcoves, trussed hand and foot by their leering captors.

They spilled through the antechamber and into the dimly-lit inner sanctum beyond, its air thick with incense, and its far wall dominated by a massive stone statue, with immense gems for eyes.

Then a sudden voice broke through the revelry, its tones like iron, “You DARE defy the gods?”

The priest stood at the idol’s feet, leaning on a walking stick and staring at the reavers with apoplexy. His skin was wrinkled and weathered, and the scars that marked his face spoke of a life hard lived. But he was just an old man, alone, against a dozen hardened reavers.

The boldest of the men stepped towards him, sword shining redly in the dim light, “We dare anything we like, old man. Who’s going to stop us? You?” he laughed.

The old man shook his head, and then a deep grating thunder filled the air, of stone against stone. Dust showered down.

The raiders stared, backing away in mute horror, at the twenty foot stone idol standing before them, its gem eyes glittering down at them.

“Too late, you come to believe,” the priest whispered.

A Priest is a man of faith. A man who can call upon the aid of a deity or even a whole pantheon of deities, and goes out to do work holy (or unholy) work in their name. There are many types of priests. Some work in the forests, and worship the gods of the woods, keeping them preserved from the axes of loggers and land clearers. These are generally known as druids. Others worship gods of the sky or sea or earth, and call upon them for guidance and wisdom.

The goals of priests are incredibly varied. Most want to spread their faith in some way, and so attempt to gain converts from those around them. With the strength of their magic as proof of their god’s favour, they are often very effective.

#### Strengths

Priests are strong in Social and Spiritual Attributes. They generally favour Charisma, Intelligence and Resolve. In terms of Skills, they favour Social-based Skills that enable them to spread their faith – such as Deduction, Diplomacy, Intimidation and Perform.

They are also skilled in Sorcery, and are often quite skilled in Martial Skills such as Melee, Ranged, etc.

Their Powers tend to focus on the domain of their chosen deity or deities, though the choices available are extremely varied.

For instance, Priests of water gods will take Hydromancy, priests of war gods may take Focus for their chosen weapon. Many Priests take Enthral as a power, so as to attract followers easier to their cause.

There are also priests of dark, evil gods. These characters will tend to take powers such as Shadowmancy, Necromancy, Domination and Drain Life.

Many Priests also take Perceptus or Fortis Mentis, as well as Seer to better see the will of the gods. Healing is a common Priest Power, and is well considered the domain of Priests – for who better to perform miracles for the sick, the lame and dying?

A typical breakdown of Powers will tend to be Pyromancy (or other combat power, based on their god’s domain), Enthral, Seer.

Or for a non-combative Priest they might be Healing, Perceptus, Enthral.

A Druid-style Priest will tend to have Powers such as One With Nature, Biomancy, Healing and others.

A magical smith could be considered a form of priest, though usually these individuals do not call upon the power of gods. Such people will take the power of Artificer, as well as possibly Perceptus or Focus: Construction, and any complementary powers they wish.

One of the true abilities of a Priest is the ability to instil the fear of the Gods in their enemies, to change the courses of nations, and to call down the wrath of the Gods on those who defy them. Some Priests get whole armies to follow them, and overthrow nations of unbelievers.

#### Weaknesses

Priests tend to be weaker in martial strength than warriors or barbarians, and if caught by surprise, or off guard can quickly find themselves in trouble. They can usually hold their own, but unless they can use their magicks to give themselves an advantage, they’re likely to find themselves outmatched.

#### Types of Priests

Druid, Preacher, Holy Man, Monk, Healer, Shaman, Weaponsmith.

## Ranger

Deklanus stopped suddenly, crouching to inspect a mark in the leafy soil. It was the faintest of impressions, and could have almost been anything. Almost.

Nearby a twig snapped, bringing him out of his reverie with a jolt. He tensed, scanning the surrounding woods with wide eyes, one hand reaching slowly for an arrow to fit to his bow of drake horn.

More twigs snapped, betraying the movement of something big.

There was a grunt, and a huge strode forwards, muttering something in a tongue that Deklanus had heard only a few times. It made his blood run cold.

The ogre was easily twice the height of Deklanus, even whilst hunched over. Its face was bestial, hairy, and filled with teeth like yellowing millstones and sharp daggers. It stopped, sniffed and growled again, squinting with beady eyes in Deklanus’ direction.

The beasts were mocked for their stupidity and poor eyesight – but their noses more than made up for the lack.

Deklanus remained frozen, his sombre greens and browns blending into the foliage around him. And he prayed for good fortune.

The ogre took another step forwards. The ground thumped. It had a heavy spear in one hand, as thick as a club and almost as long as a pike. Its nose stretched wide as it hunted for Deklanus’ scent.

Softly, like the caress of a lover, a breeze blew at Deklanus’ back. It stirred the leaves softly, tugged at the edge of his cloak – and brought his scent directly to the ogre’s nostrils. It’s piggy eyes grew wide, and a fierce grin split its face. Triumph roared from its throat as it lunged forwards.

Deklanus rose and drew his bow in one fluid motion. The ogre loomed over him. Deklanus sighted its right eye. It was the only place he could be sure to kill it in one shot.

It hauled back with its spear.

And Deklanus loosed.

Rangers are master woodsmen, hunters, guides and scouts. They know the wilds better than anyone else and know how to survive with nothing more than their wits and a few tools.

Rangers are not really men of civilisation, instead preferring the solitude and peace of the wild places. The animals are their friends and companions. The streams, woods and plains are as familiar to them as the streets and roads of a city dweller’s home town.

Rangers are sometimes allied with gods of the woods, and do their bidding in keeping the balance; protecting the sacred places, slaying monsters and dark creatures and so on.

Some rangers are simply men and women who know the wilds and are willing to go where no others will. The worst of these have no respect for mother nature and are more than willing to blow up, burn and destroy anything that they like. But these are the minority. Most truly respect and love the wilderness.

Many rangers become real loners, and rarely venture into civilisation unless they need to. Such often bring reports of true threat and danger with them – as well as extraordinary stories. They are regarded with equal parts awe and mistrust, fear and respect.

#### Strengths

Rangers are naturally incredibly in their chosen wilderness environment, and will choose powers to reflect this. Their Constitution, Intelligence, Awareness and Courage are important Attributes. Important Skills include Wilderness, Navigation, Construction, Intimidation, Observation as well as one or two combat skills – usually a Ranged Skill. A bow is of far more use in the wilds than a sword. Furthermore, they will tend to favour longbows and shortbows as these are more easily constructed in the than a crossbow.

For Powers, Rangers will tend to choose such powers as Biomancy, Focus: Wilderness, Focus: (chosen ranged weapon), Focus: Stealth, Perceptus, One With Nature as well as possibly other combat-based Powers such as Assassin.

They should try to focus on their skills in the woods, with one area of combat focus. They will tend to track their enemies down and strike from an ambush, then retreat before their enemies can attack back. They often utilise traps, false trails, poisons and other cunning tricks.

#### Weaknesses

Rangers are not as combat-focussed as dedicated warriors, and so if they are caught in a combat they can be quickly overwhelmed. They are also not usually dedicated to the use of magic, and so can be vulnerable to mental attacks (unless they take Fortis Mentis).

Rangers tend to be quick, but not tough. Their armour is necessarily light, and is rarely more than leather (because even mail will make a lot of noise). Rangers should not allow themselves to get caught in a combat unless the odds are firmly stacked in their favour.

#### Types of Rangers

Scout, Tracker, Guide, Guardian, Monster Hunter, Bounty Hunter.

## Rogue

Trent tumbled into a dark room with barely a whisper of sound, his cloth shoes sliding smoothly over the ancient marble floor. In the centre of the huge space was a raised dais some twenty steps high, and it was there that the sole beam of light fell, on a pedestal of obsidian – and a glittering red ruby the size of a man’s heart.

The reflected light brought a strange reddish tint to the rest of the room, illuminating towering columns reaching up to a barely-seen ceiling far above; leaving much of the room steeped in gloom.

His eyes scanning the surrounds, Trent drew closer to his prize. The Heart of Raehzimann! It beckoned to him, whispering of untold riches and extraordinary powers. Trent’s mouth grew dry.

By the time he reached the stairs he knew he was visible. One at a time, scanning every step for signs of wards or traps, Trent made his way up to the dais itself. And then he could see the Heart up close, and he realised that it was in fact radiating that red light, as well as a palpable heat. He started to sweat, and reached up to wipe his brow with his sleeve.

And it was that which saved him. For as he did so he saw the slightest movement through his peripherals. An icy chill raced up his spine as he turned, catlike, every muscle taut, staring behind him – directly into the luminous eyes of an immense, black serpent.

Trent grinned to himself. This was getting interesting.

Rogues are many and varied. Thieves, scoundrels, rakes, killers for hire, spies and saboteurs; they are a class of people who uniformly despise authority and the law, and who are determined that they can make a quick fortune bypassing all the normal methods.

That being said, not all rogues are bad or misguided people. Some are pure of heart and good of intention – stealing from the unholy and giving to those in need (which just might be themselves).

It’s not always an easy life as a rogue. For every hundred men who think they can beat the system and make a fortune, ninety-nine end up behind bars, crippled, dead or ruined. But one makes it big. And for rogues, those odds are good enough.

#### Strengths

Rogues have very varied skill sets, but all tend to have quick reflexes and quick wits. Assassins and Thieves will tend to favour Dexterity the most, whilst Con Artists, Secret Agents and beguilers will rely on one or more Social Attribute. Awareness and Luck are also highly important statistics.

Rogues tend to specialise in their chosen areas, and it is this which makes them excellent. The Stealth Skill is highly favoured, as is Deception, Deduction, Observation, Rogue, Seduction, Streetwise and sometimes Athletics (depending on their occupation).

For Powers, Rogues have several areas of speciality: assassins and hit men will usually use the Assassin Power, and often a Focus on Stealth or on their weapon of choice. Sometimes they also use a complementary Power such as Shadowmancy, Occlusion or Chameleon. They also favour Dexterity-based Powers such as Agility and Avoidance.

Thieves are similar, but will tend to specialise in areas of such as Focus: Stealth, Focus: Rogue, Focus: Athletics – as well as at least one offensive Power, such as Assassin.

Con Artists will tend to specialise in manipulative Powers, such as Enthral, Domination, Illusion, Entropy and Occlusion – however, they will usually take at least one offensive Power, such as Pyromancy or a Focus for their favourite weapon.

Rogues tend to be extremely quick, hard to catch or pin down, and exceptionally good at conducting guerrilla warfare, sniper fire and assassinating targets. Con Artists and the like are always very skilled at convincing, persuading and negotiating in debates or speeches. Such characters rarely get into direct confrontations – or if they do, they usually have enough “friends” that their enemy gets completely overwhelmed.

#### Weaknesses

Rogues have varied weaknesses. Con Artists tend to be quite weak in combat, and often not very athletic, or skilled in the wilds. They tend to wear little to no armour, and if the swords come out, they are certain to be outclassed.

Characters who can resist mental attacks are extremely dangerous to Con-Artists and Beguilers. Not only will they shrug off any attempts at mental control, but they’ll usually follow it up with a sword to the guts!

Rogues should be careful to not engage in combat unless the odds are keenly stacked in their favour. They should try to attack by surprise, utilising hit-and-run methods to keep out of reach of their more powerful enemies.

#### Types of Rogues

Spy, Thief, Assassin, Con Artist, Rake, Secret Agent, Thug, Saboteur, Bard, Minstrel, Seductress, Casanova.

## Scholar

“What a fascinating mural!” James whispered, tracing the bas reliefs with a finger. “You see here how the eagle faces the lion? Do you know what that means? And this symbol beyond it…cuneiform. How unusual. That should mean if I press this…”

He did, and there was a click. The room filled with the sound of stone grinding on stone. Dust fell from the ceiling.

“Oh dear,” James muttered.

“Oh dear?! What do you mean ‘Oh dear,’?” Charlie shouted.

“The door just sealed itself,” James said, staring at the stone block that had just slid into place.

Something went ‘clunk,’ and more dust cascaded down.

“And the roof is coming down,” James added.

“What?!” Charlie screamed. “Do something!”

“Let’s see…I must have pressed the wrong button somewhere…” James said, scanning over the symbols again. “Give me a minute old bean. I’m sure I can sort this out.”

The scholar represents all men of learning, who have their abilities in logic, deduction and knowledge rather than in battle. Scholars can be of all sorts. Some are detectives, others archaeologists with a nose for trouble. Others are inquisitive reporters, scientists who will stop at nothing for their answers or even businessmen who know how to get their hands dirty. Most will have some form of speciality and they will often know how to handle themselves, at least to some degree. These sorts of scholars aren’t the type to sit at a desk and just try to figure something out – they’ll get out there and risk life and limb opening a crypt to find ancient, fabled treasures…and quite often stumble upon a little more than they bargained for in the process.

#### Strengths

Scholars tend to have exceptional Skills. They know a bit of everything, from surviving in the wilds to taming wild animals and deciphering hieroglyphics.

Scholars have high Mental Attributes, and are often quite high in Spiritual Attributes too.

Most will be high in Knowledge, Investigation, Observation, Sorcery and Profession.

Their Powers are often based around Focuses for their chosen Skills – such as Focus: Investigation or Focus: Knowledge. However, they will often use other Powers like Perceptus.

The thing about Scholars is that they have a very broad scope. Whilst primarily being scholars they can also be quite good at their martial Skills, and even dabble extensively in sorcery – giving them an ace up their sleeve.

As such, Powers like Entropy, Domination, Enthral and the different –mancies (such as Pyromancy) are quite open to them. This makes them able to hold their own in a conflict.

Essentially, a scholar will be the first person to notice clues on a scene, will notice traps and solve riddles that would leave anyone else scratching their head. When trying to get through a complex paper trail involving off-shore accounts, or when attempting to solve an ancient prophecy, the scholar is your man.

#### Weaknesses

Scholars are quite weak in combat, and so should avoid violent confrontations when possible. Even if they have taken some levels in martial Skills and taken a martial Power, they will usually be outclassed by an equal-level Warrior, Sorcerer or the like.

#### Types of Scholars

Investigator, Detective, Hacker, Computer Coder, Archaeologist, Professor, Scientist, Reporter, Doctor.

## Sorcerer

The shadows grew deep in the room. The dim light flickered with a buzz and a breath of air slid through the room, cold as the grave. Out of the blackness emerged a figure in a grey hoodie, his hands were thrust deep into its pockets.

“Jack,” he said. “What do you want? Why the hell are you calling me so late?”

The neophyte was on his knees in the ritual circle. His eyes were set deep within dark rings that betrayed his lack of sleep and his hands shook slightly. Nevertheless, he raised his courage to speak.

“Nathan. Thank the gods you’re here! The…the demon…it-it…”

Nathan’s eyes narrowed. The hands left their pockets.

“It broke free…I couldn’t…I couldn’t hold it!” his face was a picture of emotional anguish. “It ate Mike. It ate him! Oh gods…oh gods what do we do?”

“You summoned a demon?” Nathan’s face grew hard. “You didn’t tell me you were attempting it. You know the law! Do you know what would happen to me if the Order found out? To both of us? You bloody idiot.”

“I’m sorry…I’m so sorry Nate. I didn’t think—”

“Shut up Jack and get your shit together,” Nathan said. “Do you have any swords around here? Or a crossbow perhaps?”

“A sword? What for?”

Nathan gave him a crooked grin, “We’re going demon hunting.”

A sorcerer goes by many names: Wizard, Magic User, Mage, Warlock, Enchanter. All are the same thing – incredibly powerful beings who can use the sheer power of magic to shape and warp the fabric of the world.

Sorcerers are amongst the most frightening and powerful single individuals in the worlds they exist. The true extent of their powers is never fully known – and there are legends that tell of ancient times when single powerful sorcerers could bring about the ruin of cities, kingdoms and empires.

Because of the nature of magic and the sheer variety of powers available, sorcerers are extremely varied; but there are several main categories: Battle Mage, Illusionist, Enchanter, Summoner, Necromancer.

#### Artificer

An Artificer is one who creates magical items, weapons and armour, and is often known as a master smith. Such a person is of incredible value and rarity, and create items that are passed down from father to son for generations.

Artificers of course have the power Artificer, and will often take Pyromancy and sometimes Geomancy – to control the furnace and to discern the best ores to mine. They are not merely restricted to minor magical items, but can create golems and bizarre contraptions, enchant whole castles, inscribe devastating runes on their secret places, and so on. Artificers usually have the greatest equipment of anyone – and are sometimes backed up by mystical creations that defy any number of mere warriors.

#### Alchemist

Many sorcerers (and even priests) use the Power Alchemy, but an *Alchemist* is one who spends most of his time doing so, and is really defined by his vast knowledge of potions, poisons, herbs and the like. Such a character has the Power Alchemy, but often also takes Biomancy (the better to track down elusive herbs), and also is very high in the Wilderness Skill. Other Powers vary, but often include Aeromancy (the better to throw potions), Hex, Perceptus or anything desired. They would usually take Profession: Skinner for the purpose of getting to magical creatures’ organs.



#### Battle Mage

A battle mage focuses his Powers on direct combat. Some are even quite skilled with weaponry and take Powers to complement that skill. Others are purely intent on blasting their foes to oblivion. They tend to focus on the ‘mancies – such as Pyromancy, Aeromancy, etc., as well as the Focuses.

#### Illusionist

Illusionists focus on illusion magic and on trickery. They will also tend to take Powers that complement this – such as Entropy and Enthral and sometimes one of the ‘mancies. They are masters of paradoxes, madness and the manipulation of reality. One rarely knows if one has ever truly killed an illusionist – or if one is even facing reality at all.

#### Enchanter

An Enchanter is one who specialises in manipulation, domination, intrigue and persuasion. They naturally focus primarily on social Powers such as Domination and Enthral. Many surround themselves with magically-manipulated cronies and henchmen, whilst others insinuate themselves into positions of power – and no-one knows who they might have duped.

#### Mystic

The Mystic is a sorcerer in tune with the future, and quite often in tune with the natural world. In modern day terms they would be called hippies – but these hippies really *could* read the future, heal a sickness with a special tea, or hex someone with bad luck if they got irritated.

Mystics are often trying to perceive the will of the gods, or the will of the universe, and are attempting to find peace in it. They tend to use Powers such as Seer, Perceptus, Fortis Mentis, Hex, Biomancy, Geomancy and Animal Friend.

#### Summoner

Summoners are masters of animals, spirits, demons and elementals, though any one summoner usually is only master of one or two. They tend to avoid direct confrontations – then send their greatly-powerful minions out to destroy their enemies and wreak absolute havoc. Summoners are some of the most dread sorcerers of all, for the fact is it doesn’t matter how far one flees or how many foes one kills – the summoner will always find you, and can always send a new minion after you!

Summoners naturally use Powers such as Animal Friend, Necromancy, Demon Summoning and Elemental Summoning. However, they often use powers such as Seer (to better track down their enemies) and Perceptus (to better notice magical beings), as well as Hex (for a very effective method of just destroying their enemy, or wearing down their resistance).

#### Necromancer

Necromancers are the ultimate dark wizards, lords of undeath. Such men (and women) are feared and loathed almost universally for their grim and ghastly skills. For they are able to raise the dead to do their bidding. Moreso, they can bring dead spirits back from the great beyond – and even plant them into newly slain corpses, to rise again as their eternal servants.

Necromancers favour Powers such as Necromancy, Necromancy, Perceptus and Drain Life.

#### Strengths

The beauty of being a sorcerer is that one can make use of the immense variety of magical abilities on offer. One doesn’t have to be strictly “a battle mage” or a “summoner,” but one can take a bit of each (for instance, taking Pyromancy with Demon Summoning and a martial Focus).

Magi are so diverse and versatile that one cannot know what to expect. And it is this unpredictability that is truly vital in performing well as a magic user.

Ideally, one should focus one’s abilities in a specific direction (such as combat, or illusion), and then each Power works hand-in-glove with each other one, make an almost unbeatable combination (such as using Geomancy to mire a warrior in mud, then Pyromancy to bake the mud solid and burn the warrior to ash).

Sorcerers tend to be strong on their Mental or Social Attributes, depending on what sort of sorcerer they are. They are also usually high on Resolve.

Their Skills tend to reflect their area of focus. Usually they are high on Sorcery, but they also tend to favour Observation, Investigation, Knowledge and Dodge.

As mentioned above, their Powers are extremely diverse, but are not usually combat based.

#### Weaknesses

Sorcerers are usually very weak physically and so if caught by a warrior they will quickly be overcome. Furthermore, against a very resilient foe they can find themselves quickly on the back foot, as their enemy resists every attack they send his way.

Sorcerers must be very wary of getting caught in physical combat – or of being the target for archers. They should attempt to keep themselves on the move and to use their Powers in varied and inventive ways to attain the maximum effect.

Another weakness can be that one attempts to be good at too many different Powers, meaning that none of them complement each other and the character tends to be good at nothing. Try to concentrate your Powers on the area you want to be good at – and then you’ll be unstoppable.

## Warrior

Barradin reined in his horse five hundred paces from the great gates. Behind him spilled forth winding rivers of steel-clad knights and great swathes of fighting men, their arms and armour glittering under the bright Southern sun. Clouds of dust rose into the air; a dirty smear across a clear blue sky.

A single rider was waiting outside the gates, white robes fluttering in the hot wind as his horse danced impatiently over the hot sands. He raised his spear and uttered a long cry that resounded off the city’s walls. Cheers and shouts roared out from the battlements in response.

A challenge.

Barradin turned to his companions, “He’s mine,” he growled, lowering his visor with a sharp motion.

**Putting spurs to his mount’s flanks, he leapt out onto the plain of baked earth and swirling sands, hearing cheers swell from the army as his lance began to dip.

Come on, you bastard! Barradin thought furiously, watching through his helmet slits as his enemy whirled and came towards him. Come on!

The gap narrowed, the lance lowered, the spear raised.

Steel struck armour and flesh. Horses screamed. Men gained glory.

A warrior is your classic fighting man, and takes many different forms. They live and die through their skill at arms, and though they may fight for gold, glory, honour or revenge, the most any of them can hope for is a glorious end.

#### Strengths

Warriors are strong and tough, and far more capable with a weapon than most others ever get a chance to be. They focus on Physical Attributes, on martial Skills (such as Melee and/or Ranged), and combat-based Powers such as Agility, Die Hard, Focus (on their favoured weapon), Ferocity and Zen Strike.

#### Weaknesses

Warriors are usually weak on Social and Mental Attributes, which makes them particularly liable to being out-manoeuvred in debates, negotiations and persuasion. Warriors are therefore quite vulnerable to magical Charm spells (such as Domination and Enthral), and any magic that attacks their mind.

Furthermore, warriors have little way of preventing an opponent from using Scrying magic or other methods of spying – unless they take several levels in Sorcery, and learn how to inscribe runes of protection in the areas in which they stay.

#### Types of Warriors

Knight, Mercenary, Gladiator, Samurai, Ronin, Pirate, Soldier, Reaver

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# -5- Characteristics

A

s covered earlier, a Character has certain “Characteristics” which basically define who he or she is.

Now that you’ve seen some of the basic Archetypes of a game, you may have a few ideas of what sort of character you want to play. The next step is to start picking out the Characteristics, which will help you to fully flesh out the person you’re making.

It certainly helps if you work out a back story to the character, and this can be done as you’re making him or her.

For instance: How old is he? Does he have parents? Is he from the city or country? Was his parents rich? Was he kicked out of home? Did he commit a crime? Is he an exile?

Once one starts to work out the Characteristics it will become plain what the person’s personality is like. For instance, if his Strength is low you’ll know he’s pretty weak. So he’s not really very athletic. If his Wisdom is low he’ll be forgetful, irresponsible, liable to make stupid mistakes and get into trouble, or have a short fuse. If his Awareness is high he sees practically everything around him, and is keen on details.

When looking at the relation to the Characteristics, one gets an even clearer idea. For instance, if one was creating a Warrior with a low Courage and a high Dexterity you could see he’s pretty quick, and possibly pretty realistic about his chances of survival. He’s not going to wait around to die – discretion is the better part of valour!

There are several steps in choosing Characteristics:

1. Choose Attributes.Attributes really define the essence of a character. His raw ability and traits. This is who the character basically *is.* These are divided into Physical, Mental, Social and Spiritual.
2. **Choose Skills.**Skills are what a character has been trained in. They represent what he’s picked up and learnt over time.
3. **Choose Circumstances.**Circumstances are the situations the character starts off with. For instance: Is he rich? Does he have allies? What sort of equipment does he start with?
4. **Choose Powers.**A character’s Powers are the supernatural or extraordinary abilities that sets them apart from the rest of the crowd. They are all essentially magical, but some are basically sorcerous (like casting a fireball).  
   Remember though that there will likely be more Powers listed in upcoming Immersion Setting Books, and that in some settings Powers are restricted or not present at all (for instance, in a realistic modern-day setting, there would be no Powers). Where this is the case it will be mentioned at the beginning of the relevant Core Setting Book for that setting.
5. **Work out Vital Statistics.**Work out one’s Vital Statistics. These are Hit Points (how much damage you can take), Eldritch (how much magical energy you have) and Morality (how good and sane one is).

This chapter goes over each of these in detail.

## Attributes

## Physical Attributes

### Strength

*Reynard strode forward into the gap between the two armies, cheers ringing in his ears. He was armoured in the finest plate, whorls of decorations chasing the silvery steel that encased him head to toe. A kite shield was strapped to one arm, edged with steel, made of solid oak and decorated with the rearing unicorn of House Husskar. The leather-wrapped hilt of Brightsteel, the ensorcelled sword of his forebears jutted from one hip. Reynard knew he made an imposing sight. He was the undefeated champion of half a hundred duals, the victor of the last twelve tourneys and as he gazed over at the scruffy rabble of an army facing them, he felt his confidence rising. Few enough of them had more than boiled leather or a hauberk of mail. Some had shoulder plating or a breastplate, but little more.*

*Reynard waited, his breath frosting in the air.*

*“Where is your champion?” he cried mockingly, turning back to his host with arms outstretched. A gale of laughter greeted his comments, and he grinned. This would be easier than he had thought.*

*The laughter died, and the gaze of the army looked past Reynard. Something in their faces made his guts twist. He turned.*

*Standing at the head of the Voss army was the biggest man he had ever seen. Reynard’s head barely came up to his chest, and his arms were as big as a strong man’s legs. Despite the biting cold he was naked from the waist up, without so much as a scrap of boiled leather to protect his shaggy body. And in the half-giant’s hands was a hammer that a strong man would struggle to even lift.*

*For the first time in his life, Reynard felt true fear.*

Strength represents brawn, muscle and physical power. How much can you lift and carry? How hard do you hit? Can you cut through a log with a single blow of an axe? Or do you struggle to lift a TV remote?

Strength is incredibly important in combat, for determining how much damage a character can dish out with his physical body.

Level

**1-2 Puny.** You struggle to lift a few kilos. Carrying an empty back pack makes you tired. If you punched someone you’d probably break your fist.

**3-4 Weak.** You lack strength, plain and simple. You could do a few push ups, but then you’re exhausted. Others pick on you.

**5-6 Average.** You’re not strong, but you’re not weak either. You have enough strength that you can lift some weights and do some good exercise. You may not be super-ripped, but you at least have some muscle.

**7-8 Strong.** You enjoy going to the beach and making others look small. You dominate photos. When you hit things, they break.

**9-10 Inhuman.** You could crush skulls with your hands. Others are frightened by your monstrous physique. They didn’t realise men could be this huge.



### Dexterity

The sharp staccato of automatic laser fire chased Jacelyn around the wall. She rolled up, dust flying, and checked her pouch for another clip. It was empty. Damn. She tossed the useless pistol away, and cast a rapid glance around the pock-marked wall. More energy bolts chewed away its corner, spraying dust into her eyes.

There were three. One covering her, two advancing in a staggered formation. Their black armour bore the white symbol of the Treaty. The symbol that meant death to Jacelyn, and all like her.

She closed her eyes, seeking stillness as she grasped the long-bladed knife sheathed at the small of her back. Its energy field hummed into life.

Armour clicked softly. Radios hissed.

Stillness. Harmony. Calm.

Footsteps crunched on rubble.

Now!

Jacelyn dove from the wall, rolling, feeling time seem to slow as a thicket of wild laser fire chased her like bright pencils of light. Dust kicked into the air amid showers of rocky shards.

She rolled up in front of the first soldier, her blade glowing softly where it jutted beneath her fist. He tried to bring his rifle down at her, but then she was diving past him, and blood was spraying the air. She rolled again, rising in between both remaining Treaty soldiers. Their rifles snapped up, fingers tightening on triggers.

She ducked.

Bright-white energy stabbed above her, singeing her hair. And killing both men.

Jacelyn smiled. Too easy.

Dexterity represents speed, grace and agility, as well as what’s called “manual dexterity,” which is skill with the fingers and hands – such as a painter’s skill with a brush, or a cook’s skill at chopping vegetables.

Dexterity is incredibly important in combat, where it represents one’s ability to land a blow with deadly accuracy, as well as avoid injury.

Level

**1-2 Klutz**. You trip over your own legs, and lose at every race you try. Put down the knife.

**3-4 Slow**. You’re not as quick as most others, and your movements lack grace. When you shoot a gun, you’re happy enough if you hit the target.

**5-6 Average**. You’re not a klutz, but you’re no ballerina. You can perform dextrous tasks well enough, but you lack the true grace to be a talented artist or warrior.

**7-8 Nimble**. You are faster than almost everyone, able to duck and weave around others’ clumsy attacks. You win most races you enter.

**9-10 Olympian**. You are blindingly quick, able to duck, roll, flip, tumble and dive with extraordinary grace. Others watch you in awe.

### Constitution

Jack collapsed with his back against a tree, gasping for breath. His lungs felt like they were on fire, he was sick in the stomach and his hands were shaking. How long had he been running for? It must be almost midday, and the man in black had come upon him when dawn was colouring the sky.

He glanced back into the woods, saw nothing but trees, and let out a deep sigh of relief. At least he had had one advantage – when he was a younger man his friends had called him Jack Fleetfoot, for none could stay with him when he started running.

Damn those sorcerers! They had come with kind words in their mouths, and threats in what they didn’t say, asking him to sign their damned treaty. The House of the Skull they called themselves, but he had laughed at their drab robes of black, at their silver face masks and bizarre rituals – and then he hurled their treaty in the fire.

They had left, promising vengeance, “Vengeance that you cannot stop, nor outrun, nor hide from!”

Whoever or whatever it was they had sent after him had certainly been impossible to stop. Six men it had killed, ignoring the terrible wounds they gave it, ignoring the arrows bristling from its sides. Garbed in black like the sorcerers, it had a snarling mask of silver over its face, twining with arcane runes. And when it had turned at last to Jack, its hands drenched in the blood of his household guard, he had felt true fear lance through his guts. And then he ran.

Six hours of hard running had allowed him to elude it. Six hours. He allowed himself a chuckle of relief. The chuckle died in his throat.

Scrambling up, Jack stared in mute disbelief. No. No it was impossible!

There the figure stood, directly before him, its robes fluttering in the soft breeze. How had it crept up on him? How was it even standing? No man could run six hours without exhausting himself!

“Who are you?” he screamed, scrambling to his feet. “WHAT ARE YOU?!”

In response, the figure raised its hands to the mask, and gently prised it loose.

Jack’s eyes widened. Bile rose in his throat. And he knew then that he could never outrun this thing.

The dead, half-rotted killer knew it too. And it smiled.

Constitution represents a character’s healthiness, ability to take a hit, and fitness. A character with high constitution doesn’t get sick readily, is more resistant to extreme temperatures, and is just generally *tougher* than normal people.

Constitution is important in measuring how much physical damage a character can take, how long he can hold his breath, how much endurance he has, and how well he recovers from injuries.

Level

**1-2 Sickly**. You get ill regularly, couldn’t run more than fifty metres without getting exhausted and could get beaten up by a child. Stay at home.

**3-4 Unhealthy**. You’re not fit, and you tend to get sick more than other people. If something hits you, you go down hard.

**5-6 Average**. You’re relatively fit, could run hard for a while without stopping, and probably exercise at least a bit. You don’t get sick all that regularly.

**7-8 Healthy**. You’re fit and tough, you can endure gruelling endurance exercises, and could probably win a marathon. You only rarely get sick.

**9-10 Iron Man**. You could run all day and all night without rest. You can push your body to limits that would kill any normal people. Injuries don’t affect you as much as other people, and you’re never sick.

## Social Attributes

### Charisma

The room was filled with the sounds of anger. Shouting, yelling, swearing, the mob jostled with the soldiers, trying to push through to the palace beyond. Some of them had weapons which glinted in the torchlight.

“Kill them!” some shouted, “Kill the Pretender! Kill the traitor!”

The sergeant of the guards stood at the head of the stairs, shouting at them to be calm, when a rock struck him in the teeth. He collapsed in a pile, blood gushing from chipped and broken teeth.

The mob surged forwards with a cheer, and the line of guardsmen started to buckle inwards.

Then Malakai appeared. He was not tall, or particularly handsome, and he was dressed in the simple, battered plate armour of a soldier. Malakai’s face was stern, his brow un-ornamented with a circlet or any trace of jewellery, as would have befit his rank as a Prince, and a claimant to the throne. But somehow he seemed to dominate the space and command everyone’s undivided attention.

Instantly, the crowd grew still. The pushing stopped. Guardsmen and peasants stared up at him.

And Malakai knew he had already won.

Charisma represents a character’s charm, magnetism, and ability to make people like him. This is one’s ability to control a mob, inspire others to follow, and to make maidens melt with but a smile.

Charisma is also an important Attribute for charm magic, which enhances and controls others’ emotions, and uses that to manipulate them.

Level

**1-2 Invisible**. People practically step on you without noticing you’re there. Your opinions are disregarded, because you can never really get them heard. People find you annoying, and don’t invite you to parties.

**3-4 Insignificant**. You can barely get others to listen to you or pay attention, and when they do they don’t have a good reaction. Your jokes fall flat, and people avoid you at gatherings.

**5-6 Noticeable**. You can make your presence felt some of the time, and sometimes you get your jokes noticed. But you’re not exactly the centre of attention.

**7-8 Charming**. You’re good at making others laugh, and you easily get them to listen to you. Even if you don’t say the right thing, you can always get away with it because you’re *so* *damned charming!*

**9-10 Magnetic**. People flock to you, wanting to listen to you and be around you. They laugh at your ever joke, and pay serious attention to your advice, no matter how crappy it might be. You could lead a nation.

### Tact

“Give me one good reason why I shouldn’t string you up by your guts and use you for target practice, city man,” the big ganger snarled, staring down at Phillip, bound hand and foot and coloured purple from the beating he’d just received.

This was not quite part of Phillip’s plan when he’d volunteered to go into the Wastes. But now here he was.

He cleared his throat.

“One reason, sir? Why, I can give you a million. That’s how much it would be worth to you to keep me alive just a bit longer. A million credits.”

“Why should I care about that? I could have a lot more fun with your stinking corpse,” the dagger drew closer.

“True. True enough sir. Look, I know already you’ve got quite an army gathering up around you. How many men do you have? Thirty? Sixty? Imagine how many you could gather to you if you had all the weapons and armour you needed! A hundred? Five hundred? Why, your name would be feared from Dagger Pass to the Great Cut,” he glanced up at the leader, saw the hungry look in the man’s eyes, and knew then that he was hooked.

“Of course, if that doesn’t interest you, then you can do what you like with me. You’re the boss.”

The knife lowered, and the leader’s eyes were staring far, far away.

“Do you… want a drink?” he asked.

“Thought you’d never ask,” Phillip said with a grin.

Tact is one’s ability with words, with persuasive arguments, with logic and wit. A person with high tact will always see a way to turn an argument to his favour, or to turn an insult into a counter-insult. Such people are also extremely good at making enemies become allies…or turning friends on each other.

Tact is also used for charm magic, affecting others’ emotions and viewpoint of the world, and subtly *twisting* them to the spell-caster’s advantage.

Level

**1-2 Inept**. You have the subtlety of a hammer and the wit of a goat. At most parties you get yourself slapped and drinks splashed in your face. You put your foot in it.

**3-4 Blunt**. You are too direct for your own good, and can be seriously annoying. Your jokes start with “Knock, knock.”

**5-6 Competent**. You say the right things most of the time, but you rarely stand out from the crowd. You’re part of the social circle, but not the centre.

**7-8 Subtle**. You win most of your arguments and are good at changing others’ minds. You can dodge questions and put the heat back on the questioner, or humiliate others whilst maintaining a polite decorum. You’d make a good diplomat.

**9-10 Suave**. You could persuade someone to betray their country, switch political factions or even change their religion. You could organise alliances, betrayals, rebellions… and never get pinned down on any of it.

### Beauty

General Obellu strode into the dimly-lit room, his face set with determination. Twice he had met with Empress Alexei in her opulent audience chamber. Twice her nobles had scoffed at the price he had offered them, sending him fuming back to his army, encamped beyond the city’s white walls. When he had received the Empress’s private messenger, he had been sorely tempted to behead the man and ride off. Instead, against his better judgement, he had accepted his request for a private audience with the Empress. He was curious. He had never seen her, except as a vague figure through a gauzy veil. He wanted to know if she was as the singers said – or if she was even more.

She needed his ten thousand. The small kingdom of Dumasq had its own army, proud and strong, but much of it had been smashed on the Plains of Tumar’r a month ago, and now the legions of Asshur were pouring inland like a black river. The city itself might hold out for a time, but in the end it too must fall.

Unless Obellu’s ten thousand stood with them.

The dim room was small, walled in marble and draped with silken hangings. Cushions with golden tassels were strewn about a sabre-tooth rug, and a silver tray lay heaped with fruit.

The Empress rose before him dressed in a jewelled veil, oil, and nothing else. Her honeyed skin shimmered in the lamplight.

Obellu never stood a chance.

Beauty and ugliness form a large part of human society. How we judge people comes often from how we first perceive them. And no matter what people say, a pretty face very often sways their opinion one way or another. Similarly, if a character is unfortunately plain or straight out bad looking, then they tend to get a negative reaction from people. A truly hideous person might be shunned by everyone around them, even if they’re really the nicest person imaginable.

Level

**1-2 Hideous**. You’re either badly scarred or your face just wasn’t made quite right. People back away from you and avoid you when they’re being nice.

**3-4 Unattractive**. You just don’t look nice. You don’t bother asking people out, because they usually take it as an insult.

**5-6 Plain**. You don’t stand out from the crowd.

**7-8 Attractive**. People check you out, offer to buy you drinks and hit on you fairly regularly. You could be a model.

**9-10 Stunning**. You’re ridiculously good looking, and everyone knows it. Agencies *beg* to make you a model, and you have plenty of admirers.

## Mental Attributes

### Awareness

Sam woke with a start, staring up into the blackness of his ceiling. It was night, and the air was crisp, though filled with thumping music from downstairs where the nightclub was still raging. What had woken him?

Sam waited, listening with all his attention.

Nothing.

He relaxed and started to roll over again when he heard a creak.

It was soft. Barely noticeable through the thudding music, but to Sam is spoke volumes. He rolled out of bed and listened more. Soft sounds came to him through the door. The click of a pistol being primed. The soft groaning of floorboards beneath one, two – no, three men. A tap at the keyhole as they picked the lock.

Sam raised his rifle. It was already primed.

When the door opened he was more than ready.

Awareness represents a character’s ability to perceive the world around him. It includes all physical perceptions, such as sight, sounds, taste and touch, as well as perception of the supernatural and extraordinary. A character with high Awareness is also more likely to notice if someone’s lying, or detect someone’s true motives for doing something.

Awareness is also used to detect illusionary magic, which affects one’s perceptions of the environment around them. Those with high Awareness will notice that what they’re seeing isn’t real, and can more easily push through it.

Level

**1-2 Oblivious**. You can’t find things in front of your face, and people are always laughing at jokes you don’t get the point of.

**3-4 Ignorant**. Most small things, subtleties and nuances miss your notice.

**5-6 Awake**. You see things that go on around you, and sometimes even notice the small things that escape others’ notice.

**7-8 Watchful**. You see almost everything that goes on, and can always point out something that few others have noticed. Very little escapes you.

**9-10 Eagle-Eyed**. You see everything. You notice every nuance, every detail, every subtle clue and tiny error. You are never caught unaware. Ever.

### Intelligence

“What does this pattern mean?” Amariel whispered, tracing the lines of runes surrounding the coiled serpent. “There must be some sort of significance.”

There was a heavy bang at the door, splintering wood. John and Tarl braced, and another thump came.

“For the love of the Gods, hurry!”

“I’m trying!” she cried back. Turning, she ran her hand down the serpent’s coiled neck, glancing at the ancient markings, “Let’s see…the serpent’s mouth opens at the light of the faith. Here, they show the light, entering its eye. That’s weird…”

The door pounded again, hinges screeching in torment.

“I’ve got it!” she yelled, “We have to light the brazier, then the passageway will open!”

Intelligence represents a character’s smarts, wits, ability to think quickly, puzzle out mysteries and enigmas and see through problems of logic. An intelligent person sees ways out of every situation, knows the ins and outs of the resources at his disposal, is quick to grasp technology, politics and strategy.

Furthermore, Intelligence is an extremely important part of magic. Many forms of magic rely on a character’s Intelligence to be performed effectively.

Level

**1-2 Idiot**. You’re stupid, plain and simple. Jigsaw puzzles give you headaches, and you probably couldn’t work out how to turn on a computer. Put down the scissors.

**3-4 Dense**. You’re not the sharpest tool in the shed. You don’t like studying, and find it hard to work things out.

**5-6 Intelligent.** You’re no intellectual, but you can understand most things that you put your mind to. Whilst you’re not the best at quiz games, you can still hold you own.

**7-8 Sharp**. You learn things easily, often without any formal study. You can argue strategies with the best, and usually see angles or plans that others never notice. You could be a scientist.

**9-10 Genius**. Learning is effortless for you. Languages, complex mathematics, strategy, history – you can understand it all. People rarely have to tell you anything twice.

### Wisdom

A sign was swinging from a tavern awning up ahead. “Poker. Girls. $$$.” was painted in flaking red letters. Rick stopped, watched it swinging in the cold Britannian winds and licked his lips like a thirsty man staring at a bottle.

His purse was heavy with guineas and his needs were pressing. The skyship “Pearl of Britannia” was leaving in just a few hours, and the coins were needed for their supplies.

Rick glanced in through the glass-panelled door. Inside were green-carpeted tables lit by overhead oil lamps, and huddles of men hunched around their cards.

And there were women. Busty wenches in tight bodices that left little to the imagination.

But Rick had a good imagination.

He licked his lips again.

He shouldn’t. He had work to do. It was urgent. And the money wasn’t his. If he lost it, he’d not be able to pay it back in a hundred lifetimes– and he’d have to skip yet another town.

But what if he won?

A glittering image appeared in his mind. Guineas. Women. Booze. Glory.

Once again he glanced at the doorway. A slender-waisted silhouette walked past.

And before he knew it, Rick Campbell was heading in.

Wisdom represents restraint, patience, judgement and sagacity. A character with a high Wisdom score will be in control of his emotions, hard to provoke and hard to tempt. That doesn’t mean he can’t be wild – but it does mean it’s hard for others to convince him to do what *they* want. Furthermore, such a character doesn’t run on impulse. He’ll be able to cut losses and make the wise choice, rather than chase a losing situation (“double or nothing!”). Wisdom also represents one’s memory, and trustworthiness. Those low on Wisdom will go out with a sacred duty and forget it to go off chasing maids. Such a character makes for the ultimate advisor for a ruler – or even a great ruler in his own right.

Wisdom is also used to protect one against spells that charm and manipulate a character, enhancing his emotions and using them to control him. Characters with high Wisdom are very hard to manipulate in this way.

Level

**1-2 Foolish**. You chase hare-brained schemes and forget your plans at the first new impulse. You forget almost *everything* and are almost totally unreliable. You are utterly irresponsible and only a fool would put you in control of even a milk cart.

**3-4 Impulsive**. Your emotions and impulses pretty much run your life. You might make plans but they rarely ever come off, and when you look back you always find that you expected life to be different. You shirk responsibility and are too lazy to get enough things done, no matter how much talent you have.

**5-6 Fairly Reliable.** People can trust you for most things. You remember what you need to do, and important things especially. Your emotions can get the better of you easily enough, but they don’t run your life.

**7-8 Self Controlled**. You are a model of self control. You can resist even extremely strong impulses, and tend to do what you think is right, rather than what feels good at the time. You remember almost everything, even people’s birthdays, and people always rely on you.

**9-10 Disciplined**. You have emotions, sure, but you’re in control of *them*. You forget nothing. Your living area is utterly tidy, and everything is where you want it. You are rarely tempted to do something you know you shouldn’t. You could be a saint.

## Spiritual Attributes

### Resolve

The apple wavered in and out of Jaramus’s focus. A hundred and fifty feet away, it was perched on the head of a blonde-haired girl.

And Jaramus’s hands were shaking.

She was pretty, but clearly nervous. A serving girl, probably, though she was dressed beautiful in crimson robes today. He wondered whether that was to hide any potential blood.

It was the final round. Despite being scorned for his comparatively humble birth, Jaramus had stayed with the other archers, shooting consistently in the bullseye as the targets were moved further and further back. Until there was just he and one other remaining.

The stranger from the north was sneered at, ridiculed, and mocked. But he had shot better than all of them.

And now this was the final round. Just for him.

The bastards.

Jaramus held the arrow against the bow with his finger, trying to steady his breathing, feeling the growing pressure of the longbow. It took a strong man just to pull the string back, let alone hold it, and he knew he wouldn’t have the strength for another try.

He stared at the apple. Focussed on it, bored his eyes into it, until the girl and her pale, frightened face was forgotten. There was only the apple. And his arrow.

He loosed.

The arrow soared. Up, up, up. Levelled off. Sped down.

The girl winced, closed her eyes.

The arrow struck, and the girl screamed. The crowd grew hushed.

An apple fell to the ground, pierced by a white-fletched arrow.

Resolve represents a character’s willpower, intention, focus and drive. How intent is a character on achieving his goals? How much confusion and distractions can he push through to get there? Can he overcome the barriers in his way, or does he get balked and simply walk away?

A character with a high Resolve does not know the meaning of failure. His drive is so absolute, his focus so searingly intense, that *nothing* will stand in his way.

Furthermore, Resolve measures one’s defences against mental attacks, such as from magic. Those with low Resolve have their wills easily crushed, whilst those of strong Resolve are all-but unbreakable.

Level

**1-2 Spineless.**  You are weak-willed and soft, and find yourself pushed around by others in every facet of your life. You do what others tell you because you are too meek to really fight against it. You can’t carry on a course of action for more than a few minutes. Your willpower is almost non-existent.

**3-4 Wavering**. You find it difficult to control the course of your life, and almost always follow the orders of others. You think about courses of action, but end up changing them all the time, somehow never quite getting to them. Your will is easily crushed.

**5-6 Firm.** You are strong enough to control most of your life, most of the time. But there are still people who you find it hard not to get controlled by. You’ll focus fairly well on things, but often still get distracted. Your will is at least strong enough to cause a fight.

**7-8 Determined**. You control your life and are a hard person to push around. If you want to do something, you go out and *do it.* You are focussed on the tasks at hand, and rarely get your attention scattered. You have a strong will.

**9-10 Resolute**. You are totally in control of your own life, and utterly focussed on your goals. You never get pushed around, and despite any and all distractions you will still be intent on your objective. Nothing sways you. Your will is *iron.*

### Courage

The walls were battered and broken, their huge stone blocks collapsed into a high path of rubble, blood and bodies.

Six times had the Ishkarii come at the garrison. Six times they had been beaten back. But now, three days after the breach had been made, all knew the end was nigh.

Mounted on a magnificent white horse, the Ishkarii emissary rode towards the walls, stopping when the bodies grew too thick.

“Brave soldiers! Hear my plea!” the emissary cried, “You have fought valiantly. You have fought beyond the call of honour and duty. Lord Sabanasku admires your bravery! You are valiant and you should be rewarded! Surrender the castle to him, and he shall let each of you live. He shall leave your families unmolested. You shall have positions of honour in his house, if you should so wish it!

“But should you not surrender, there will be no quarter given. Every last one of you shall die! Those who are captured will be staked and left for the crows! Your families will be used by his soldiers then put to the sword! No stone shall be left upon another stone, and the ground itself shall be salted, so that nothing lives in this place!”

His echoes resounded off the walls. The gaunt, sunken-eyed garrison stared down at him without the slightest change of expression.

Then one man stood.

The emissary knew him. The castellan, Lord Thackery.

“What is your answer, my lord? You have but to lower your banners, and mercy will be given.”

And Lord Thackery laughed. His men followed suit, at first chuckling, then roaring with mirth. The sound echoed off the walls, and boomed out at the waiting army.

“Surrender?” Thackery roared, “I don’t know the meaning of the word!”

Courage represents a character’s bravery, ability to push through difficulties and his ability to face pain and hardship. A character’s Courage represents his gumption, guts, mental toughness and general resilience to the hard knocks of life.

A character with low Courage will tend to be unstable, easily stopped, and deeply affected by his experiences. Someone with high Courage will have great persistence and will tend to get over even the most terrible of experiences – it’s not like they forget it, or that it means any less, it’s just that they’re still able to operate normally, and their life isn’t ruined by what they’ve been through.

Level

**1-2 Coward.** You have the persistence of a gnat, and might call an ambulance if you stub your toe. You’ll be traumatised if your parents don’t buy you the latest videogame.

**3-4 Timid.** Things easily frighten you, and you get put off by even minor problems or drawbacks. Even a small amount of pain completely overwhelms you. Small things greatly upset you.

**5-6 Steady.** You can push through reasonably tough odds, and can endure a fair amount of pain without cracking. Only major hardships will set you back or scar you emotionally.

**7-8 Courageous**. You don’t know the meaning of failure. If you get knocked down nine times, you’ll get up ten. You can resist tremendous pain and overcome enormous hardships, and still keep on smiling.

**9-10 Heroic**. Stories could be written about your exploits. Nothing sets you back for long. You could lose your entire family and everyone you cared about, and still not have your spirit crushed. Pain and death is nothing to you. You frighten bad guys.

### Luck

The cliff plunged a long, long way down. Blake knew well that it was at least a kilometre to the bottom, and a mile to the other side. The Great Cut sliced through the earth as though the planet had been slashed with a knife.

And he was hanging above it.

Jack loomed over him, a heavy-barrelled pistol in one hand.

There was no mercy in that face. No feeling. Nothing in those cold mechanical eyes.

“I’ll give yer a choice, Blake, for old-times’ sake,” Jack said. “I can shoot yer. Or you can let go; let fate decide. Yer’ve got ten second ter decide. Ten, nine, eight…”

He was counting fast. So fast! Blake’s hands trembled on the rock. He looked down. It was a long, long way. He couldn’t do it. There was no way he could let go! Oh gods, that meant Jack was going to shoot him.

He looked up at the broad muzzle of the energy pistol. Oh gods, why did he have to die?

“Three, Two, One…”

He let go.

Screaming, he plummeted down, down – and made a strangled shriek as he came to a sudden halt. Gasping, he looked up. A sharp outthrust of rock had caught his jacket, and now held him suspended over space.

“Well I’ll be damned,” Jack muttered. “You lucky bastard.”

Some people are lucky, some aren’t. Good things happen to some people all the time, whilst others have to fight tooth and nail to get a break. A person may be talented and highly skilful – but even then they need a thimbleful of luck to get them by.

Level

**1-2 Doomed.** Nothing works for you. Period. Even when *everything* is set up for you, it somehow manages to go catastrophically wrong. Your life is full of bizarrely unlucky disasters. It’s a miracle you’re alive.

**3-4 Unlucky.** Things regularly go wrong, and often don’t work as they’re supposed to. You always stack the odds in you favour, because even odds make you nervous. You lose at most games of chance and avoid poker like the plague.

**5-6 Fortunate.** You have luck. Sometimes it works for you, sometimes it doesn’t. Most of the time things seem to go okay – but you’re still wary of the occasional disaster.

**7-8 Fluky**. It’s not gambling if you know you’re going to win. Things just go *right* for you most of the time. Sure, you have your occasional mishaps, but they’re so rare that you find them really weird. When people complain about bad luck you don’t really understand what they’re talking about.

**9-10 Blessed**. It’s like the gods are smiling on you. Every dark cloud has a silver lining, and nothing ever stays bad for very long. You regularly get opportunities that others would *kill* for.

## 



## Skills

### Animal Handling

There were eyes in the darkness. Out of the windswept snow came wolves, their shaggy fur flecked with white, their teeth bared in snarls. The fire had died low, and Frederik grabbed a smouldering bit of wood, waving it in front of himself like a sword.

“No! Stop that you fool!” Jaramus growled. “Stop! You’ll just make them angry. Stand as tall as you can, keep you back to the fire, and whatever you do, don’t run!”

Animal Handling is one’s skill in dealing with animals. This includes knowing how to react to animals to remain safe around them, knowing how to train animals, and one an animal is trained, knowing how to gain obedience.

Level

**1-2** You know a wagging tail means “happy.”

**3-4** You can do some basic training, like “heel” and “fetch.”

**5-6** You can tame animals better than some, but you wouldn’t go into a lion’s cage.

**7-8** You tend to control animals even if they’re not your pet. You’re an expert in handling pretty much any sort of animal.

**9-10** You could calm down an angry guard dog and have it feeding out of your hand.

### Athletics

Bullets chased Marcus’s ankles as he pulled himself onto the rooftop. Racing like a gazelle along the frail tiles, he heard more shots whine past his ears, and impact into the chimneys beside him. He zigzagged to put them off, built up speed as he reached a gap between houses, then dove outstretched for the next building. He was sixty feet up, and he fell fifteen feet to crash onto a second-storey balcony. He rolled with the impact, smashing through the sliding doors and coming to a stop in someone’s bedroom. A girl screamed and ducked under the covers.

“Terribly sorry,” Marcus said, picking himself up and rushing once more to the door.

Athletics is one’s physical training in all fields of basic fitness: running, jumping, climbing, swimming. A skilled athlete can be like a monkey, climbing, rolling, leaping and tumbling, when others would simply be breaking bones and injuring pride. Athletics also represents a character’s *trained* fitness.

Level

**1-2** You struggle to go jogging. You’ve never done a sport in your life.

**3-4** You rarely do any exercise, and would find if difficult to run around the block.

**5-6** You’ve done a few sports, and keep up a fair level of exercise.

**7-8** You’re fit and do regular exercise. You could compete in a marathon.

**9-10** You could be an Olympian, and spend many hours each day exercising.

### Command

Blades danced between the two men, steel flickering with the bright light of the overhead sun. The discordant clash of edge against edge rang off the silent trees, and reverberated in the ears of the men who stood watching and waiting in a ragged line, their faces hard, their eyes focussed on every cut, every twist, every riposte.

One of the blades missed, and steel bit through soft flesh. A body fell, and the white sand was stained with red.

The newcomer had won. Almost unknown to the sailors who stood all around him. His bare chest heaving, glistening with sweat and the blood from a shallow graze, he stared from one man to the next, his gaze never flinching from their hard eyes. One by one, each of the men looked down.

“All right you dogs, it’s time to get busy! Back aboard the ship. Time to go reaving!”

Command reflects a character’s ability to lead, control and organise groups. This includes getting one’s orders across, despite whatever distractions and difficulties are going on. A character with poor Command will find himself overruled all the time, counter-orders given which ruin his plan, and disorganisation running rampant. A character with high Command will have an iron-gripped control of his group, which will operate like a well-oiled machine.

Level

**1-2** You couldn’t lead a car raffle.

**3-4** You know a little about management, and can sometimes get people to do what you want.

**5-6** You get obedience most of the time, so long as the situation is not too stressful.

**7-8** You command your crew with great skill and strong authority.

**9-10** You could run a crack special forces team.

### Computer

The words “CLASSIFIED” were flashing across Mike’s screen, whilst his fingers hammered at the keyboard, running through code like he were writing a book. More words appeared, “UNAUTHORISED INTRUSION DETECTED.”

Counter-programs were turning on, trying to track his IP address, pin him down, and counter-virus his machine. Sweat beaded on his brow.

“Come on baby, come ON!”

His finger hit “Enter,” and the words changed.

“PASSWORD ACCEPTED.”

Mike laughed like a movie villain, “All right biatches, time to show me the goods.”

Computer is one’s skill with, obviously, a computer. It involves programming, hacking, planting viruses or stopping viruses, and really anything that could be done with a computer.

Not all games will have computers! Some settings are medieval, and so Computer isn’t used at all. Those settings that are set in modern day or are sci-fi will have the Computer skill.

Level

**1-2** You can get your email.

**3-4** You can surf the web, handle most minor glitches, do information trawling. But don’t try hacking just yet.

**5-6** You can build simple sorts of programs, and know all the basics of a computer. You can ever do a bit of hacking or virus-programming.

**7-8** You’re a professional programmer and can handle almost any problem you run into – or give someone a world of headaches. You could hack almost any system.

**9-10** You *are* the leading edge of computer knowledge. You could hack governmental firewall systems.

### Construction

Dawn crept over the horizon with fingers of pale gold. General Arkhan Barzt strode out of his tent with a smile on his lips. Yesterday had been a good day. The trebuchets had worked their magic, smashing the rebels’ walls with such force that they had collapsed across a twenty-foot section. Now they would either surrender…or, preferably, give him an excuse to come in and kill them all.

Shading his eyes with a gauntleted hand, he peered at the walls to enjoy the spectacle of ruined stone once again. He saw it, and his hand lowered limply.

The defenders had piled up the ruined stone again, making a palisade of rock and wood almost as high as the walls had been yesterday.

“I guess I’ll have to knock it down all over again,” he muttered.

Construction is one’s skill with practical matters such as building, roofing, making shelters, fixing or creating machines, fixing or creating armour and weapons, handling electricity, plumbing and so on.

Level

**1-2** You’ve hammered a few nails, changed the oil in your car and know a little bit about a few things. You could smith a nail.

**3-4** You’ve spent time doing quite a few different things, and know the basics of carpentry, carpet laying or blacksmithing. You could smith a horseshoe.

**5-6** You’re competent enough to get most tasks done, even if they’re fairly complex. You could smith a good sword.

**7-8** You’re highly skilled, and could probably build a house if you really wanted to. You could smith a masterwork blade.

**9-10** You could build a skyscraper, or smith an arcane blade.

### Deception

“Tom, I don’t know how to tell you this, but Billy’s been saying things about you,” John said with a grimace.

Tom looked over sharply, his card game forgotten. His blue eyes narrowed dangerously, “What kind o’ things?”

“Ah shit man, I don’t wanna get him in trouble…it’s just…he’s got a big mouth, ya know what I mean?” John said, squirming visibly.

Tom set down the cards, smoothed his perfectly combed blonde hair, as he did when he was trying to control himself, “What kind of things, John?” he growled.

John sighed, defeated, “He’s been sayin’ he’d be…he’d make a better boss for the group. Says you’re short changing the rest o’ the boys. I told him not to say that shit! I told him! I told him you was doing the best ya could. But ya know, he’s got a big mouth.”

Tom nodded, “Yeah, I know. Come on boys, it’s time we paid Billy a visit. Time we taught him the value of silence.”

John watched him go, smirking inside. Billy hadn’t said it exactly like that. But the best lies were spiced with a little bit of truth.

Deception is a character’s skill at lying, misleading and putting on an act. All actors (and most politicians) are well practiced at being convincing liars. But if you’ve never really lied much before, it can be quite difficult – particularly if under stress.

Level

**1-2** People see right through you.

**3-4** You’re good enough to make up a good excuse for leaving a party.

**5-6** You could make up a convincing story, but tears and emotion are difficult.

**7-8** You could be an accomplished actor. Lying is second nature to you.

**9-10** You’re so good you almost believe yourself.

### Deduction

Hasegawa sipped his cha slowly, watching his guest intently.

“You say you need a holiday? And you wish to invite my daughter?”

Kasako smiled pleasantly. It was a charming smile. And he was very handsome. No doubt Hasegawa’s own daughter felt the same. She had begged him to give her permission.

“Of course,” Kasako said, “she would have the highest of protection. I have a hundred retainers myself, and perhaps you could grant me the same? We would reach the cherry blossoms without incident.”

Hasegawa smiled. Yes. Kasako was so charming. So pleasant. But the smile looked forced, his hands a little clumsy as he reached for his cha. His cha ceremony had been good, but not fluid. He was on edge.

A naïve man might put it down to nerves, when speaking with his liege lord. But Hasegawa was not naïve.

Kasako meant to betray him.

Deduction is a character’s skill at looking through pretences and seeing another person’s true motives, behind whatever sweet words they might say. Characters with low Deduction are trusting and gullible, never suspecting that others might be lying to them – or simply extremely bad at noticing when they are! Those with high Deduction not only know when someone is lying, but they also know when someone is telling the truth.

Level

**1-2** You’re gullible.

**3-4** You can tell some truths from lies, but most of the time it’s still guesswork.

**5-6** You’re not a fool, but you might be fooled by a skilled liar.

**7-8** You’re almost never fooled.

**9-10** You know their motives before they open their mouth.



### Diplomacy

“What are you doing here?” Camilla’s voice was sharp like a knife. Once it had been warm, had even spoken of love. But that was a long time ago.

Joshua smiled, ignoring the tone, “Dear Camilla, it has been a long time.”

“Not long enough,” then she smiled wickedly. “I think I will take your head. But not before I have you screaming and begging for your end.”

Joshua grimaced. Some wounds just wouldn’t heal. “I know how you must hate me. You have good cause. I might feel the same in your shoes,” he began.

“It’s too late for forgiveness, Joshua. I have made my bed.”

“And now Balthazar will lay you in it.”

She slapped him across the face. Hard. It left little red lines of blood from her nails.

“You hate him almost as much as you hate me. Have you forgotten what he did to your father? Your sister? How could you marry him?”

Camilla looked away, “I have no choice. I am not strong enough to fight him.”

“No. Not alone, anyway.”

She looked up, and he knew then that he had a chance.

“There is a way free Camilla. A way that Balthazar has not seen…”

Diplomacy is the art of persuasion. Skilful speaking, charming others, being friendly and amiable – and slowly but subtly changing others’ minds. Characters with high Diplomacy are well-oiled and charismatic, know what to say and when to say it, know who to flatter, who to joke with, and exactly how far to push someone. Those with a low Diplomacy are overly blunt, rude, and lack their social graces.

Level

**1-2** You might be able to convince your mother to help you.

**3-4** You can avoid the worst mistakes, but you still lack charmand persuasion.

**5-6** You can be persuasive enough, but you’re no master.

**7-8** You can get friendly with a deadly enemy, even broker a deal with them.

**9-10** Your honeyed words could make someone betray their own family.

### Dodge

The big man’s axe came swinging down at Angelika’s head. She ducked beneath it, rolling to the side, forcing her attacker to turn and try come at her again. He screamed an insult and the huge weapon raised itself again, crashing down with surprising speed. She tumbled past, making him stumble – and presenting his back to her waiting knife.

Tidy, she thought, as he collapsed in a heap.

Dodge is one’s skill at avoiding injury by ducking and diving out of the way of incoming attacks – whether the attack is a fist, a sword, a bullet or a bomb.

Often this is the only way to avoid an incoming attack. One cannot parry a dragon’s jaws!

Level

**1-2** You know how to duck.

**3-4** You can duck and weave, but you’re not that hard to hit.

**5-6** You’re quick and hard to hit.

**7-8** You can do a commando roll through a hail of gunfire and survive.

**9-10** You could run through close-ranged and heavy gunfire unscathed.

### Hand to Hand

“Listen up you little shit, you’d better give us what we want, or we’ll plaster you all across the street!” the hulking man said, and his three friends grinned in agreement.

Pietr was small and thin, his head coming a full foot beneath the big man’s square jaw. He looked up and down the narrow, cobblestoned alley. There was no one in sight.

Excellent.

The bruiser grabbed Pietr by the shirt and hauled back for a neck-snapping punch. But Pietr struck first, ramming his foot into the man’s groin, then barraging him with a blur of strikes to the neck, temple and nose. Gasping, clutching his groin, the thug writhed on the ground like a worm, and Pietr turned his calm gaze to the other three.

“Righteo chaps,” he said, “who’s next?”

Hand to Hand represents a character’s skill with all hand fighting. Punching, kicking and blocking, as well as head butting, elbowing, kneeing, poking, pushing – any sort of physical striking with the body.

Level

**1-2** Your punches are wild and clumsy, and you couldn’t block to save your life.

**3-4** You know the basics of fighting, and could fight at least a bit.

**5-6** You’re proficient in fighting, and could deal with most normal situations.

**7-8** You are an expert in at least one form of hand to hand fighting.

**9-10** You are classified as a deadly weapon.

### Intimidation

“Oi, where do you think you’re going Strinn?” the three Holson sons stepped out of the alleyway, blocking Strinn’s way. Knives were on their hips, and murder in their eyes.

“Oh shit. Look, I’ll pay you the silver just as soon as I get it! Come on, please, just wait a few more days –”

A fist cut him off, splattering his nose across his face and dropping him to the mud. A kick followed it, and another.

“Stop!” the word cut through the air like an iron rod.

The Holsons turned to look, and saw a slender, cloaked figure silhouetted at the end of the alleyway. It was a girl. Slender as a whip, dressed in leather breaches and a tunic, there was a curved blade on her hip, and deadliness in her eyes.

One of the Holsons started to laugh, but as she walked towards them, he stopped. There was no hesitation on her face. No doubt.

She stopped barely ten feet away. That close, the size difference between her and the three heavy-set men was all the more noticeable. Still, she had a sword.

“Be gone from here, or I will slay you where you stand,” she said.

The Holsons didn’t laugh this time. They fled, tripping over themselves in their haste.

It was the smartest thing they ever did.

Intimidation is one’s skill at *frightening* others. This is used by thugs in standover tactics, by swordsmen as they face off against each other, and by anyone who ever growled a threat. But it’s not one’s physical strength that makes them frightening. It’s the sheer intention behind the words. The anger in the eyes. The way the threat is spoken. Believe it or not, there is an art to it.

Level

**1-2** When you scowl, others chuckle.

**3-4** You could frighten children, or those who are obviously weaker than you.

**5-6** You’re scary enough when you want to be. But you don’t frighten real fighters.

**7-8** You’re frightening. You can make grizzled war veterans hold their tongues and back away.

**9-10** You don’t have to speak. Your very presence is enough to silence a room, or settle an argument. People *fear* you.

### Investigation

“The trail led me to Thrakkis, a planet notable only for being a wasteland and having no paper trails,” Magnus said.

His employer leaned back on his black leather chair, and puffed smoke at the ceiling, “So you’re telling me you couldn’t find him?”

“Oh no, I never said that. I said there were no paper trails. I went to Thrakkis, and I found people talked, like they always do. They told me of a one-eyed man with a bad temper,” Magnus shrugged. “I spoke to three different gangs, and trawled through a hundred little villages. And eventually, well…”

He reached into his satchel, and brought forth a large glass container, filled with a clear liquid. And a head. The head had only one eye.

His employer smiled broadly.

“You may deposit the second half of the funds into my account, sir,” Magnus said.

Investigation is one’s skill at chasing down a lead, looking into things, finding out little scraps of information and piecing them together, just like a detective. It can be used for finding a person, locating where embezzled funds have been moved to, finding where the food or guns are kept in a house – really, anything.

Level

**1-2** You couldn’t track down your own mother.

**3-4** You’re a rank amateur, but you could still get simple jobs done.

**5-6** You’re skilled enough to track down most people and most things, but you’re not a professional.

**7-8** People would pay you big money to track down information and people.

**9-10** Your reputation speaks for itself. Few could ever put together so many disparate bits of information.

### Knowledge

The guide traced the rock-carved runes with his fingers, muttering as he read, “It says that the Serpent came to this place, ten thousand years ago,” he said.

Baldur listened intently, staring at the hieroglyphs and the great pictures around them, the shadows from the torchlight casting them into sharp relief.

“It says the Serpent will return,” the guide whispered. “When the days of men grow short, and the gods of men die, and the shadow is cast across the world,” he looked up at Baldur sharply. “My lord, what does this mean?”

Baldur grunted, “I have read of these prophecies before. In his book ‘Deciphering Enigmas,’ Lord Emmett came to the conclusion that the Serpents knew of their demise long before humans rose up against them. But that they believed they would return once more, stronger than ever before. There are many other historians who agree. I might still discard it as superstition and foolishness, but I know myself that this temple is more than twelve thousand years old. The Serpents were cast out ten thousand years ago. So this – with all its pictures of their destruction – was built during the height of their empire.”

“My lord…what does that mean?” the guide whispered.

“It means we have little time.”

Knowledge represents a character’s learning. Mathematics, finance, science, history, lore, general bits of information, laws and codes, legends, even stories. Knowledge simply represents how many facts a character knows.

Level

**1-2** You read a book once.

**3-4** You’re knowledgeable enough to almost sound like you know what you’re talking about.

**5-6** You could hold up a conversation about the history of a forgotten empire – but you’d still be grasping at specifics.

**7-8** You are an expert in a number of fields, and could argue with the best.

**9-10** You are a scholar, and know practically everything a person could want to know. People think of you as a walking encyclopaedia.

### Language

The man gibbered in his strange tongue for a long time, and Jarlax listened. The other men watched on impatiently, a couple chuckling when Jarlax replied in the same whining tones.

Finally, Jarlax raised a hand and turned to the captain.

“What did he say?”

Jarlax smiled with grim humour, “He says they know we’re here, and they’re looking for us. Their numbers are at least twice our own. And they have cavalry.”

The captain frowned, “Does he know a way around?”

Jarlax nodded, “I already asked him. He’s a goatherd. He can take us through the mountains.”

“Are you sure he can be trusted?”

“I think so. He sounds it.”

“Let’s just be sure. What’s the word for ‘or else?’”

Language is one’s skill with speaking, reading and writing foreign tongues. One can natively speak one’s own language, but other languages each take a Skill slot.

Level

**1-2** You can say “hello” and “goodbye.”

**3-4** You can swear a little and say a few things that you want.

**5-6** You can have a minor conversation.

**7-8** You’re completely fluent and sound almost exactly like a native.

**9-10** You correct native speakers on their grammar.

### Medical

James staggered through the door and slammed it shut behind him, leaving bright red fingerprints on the paint. He fumbled on the light and almost fell onto the sink. With clumsy fingers he pulled open the drawers, pulling out gauze, scissors, band aids, old bits of soap, and cursing his untidiness.

With shaking hands he stripped away his shirt and took a good look. His side was oozing blood.

It was time to see if he remembered those first aid courses.

Medical represents a character’s knowledge of and skill with medicine, first aid, and general healing. This might be a healer’s poultices, special balms, herbs and teas, or it might be intravenous medication, bandages, stitching, removing bullets, and so on.

Level

**1-2** You’ve watched medical shows on TV.

**3-4** You’ve taken a couple of courses in first aid, and could probably stop the bleeding from a non-mortal wound.

**5-6** You’re proficient in first aid and general healing, and can handle most maladies. Really dangerous wounds, infections and diseases are beyond you.

**7-8** You are highly proficient and know how to handle almost anything.

**9-10** You can work miracles.

### Melee

Elizha’s opponent strode forward clad from head to toe in armoured plate, metal shining in the reflected light of the sun. He took up his fighting stance ten paces away, drew his longsword, and started to advance, the huge shield on his left arm leading the way.

Elizha drew her own blade and waited. She was dressed in form-fitting leathers that gave her free movement, but would do nothing against four feet of sharpened steel. Her sword was slender, curved, its single edge honed sharp enough to shave with.

The crowd of nobles watched on, some smirking, some laughing.

“It’s not too late for quarter, madam. Bend your neck and I promise I will make it quick,” the knight said.

She closed her eyes, and waited.

Metal crashed against metal as the knight rushed forward. His right arm raised high with that heavy blade, plates clinking, exposing his lightly armoured armpit.

Like a striking heron, she surged into action, leaping past and stabbing down in one fluid motion. She pirouetted, dragging the blade free and walking on.

She didn’t need to look back.

Melee represents a character’s skill with hand to hand weaponry, such as swords, axes, whips, maces, cudgels, greatswords, pikes, spears, poleaxes – any weapon that uses the body’s strength to cut, bludgeon or pierce an enemy at close range. This also applies to shields, which are a defensive equipment, but use the same basic skill.

If a character is wanting to use an unfamiliar weapon, such as a European knight trying to use ninja weaponry, their skill level would be halved until they gained enough familiarity to be proficient. This would normally take a few days or weeks of training.

There are three division of the Melee Skill:

One-Handed Weapons **–** This includes most types of swords, hand axes, maces, warhammers and so on. All melee weapons that can be used with one hand (weapons that can be used with one or two hands, such as a bastard sword, count as a one-handed weapon).

Two-Handed Weapons **–** This includes polearms, greatswords, great axes and the like. All weapons that can *only* be used with two hands.

Shields **–** This includes all types of shields, and whether one is attacking or defending with one.

Level

**1-2** You’re mostly dangerous to yourself.

**3-4** You know how to use the weapon…basically.

**5-6** You’re quite proficient with the weapon.

**7-8** You’re a deadly warrior and can kill with ease.

**9-10** You are a master of the weapon, and with it in your hand you are all-but unstoppable.

### Military

“Lord Farthingway means to give us battle tomorrow,” Lord Targus said, seating himself at the head of the table. “What advice do you have for me?”

The other lords looked at each other. One of them cleared his throat, “We should meet him sir, on the plains outside the city. He has the superior numbers, but he has to cross the river first. We’ll crush him as he comes.” Several cheers and nods of approval followed this.

A thin man, largely overlooked by the lords in their mail and swords, spoke up, “My lord, that is sheerest folly.”

Protests spluttered from the other lord’s mouth, but Targus raised his hand to silence him, “Please continue.”

“My lord, Farthingway has made no secret of his numbers or his intentions. He has announced it plainly enough that he is coming directly, and the closest ford does indeed lead to the plain. But I say to you that that is merely a feint. No man would trust all his forces to a river crossing against a determined foe. Farthingway instead means to draw our main forces there and engage them just long enough for his main strength to cross a second ford further upstream, in the hills, and then come around behind us.”

Targus’s face paled. It was apparent he hadn’t thought of that. Even the other lords were silent.

“What do you propose?” Targus asked.

Military is one’s knowledge of military matters, such as strategy, supply, command of troops, manoeuvring, and also such things as ranks, military vehicles, weapons and so on.

Level

**1-2** You know some basic military theory.

**3-4** You can talk tactic with people, but you’re a rank amateur.

**5-6** You could command men in battle, but your tactics are hardly brilliant.

**7-8** Your tactics are dizzying. You can make men wheel and move like pieces on a chess board.

**9-10** Military cadets read about your tactics.

### Navigation

The jungle was thick, steaming, and chirruping with the song of a billion insects. The leaves pressed in on the weary soldiers, in their armour of plate and their clothes of wool. Clothes not meant for the humidity of the West.

“Where are we?” Sir Pilozzo muttered, slapping his neck to kill a mosquito.

“Wouldn’t have a clue,” growled Mikelo.

“We’re going round in circles,” Alfonso said.

The guide looked back at them, his dark brown skin the colour of varnished oak, “You white men all children! Look, see? Moss grow this side. We three hours from river. Follow me. You will see.” Without another word he turned and stalked into the trees.

The white men had no choice but to follow him – without him, they might never find a way out.

Navigation is one’s skill at knowing one’s position, and knowing how to get to places. This is not simply one’s ability to read a map, but also one’s innate sense of direction and altitude, ability to follow directions, find landmarks, even guide ships or spacecraft.

Level

**1-2** Maps are almost a mystery to you. You have no sense of direction.

**3-4** You can read clearly written maps and follow simple directions.

**5-6** You can read maps fluently, and are quite skilled at navigating.

**7-8** You could read almost any map ever made, and can follow the most obscure of directions.

**9-10** Your sense of direction is uncanny. You could follow directions written on a napkin with a thumbnail dipped in tar, through a desert you’ve never been, with not a landmark in sight – and still get there in record time.

### 



### Observation

“Stop!” Mallar raised his hand, and his companions halted in their tracks. Staying there, hand outstretched, he listened, straining his ears for a trace of that sound. He heard birds, the breathing of their horses, heard his friend scratching at his stubbled chin. And the distant tap of a pebble. His eyes widened.

“They’re above us,” he whispered.

Observation is one’s skill at noticing things, picking out the important things from a sea of data. A person high in Observation will notice the creak of a floorboard as someone creeps up behind them, and will see the glint of metal as enemies waiting in ambush.

Level

**1-2** You are all-but blind to the world around you. You walk into lamp posts.

**3-4** You only notice obvious things. People sneak up on you easily.

**5-6** You’re perceptive enough to see most things of importance. Subtle things will evade your notice.

**7-8** Your eyes are sharp and your hearing sharper. You’re almost impossible to take unawares.

**9-10** You have eyes in the back of your head. You notice everything.

### Perform

The bard’s fingers ran along the strings of the lute, caressing it like a lover. Soft notes soared, growing louder and louder, amplified by the walls of the great hall. Sadness, wretched sadness filled the air. Sorrow. Lost love.

With a last soft motion, the player’s hands were still, and the last of the song slowly died.

For a long time the audience was quiet. Then someone started clapping, his hands rousing the rest of the hall to thunderous applause.

Marthanius the Musician smiled to himself, and bowed deeply. In his mind, riches were already showering down from the heavens.

For when the king himself stands to applaud, nothing is beyond one’s reach.

Perform is one’s skill at entertaining others with some form of show. Whether it be acting out a drama, singing or playing a song, doing tumbling, painting a picture, writing a book, or whatever.

The player should choose what form of performance he can do: **Art, Musical Instrument (choose which), Dancing, Acting, Writing** or some other category.

Level

**1-2** You get booed off the stage. Start practicing.

**3-4** You are barely passable.

**5-6** You can give a fairly good performance.

**7-8** People remember your shows and always ask you back.

**9-10** Your performances become classics.

### Pilot

Alexei hunched low behind the hoverbike’s windshield, his whole body shuddering with the engine’s throaty vibrations. A bright flash snapped past his head, smashing open the rock face beside him in a blizzard of melted splinters.

Glancing up again, he saw the canyon narrowing dramatically. He gunned the throttle, gritting his teeth, feeling elation and horror rising in his chest. Closer, closer those walls of rock came. More frantic energy shots came at him from behind, hissing into the water, smashing white-glowing marks into the rock.

The gap was barely ten feet wide, and Alexei was accelerating at it at over 300kph. He screamed. This was it! Oh gods, this was it!

He shot through with a whoop, “Yee haw! You stupid ganger bastards! Let’s see you do that!”

Pilot is one’s skill with driving and riding. There are categories of pilot that a character can take.

**Horse:** This includes horse riding, as well as piloting vehicles dragged by a horse, such as a chariot, wagon, buggy, etc. This also includes anything much like it – such as riding a dragon, lizard, etc. (though the Narrator may deem one’s skill is reduced to half until one gains familiarity).

**Automobile:** Includes, cars, trucks, buses, hover cars, motorbikes, hoverbikes, hovercars and so on.

**Robots & Power Suits:** The Robots are the gigantic military vehicles that stalk across the battlefields of the galaxy. Power Suits are armoured suits that enhance a character’s speed, strength, firepower and durability.

**Aeroplane:** This includes all forms of aircraft. Biplanes, prop aircraft, jet aircraft, fixed-wing aircraft, helicopters, etc.

**Spaceship:** This includes all forms of spacecraft, from space fighters to massive space battleships.

**Ship:** This includes all sorts of water craft, from sail boats to battleships or ocean liners.

Level

**1-2** You’ve piloted it once or twice – but not well.

**3-4** You’re not bad, so long as you don’t have to move very much. Your control is still a bit jerky, lacking smoothness.

**5-6** You’re skilled enough to get where you need to go, but you’re no master.

**7-8** You’re highly skilled, and could outrace almost anyone.

**9-10** You’re ridiculously fast, and could do things with a poor vehicle or an untrained horse that would marvel even experts.

### Profession

The door’s bell jingled and three men came into the little shop. They were solidly built and patterned with old scars.

Jack Hoskins was standing behind the till. His body was on a lean because of a short peg leg and a black patch covered one eye, “What do you lot want?” he growled.

“We wants yer back, Jacko,” Curtins said.

“Yeah,” said Flynn, “it’s not been the same without yer. The captain misses yer company.”

Jack shook his head, “No boys. Not for me. I spent ten years sailing the skies with the Reaver. I vowed one day I’d put down me roots. I’m a cobbler now. You boys need your shoes repaired? I’ll give you a special, for old-time’s sake.”

A Profession is a skilled trade that a character has learnt, with which he can make money. This could be cobbling, blacksmithing, roofing, fencing, computer programming – whatever. With this profession, a character can make money. Even more than that, he can create wondrous things that non-professionals could only dream of.

With the Construction skill people can learn to make and fix things. But without the Profession skill, one cannot make things of true and profound quality. Only a professional could create a magical sword.

And with the Pilot skill one can learn how to steer a ship. But the Profession skill enables one to do everything else. All the management, all the maintenance, all the handling of the sails, rigging, masts and so on.

There are several types of Profession. However, if the Narrator has another which is suitable then he should feel free to create it too.

**Smith:** Includes all blacksmithing and weapon smithing. Any metalwork.

**Carpenter:** Includes all woodwork. Shipwright, bowyer, fletcher, cart makers etc.

**Skinner:** All methods of handling hides and creating leather. Including making leather armour, hide armour, pelts and fur cloaks.

**Brewer:** The creating of beverages of all kinds and of incredible quality.

**Trader:** The ins and outs of business and trade. How to make deals, how to run a whole operation.

**Sailor:** All details of sailing ships, including being helmsman, deck hand, bosun, etc.

**Cook:** All types of food making. The most exquisite and amazing of dishes.

**Herbalist:** The identification, gathering and use of herbs of all sorts. For potions, for spells, or general medicinal purposes.

**Mason:** Brickwork and stonework of all types, including statuary and the like.

Level

**1-2** First year amateur. You make plenty of mistakes.

**3-4** You’re a good apprentice, but not professional yet.

**5-6** You know enough to work on your own, but you still get a few problems.

**7-8** Your product is amongst the best. People pay top dollar.

**9-10** You are a master at your trade. Others beg to be taught by you.

### Ranged

Huskarr had been waiting in the old mine all day and now, finally, there was dust coming down the road towards him. His finger slipped onto the trigger. For the thousandth time he checked the laser’s charge, and calibrated the range to the target.

Two kilometres out, the vehicles were moving at over a hundred kilometres per hour.

He breathed in, calming his hammering heart. As he exhaled he squeezed the trigger. The rifle bucked and a sharp “Shhh-SNAP!” resounded through the room.

Huskarr smiled to himself as he started breaking down his rifle. He rarely had to fire twice.

Ranged weapons include all weapons that are hurled at any enemy. This includes bows, crossbows, slings, compound bows, recurve bows, pistols, shotguns, rifles, sub-machineguns, machineguns, grenade launchers, rocket launchers – really, anything that fires at an enemy.

Because there are such a huge number of such weapons, they are divided into several categories. A character can take the Ranged skill multiple times, each time learning how to use a new weapon (for instance, he can become skilled at Bows, getting to level 7, then decide to learn to use javelins, and start taking levels in Thrown).

There are two categories of Ranged:

**Simple –** Includes bows, crossbows, slings, javelins and the like.

**Firearms –** Includes pistols, rifles, matchlocks, muskets, cannon, rocket launchers, rocket propelled grenades, grenade launchers, lasers, particle beam cannons, rail guns and so on.

Naturally, a character would only be familiar with the range of weapons that he might have reasonably trained with. So a 17th century warrior will know how to use an arquebus as part of the Ranged: Firearms skill, but he wouldn’t know how to use a modern day combat rifle.

In these unusual cases, the character’s skill level is halved until he gets familiar with the weapon (which usually takes a few days of training).

Level

**1-2** You’re mostly dangerous to yourself.

**3-4** You know how to use the weapon…basically.

**5-6** You’re quite proficient with the weapon.

**7-8** You’re a deadly warrior and can kill with ease.

**9-10** You are a master of the weapon, and with it in your hands you are all-but unstoppable.

### Rogue

Freddie stuck his tongue between his teeth as he wiggled the old knife in the lock, feeling it bump the little mechanisms inside. They were stiff and old, and the knife was thin and bending. He had to be careful or the tip would snap and his chance would be ruined.

The knife bent alarmingly, but just as he felt sure it was about to snap, the door made a beautiful “Clunk” sound, and opened.

Freedom had never tasted so good.

Rogue is a criminal or clandestine operative’s stock in trade. Knowing how to pick locks, jimmy doors, crack safes, kill alarms, jack cars, pick pockets and so on.

Level

**1-2** You could steal an apple off a fruit stall.

**3-4** You could pick a simple lock or hotwire an old car.

**5-6** You can handle most simple things that you put your attention to. Most locks, doors, cars and alarm systems are fairly straightforward.

**7-8** You can handle advanced security systems with ease.

**9-10** You could crack into a safe with a cup and a paperclip.

### Seduction

The fire was low, and so was Jarred’s wineskin. Elinor gave him a charming smile, snuggling a little closer. She felt him stir at the warmth of her body.

Looking up, she was all sweet innocence, “You know Jarred, I feel like I know you so well. Even though we only met a few days ago.”

He smiled broadly, “I feel exactly the same way.”

“Will you…will you walk with me?” she smiled coyly.

The heat was in his face when he nodded. He was eager. Eager to bed her.

Inside, Elinor laughed and laughed.

Seduction is one’s skill at inspiring lust, admiration and love from the other sex. A skilled seducer can inspire such emotions in others that they would be willing to die for “their true love.” Of course, sometimes the character actually *does* care for the target. In this case they would also be using seduction – it’s just that they wouldn’t be lying!

Level

**1-2** Your advances are clumsy. You get slapped a lot.

**3-4** You’re good, but not sincere. People see through the act.

**5-6** You can pick up fairly regularly.

**7-8** You pick up with ease.

**9-10** You’re a master. You leave clubs with three or four girls (or guys) hanging off your arms.

### Sorcery

The chalk was just a nub by the time Scandemar was finished. He eased the ache in his back and took a moment to admire his handiwork. Fine white lines crisscrossed the floor from one end of the room to the other, spotted with runes and strange sigils forgotten men long since. It formed a large circle in the centre of the room, where the pattern grew as complex as a piece of fine lace.

The thirteen candles were in place. The silver vessel to hold the sacrificial blood. The four focuses for the four cardinal directions…and of course, the sacrifice herself. He smiled at the girl with strange warmth.

It was time to begin.

Sorcery. The skill, study and knowledge of the arcane arts. Sorcery encompasses the knowledge of how to successfully prepare a ritual, so that the roiling magicks do not destroy the spellcaster himself, or so the summoned creature doesn’t break loose and kill its would-be master. This is also the knowledge of how to defend oneself from magical attacks which target the mind and spirit.

This skill only applies to those settings which have magic.

Level

**1-2** You are a neophyte. Performing a ritual would probably kill you.

**3-4** You’re a novice. You know enough to help another sorcerer prepare a ritual.

**5-6** You are skilled enough to defend yourself competently and reliably prepare most simple rituals.

**7-8** You are a master, and can see the flaws in a pattern of runes with a cursory glance.

**9-10** You correct the flaws in ancient books of magic. Your rituals are terrifying.

### Stealth

The Drake strode through the water, its slit eyes scanning the Lilies for signs of movement, its wide nostrils sucking the air, searching for any hint of scent. On its back, the armoured knight watched on from behind a snarling face-mask.

“Do you smell anything, Krateesh?” he asked.

The Drake gave a rumbling snarl in answer and lashed at the water with its massive tail. The rider made a tight fist, “Damn. Where did he go?”

Beneath the Lilies, breathing through a reed straw, Armand made a silent prayer to the gods.

Stealth represents a character’s ability at moving quietly and at hiding. This includes camouflage, and keeping still and silent in an ambush position, or whilst beneath water, and so on.

Level

**1-2** You are obvious.

**3-4** You can hide, but you’re not very good at it.

**5-6** You are quite stealthy, but you’re not invisible.

**7-8** You make barely a sound, and can hide almost anywhere.

**9-10** You are invisible.

### Streetwise

“We shouldn’t be here. See those signs? Those are Ju Toh tags. That’s bad news. Know what I’m saying? No. I reckon we need to get the hell out of here. And you – don’t ever, ever wear a blue jacket. Don’t you know what that means? Do you want to bring the Bloody Reavers down on our arses? Do you? God, I swear you people know nothing.”

Streetwise is one’s knowledge of the streets. Particularly, it is one’s knowledge of gangs, the underworld, criminals, underworld slang, how to do a deal, and also the knowledge of who’s who in your area. It’s also about knowing who lives in your neighbourhood, knowing where all the streets go, what places are where, shortcuts, as well as who to go to for information, who to go to for help…or who to go to if you want someone killed.

Level

**1-2** You know a couple of people, but get lost in the streets easily.

**3-4** You know enough to know where you shouldn’t go.

**5-6** You know a fair few people, and can reasonably easily organise a deal, or find a contact you need.

**7-8** You know pretty much everyone. People come to you for contacts.

**9-10** You rule the streets.

### Wilderness

“What do you see?” Kassandra asked.

The cloaked man kept walking, saying nothing. The silence felt like a slap.

Irritation was building, along with a cold sliver of fear, “Do you even know where we’re going? Markus charged you with taking me to the Temple, but it’s been four days. The journey would have only taken two if we had stayed to the road like I’d wanted!”

The man turned, showing her a glimpse of his fire-ravaged face, “If you had stayed to the road, you’d have died within the day. We were followed from the city…but of course if you want to go back, be my guest.”

Wilderness is one’s skill in the wilds. This includes hunting, trapping, tracking, hiding one’s trail, making fires, cooking food, even making snares. To a man with high Wilderness, the wilds are like a book. He can survive, and even flourish, where others fail and die.

Level

**1-2** You’ve gone hiking a few times.

**3-4** You know a couple of the right berries to eat, and might be able to hunt game – with a gun.

**5-6** You are skilled enough to do fairly well at hunting, cooking and foraging - even camping out at night.

**7-8** You are a professional wilderness explorer. You could live in the wilds easily.

**9-10** The wilds are easier for you to manage than any city.

### Wrestling

Callum’s rifle ran dry with a sharp “clack!” and then the last Infected was on him. Shrieking, frenzied, it tackled him to the ground and leapt at his face with bloody teeth and raking claws. Callum screamed, terrified of the blood oozing from its scabs. He had gloves on, a long-sleeved shirt and long pants – but if it bit his face, it was all over. Terror constricted in his guts. He grabbed its hands and twisted, sprawling it onto the floor. Without thinking, he jumped up behind it, wrapping his arms around its neck, and pulling with all of his strength.

It thrashed and kicked wildly, pulling at his arms, gnashing its teeth, pounding its fists on the floor. Then it gave a spasm, and went still. Callum held on, squeezing harder and harder, until he knew it was really dead. Then he squirmed his way free, drew his pistol, and shot it another couple of times – just to be sure.

Wrestling represents one’s skill with grappling and wrestling, such getting holds on people, flipping them, dragging them to the ground, putting in headlocks, arm or leg locks and so on.

Level

**1-2** You’re useless, and couldn’t get out of even the simplest hold.

**3-4** You’ve tussled a few times, and know a couple of moves.

**5-6** You are skilled at wrestling, and could easily incapacitate an amateur.

**7-8** You could be a professional wrestler. The moment you’re close to someone, their arm might as well be broken.

**9-10** You could kill an armed opponent in seconds.

## Circumstances

Circumstances represent the situation that a character is in. For instance, is he rich? Famous? Is he a man of influence, like a mayor or governor? Does he have cool equipment, like guns, robots or a magical sword? Does he have people who work for him?

A person who takes no Circumstances at all will have only the clothes on his back – and he should roll a Luck check just to see how good those are (you never know, he might be dressed in a sack with no shoes).

#### Extra Circumstances

Below are listed the most typicalCircumstances that apply to every game. However, some game settings of a Fantasy of Sci Fi nature have extra Circumstances that can be purchased. These are listed in their relevant books.

#### How to Purchase Circumstances

Circumstances can only be purchased at Character Creation, and cannot be purchased with Experience. The exception to this is Advantages and Disadvantages – check their explanation for details.

Circumstances are very flexible to take into account all possible characters and their situations. Players should feel free to customise them to suit themselves, but should check with the Narrator on what level each Circumstance will cost.

A character can choose the same Circumstance multiple times, with each individual item costing its level in Experience.

For instance, a player may choose to get an assault rifle (level 4), as well as six clips (level 1), half a dozen grenades (level 3) and body armour (level 4). These all come under the Circumstance “Equipment.” This costs a total of 54 Experience (20 for the rifle, 2 for the clips, 12 for the grenades, and 20 for the body armour).

#### The Experience Cost

Circumstances cost 2 Experience times their level.

### Allies

“Ah, my Lord Lionel, I was wondering when you would be gracing me with your presence,” Craig Haustenn said, frowning behind a bushy white beard. “What do you want with me? I know it’s not to simply see my lands and enjoy the food of my house.”

Lionel gravely agreed, “This is true, sir. I know I have done little to earn your faith. But I come to you now in the hour of my house’s greatest need. Can I count on you to stand beside us?”

Haustenn’s frown never changed, “My lord father stood with your grandsire at the Battle of Evencourt. Let no man say his son was a lesser man. I will stand with you.”

Allies are people one can count on to back you up, assist you and help you when you need it. These are friends who would be willing to go through hardships with you – sometimes even die for you.

Allies are not minions. They are equal partners. If angered or insulted, they might turn on their former ally, or simply break their friendship with him. Likewise, allies are not likely to stick with their friend through an entire campaign. They might help them out here and there, but they’ve usually got their own problems, their own situations in life.

This Circumstance must be taken for each ally the character has.

Level

**(1) Minor Ally-** This is a person of little importance and prowess. They’re probably more harm than they’re worth, such as a drug addict or a homeless drifter - either that or they’re not really that great a friend. They might let you stay at their place for a short time, or lend you a little bit of money, but they wouldn’t go out on a limb for you.

**(3) Medium Ally -** These are friends of some importance. They have some level of skill, are good at what they do and are worthwhile to have around. This sort of person could be a mechanic who would help with a few freebies every now and then, a minor knight who would come to your aid or a soldier who would help you out.

**(5) Major Ally -** This sort of ally is of great importance and assistance. People who hold a fair amount of sway, and might have others underneath them. Either they’re a powerful hero in their own right, or they hold some political or military power. This sort of person is a mayor, minor lord with a dozen or so retainers or a highly skilled assassin who might watch your back.

**(8) Huge Ally -** This sort of ally is of really high importance, skill and power. They might be the commander of a whole company of soldiers, one of the finest swordsmen in the land, or a powerful baron with several hundred or even several thousand men at his back.

**(10) Epic Ally -** The Epic Ally is someone of monumental importance. The President, the King, the general of an army, the police chief of an entire city, the most famous knight in the kingdom – whoever they are, they are really powerful and important.

### Associates

“Hey, Johnnie, long time no see, eh?” Zarathus took a seat at the bar.

Johnnie smiled back, slipping Zarathus a small packet as he shook his hand, “Yeah, it’s been a while.” The smile faded as he leaned a little closer, “After this, we’re even, right?”

“As long as it’s got the name,” Zarathus said through his grin.

Johnnie slid his hand free and turned back to his drink. He drained it, “It’s all there,” he muttered, then smiled broadly again and made a very public farewell.

Associates are people that a character knows, and who he can call on for small favours, such as information. These are not the same as Allies, because they might not even like the character, and would not want to risk themselves to help him. They can, however, be of huge assistance through minor things, like passing on a message, helping a character purchase contraband, helping them contact an important person or giving them intelligence.

The player should specify what sort of Associate they are – in what field they are specialised or knowledgeable. For instance, are they a drug dealer with contacts on the street, or are they a government employee, who knows the goings-on in the Senate, etc.

To determine if an Associate will know something, or can assist in some action, the Narrator must usually roll for the Associate. In this case, the Associate’s relevant skill (Streetwise, Knowledge, Sorcery, or whatever the Associate specialises in) should be equal in level to his level as an Associate.

However, as an even quicker method of rolling for this, the character could roll Charisma or Tact + the Associate’s level to determine if he discovers any useful information.

Remember, the Associate will only have information in one particular area.

(For example: A player takes a level 8 Associate, and decides they’re a spy for the government, with high rank. Therefore, when asking the Associate for information, he could simply roll Tact + Associate to determine if he can uncover anything.)

This Circumstance must be taken for each associate the character has.

Level

**(1) Minor Associate-** This associate is a bottom feeder. Someone of almost no usefulness whatsoever.

**(3) Medium Associate -** This associate knows a few people, and can be of some assistance occasionally.

**(5) Major Associate -**  The associate is fairly well connected in his particular field, and every now and then gives really important information.

**(8) Huge Associate -** Greatly connected up, this associate *knows* people, and keeps the character well informed of all the current happenings.

**(10) Epic Associate -** You know one of the most widely knowledgeable people around. The chief of the CIA himself reports to you – or someone who knows him.

### Equipment

“Man, to fight our way through to Sanctuary would take a small army! I mean, we’d need armour for that sort of stuff. You know what I mean? We’d need military grade weaponry, like tanks – or Exo Suits, you know what I mean?” Ferg said, shaking his head.

Matt walked over to the back of the truck and drew back the flap. Inside, huge metal shapes gleamed in the light.

“Will these do?” he asked, grinning.

Equipment represents a character’s starting gear – including armour, weapons, vehicles, clothing and any useful “stuff” that a character has.

This Circumstance must be taken for each set of Equipment the character has.

Level

**(1) Minor Equipment-** This is really trivial stuff. A single clip or grenade, a combat knife, low quality helmet (visorless), really bad clothing, a petrol-powered bicycle or other really poor choice of vehicle.

**(3) Medium Equipment -** This equipment is of okay quality. A bunch of clips or grenades, a normal (non magical) sword, Medium-sized armour (such as a breastplate), a good helmet (perhaps with a visor), a low-quality car or motorbike, a cheap rifle or handgun, or rich clothing.

**(5) Major Equipment -** This equipment is quite valuable. An RPG, a fine-quality or quite expensive sword or rifle or similar weapon, a one-shot rocket launcher, a large amount of grenades, or several really expensive grenades, a good vehicle or large wardrobe of very fine clothing.

**(8) Huge Equipment -** This equipment is grossly expensive. A grenade launcher, heavy machinegun, slightly magical sword, masterwork armour, or slightly magical armour piece (such as a helmet), ridiculously huge clothing wardrobe, crates of ammunition, a small ship or other high-quality vehicle (hum-vee, hover-car, APC, Exo Suit).

**(10) Epic Equipment -** This equipment is ultra-rare and super difficult to get. This includes something like a mini gun, crates and crates of ammunition, a truly magical weapon or armour, a cannon, super-awesome laser rifle, full on ship, tank, mecha or plane.

### Mentor

Jawud scrabbled over the rocks, his breath coming in ragged gasps. His hands were crusty with dried blood and an unhealed gash ran down the side of his face. The cave was ahead of him.

“Master!” Jawud cried, falling to his knees, “Please, help me!”

There was a soft sigh behind him. As silent as a wraith, his wise teacher had appeared. “Ah Jawud, did I not teach you better than this? Come inside. They will not find you here.”

Mentor represents a character’s teacher, guide, guru, tutor and counsellor. A person who helps the character to make better decisions, train him in the ways of the world – and also teach him Skills and Powers.

This latter part is of great assistance to a character, and means he doesn’t have to look far to increase his abilities. Of course, the Mentor can only teach what he himself knows.

A Mentor is not just someone the character goes to in order to get new levels, however. They are a person who *guides* the character, and has some reason for wanting to school him. This is very definitely a rich source of storylines. Sometimes a Mentor may even have tasks he wants done – sending the characters off on a dangerous adventure or quest.

The Narrator should very definitely *role play* the Mentor. The Mentor may not give all the information he knows, or may manipulate his apprentice for reason of wanting him to experience the world and so on.

For instance, if the Mentor doesn’t want his apprentice going out and facing an evil knight who is quite simply too strong to be faced, he may lie to the character about knowing where he is, or give him something else to do – or simply tell him *not* to go.

This is really up to the Narrator and the way the story goes.

A Mentor will essentially have a Knowledge equal to his Mentor level. When a character wants good information the Narrator should make an Intelligence + Knowledge check for the Mentor.

This Circumstance must be taken for each Mentor a character has.

Level

**(1) Minor Mentor-** The Mentor is essentially an empty mouthpiece. He talks a lot, but is not fond of doing. He knows one Power or is really proficient with a couple of Skills. And his advice is liable to put the character in danger. He’s probably a drunk and a failure.

**(3) Medium Mentor -** The Mentor is skilled. He knows two Powers or is quite proficient with three Skills of note. His advice is worthwhile, but he has limited knowledge.

**(5) Major Mentor -** The Mentor is very good at what he does. He knows three Powers or is quite proficient at five Skills. His knowledge of the world is quite broad, and his advice very helpful.

**(8) Huge Mentor -** The Mentor was a great man in his day – maybe he still is. He knows lots about almost everything. He is proficient at half a dozen Powers or a dozen Skills. His advice is pure gold.

**(10) Epic Mentor -** The Mentor is practically a demigod. He knows a dozen Powers and two dozen Skills at high level. His pupil could never even hope to surpass him. What little bits of information he gives the character are enough to change his world.

### Minions

Karl watched his men beating the two trespassers, kicking and pounding on them with their booted feet and the butts of their rifles.

“Enough!” his voice cut the air like a knife.

Through swollen eyes, the two men stared up at Karl, fear mixing with hate. He liked that.

“This is the second time we’ve caught some of you sand monkeys trying to steal into the reservoir. I’m starting to lose my patience. The next time one of my men catches one of you people sneaking in here, I’ll have you shot. Do you understand?”

Minions are people under the character’s influence, who will do as he says. They are his soldiers, bodyguards, henchmen, cronies – or whatever. These are not always violent people – they could just as easily be hackers or apprentice sorcerers. Minions are not heroes, and almost never have any Powers. If they do have a Power, it’s minor in strength.

Minions are usually paid, so a character must make sure he has enough Wealth to support them. Without payment, or at least some sort of reward, Minions are likely to leave.

Likewise, Minions aren’t slaves (at least, not usually). They will take orders to a large degree, but if told to do something they really don’t want to, they’ll probably tell the character where to get off.

A rule of thumb for Minions is that their most relevant Skill (i.e. Melee or Ranged for a fighter, or Computer for hacker) are equal to their Minion Level, and their secondary Skills (such as Hand to Hand for a soldier) are roughly half that level, give or take. Their Attributes would be dealt with much the same way.  
*(Example: Jake has a level 6 Minion who is a “Security Advisor.” The Narrator decides that his Ranged: Firearms is level 6, whilst his Hand to Hand, Wrestling and so on are at levels 3 and 4. His Dexterity and Strength are levels 5 and 6, but the rest of his Attributes are also around 3 and 4. His Hit Points are 9.)*

The Narrator usually runs the Minions, just like any Non-Player Character.

Logic must be used in the creation of a Minion. The Narrator must be careful not to overdo their level of power.

#### Soldiers

If a player wishes to actually have a small army beneath him (i.e. he takes soldiers rather than individual minions) then the Narrator should make sure that he has sufficient backstory to justify this, and enough levels in Social Standing, Wealth and/or Reputation to further back this up. However, this would also dramatically alter the type of game being played, and tend to make it more strategic and political.

If the player wants more than 200 soldiers, he may take this Circumstance multiple times. Each ten levels gives another 200 soldiers.

This Circumstance must be taken for each Minion a character has.

Level

(1) Minor Minion- 5 soldiers.

(3) Medium Minion - 20 soldiers.

(5) Major Minion - 50 soldiers.

(8) Huge Minion - 100 soldiers.

(10) Epic Minion - 200 soldiers.

### Pets

The dogs strained at their leashes, barking and slobbering as they tried to get to Mikel. The ganger smiled, “Good dogs eh? I keep ‘em half starved so they’ll eat whatever I tell ‘em. And right now, that might just include you, eh city boy?”

Mikel whistled and a few moments later a shadow descended over them. Beating huge leathery wings, the Raghant landed behind him – and roared.

Mikel pointed at the mute gangers, “Feed!”

Pets are animals, or creatures with animal intelligences, that a character has managed to tame and control.

A character could conceivably spend up to ten levels on a dog or cat, wanting to simply train the animal exceedingly well. In this case, for each Pet level taken above the basic level needed for the animal, the character gains +1/+0 on his Animal Handling checks with that animal.  
  
*(Example: John’s character is a pirate, so he decides to have a really well trained parrot. He puts 8 levels into it. It costs 1 level to get the parrot, and then he has added another 7 levels on top. This will now give him +3/+4 to all Animal Handling rolls with the parrot – it will do* anything!)

This Circumstance must be taken for each Pet a character has.

Level

**(1) Minor Pet-** A cat, mouse, parrot, Chihuahua, or other pet of little helpfulness.

**(3) Medium Pet -** A dog, donkey, draught horse or plough horse.

**(5) Major Pet -** An eagle, war horse (or police horse) or bull. A big animal of some definite power.

**(8) Huge Pet -** A bear, lion, tiger, jaguar, or other animal of great power and dangerousness.

**(10) Epic Pet -** A young dragon, a rhinoceros or other really big and really dangerous creature.

### Reputation

“My lord Benito – I – I had no idea it was you, oh please, you must forgive my abruptness, I didn’t realise –”

“That’s quite alright Alfonso,” Benito said, cutting him off, his eyes as hard as iron. “I was purposefully traveling incognito. I know you would never intentionally show me such disrespect.”

“Of course not! No! I would never dream of it! You are always welcome in my house. Please, come in – come in!”

Reputation reflects how well known a character is, and whether he is famous, or infamous. A character’s Reputation will affect how he is treated in social situations.

The player should decide what his reputation is. For example, is he a well-known swordsman, scholar, sorcerer or performer? This will determine whether he gains bonuses to fear-based checks (such as Intimidation), or gains bonuses on social actions based on friendliness (such as Diplomacy).

#### The Effects of Reputation

If a character wishes to inform people of who he is, and hope they are affected by his Reputation *(“Don’t you know who I am?!”)* he should make a Luck + Reputation roll. Each success gained gives +1/+0 to the relevant Social interaction roll (i.e. Intimidation, Diplomacy, Seduction) with the affected person or persons.

This can only be used the *first* time the character meets a person. After that, they know the person himself, and not his reputation.

#### Gaining Reputation

A character *can* actually gain Reputation through doing extraordinary deeds. The Narrator should award this as he deems appropriate – but he should bear in mind that people don’t usually gain a huge reputation overnight. They must do daring, terrible or extraordinary deeds to have a Reputation (or be a superstar). And these deeds must also be known about.

This Circumstance can only be taken once.

Level

**(1) Minor Reputation -** Your mother tells people about how cool you are.

**(3) Medium Reputation -** You’re slightly known of in your local area or sphere of activity.

**(5) Major Reputation -** Quite a lot of people know you. Some might really fear you.

**(8) Huge Reputation -** You’re widely famous and/or feared. People whisper about you as you go past. The stories they tell get wilder all the time.

**(10) Epic Reputation -** You inspire awe and wonder. People make up legends about your deeds. Women swoon, men stare. If you’re *famous* they can’t get enough of you. If you’re *infamous* then people leave town when you come by. Let’s hope you can back up that reputation, eh?

### Social Standing

“Attention on the deck!”

The room filled with the thunder of a hundred boots slamming together. Then grew absolutely still as Jenkins stalked down the main aisle to the podium.

“At ease gentlemen,” he growled, sticking a cigar between his teeth. It was a non-smoking room, but no one was about to tell him that. Gazing down at the row of neatly-pressed uniforms, at the braid, the epaulettes and medal, Jenkins allowed himself a moment of deep satisfaction that here, after all he’d been through, he was at the very top.

Then he forgot the satisfaction and launched into the day’s business.

Social Standing is one’s position in the social hierarchy. One could be a powerful lord or a mere baron, a cousin of the king, or a squire – or even a peasant. A character could be a general, a colonel, the mayor’s son – or even the mayor himself.

Without any levels in Social Standing, a character is nobody of significance – just a normal person.

This Circumstance can only be taken once.

Level

**(1) Minor Standing -** You’re a sergeant, a squire or someone else of very minor rank. At least you’re not a peasant or private!

**(3) Medium Standing -** You’re a low-ranking officer, like a lieutenant, or you’re a very minor lord, such as a knight, or a councillor in the government.

**(5) Major Standing -** You’re someone of importance. A Major or Colonel, a baron with a bit of land and maybe even a castle (if you’ve got enough Wealth, below), or the mayor.

**(8) Huge Standing -** You’re dramatically important. A general, a powerful lord, an advisor to the king or an important noble, a governor for a State, etc.

**(10) Epic Standing -** You are immensely powerful. If you’re not the king, you’re close to it, and might be able to claim the throne if you get enough backing. Likewise, you could be a Presidential elect, one of the heads of a major corporation, or a multiple-star general.

### Wealth

“But my lord…the Regency has always passed to the next-eldest son. With the untimely demise of young lord Blakeny, it should pass to his brother Hubert…” the seneschal said, his meagre beard wobbling on the end of his chin.

Lord Jakrall smiled like a viper, “Very well then. I will let you have your way. But I do hope you will start repaying your debt very shortly. I believe you now owe me some ten thousand pieces of gold – is that correct?”

The seneschal stared, speechless.

Jakrall’s smile broadened, “Of course the lordship will pass to Blakeny in time. He is yet young. I merely ask that you put my son in charge until he reaches his majority. If that were to be arranged, of course we could forget this trivial debt , couldn’t we.”

Wealth represents how much money and assets a character has. If a character wants a house, a palace or even a castle, that is represented by this Circumstance. A character with zero Wealth will have literally zero cash and zero assets. Of course, if he has Allies he may be able to borrow a little to survive…

#### Palaces and Castles

For really massive palaces or castles, a character could spend up to 20 or more points. This is at the Narrator’s discretion.

This Circumstance must be taken for each item a player wants.

Level

**(1) Minor Wealth -** You’ve got a few dollars or coppers in your pocket, or the dingiest hole of a tenement to stay in – and no way to pay the rent.

**(3) Medium Wealth -** You’ve got enough wealth to be comfortable. The equivalent of a few thousand dollars in savings (or a few hundred silver pieces), as well as a job earning you just enough to survive. Or a cheap little place to stay.

**(5) Major Wealth -** Ten thousand dollars in savings (or ten gold pieces), and a good salary. Or a fairly nice house (with equity worth a few thousand dollars).

**(8) Huge Wealth -** You’re rich. A hundred thousand dollars in savings (or a hundred pieces of gold). Several thousand dollars a week in passive income. Or a very nice place with a hundred thousand dollars equity. This could be a medieval fortified tower, or a Victorian mansion.

**(10) Epic Wealth -** You are bloody rich. A million dollars in savings (or a thousand pieces of gold), ten thousand dollars a week in passive income. Or a palatial residence with a million dollars of equity. This could be a castle or true palace.

### Advantages and Disadvantages

Advantages and Disadvantages represent the unique aspects of a character which set him apart from usual people, and which can’t be taken into account in normal statistics. These are things like foibles, weaknesses, strengths, vices, insanities, injuries, enemies one has made, curses and so on.

Advantages and Disadvantages do not have to be taken by a player.

#### Advantages

Advantages give a character a bit of an edge in some way. Because of this, they *cost* Character Creation Points. Just like any Circumstance, they cost 2 times their level.

Characters can also gain some Advantages through Experience. This represents them gaining a new ability. Not all Advantages can be gained through Experience. Many can only be gained at Character Creation. It should be obvious where this is the case.

#### Disadvantages

Disadvantages give a character a weakness or fault. Because of this, at Character Creation they *give* bonusCharacter Creation Points equal to 2 times their level.

Characters can also gain some Disadvantages through game play – they get injured, start going mad, get sick, and so on.

The rules for how Disadvantages are gained are covered elsewhere, under the Morality section, the Health section and other areas.

Disadvantages gained through game play do *not* give any bonus Character Creation Points or Experience points. They are simply a weakness the character now has.

However, most Disadvantages *can* be removed with Experience. It costs 2 times their level to remove them. Of course, not all Disadvantages can be removed. If a character has lost their limb, then unless they can somehow physically replace the limb, all the Experience in the world won’t fix it!

Advantages and Disadvantages are listed at the back of the book.

## Vital Statistics

### Hit Points (HP)

Hit Points (HP) represent how much physical damage a character can take before dying.

Hit Points are made up of the character’s Constitution and Luck.   
This is called one’s Base Hit Points, because it is the starting level.

Hit Points can be increased beyond their Base level through Experience, either at Character Creation or later during play.  
The Experience Cost depends on the new level being reached:

#### Standard Immersion RPG HP Costs

|  |  |
| --- | --- |
| **Experience Cost** (per HP) | **New Level** |
| 5 | 3-10 |
| 7 | 11-20 |
| 10 | 21-30 |
| 12 | 31-40 |
| 15 | 41-50 |

(Example: Wulfgar has a Constitution of 8 and a Luck of 5, so his Base Hit Points are 13. He can increase this through Experience. It will cost him 7 Experience to increase his HP to 14, and 7 Experience to increase it to 15. To increase it from 13 to 15 will cost 14 Experience all up).

### Optional Rule: Heroic HP Levels

For more “heroic” games, similar to many earlier RPG systems, characters will be regularly put up against large numbers of lesser opponents and champions, monsters and all sorts of badness. In this case, they will face a *lot* more combat than they can reasonably survive!

To make your characters survive their adventures easier, and therefore make them more powerful and heroic, simply increase their HP.

The best way to do this is to make the Experience cost cheaper for them to increase their HP.

#### Heroic Immersion RPG HP Levels

|  |  |
| --- | --- |
| **Experience Cost** (per HP) | **New Level** |
| 3 | 3-10 |
| 5 | 11-20 |
| 7 | 21-30 |
| 9 | 31-40 |
| 11 | 41-50 |

### Optional Rule: Realistic HP Levels

For more realistic HP levels, simply make it far harder for characters to increase their HP.

#### Realistic Immersion RPG HP Levels

|  |  |
| --- | --- |
| **Experience Cost** (per HP) | **New Level** |
| 7 | 3-10 |
| 9 | 11-20 |
| 12 | 21-30 |
| 14 | 31-40 |
| 17 | 41-50 |

### Hit Point Categories

A character’s Hit Points are divided equally into three categories: **Battered,** **Injured** and **Wounded.** If it’s an odd number, then Wounded and Injured will gain the remainder.

**Battered** represents bruises, grazes and light injuries that don’t particularly slow a character down. Cut lips, welts, knocks and scratches.

**Injured** represents relatively serious injuries, such as cuts, fractures, broken bones, concussions and other traumatic wounds that are extremely debilitating, but not yet totally lethal.

**Wounded** represents the most grave of injuries. Huge gashes, stabs, cuts, tears, breaks, severed limbs, broken skulls, and so on. People who take damage to their Wounded health are in serious danger of dying, and few can operate at all under the pain and stress of such conditions.

When a character takes damage, it is first subtracted from his Battered HP, then from his Injured HP and then finally from his Wounded HP.

#### HP Damage Penalties

When a character suffers any damage from his Injured HP, he then receives a penalty of -1 on all actions.

When a character receives any damage from his Wounded HP, he receives a further penalty of -1 on all actions.

On the character sheet, the boxes will look like this:

Permanent

Battered Injured (-1) Wounded (-1)

|  |  |  |
| --- | --- | --- |
|  |  |  |

Current

|  |  |  |
| --- | --- | --- |
|  |  |  |

The top row of boxes represent a character’s total Hit Points for each of the boxes. When the character takes damage, he marks it in on the “Current” boxes.

### Eldritch

Eldritch represent a character’s magical and psychic energy, and are used to activate Powers.

Eldritch are combined from a character’s **Intelligence** and **Resolve**.   
This is called one’s Base Eldritch, because it is the starting level.

Eldritch can be increased beyond the Base level through Experience, either at Character Creation or later during play. The Experience cost is the same as for HP above.

#### Standard Immersion RPG Eldritch Costs

|  |  |
| --- | --- |
| **Experience Cost** (per Eldritch) | **New Level** |
| 5 | 3-10 |
| 7 | 11-20 |
| 10 | 21-30 |
| 12 | 31-40 |
| 15 | 41-50 |

(Example: Keras Stormborn has an Intelligence of 5 and a Resolve of 4, so his base Eldritch is 9. He can increase this through Experience. It will cost him 5 Experience to get to 10 Eldritch, and 7 Experience to get to 11 Eldritch. Therefore to increase his Eldritch from 10 to 11 will cost 12 Experience all up).

### Optional Rule: Heroic Eldritch Levels

For more “heroic” games, similar to many earlier RPG systems, characters will need to have more Eldritch as well as HP.

To make crazily bad-ass characters that can survive tons of combat, simply make it cheaper for them to gain more Eldritch.

#### Heroic Immersion RPG Eldritch Costs

|  |  |
| --- | --- |
| **Experience Cost** (per Eldritch) | **New Level** |
| 3 | 3-10 |
| 5 | 11-20 |
| 7 | 21-30 |
| 9 | 31-40 |
| 11 | 41-50 |

### Optional Rule: Realistic Eldritch Levels

For more realistic Eldritch levels, in games where everything’s brutal and magic’s on the wane, simply make it more expensive for Eldritch to be purchased.

#### Realistic Immersion RPG HP Costs

|  |  |
| --- | --- |
| **Experience Cost** (per Eldritch) | **New Level** |
| 7 | 3-10 |
| 9 | 11-20 |
| 12 | 21-30 |
| 14 | 31-40 |
| 17 | 41-50 |

### Healing

Fortunately, bodies heal.

To Heal, roll a Constitution check (+ Medical if the character is treating his wounds).

Every success heals 1 HP.

Other can also help, by rolling an Intelligence + Medical check (only one roll may be made per day, no matter how many people are assisting). Every 2 successes heals 1 HP.

A character may roll once per hour for **Battered** damage.

A character may roll once per day for **Injured** damage.

A character may roll once per three days for **Wounded** damage.

|  |
| --- |
| Optional Rule:Permanent Injuries If a character goes down to his Injured or Wounded HP, then when he recovers he must make an Opposed Constitution check against the number of HP lost from his Injured and Wounded HP categories. This would include any levels that he went negative.  If he fails the check, he must take a Disadvantage of equal level to the level he failed to reach on his check. This Disadvantage should be appropriate to the type of injury the character received. This can’t be higher than a level 10 Disadvantage.  (Example: Lucius gets stabbed in the throat and goes down to -3 HP before recovering. He lost 3 HP from his Injured health, and 4 from his Wounded health, which comes to a total of 11 when including how far he went negative – going to 0 is included. When he starts healing, he makes a Constitution check against the 11 damage received. He gets 5 successes. Because he failed by 6, he now must take a level 6 Disadvantage. If he had failed the roll altogether, he would have been forced to take a level 10 Disadvantage.) |

### Going to 0

If a character’s HP reaches 0, he is on the very edge of death. In essence, he has been mortally injured and collapses into unconsciousness. Most people never recover unless they’re given the best possible medical care.

Characters at 0 HP or below are completely incapacitated, unconscious, and in danger of immediate death.

When one goes to 0, he must make an Extended Constitution check, needing 10 successes total. He may roll once per minute.

Particularly gruesome and bloody wounds may cause him to bleed out faster, in which case the character suffers a penalty to his roll of between -1 and -5 (Narrator’s discretion).

If he succeeds, then he returns to 1 HP.

If he fails to get any successes in one of the Constitution checks, then he loses another -1 HP from blood loss.

* **Characters can go negative in HP equal to their Base Courage level.**   
    
  (Example: Wulfgar’s Base Courage is 9, so he can go -9 in HP and still be alive, though unconscious and helpless).
* *If a character goes negative further than his Base Courage level, he dies.*
* A character on Negative HP cannot do anything. He is unconscious and slowly dying.

Others can assist in the healing by making Intelligence + Medical checks. Every 2 successes give +1 to the character’s check (only one Medical check may be made each time).

### Recovering Eldritch

A character’s Eldritch recovers every hour.

Make an Intelligence + Base Resolve check every hour. Each success returns a single Eldritch.

If the character doesn’t have enough time to rest, then they may roll only Base Resolve every hour.

### Recovering Spiritual Attributes

A character’s Spiritual Attributes recover over time as the character manages to gather his strength once again.

Spiritual Attributes recover at a rate of one point of one Attribute per 3 hours. The player may choose which Attribute will recover the point.

After a full night of rest, a character will recover all their Spiritual Attributes.

After a specially heroic or daring deed (particularly one involving potential loss of the character’s life) the Narrator may choose to award that character with an automatically recovered point of each Spiritual Attribute.

### Morality

Morality shows a character’s level of ethics and sanity as well as goodness or evil.

At character creation, Morality is created from Courage + Wisdom.  
This is called one’s Base Morality, because it is the starting level.

Morality can be increased up to 50% (rounded up) beyond its Base level through Experience, either at Character Creation or later during play. The cost is 5 per level.

Morality can also be *decreased* at a *Bonus* of 5 Experience per level. There is no limit to the amount it can be decreased.  
This means that if a character has a Base Morality of 15, he can decrease it to 10 and gain an extra 50 Experience he can then spend.  
This can *only ever* be done at the point of Character Creation. It cannot be done once the game has begun, or once the character starts to lose morality!  
And remember, there are some serious problems (for a character, and for the game mechanics) when a character starts losing Morality.

### Losing Morality

Morality can be lost through doing actions that go against one’s moral code. Every time the character performs such an action (e.g. cold blooded murder) then he must make a Morality check, rolling two dice and trying to get underneath his current Morality level. If he gets equal to or over the level, then he fails the check and loses a point of Morality (see below).

Morality can be recovered at an Experience cost of 1x the recovered level. However, actions of repentance, heroic danger and self-sacrifice must be made in the game for any Morality to be permitted to return.

Characters receive a bonus of +1/+0 for each level of Morality above 16 on all social interaction rolls based on trust, friendship and honesty.

Characters with a Morality of 13-16 receive a bonus of +1/+0 on all social interaction rolls based on trust, friendship and honesty. For levels 17-19 they receive an additional +1/+0. At level 20 they receive a further +1/+1.  
*(A character with a Morality of 17, 18 or 19 would have +1/+1 on these rolls. A character with a Morality of 20 gets +2/+2!)*

Furthermore, characters with a Morality of 17-19 get +1/+0 on all Saving Throws to resist mind-influencing or soul draining magicks (such as Domination, Enthral and Drain Life). At level 20 they get +1/+1.

And lastly, characters with a Morality of 17-19 get one free Luck re-roll per day. At level 20 they get 2 free Luck re-rolls per day.

#### The Importance of Morality

Morality most of the time is simply used as a guide for the Narrator and player to know the current code of conduct of the character. Highly Moral characters, for instance, will stay away from performing illegal acts unless it benefits far more than it harms, whereas immoral or evil characters couldn’t care less if they broke the law, or hurt people who got in their way.

However, one’s morality also affects how others interact with the character. Highly moral characters find it easier to get along with people, are friendlier, more open, and often just *look* quite good. Other good people will want to help them.

Immoral characters on the other hand generally *hate* people. When they become evil then people are simply there to be used and abused. Unless they’re very covert, some of this attitude will start to be visible.

Furthermore, it’s very likely that they will start to *look* bad, or weird, in some way. This is a great source for role-playing, as the character starts to dwindle down the chute of evil, rage and despair (with the chance of picking themselves back up again).

#### Morality Checks

When a character does something harmful or unethical which goes against his Morality level, he must make a *Morality Check*.

To do so, he must roll 2 dice and add up their combined total. If it is equal to or more than his current Morality level, then he *loses* a level of Morality*.* This loss is permanent.

*(Example: Jonathan is an ethical young man trying to survive the Infected. He’s starving and getting weak. He sees a family hustling down the road with a shopping bag filled with cans. In desperation, he holds them up with a handgun and steals their food. He has a Morality of 13, which means this definitely doesn’t sit right with him. It was a pretty extreme action that he wouldn’t normally do. And it may mean the family dies. The player rolls 2 dice and gets a 7 and a 10. This equals 17, which is above Jonathan’s Morality. So he loses a point, slipping down to 12. So whilst the guilt gnaws away at Jonathan’s soul, he decides that it was the right action. He’d do it again if he had to. They were going to die anyway. And a little part of himself dies.)*

However, if the Narrator finds a character doing something that is *absolutely* against his Moral code (such as murdering an innocent when the character has a Morality of 17), then he can decide to automatically take away a level of Morality. If this action was severe and calculatedly evil, then he can remove multiple points.

In terms of the character himself, if he loses a point of Morality he has decided that his action was *right*, and he is not sorry for what he has done. He does not seek to repent or atone for his wrongdoing, and will find lots of reasons that make what he has done acceptable. He will start finding fault with whoever he wronged, and may eventually convince himself that the target of his bad action truly deserved it and had provoked him.

If the character succeeds on the check and doesn’t lose Morality, he is overcome by feelings of guilt and wrongdoing, and realises that he needs to change. He will seek to do something to make up the damage done (if he doesn’t at least have the *intention* of doing so, then the Narrator should just remove a point automatically).

#### Insanities

When a character starts to lose Morality, it is a traumatic thing. His very personality will start to subtly alter, becoming harsher, grimmer, a bit darker and colder.

If a character loses a lot of Morality of a short period of time, or due to some terrible crime that he has committed, he may start going a bit mad.

If the Narrator deems it appropriate, he could give a character who failed his Morality check a Mental or Spiritual Disadvantage equal to the amount that he failed the check by (so if his Morality was 9, and he rolled a 15, it would be a level 6 Disadvantage).

This should be something appropriate for the condition the pc finds himself in, and should be something that happened as a result of his growing more paranoid, more twisted and craven (for example, he may become an Insomniac, a Coward, Paranoid, he might hear voices in his head or mutter to himself).

### Morality 17-20

#### Honourable.

At this level the character is almost totally pure of heart. They are a truly *good* person, more so than almost anyone else. Their heart is most definitely in the right place. They cannot abide cruelty, even to those who are evil, will forgive easily – and sleep easily too. The Honourable person will have a very definite code of conduct that he follows. It will be more stringent than any laws – for many unethical things are not against the law, such as whoring or drinking. And it is this that sets him apart as a man of rare ethics.

This does not make them weak willed, craven, or foolish. It doesn’t mean they’ll forgive a man who has murdered their whole family. But if they catch him, they wouldn’t torture him for revenge. Nor does it mean they would trust someone who is evil, or has proven themselves a liar. But they *are* good of heart and kindly to all.

At this level, the character finds it easy to make friends, to enjoy the company of others, to be likeable and trustworthy.

Unfortunately, because this character is *so* ethical, if he did almost *anything* that went against his honour, he would need to make a Morality check. This would involve unnecessary and harmful lying; cheating; stealing (even if starving); not defending others when in need, even if he could be killed himself; allowing others to slander those he holds dear, or his lord; allowing others to lie harmfully; committing a minor crime – and so on.

Furthermore, the Narrator should *automatically* remove a level of Morality if the character has a Morality of 20 and does something against his strict code of honour. There is no room for error at this level.

### Morality 13-16

#### Trustworthy.

The Trustworthy person is highly moral, tends to stick to the law, and has his own code of conduct, which he tries to stick to despite everything that comes his way. He’ll stand up for others, and for his beliefs, and makes it really hard for the dishonest and corrupt around him. Even if faced with danger, he’ll likely do *something* to try fulfilling what he knows is right. If faced with certain death if he rushes in to protect someone, he might instead try to create some sort of distraction to get people away so the person can escape.

The Trustworthy person dislikes lying unless compelled to by circumstance; he dislikes theft unless there’s no other choice, but even then he’ll likely try to repay it later; he will not murder or torture; he will not defame others; he will try to uphold the honour of others, and will stop defamation or slander if he can.

### Morality 9-12

#### Moral.

This character is moral. He largely sticks to the law, and tries not to break it. However, he may still do unethical things that are yet legal. The Moral character is quite trustworthy, tries to keep his sworn word, and is courageous enough that he will likely stick to his code even in the face of opposition – though he might not openly oppose others who are violating it.

For instance, if others are attacking a helpless woman, he would probably intercede if it was unlikely that he would get badly hurt. But if there was a mob attacking her, he probably would not.

The Moral character would not: lie viciously or harmfully; steal unless absolutely necessary; he would defend others unless it might mean serious injury or death; he would keep his word once given, unless faced with apparently insurmountable odds; he would not murder in cold blood, or torture; he would not commit a major crime.

### Morality 5-8

#### Immoral.

The Immoral character has his own standards – and they’re out the bottom. He still has a *vague* code of conduct that he follows. But no one else can really see it. Whilst he would kill, injure and murder others, he is unlikely to be sadistic in it, and would not stoop to unnecessary torture…yet.

This character will do what is expedient, practical…and really whatever he wants to do. He’ll lie, he’ll cheat, he’ll swindle, rob, kill, etc. However, he is not a sadist and does not delight in harming others, even if he gets a certain satisfaction from seeing them brought low, defeated or killed.

The immoral character is starting to head down the path to true evil, and it will start to show it in subtle ways. His body starts to look less handsome or beautiful – if an angry person, they may start to grow fat and hefty, or if a conniving person they may grow thin and pale. They will sleep less, and this will make them look a little gaunt and haggard. The Immoral character will start to be haunted by the things that he has done, even though he fully believes that he was justified in his actions. He is starting to go mad, and will acquire a few little mannerisms and oddities that reflect this – such as muttering to himself, getting paranoid, having a nervous tic, and so on. This is something that should definitely be role-played.

### Morality 1-4

#### Evil.

This character is truly evil. He is mad, vicious, vile and no act is beyond him. Such a character has gone off the deep end a long, long time ago, and it shows. Evil characters may have once been beautiful, but they are not any longer. Their skin grows sallow, maggot-white and unhealthy, their eyes bloodshot from lack of sleep and sunken into their skeletal heads. Though the character may be quite intelligent and powerful, they are also not wholly “there.” They are likely to be talking to non-existent people, lost in their own world, and their own logic.

To such a person, turning the crew of their ship into zombies would make *perfect* sense, and they wouldn’t even see it as evil or even nasty. It’s just something that they do. When performing vivisection or torture on a screaming subject, they do not seem to fully realise that the person is human and in pain. Instead, they merely note the reaction as a curiosity.

Such people will end up falling to such depravities as cannibalism, blood-sacrifices, blood drinking, demon summoning and the worship of old, black gods.

In addition to looking more and more like a shambling corpse, the Evil character *exudes* an aura of malice to those around them. At Morality 4, and each level below, they suffer -1 on all social interaction rolls with others.

Narrators should also bear in mind that such characters should gather a few bizarre mental and spiritual Disadvantages. When people go this evil, it’s for a reason, and it will have a lot of effects.

(It’s not advisable to have player characters at this level… if you do, what kind of game are you playing?!)

### Morality 0

#### Catatonic.

Such a character no longer functions. They are a gibbering wreck or a dribbling vegetable. Hand in the character sheet to your Narrator, and hope your own Morality hasn’t dropped by now too…

### Recovering Morality

If a character wishes to recover lost Morality, it costs Experience, as well as a difficult form of repentance.

It costs 2 Experience times the level of Morality being recovered.

Bear in mind, this is extremely easy in Experience cost. But the Narrator should demand actions to happen in the game that reflect the character’s change of heart, as detailed below.  
If Wisdom or Courage are increased with Experience, Morality will automatically increase by that amount.

However, the Narrator should not allow Morality to be gained back so easily. Particularly once the character has done some terrible deeds, it is difficult to claw his way back to sanity, kindness and goodness once more. Always the temptation is there to commit evil acts, and it is a true battle for his own soul.

The character must be repentant, perhaps go on some sort of crusade to make up the damage done, give away his wealth, try to be a better person. Particularly if the character’s Morality is 8 or less, it will be *extremely* difficult for him to atone and change his ways.

This can make for *great* stories and role-playing.

# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Lucas Graciano\FINAL IMAGES\smaller file sizes\3_Sorcerer_final03.jpg-6- Powers

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owers are the magical, or semi-magical abilities of true heroes, which set them apart from normal men. These are essentially magical in nature, and whilst some powers may involve using a sword, and some may involve casting a bolt of flame, they both draw upon **Eldritch**, because it is the same basic energy being used.

#### Which Games Use Powers?

Each Core Setting Book will detail whether Powers are used in that setting. Powers are only used in magical and/or sci-fi settings, where the extraordinary is *real* and people can perform amazing actions rather routinely.

Some games may not include some types of Powers, whilst other games may have a whole different set of powers. Where this is the case they will be detailed in that game’s Core Setting Book.

#### What Do Powers Do?

A Power enables a sorcerer to have complete control over an element, a facet of their willpower or physical body. For instance, a sorcerer learning the Power of Biomancy gains almost complete control over plants. He can cause them to grow, attack people, hinder them, lift him up in their branches – or anything that mastery of flora would entail. Furthermore, trees tend to like him and grow better around him. If he got to levels 8, 9 or 10 they would be almost viral in their growth and he could train them in ways that few gardeners ever dreamed.

In the case of a Shadowmancer, he grows to have an affinity and connection with the shadows and the Shadow Realm. Lights tend to dim around him, shadows deepen. Sometimes shadows move of their own accord out of the corners of one’s sight – but whenever people look, the shadows seem normal again. He can move shadows, deepen them, create a freezing, suffocating darkness, smother light, kill heat and flames, hide himself in the gloom, slip through into the Shadow Realm itself, communicate with Shadow Outsiders – and generally do *anything* that involves control of shadows.

#### Core Power

All Powers have a “Core Power.” This is the basic usage of the power, which can be used when the Power is at Level One.

The Core Power is the broad, basic usage of the Power. It allows the character a nearly complete control and mastery of an element, or some awesome ability.

For example, with Pyromancy, the Core Power is Control Flame. With this, the Pyromancer has all-but complete mastery of fire in all its forms. He can create fire, fuel existing flames, make flames die out or re-ignite, and even make people catch on fire.

This is designed to allow a very broad scope of action to the characters with such powers, rather than restricting them to extremely narrow power usages.

Narrators should *always, always* use their logic when it comes to these Powers, and remember that the dice will definitely dictate what can and cannot be accomplished. For difficult attempts, assign penalties, or require that a certain amount of successes need to be attained. No Power should be invincible, yet all should provide a lot of latitude to a character’s actions.

Remember that opponents will always get a Saving Throw or resisting roll of some sort. For spell-based attacks (such as Domination, or catching someone’s clothes on fire, etc.), victims automatically get an Attribute Saving Throw (could be Resolve, Courage, Luck, Wisdom, etc.), and if they spend their action can add Sorcery to that roll (e.g. roll Wisdom + Sorcery to resist an Enthrall attempt). In almost all cases, the Saving Throw to be used is detailed in the Power’s description.

For offensive attacks that deal damage (such as an exploding fire, an opening crevasse, an earthquake or a fireball) victims can make a Defensive roll as with any attack. Depending on what sort of situation they are in, this roll will vary. For example, if the victim is walking on an icy ledge and a Glaciomancer (master of cold) drops the ice away, the victim would have to make a Dexterity + Athletics check to try to dive onto something else or catch hold before they fall. They should probably oppose the number of successes gained by the Glaciomancer. There would probably be a penalty involved. That being said, the Glaciomancer would have to spend at least 3-4 Eldritch to create such an effect, depending on the size. The greater the size of the effect, the more penalties the victim has on his or her roll, or the more continuing effects (vibrations setting off an avalanche, etc.). That being said, due to the nature of the attempt, the Glaciomancer would probably have some penalties too (-4 would be acceptable for trying to drop a 20 metre stretch of ice).

The Core Power also has an **amplified** power with the number of success attained. What this means is that the sorcerer at lower levels is able to influence less per success than a sorcerer at higher levels. There is a cumulative effect. This applies for broad situations, like how much weight the sorcerer can lift with Telekinesis, or how much ice can he collapse on a mountainside, or how *big* he can make a fire.

#### Extra Powers

All the Powers have more than one basic ability. Every other ability than the Core Power must be gained separately. Each level the character gains in the Power automatically gains him a single Extra Power, but more can be purchased at a cost of 1.5 Experience per level of the Extra Power, rounded up.

Example: Jorumund has Aeromancy at Level 6. This means he has the Core Power of Command The Winds, and also has 2 Extra Powers. However, he wants to buy another one, which is Gust, a level 3 Power. This will cost him another 5 Experience. His Aeromancy Power is still at 3, but he now has 4 Powers he can use.

### Basic Rules

A simple rule when dealing with Powers is that they use two dice to create an effect, and can either be Defended against or have a Saving Throw made against them.

The basic use of the power will affect one person. However, if the caster wishes to make a larger effect (such as a fireball, engulfing an area of thirty feet or more) then the Narrator should require a) that the sorcerer’s Power level is at least 6+ and b) that the cost of the spell increases.

For every additional feature of the spell that the caster wants, the Eldritch should be increased +1. For instance, if the caster wished to create a fireball (an area effect) that would cost at least 2 Eldritch. If he wished the fire to be difficult to extinguish, then the Eldritch would be increased again, to 3 Eldritch.

And so on. Again, there are many examples listed beneath each power.

#### Power Do Not “Stack”

Powers can only be used *once* to give a bonus to a character or perform a particular effect.

If a character attempts to use the Power a second time to give himself *double* the bonus, then the second roll will count, but it will not add to the first roll. Even if it is less than the first roll, it will still be the one that counts.

This also applies with potions that would have the same effect as a power. Usually this will be listed with the potion as “not stacking” with a certain power. But Narrators should use their logic when working this out!

*(Example: Wulfgar uses Ferocity to increase his Strength. He gets 6 successes so will have +2/+1 to his Strength-based rolls. He then decides to activate Ferocity again. Now he gets 4 successes. The bonus is now only +1/+1 to his Strength rolls!)*

*(Example: Jorell uses Agility to give himself a bonus of +2/+2 to all Dexterity rolls. Then he drinks a potion of Grace, which gives him an additional +1/+1 to his Dexterity rolls. In fact there is* no effect*. Jorell only has +2/+2 to his Dexterity rolls!)*

*(Example: Magnus uses Shadowmancy to increase the shadows in a room. He gets 5 successes, but that doesn’t make it totally pitch black. He uses the power again to increase the shadows even further, and gets 3 successes. Unfortunately the second roll is the only one that counts. So the room grows a little lighter than it was a moment ago – it doesn’t deepen to “8 successes.”)*

#### Round Down

With powers that *halve* the number of successes gained, you should round *down* on all odd numbers.

*(Example: Wulfgar uses Ferocity and gets 5 successes. Rounding down, this gives him +1/+1 to his Strength rolls.)*

### Rituals

Rituals are very large spells that take hours to perform. They create much stronger effects than a normal Power, but likewise take much more time and effort in preparation.

#### Preparations

In order to begin a ritual, the correct preparation must be in place. This means the runes of power must be perfect in order to channel the energy, the symbols, the focuses, the thousand minutiae must be exactly in place, or the raw magic being summoned by the casters will escape through a tiny weakness, like water breaking through the weak point in a pipe – with dire consequences.

Therefore, before a ritual there are typically a large number of items required. Any particularly unusual or rare items will be listed under the description of the ritual.

The preparation of the ritual itself will require an Extended Intelligence + Sorcery check. Three rolls are permitted. 20 successes are needed.

If this is not reached, the spell may have a fatal weakness. If the sorcerer gained less than 20 successes, he suffers -1 to all rolls. If he gained less than 10, he suffers -2. A Fail or Bungle will automatically ruin the ritual. However, a Bungle may mean the spell fails catastrophically in some way – exploding, or allowing a demon to escape its bonds, etc.

If the sorcerer gained over 20 successes on sorcery, he gets +1/+0 on his ritual rolls. If he gained over 30 successes, then he gets +1/+1 on his ritual rolls.

Once the preparations are done, it comes time for the spell itself to be cast. Due to the nature of magic, the spell could be whatever the character desires it to be – within logical constraints. The Narrator must be quite careful in this regard, not to let the ritual become too powerful. Typically rituals will perform widespread effects, such as drought, floods, hurricanes, blight, plagues, unrest, and so on. There can be larger effects, such as setting off a volcano, summoning a tsunami, or trying to have an earthquake topple a city – but the larger the effect, the larger the number of successes and Eldritch required.

Examples of rituals will be included after powers that are capable of them.

#### Eldritch Cost

Rituals have a large Eldritch cost. This is the amount of Eldritch which must be spent throughout the spell. This can be done in stages, but all the Eldritch must be there before the ritual ends, or it will count as a failure.

#### Success Requirement

The Success Requirement of a Ritual is the number of successes needed to *start* the spell. This is usually anywhere from 10-30 successes, but can even be as high as 50!

Only the number of successes gained over the Success Requirement count as actual successes for the purposes of the spell.

*(Example: Idella casts Tornado, which has a Success Requirement of 25. After all her rolls she manages to get 30 successes. This counts as 5 successes for the Tornado spell.)*

Rituals are rolled for by a single caster.

Each assistant sorcerer will give him +1/+0 to the roll, to a maximum of +2/+2. Each of these assistants must have the same Power as the ritual that is being attempted.

Each time a roll is made it costs *2 Resolve* from the principal sorcerer.

As many rolls may be attempted as one has Resolve.

#### Components

Rituals always have a special component in addition to those needed for the ritual circle. This is included in the description of the Ritual itself.

Without this component the spell cannot be cast.

#### Failure

Failing a Ritual means that the spell hasn’t worked and the magic drains away. All the Eldritch has been spent, and in order to cast the spell again it must be started from scratch.

#### Bungling

Bungling a Ritual is catastrophic.

The spell may work in the wrong way, unleashing part or all of its fury on the casters. This could be quite fatal. If summoning a tornado, it may simply appear over the sorcerers, tearing them and their entire city apart. If summoning a wildfire, their room is likely to burst into flames, consuming them with it.

The lead sorcerer should make a Luck check to confirm the Bungle. If he fails that roll though, the Narrator should use the number he rolled as a reference for how bad the effect is.

**10** = Lucky escape. It was only a failure.

**9, 8, 7** = There are some minor effects from the spell. If using Pyromancy, many nearby objects catch on fire, including the door, books, scrolls, etc.

**6, 5, 4** = There are major effects from the spell. If using Pyromancy, half the room explodes into flames. All the sorcerers must make a Luck check with a -4 or get caught by the blaze, which is at the level they were trying to summon.

**3, 2** = Terrible effects. If using Pyromancy, not only does half the room explode, but a Medium to Large Outsider emerges through the flames and goes on a rampage.

**1** = Catastrophic. The worst possible result. If using Pyromancy, the entire area bursts into killing flames, and everyone takes the spell’s full damage. A Huge or Gargantuan Outsider also emerge and sets about ripping everything apart.

#### Stopping a Ritual

Stopping a ritual can be done at any time, and simply counts as having Failed, as above.

#### Unraveling a Ritual

Another sorcerer can attempt to “unravel” a ritual - or in other words, destroy it. To do this he must have levels in the same Path.

In order to unravel a ritual, a counter-ritual is required. It uses the same amount of Eldritch and Success Requirements, and once these have been accomplished, the sorcerer must then make *more* successes on his roll (above the Success Requirement) than the sorcerer who created the Ritual.  
*(Example: A Hydromancer cast a Drought ritual on an a town, and got 15 Successes once he had accomplished the Success Requirements. When another Hydromancer tries to counter it he would need to spend the same amount of Eldritchs* *and make 16 Successes beyond the Success Requirement.)*

This also may only be done in three rolls, and so it can be quite difficult – but such is the nature of rituals! They are legendary in their longevity. A ritual can be the curse of a family, city or nation for a hundred generations – or even forever.

#### Sacrifices

Sacrifices are, unfortunately (for the sacrificee), a significant part of many magic rituals.

The sacrifice must to be ritually prepared for the fatal moment, daubed in magic runes, surrounded by various ritual sigils, pentagrams and the like, that will conduct the full strength of their Eldritch into the casting circle. This requires a successful roll of Intelligence + Sorcery.

Once the knife strikes, the soul leaves the body with a great surge of energy, and it is that energy (though not the soul itself) which gives the power to the ritual.

A sacrificed person will give double their available Eldritch at the point of death. This must be used instantly, or it will be lost.

A person cannot give more than double their Morality score. This is one of the reasons sorcerers tend to target the most pure and chaste souls.

Animals can be used as Sacrifices, but they give far fewer Eldritch.

Tiny animals give none.

Small animals give 1 Eldritch.

Medium animals give 3 Eldritch.

Large animals give 5 Eldritch.

Huge animals give 10 Eldritch.

#### Targeting Specific People With Spells

There are a number of spells that allow a sorcerer to target someone from a distance, without seeing them at all. For instance, he could curse someone with bad luck, or send a spirit to haunt them, or delve into their dreams.

However, it’s pretty hard to locate a specific person in an entire world without knowing exactly *who* you’re looking for. And even if you’ve seen the person a few times, it would still be pretty difficult.

That’s where sorcerers use such things as “blood focuses.” Gaining an item that was in a person’s possession (and is, ideally, something they are fond of or have used regularly) is one other way to gain a focus. It has a sort of spiritual fingerprint of the person still lingering on it.

Another way is to get hair, nail clippings, etc., of a person.

Therefore, people are always very wary of letting another person get some of these items – sorcerers can use to them to dire effect!

#### Bonuses and Penalties:

-10 = Sorcerer never met victim, only has name and description.

-9 = Sorcerer has met victim a few times.

-8 = Sorcerer knows victim well.

-5 = Sorcerer is a very close friend.

+1/+0 = Sorcerer has minor property of victim, such as clothes, jewellery, etc.

+1/+1 = Sorcerer has hair clippings, nail clippings, etc., of victim.

+2/+2 = Sorcerer has some blood (wet blood, not dry) of the victim’s.

Power List:

[Aegis](#_Toc340871954)

[Aeromancy](#_Toc340871955)

[Agility](#_Toc340871956)

[Alchemy](#_Toc340871957)

[Artificer](#_Toc340871958)

[AssassinError! Bookmark not defined.](#_Toc340871959)

[Avoidance](#_Toc340871960)

[Biomancy](#_Toc340871961)

[Corpormancy](#_Toc340871962)

[Domination](#_Toc340871963)

[Drain Life](#_Toc340871964)

[Electromancy](#_Toc340871965)

[Enthral](#_Toc340871966)

[Entropy](#_Toc340871967)

[Familiar](#_Toc340871968)

[Ferocity](#_Toc340871969)

[Focus](#_Toc340871970)

[Fortis Mentis](#_Toc340871971)

[Geomancy](#_Toc340871972)

[Healing](#_Toc340871973)

[Hydromancy](#_Toc340871974)

[Illusion](#_Toc340871975)

[Necromancy](#_Toc340871976)

[Occlusion](#_Toc340871977)

[One With Nature](#_Toc340871978)

[Perceptus](#_Toc340871979)

[Pyromancy](#_Toc340871980)

[Resilience](#_Toc340871981)

[Seer](#_Toc340871982)

[Shadowmancy](#_Toc340871983)

[Summon Outsider](#_Toc340871984)

[Telekinesis](#_Toc340871985)

[Zen Strike](#_Toc340871986)

## Aegis

Aegis is the magic of protection against Outsiders, the Undead and the supernatural. Masters of Aegis are able to defy the most powerful of demons, cast down ancient undead liches and ignore the most brutal of their attacks.

Expulse

Roll: Charisma + Aegis/Add Aegis die to damage

Duration: 1 Action

Range: 10ft per level/weapon

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)/none

Using the power of Aegis, the sorcerer forces Outsiders and Undead to retreat or suffer hideous agony.

Raised Undead, such as Zombies, without their own willpower make a Saving Throw with one die at the level of their summoner’s Necromancy Power.

A failed Saving Throw forces the targeted creatures to retreat out of range.

If they cannot retreat, then they suffer 1 HP damage per level they failed the Saving Throw by.

All Outsiders/Undead within direct view of the sorcerer will be forced to make the Save. However, for each target beyond the first, the creatures should each gain +1/+0 to their Saving Throw.

Smite

Roll: Add Aegis die to damage

Duration: 1 Action

Range: Self/weapon

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)/none

A character with Aegis can also empower his melee attacks with the power. Spend 1 Eldritch and add the Aegis die to the next damage roll against an Outsider/Undead. The damage from this die cannot be Absorbed by the creature. This must be declared before the Strike roll is made. If it misses, then the Eldritch is wasted.

Holy Light

Roll: Charisma + Aegis

Duration: 1 Action

Range: 20ft p/level (beam), 10ft p/level (flash)

Action: Standard

Cost: 2 Eldritch /3 Eldritch (broad flash)

Saving Throw: Resolve (+Sorcery)

This power conjures a blinding flash or beam of light that blinds Outsiders and the Undead and can even burn them.

Holy Blade

Roll: Melee Attack as for same weapon.  
 Damage: Resolve + Aegis

Duration: 1 Action

Range: Self/weapon

Action: Standard

Cost: 5 Eldritch

Saving Throw: Resolve (+Sorcery)/none

Conjures a sword of holy energy that burns outsiders and undead really badly!

Defence Against Possession

Roll: Add Aegis die to rolls against Possession by Outsiders or Undead.

Action: Standard

Range: Self

Cost: 1 Eldritch

The sorcerer with Aegis is extremely resistant to attacks by Outsiders or spirits attempting to possess his body or trap his soul.

Against all such attacks he may spend an Eldritch to add another die at the level of Aegis to his Saving Throw.

Bless Dead

Roll: Wisdom + Aegis

Duration: Permanent

Range: Touch

Action: 1 minute

Cost: 3 Eldritch

Saving Throw: Resolve (+Sorcery)

With a minor ritual taking just a few minutes, the sorcerer can bless the dead before burying them. This prevents them from being Raised as Undead, and also prevents their spirits from becoming wandering ghosts or shades.

However, if this is the body of an existing Shade or Ghost, then it is permitted a Saving Throw. If it succeeds, then it survives. If it fails, it is cast out of the physical realm, and is sent beyond to wherever spirits go.

### Aegis Rituals:

Circle of Protection against Outsiders

Roll: Wisdom + Aegis

Success Requirement: 10 (+5 per 100m area)

Duration: 1 hour per success

Range: up to 50ft area

Action: 5 minutes

Cost: 5 Eldritch (+5 per 100m area)

Saving Throw: Resolve (+Sorcery)

The adept of Aegis can concentrate his energies into creating an area of mystical defence, keeping Outsiders and Undead from entering the area.

The sorcerer concentrates on five points of focus, usually marked by rune stones or some other magical aid (the Narrator may give bonuses for having such mystical aids).

Any Outsiders or Undead attempting to enter the circle must make a Resolve (+Sorcery) Saving Throw and get over the number of successes gained in the Circle ritual. If they fail, they are hurled back (remember that each attempt after the first is at -1). Raised Undead such as Zombies roll with only one die, at the level of their summoner’s Necromancy.

Strength in Numbers

Raised Dead such as Zombies or Skeletons can attempt to force their way through a Circle using strength of numbers. In this case, they may make one Saving Throw as a group, gaining +1/+0 on the roll for each Undead beyond the first. Each success above the Circle’s number of successes will mean that a single creature has forced its way through. However, each creature that fails to make it through will be destroyed by the force of the Circle, burnt by its energies.

Other Uses

A character can use a circle of protection to imprison Undead or Outsiders within an area. Instead of the circle pushing outwards, it pushes inwards, meaning that the creatures are trapped. Demon Summoners make use of such circles when they summon Outsiders, though they are not specifically using Aegis at the time.

Exile

Roll: Wisdom + Aegis

Success Requirement: 10

Duration: Permanent.

Range: Close (touch or 5ft)

Action: 10 minute ritual

Cost: 10 Eldritch

Saving Throw: None.

Outsiders and Undead can be destroyed or sent back to their proper planes through an Aegis ritual. The creature needs to be present the whole time for the ritual to work (possibly constrained by a Circle).

The sorcerer must make 3 rolls, getting more successes than the target’s Base Resolve.

(So if the target’s Resolve is 8, the sorcerer will need 19 successes over 3 rolls. 10 for the Success Requirement of the ritual, and 9 to get above the target’s Resolve.)

If successful, the Outsider is cast back to its native plane, the undead creature is destroyed, or the possessing spirit is cast out of its captured body.

## Aeromancy

Aeromancy is the ability of a Sorcerer to summon and control the wind itself, harnessing its power for his own ends. Such a sorcerer can hurl men and objects around himself in a whirlwind of screaming air, utilising it with the same proficiency as a swordsman – and often with far more devastating results.

Aeromancy gives the caster command over the winds in whatever way he desires. It is limited only by his imagination and by his levels in Aeromancy.

Below are listed a number of examples of use.

Command the Winds

Roll: Intelligence + Aeromancy

Duration: 1 Action

Range: 100ft per level of Aeromancy.

Action: Standard

Saving Throw: Dexterity (+Athletics)

Cost: Free/1 Eldritch

The sorcerer is the master of the winds, able to command and manipulate them as he sees fit. He can stir a breeze subtle enough to turn a page, change wind direction so a bloodhound loses his scent, or swirl leaves up from the forest floor to conceal his escape.

This power really does rely to a large extent on a Narrator’s logic and discretion as to what is possible. At lower levels of ability, it is not particularly destructive – though still incredibly useful. However, at higher levels it can be truly terrifying in its force.

It can be used to fling dust, dirt, twigs or similar small objects into another person’s face, thereby distracting them. Such an action would require a standard roll, and would allow the other person a Dexterity (+Athletics) saving throw. Success by the sorcerer means the other person is blinded, giving them -1 to their rolls for each success gained, and giving the victim -1 to his next Initiative roll for each success.

A sorcerer is also capable of creating a wind strong enough to fill the sails of a ship and even force people backwards. A powerful Aeromancer could keep this up for hours.

In game terms he should roll Intelligence + Aeromancy. Every two successes gained gives +1/+0 to checks made for sailing, or -1 to those checks if he is trying to inhibit the ship. If he’s attempting to inhibit the movement of others, they may make a Dexterity (+Athletics) saving throw. Every two successes the caster gains gives them -1 to their rolls.

Countless effects can be created with this power. Players and Narrators should be inventive. Penalties should be applied for particularly difficult attempts – but Narrators should use their logic in that.

Gust

Roll: Intelligence + Aeromancy

Duration: 1 Action

Range: 10ft per level of Aeromancy.

Damage: Resolve + Aeromancy, HR 0

Action: Standard

Cost: 1 Eldritch

Saving Throw: Dexterity (+Athletics)

Gust creates a gust a wind strong enough to knock a man down or hurl a heavy object.

Roll as normal, with the defender making a Dexterity (+Athletics) Saving Throw. Failure indicates he has been thrown from his feet and thrown a distance. Damage is Resolve + Aeromancy, HR 0.

Alternatively, the Aeromancer may hurl objects at the victim. In which case, roll to hit using Intelligence + Aeromancy, applying the following penalties:

Tiny: none, Small: -1, Medium: -2, Large: -4, Huge -8, Gargantuan: -16.

Damage depends upon the type and size of the object. Roll Resolve + the object for damage, with the damage having an HR equal to the object’s HR.

Object Damage: Tiny +2, Small +4, Medium +7, Large +10, Huge +7, +7, Gargantuan +10, +10.

Imbue Weapon

The Aeromancer can also imbue his weapon with this power – even arrows or bullets (each missile requires runes to be carved into it, and a successful Dexterity + Sorcery check).

He must spend the 1 Eldritch before rolling to strike. If he misses, the Eldritch is wasted. If he succeeds, the victim not only suffers weapon damage, but also has to make a Saving Throw or be Knocked Back.

#### Incredible Range

The Aeromancer can also imbue arrows and missile weapons with minimal wind resistance. This means that such missiles can shoot further, faster and straighter than others.

Swirling Winds

Roll: Intelligence + Aeromancy

Duration: 1 Round per Success

Range: 5ft radius per success

Action: Standard

Cost: 2 Eldritch

Saving Throw: Dexterity (+Athletics)

Swirling Winds creates a minor whirlwind around the sorcerer, inhibiting movement, hurling minor objects, and protecting the sorcerer from attacks. This also creates pandemonium in the immediate area. Small objects are flung about, furniture is overturned, fragile things broken, people hurled off their feet, etc.

All people within the spell’s area of effect must make a Dexterity (+Athletics) Saving Throw every round. Each success the sorcerer gains inflicts -1 on all their physical actions. If the victim Bungles or the sorcerer gains successes greater than their Dexterity, then the victim is hurled away by the winds, and may be injured (see Gust, above).

Additionally, any missile weapon used within the area of the winds suffers -2 to Strike per success gained in the spell.

It takes an action every round for the sorcerer to maintain Swirling Winds, but not extran Eldritch.

Windblast

Roll: Intelligence + Aeromancy

Duration: 1 Action

Range: 5ft per level of Aeromancy.

Action: Standard

Cost: 3 Eldritch

Saving Throw: Dexterity (+Athletics)

With Windblast, the sorcerer summons the power of the winds and creates a powerful wind explosion emanating from himself. This wind explosion knocks people and objects flying, shatters windows and generally creates havoc.

All those caught in the blast must make a Dex (+Athletics) saving throw. If they fail, they are affected as with Gust, above.

Deflect

Roll: Intelligence + Aeromancy + Aeromancy

Duration: 1 Action

Range: 5ft per level of Aeromancy.

Action: Defensive

Cost: 1 or 2 Eldritch

Using the power of the wind, the sorcerer is able to deflect incoming missiles, hurling them away with swirling air.

This is a Defensive Action, so can be performed instead of a Dodge or Parry.

The sorcerer rolls Intelligence plus TWO dice for Aeromancy (each at the level of the Power).

Alternatively, the caster can spend 2 Eldritch and create a swirling barrier around him, thereby defending against all missile attacks that round. Roll once.

Against bullets each success cancels only one of the attacker’s successes.

This does not work against energy weapon attacks.

Cushion or Enhance Fall

Roll: Intelligence + Aeromancy

Duration: 1 Action

Range: 10ft per level of Aeromancy

Action: Defensive / Standard

Cost: 1 Eldritch

Using the winds, the sorcerer can soften a fall – or increase its impact.

When softening the fall, the sorcerer must make an Int + Aeromancy roll. Every two successes gained reduces the effective height of the fall by 10ft. This is a Defensive Action.

Alternatively, the caster can enhance the impact of someone’s fall. Roll Int + Aeromancy. Each success inflicts 1 HP damage against the target. The Hardness Rating is equivalent to the HR for the length of fall (e.g. Someone falling 10ft suffers +3/+3 damage at HR 0. Every success the sorcerer gains inflicts 1 HP damage at HR 0).

This is a Standard Action.

Soar (prerequisites level 7 & 10)

Roll: Intelligence + Aeromancy

Duration: 1 Action / 1 Minute per success

Range: Self

Action: Standard

Cost: 1 / 2 / 3 Eldritch

Using the power of Aeromancy, the sorcerer can enhance the height and length of a leap, can glide through the air, or can even fly.

Attempting to increase a leap is done by spending 1 Eldritch and adding the Aeromancy die to the Athletics check made for the leap (so 3 dice are rolled). There is no prerequisite for this action.

Attempting to glide can only be done when the Aeromancy level is 7 or higher. In this case the sorcerer must be falling from a high place. Roll as usual, spending 2 Eldritch. Getting from 1-5 successes means that the character glides to earth relatively quickly, basically falling slowly. 6-10 successes means the character glides a long distance before landing (possibly even kilometres). 11+ means the character can remain aloft for many minutes (up to half an hour even!), and possibly even gain a bit of extra lift!

Narrator’s must use their logic in determining how far the characters can glide, and for how long. They can also manoeuvre whilst in the air – roll Dexterity + Athletics.

When the sorcerer’s Aeromancy reaches level 10, he can use Aeromancy to simply *fly.* Roll as normal, and spend 3 Eldritch. Attempting to gain great heights will require additional rolls with penalties (e.g. attempting to get to 10,000 feet might be at -4). Whilst at great heights normal people are affected by altitude sickness, are unable to breathe, etc., the Aeromancer can in fact breathe normally. Though unless he has a fur coat, or levels in Hydromancy or Pyromancy, he is likely to suffer from the cold.

The effective speed of such a flight is about 10kph per success gained in the roll.

(In a strictly fantasy setting the Narrator might prefer to restrict that speed to 10kph per 2 successes).

Mute

Roll: Intelligence + Aeromancy

Duration: 1 minute per success

Range: 10ft per level of Aeromancy.

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

All sounds travel through the air. Using his air-mastery, the sorcerer can restrict or totally halt soundwaves coming from a person, or from a whole area.

If the victim fails his Saving Throw, then his voice is muffled, requiring others to make an Awareness + Observation check against the number of successes gained in the Aeromancy roll. If they fail, then they are quite unable to even hear what the person is saying.

If the Aeromancer gets a number of successes greater than the victim’s Resolve, then the victim is completely muted, and unable to make any verbal noise.

Alternatively, the Aeromancer can attempt to mute an entire area. He could prevent people outside an area from listening in, or prevent an entire area from making any noise.

When attempting to prevent others from listening in, roll as normal. For each success gained, all those outside the area will suffer -1 on all Awareness checks based on hearing. This lasts for 1 minute per success gained.

To mute an entire area, roll as normal with a -4. All those within the area may make a Saving Throw, with the effect the same is in the top example.

Alternatively, one could amplify the volume of something. For example, one could amplify one’s voice so it was like a loudspeaker. In this case, for every success gained, others gain a bonus of +1/+0 to hear one’s communication.

Attempting to deafen others this way is also possible. Spend 1 Eldritch and roll Charisma + Intimidation for a loud yell. Victims must make a Constitution (+Athletics) Saving Throw. If they fail, they are temporarily deafened, their ears ringing, and on the next round will suffer -1 on Initiative per 2 successes gained. For each success the victim also suffers -1 to all listening checks (this lasts 1 minute per success).

If the successes are greater than the victim’s Constitution then they are totally deafened (possibly permanently), and for the next few minutes will suffer -2 on Initiative from disorientation. Afterwards, the victim must make a Constitution check against the number of Aeromancy successes which were gained *above* his Constitution. E.g. if the Aeromancer got 7 successes, and the victim’s Constitution is 4, then 3 successes were gained above his Constitution. He would now need to make 3 successes to prevent permanent injury.

If he fails, then he is permanently deafened (perhaps in one ear).

Bind (prerequisite level 8)

Roll: Intelligence + Aeromancy

Duration: 1 round per success

Range: 10ft per level of Aeromancy.

Action: Standard

Cost: 2 Eldritch

Saving Throw: Dexterity (+Athletics)

Using this ability, the sorcerer may twist the air into the toughest of physical bonds, tying another person up with the air itself.

Roll as above. If successful, then the caster has managed to bind his victim. The victim will suffer -1 to all physical rolls for each success gained in the Aeromancy roll (after deducting Saving Throw successes).

If the number of successes gained is more than the victim’s Dexterity, then they are utterly paralysed and helpless. Further attempts to break free may be attempted, just as one may attempt to get free from physical bonds. Roll Dexterity + Athletics against the Aeromancy successes (the sorcerer doesn’t roll again). Remember, each roll after the first failed roll suffer a cumulative -1 penalty.

Suffocate (prerequisite level 9)

Roll: Intelligence + Aeromancy

Duration: 1 Round per Success

Range: 20ft per level of Aeromancy

Action: Standard

Cost: 3 Eldritch

Saving Throw: Resolve (+Sorcery)

This powerful spell drains all the air from a target victim’s lungs and though he gasps for more, no more air will fill them.

If the victim fails his Saving Throw then he starts to Suffocate.

Every round he must make a Constitution check (with a cumulative -1 for each round beyond the first). If he fails one check, he goes unconscious. If he fails a second check then he dies.

Every round the victim may make a new Saving Throw. The number of successes they need to reach is reduced by -1 each round. If they succeed, then the spell is thrown off and he can breathe again.

Trying to act whilst being suffocated is virtually impossible, and is likely to result in the character dying faster. All actions are at -4, and an extra Constitution check must be made before any strenuous action (such as combat, running, jumping, etc.). If the check is failed, the character passes out, as above.

Walking, or doing any relatively minor action will not require a check.

### Aeromancy Rituals:

Tornado

Roll: Intelligence + Aeromancy

Success Requirement: 25

Duration: 10 minutes per success

Range: 300ft per level of Aeromancy

Action: 20 minute ritual

Cost: 100 Eldritch

Saving Throw: N/a

This ritual summons forth a swirling tornado, which will obey the will of the caster for the duration of the ritual. It is capable of uprooting trees, destroying houses, and tearing apart small armies with ease.

A tornado is very swift, moving with an equivalent Dexterity of 8/8/8. Those who are very close to it will have to make Strength and Dexterity checks to avoid being sucked back into its vortex.

It has a Strength of 10/10/10/10 and deals that as HR 4 damage to all buildings and solid structures under its path.

It is possible to escape the fury of the tornado if one gets below ground, or in an extremely strong building.

Hurricane

Roll: Intelligence + Aeromancy

Success Requirement: 30

Duration: 1 hour per success

Range: One mile diameter per success

Action: 20 minute ritual

Cost: 200 Eldritch

Saving Throw: N/a

This ritual summons a mighty hurricane from a clear blue sky. Its winds scream with fury and pound houses, tear down walls and flood coastal cities. Though it is not directly lethal, it is catastrophically damaging to property and land, and those attempting to move whilst in its path are quite likely to be drowned by rising waters.

The extent of the damage really does depend on the number of successes gained in the ritual. From 1-5 is a smallish hurricane, creating lots of damaged roofs and flooded streets, 6-10 is a medium hurricane, creating winds that tear roofs off entirely, rip shanty towns apart and swell rivers until they burst and flood, 11-15 is a large hurricane, which has a fury strong enough to threaten stone buildings and put a whole state or province under water, 16-20 successes creates a huge hurricane, flooding whole countries and wracking half a continent or more with terrible storms, 21+ successes creates a gargantuan hurricane which could threaten to swamp the entire coast of a continent and every inland river. Whole cities might vanish as valleys became lakes – and they might even remain that way afterwards.

## Agility

Roll: Dexterity + Agility

Action: Free

Duration: 1 round per success

Cost: 1 Eldritch

A character with Agility is blindingly quick, ducking arrows, dodging blades and stepping through whole battlefields without so much as a scratch.

To use Agility, spend 1 Eldritch and roll Dexterity + Agility. For every 2 successes gained, the character gains +1/+0 to all Dexterity-based checks for 1 round per success. This Dexterity bonus applies to combat rolls, but does not apply to any other Powers.

Whirlwind Strike (prerequisite level 8)

Roll: Dexterity + Melee Skill

Action: Standard

Duration: 1 Round

Cost: 3 Eldritch

A character with Whirlwind Strike is incredibly fast, able to twirl, spin and leap with blinding speed, striking everyone around him in a blur of silver.

Using Whirlwind Strike, the warrior strikes out with a melee attack at every target within range (excepting those he doesn’t wish to strike). He may make *one strike roll* and apply this to every target within range.

No other power may be used in conjunction with Whirlwind Strike (e.g. Ferocity, Focus, Frenzy, or imbuing a weapon with Pyromancy). It is limited to the character’s *basic* attack.

Furthermore, no other action may be performed whilst doing a Whirlwind Strike. The character may not perform multiple actions, but may perform Free or Instant Actions as normal.

## Alchemy

Roll: Intelligence + Alchemy

Success Requirement: 10

Duration: Permanent

Range: Ritual Area

Action: 1 hour ritual

Cost: 5 Eldritch +2 per level of effect

Saving Throw: N/A

Special Component:

Valuable herbs and ingredients as well as special ingredients for potions of level 6+. These special ingredients vary depending on potion type. See Chapter 9: Equipment, for details.

Alchemy is the ancient art of potion making. There are potions for all kinds of things, from love to strength, healing, insanity, memory loss – whatever really. An Alchemist can create salves, potions, balms and anything in between.

An Alchemist cannot make any potion/salve at a higher level than his Sorcery skill or Alchemy level.

All potions go from 1-10 in level.

Ingredients

Potions require rare and expensive ingredients. Some of these materials can only be obtained at very great risk of life and limb (such as Dragon’s Scale, or Eye of Hydra, etc.), whilst others are just extremely difficult to find, or prohibitively expensive. Sometimes this can be the subject of an adventure in itself, just to find a single ingredient for one potion.

To create a high-level potion (level 6+) the Narrator should ensure that there is some sort of costly and rare ingredient. It will typically involve using a body part of a creature or person who has the traits the potion is trying to bestow.

There are examples included in Chapter 9: Equipment.

For the purposes of the game, this usually costs money. This will cost 30gp or 1000cr per level of the item.

Cost of Ingredients

Apart from the rare ingredients used for each potion, there are the more accessible ingredients that Alchemists can get their hands on. These are still quite expensive – though exactly *how* expensive we leave up to the Narrator. A good rule of thumb is that it is worth a normal week’s wage per level of the potion.

Imperfect Ingredients

The Important Ingredients listed below are what is required to flawlessly make a potion. However, if the Alchemist has ingredients close to what are required, he may still attempt to make the potion, but he will be at -1 to -8, at the Narrator’s discretion.

For instance, the ingredient may call for the heart of Air Spirit, but instead he only has a handful of one’s feathers. In this case he would roll at -8.

Or the ingredients call for the liver of a Troll, but he only has a little piece of the liver. In this case the penalty would be -3.

Or the ingredients could call for the blood of a holy man. If the blood is of a *mostly* holy man, then the penalty might only be -2.

## Animal Kin

Roll: Special

Cost: Free or 1 Eldritch.  
Action: Free/ Standard

Animal Kin is the extraordinary power of some sorcerers to communicate, command, summon and control animals of all kinds. Some sorcerers even take on the skin of controlled animals, possessing them for a time. Others can literally transform themselves into great and powerful beasts.

But whilst this power in incredible, it also has its downsides – the sorcerer who spends too long in the skin or company of animals may forget that he was ever human. Some get lost once transformed into an animal, and truly become a beast. All are touched in some way by their connection with animal kind, and often grow to prefer their company to that of humans.

This Power also applies to supernatural animal-like creatures, such as giant spiders, giant eagles and the like.

Communication

Roll: Social rolls

Action: Free

Cost: None

A sorcerer with the power of Animal Kin can use magic to transcend the boundaries of race and communicate with animals. This sort of a usage costs no Eldritchs and is active continually. Animals do not particularly find it strange that a human can communicate to them, but they will react as animals do, and their information will be also be relatively crude. Asking them if they saw a castle will be pointless. Asking them if they saw a huge lump of man rock will get a response.

The character’s effective Language skill level is equal to his Animal Kin level when speaking with animals. This costs no Eldritchs to use.

Command

Roll: Charisma + Animal Kin

Duration: 1 hour per success

Range: Communication range

Action: Standard

Cost: 1 Eldritch

Saving Throw: Animal’s Resolve

The character can command animals to do his bidding as spies, scouts, helpers, or whatever. In this case, the character is overpowering the animal’s weaker mind, and effectively binding it to his will.

First the character must come into visual range of the animal, close enough to be able to look it in the eye and hypnotise it. Then he may make a Charisma + Animal Kin roll, opposed by the animal’s Resolve.

Each success cements the command further.

**1-5 Successes** means the animal will obey reluctantly.

It may make a new Saving Throw (against the original number of successes in the spell) when commanded to do things it doesn’t wish to do (such as kill itself, attack an obviously superior foe, or go near areas it doesn’t like). Furthermore, it has -1 on all its rolls, due to constantly attempting to fight back against its master.

**6-10 Successes** means the animal will obey without hesitation.

However, if commanded to do something suicidal or against its instincts (such as telling a cat to go near a dog) then it may make a new Saving Throw.

**11-15 Successes** means the animal will obey to the death.

The animal will do anything required of it, without any attempt at breaking free.

**16-20 Successes** means the animal will obey any order with fanatical willingness.

The animal gets +1/+0 on all rolls for the duration of the spell, due to being so determined to assist its master.

Possession (lvl 6)

Roll: Charisma + Animal Kin

Duration: 1 hour per success or permanent

Range: Close, 10ft per level

Action: Standard

Cost: 2 Eldritch

Saving Throw: Animal’s Resolve

The sorcerer can project his consciousness out from himself and forcibly take over a nearby animal. When doing this, the animal must be within range, though he does not have to actually see it at all – he can mentally sense it. When taking possession of it temporarily, he must succeed on his roll, opposed by its Resolve. For every success gained, he can possess the animal for 1 hour.

Slipping into the skin of an animal this way is dangerous, however, because the sorcerer rapidly starts to think like the animal and literally *become* it. Everything he sees is through the animal’s viewpoint, and his own intelligence is muted. Those who spend too long inside an animal’s skin are likely to start thinking of themselves as an animal, craving the hunt or the sky or their pack. They become more withdrawn, more animalistic in their behaviour, less fond of human company.

During the possession, the sorcerer’s own body slips into a coma-like sleep. He will be unaware of anything happening to his true body, except for pain, which he will feel as though it is occurring to him right now.

Any time damage or pain is dealt to his true body, the sorcerer must spend a point of Courage or make a Courage check against the amount of damage dealt. If the Saving Throw fails, then he is hurled back into his own body.

Getting flung back into one’s own body in this way is a disorienting and painful experience. The character will wake with a penalty of -1 on all actions per level the check failed by. He may make a new Courage check every round, with each success negating a single -1 penalty.

(Example: Dorphinus is Possessing an Eagle when his own body is attacked, and receives 4 points of damage. He makes a Courage check, and gets 3 successes. He fails by 1, and so gets hurled back into his own body, breaking the Possession and inflicting -1 on his rolls.)

Note: if the character is attempting to Possess a Familiar, then he gains +1/+0 to the roll for each level of Familiar that he has.

Permanent Possession

Attempting to permanently possess another creature is an act of pure desperation by the sorcerer. If the animal were already his Familiar, then this would be a simple act, but against a non-bonded animal it is exceptionally difficult – and dangerous. The sorcerer literally abandons his own body, which dies as soon as he attempts the Possession.

At this point, the sorcerer must make a series of opposed rolls with his Base Resolve against the animal’s. Whoever is the first to gain 10 successes wins the contest. The other being is flung from the body, and is effectively dead, though may end up wandering the land as a lost soul.

If the sorcerer is successful in possessing the animal’s body, then he is alive once more, but he will slowly start to lose sense of who he is. However, in then animal’s form he still has all his powers – though his physical Attributes become that of the animal. Furthermore, he will start to lose Social Attributes over the years, as he becomes more used to his animal ways. If he were to somehow gain a new human (or alien…or whatever) body, he would have his powers back once more.

Every month spent occupying the animal’s body, the sorcerer must make a Resolve check, with -1 for each month beyond the first. Every level of failure increases his degeneration to a complete animal. If ever his combined number of failures equal his Base Resolve then he forgets who he is altogether and truly becomes the animal.

Note: if the character is attempting to Possess a Familiar, then he gains +1/+0 to the roll for each level of Familiar that he has.

Summoning (lvl 8)

Roll: Charisma + Animal Kin

Duration: 1 day per 5 successes.

Range: 1 mile (1.6km) per permanent Resolve

Action: Standard

Cost: 3 Eldritch

Saving Throw: Animal’s Resolve

The sorcerer can summon nearby animals to him, or command them to do his bidding. The animals do not have to come to him, but can simply follow a command, such as “seek out this person and slay him,” or “kill all other humans in this forest,” or “spy on the intruders and report back to me.” The animals will be able to return to him at any time, and will always know where he is.

The sorcerer suffers a penalty of -2 for each Size category the summoned animals are higher than his own.

Each success usually brings one animal of the type desired (he can be specific or not, as he chooses – he could decide he only wants cats, or dogs) to the character’s location, or controls one such animal to do as commanded. Of course, the range is limited, so if there aren’t any animals of the required type within range, then none will arrive.

For Tiny animals (rats, mice, etc.), every success gained summons up to 100 creatures. If the sorcerer wishes to summon truly insignificant bugs, like flies, ants (even the stinging kind) or mosquitos (not stinging bugs like bees or hornets) then he will summon up to 1000 per success.

For Small animals (cats, small dogs, stoats, weasels, etc.), every success gained summons up to 5 of the creatures.

For Medium-Gargantuan animals, each success summons a single animal (remember though, that the larger the animal, the higher its Resolve is likely to be, and the more penalties the sorcerer suffers).

Transformation (lvl 8)

Roll: Wisdom + Animal Kin

Duration: Permanent until transform back

Range: Communication range

Action: 1 minute.

Cost: 3 Eldritch

Saving Throw: Animal’s Resolve

A sorcerer of particularly great power may change his very form into that of an animal. It may be an animal of any sort, but not a monster. Whilst in the animal’s form, he will have difficulty remembering his humanity as he starts to become more and more animal. People have been known to lose themselves as the animal, and forget they ever were human.

Transforming into an animal of different size to the sorcerer is difficult, but can be done.

For each size category difference, the sorcerer suffers a penalty of -4 (so, to go from a human, Medium, to a bear, Large, would inflict a penalty of -4).

When in the animal’s form, the character’s Wisdom and Intelligence cannot be higher than his level of Animal Kin.

The longer the sorcerer spends in the animal’s form, the harder it is to change back again.

Transforming back also costs 3 Eldritch. Roll as above. However, for every 12 hours spent in animal form, the sorcerer suffers a penalty of -1.

**Animal Friend Rituals:**

Animal Legion

Roll: Charisma + Animal Friend

Success Requirement: 20

Duration: 1 hour per success above the success requirement.

Range: One mile per success.

Action: 10 minute ritual

Cost: 50 Eldritch per 5-mile area

Saving Throw: N/a

This ritual enhances the magnetic power of Animal Kin to encompass a far, far larger area. It literally will summon any type of animal to the sorcerer, or even all animals if wished, and assemble them into a veritable horde.

The rules apply as in normal Animal Kin, but the area of effect is far greater, allowing the sorcerer to bring forth literally hundreds or thousands of creatures as his minions.

Again, the ease of the ritual is dependent on the type of animals being summoned – so if the summoner wishes all animals of lion size or less to follow his commands, the he would have a penalty of -4. The ritual would apply to all lesser animals too, but would not affect elephants, whales, rhinoceroses, etc.

## Artificer

Artificer is the awesome and ancient ability to craft magical items – weapons, artefacts and constructs of legend.

Crafting the Item

Roll: Dexterity + Profession (smith, carpenter, mason, etc.)

Success Requirement: 20

The first thing one must do when crafting an artefact is to create the physical vessel. This might be a sword, a suit of armour, a magical cup, etc.

If the vessel is not created perfectly (the check is failed), then the materials are wasted. It may still be an item of great beauty, but it will have some fatal imperfection that will prevent the magic from holding.

Once the item has been crafted, it can be Enchanted (see Enchant Artefact).

Temporary Runing

Roll: Wisdom + Artificer

Success Requirement: 10

Duration: 1 day per 2 successes

Range: Ritual area

Action: 15 minute ritual

Cost: 2 Eldritch per Size of weapon

Saving Throw: N/A

In an emergency, an Artificer can “temporarily” rune a weapon. To do this he must carve runes into it and imbue it with a little magic, which will only last a short while.

This cannot enhance a weapon’s statistics, but it counts as a Rune weapon when combatting demons and other Outsiders.

Rune Weapons:

Ordinarily Outsiders take half damage from non-runed weapons. Against runed weapons they always take full damage.

Once the duration has expired, the weapon becomes mundane once more, and will no longer harm them.

Temporarily runed weapons cannot be given bonuses, and they cannot be runed again.

#### Enchant Artefact

Roll: Wisdom + Artificer

Success Requirement: 10 +1 per level of Power, +5 for each Power beyond the first, +5x new level of bonus, +10x new level of HR, +2x new level of Eldritch storage

Duration: Permanent

Range: Ritual Area

Action: 4 hour ritual

Cost: 5 Eldritch +3 per level of Power, +5 per point of bonus, +5x per new level of HR, +2 per point of Eldritch storage, +2 per point of Eldritch storage, +4 per charge.

Saving Throw: N/A

Enchanting objects is a very powerful ability. This enables one to create weapons, armour and artefacts of legendary proportions.

In ancient days, true masters of this incredible art were able to create swords that carved right through stone, shields that protected the wearer from any harm, and whole armies of mystical automatons.

One cannot imbue more bonuses than half one’s level of Artificer.

Materials

All the materials used in the creation of an artefact must be of the absolute finest quality. Even the slightest imperfection of impurity can absolutely ruin the spell, or result in it coming apart later.

Rare metals, such as gold, platinum, silver, electrum (as well as legendary materials like mythril) and so forth must be used, and cannot be alloyed at all. Even rarer materials like obsidian, glass, crystal, and rare stones can also be used.

Furthermore, for each magical spell bound into the artefact, rare materials (such as Dragon Scale, Wyvern Heartstring, Sphinx Tongue, etc.) must be used. This will usually require several Investigation rolls be made (e.g. Charisma + Investigation, Intelligence + Investigation, Luck + Investigation) or Streetwise rolls, depending on whether the items are to be found on the black market or not. These items will be expensive (cost is included in the guide below).

In later books more detail will be given as to specific magical items, but for now the Narrator should use his discretion as to the cost of these items. They will be *at least* ten times the cost of a normal item, and could be a hundred times the cost, or even a thousand times. It depends largely on the power of the item.

A rough rule of thumb is to add together all the levels of Powers, Bonuses, HR Bonuses, charges, and Eldritch storage, and then times *that* number by ten, and use that to multiply the item’s cost.

**Note:**

An Artificer can further enchant an item later on. But it will still not be easy. It still requires a Profession roll to prepare the item.

To further increase a bonus or power after the initial creation, remember that the Success Requirement and Eldritch costs are *times* the new level of bonus or power.

So if you have already given a sword +1 Strike, giving it another +1 Strike at a later date will cost 10 Success Requirement and 10 Eldritch (plus whatever other powers are added, and plus the base Success Requirement of 10, and Base Eldritch cost of 5).

Examples:

(Rodrigo has forged a Bloodletting Blade, whose wounds will not close. The Bloodletting Level is 7, and he has also increased its Strike bonus +1, its Parry Bonus +2, and given it 2 point of Eldritch storage. Adding all those together equals 12. So the cost of the materials would be x120! If the sword cost 5 gold pieces before, it now costs 600 gold pieces! You can presume that in this game system 600 gold pieces would be an awful lot of money [in modern terms it should probably be about $60,000!].)

(In the example above, once Rodrigo had crafted his Bloodletting Blade with Profession: Smith, he would need to make rolls for Enchant Artefact. The success requirement is 10 +7 for the power, 5 for the Strike bonus, 10 for the Parry bonus and 4 for the Eldritch storage. That is a total of 36 successes! The Eldritch cost would be 21 for the Power, 15 for the bonuses and 4 for the Eldritch. That’s a total of 40!)

(Warden has created a Horn of Woe, striking fear into the hearts of his enemies. It is a level 4 artefact, using the Enthral power to create fear. The Construction check requires Profession: Smith with 20 successes. He makes it, and proceeds to create the item. Seeing as it level 4, it requires 14 successes on the Artificer roll and 17 Eldritch to be successful. A valuable horn normally costs 3 gold pieces. With a level 4 Power the horn will cost 120gp.)

(Wulfgar wishes to create a yeti-skin cloak, giving him powers to resist the cold. First of all he needs a yeti skin [a very rare object]. Once he has that, he needs to make a Profession: Skinner check. He wants the Hydromancy power to be at level 6, but he also wants an Animal Kin Power, giving him the senses of the Yeti. This one he wants at level 5. The Success Requirement of the Skinning check is 20. Once that is done, the Success Requirement of the Enchant Artefact power is 10 + 5 for the first power, +6 for the second, and +5 for imbuing two powers at once. That is a total of 26 successes. The Eldritch cost would be 33.)

Powers

An Artificer can imbue certain Powers into weapons, armour and artefacts.

Specific examples of these are at the end of Chapter 11: Equipment.

These are generally done in Levels, just like the Powers of characters. The higher the Level of the Power, the greater the effect.

An Artificer can only imbue Powers up to a Level equal with his Artificer Level.

Example: Rodrigo’s Artificer level is 7. He create a Bloodletting Blade of level 7. However, he could not create a Bloodletting Blade of level 8.

Example: Rodrigo’s Bloodletting Blade is level 7. Victims suffering from Rodrigo’s Bloodletting Blade suffer a penalty of -7 to all Heal checks to stop blood loss! Furthermore, they must make a Constitution (+Heal) Saving Throw against Rodrigo’s Level 7 die every round or suffer 1HP loss!

That means, every round Rodrigo rolls with his Level 7 die against the victim’s Constitution (+Heal). If Rodrigo wins, they suffer 1 HP loss.

Imbuing multiple powers

One can attempt to imbue multiple powers into an item at the same time. Simply add the number of levels together. Remember also that it costs an additional +5 Eldritch and +5 Success Requirements for each additional Power.

Enchanting an Already Magical Weapon

When an item is already magical, it can still be further enchanted by a skilled Artificer. However, it is no easier than starting from scratch – except that no materials are required for the old powers.

All materials for the new power must be provided, and the amount of Eldritch and Successes are the same as if it were just being created.

Example: John has a Flaming Sword level 6, which has also been given +1 Strike and +1 Parry. Now he wants to imbue it with Bloodletter level 5. This will require 31 Successes and 21 Eldritch on his roll.

There are some examples of powers that can be given to armour or weapons in the back of this book. However, each Setting Book which has enchanted weaponry will have more examples and information.

Magical artefacts typically have a certain amount of stored energy they can tap. This is called “charges.” If an artefact is listed as having charges, then every time it is used it spends one of the charges. These can be recharged only if someone has the Artificer Power, and requires a minor ritual, needing the amount of successes and Eldritch as would be needed for imbuing that number of charges (Successes: 10+1 per charge, Eldritch: 5 +1 per charge).

Examples are listed at the back of the book for types of enchanted artefacts. However, each setting book which has magic in it will have more examples.

## Assassin

Roll: On Surprise Attack Roll Assassin Die for Damage  
Duration: 1 Action

Action: Standard

Cost: 1 Eldritch

Assassin is the terrifying power of master killers, those who have learnt the art of the knife to silence their foes before they can so much as scream.

A character using Assassin *must* have surprised his enemy. He must either be unseen whilst attacking, or attacking someone who completely doesn’t suspect it.

Determining if a target suspects the assassin or not can be worked out by making a Tact + Deception check, opposed by the target’s Awareness + Deduction. Success indicates that the assassin has fooled his or her target.

That being said, there are many times when it is not possible to surprise an opponent in this way (holding a sword or knife is bound to cause suspicion). The Narrator must take this into account.

In using this attack, the assassin must declare he is using the power before rolling to attack, and must spend 1 Eldritch. If he succeeds in striking the target, then he has managed to hit a critical place, and may roll an extra die for damage at the level of Assassin.

Once the victim is aware that the Assassin is a threat, the Power may no longer be used.

## Avoidance

Roll: Dexterity + Avoidance

Duration: 3 Rounds

Action: Free

Cost: 1 Eldritch

Avoidance grants individuals the ability to turn killing blows into light grazes, crushing hits into mild bruises, lethal stabs into mild cuts. The warrior literally dances around his or her opponents, so light and quick on their feet that they can twist out of the way of the cut, bullet or impact.

A character with Avoidance cannot work well with cumbersome armour. Any armour that has an Athletics penalty will suffer the same penalty to their Absorb rolls with Avoidance.

When activating Avoidance, the character may roll Dexterity + Avoidance to Absorb.

They can Absorb without penalty HR 1 +1 per 3 levels, and +1 at level 10.

This functions just the same as normal armour Absorbs.

(Example: Chrisstal has Avoidance level 5. That means she can Absorb HR 0, 1 and 2 without penalty. Against HR 3 she halves the successes in her roll. She cannot Absorb HR 4 or 5.)

## Biomancy

Biomancy is the extraordinary power of control and manipulation of all forms of plant life. As the biomancer increases in power levels, he not only becomes more powerful, able to affect plants more dramatically, but can also easily communicate with them, understand them and walk amongst them seemingly *as* one of them.

Bio Control

Roll: Intelligence + Biomancy

Duration: 1 action

Range: 10ft per level of Biomancy

Action: Standard

Cost: 1 Eldritch

A biomancer can command plants to move as he wishes. He can make vines tie up a target, trees strike people, even trap them with roots and crush them. This power affects one plant (in the case of grasses, it would be several clumps).

The biomancer can have the trees constrict, tie up and incapacitate victims. In which case their attacks count as Wrestling. Roll Intelligence + Biomancy for the wrestling attack, and roll the plants’ Strength die or dice for damage.

The biomancer can also have the trees simply strike his opponent, beating them to a pulp. In which case they count as a normal attack. Roll Intelligence + Biomancy to Strike, and roll the plants’ Strength die or dice for damage.

To command plants of varying sizes, the following modifiers apply:

Tiny plants (grass, leaves, tiny vines, etc.) = +2/+2

Small plants (small shrubs, vines, new saplings) = +1/+1

Medium plants (saplings, shrubs, young trees of 20ft height) = none

Large plants (grown trees) = -2

Huge plants (massive oaks, ancient trees, etc.) = -4

Gargantuan plants (redwoods, great oaks, etc.) = -6

Strength:

Tiny plants: 3, HR 0

Small plants: 6, HR 0

Medium plants: 9, HR 1

Large plants: 10, 4, HR 1

Huge plants: 10, 7, HR 1

Gangantuan plants: 10, 10 HR 2

Grow

Roll: Intelligence + Biomancy

Duration: Permanent

Range: Touch

Action: Standard

Cost: 1 Eldritch

A biomancer can make plants grow with unnatural speed. A dead branch may suddenly grow into life again, or a vine’s limb may suddenly stretch out, growing the six feet needed to reach the top of a wall, allowing the sorcerer to then climb up.

The modifier depends on the Size of the tree part one is trying to Grow, as detailed above. Whereas a twig would be Tiny, an oak’s limb would be Large, and much more difficult to grow further.

Each success garnered increases the effective size of the tree part by about 10%.

(Example: A three-foot stick would be a Small plant, giving a +1/+1 modifier to the roll. If a sorcerer held it and got 5 successes, it would grow another 50% in size, and would stretch out another foot and a half. It would also fully come to life again, with leaves, sap and general greenery.)

Trackless Step

Roll: Intelligence + Biomancy

Duration: 1 hour per success

Range: Self

Action: Standard

Cost: 1 Eldritch

Using this power he may walk whilst making barely any impression on the ground, if any at all. The ground is his ally, and will try to make it as though he had never passed there.

When using Biomancy in this way, all attempts to track the character are done at -1 per success gained with the spell. This lasts 1 hour per success.

Oakskin

Roll: Intelligence + Biomancy

Duration: 10 minutes per success

Range: Self

Action: 1 minute

Cost: 3 Eldritch

Using this facet of Biomancy, the sorcerer changes his skin to that of an oak’s bark, protecting him from injury. It is however relatively bulky and other armour cannot be worn over the top.

The armour is HR 1, +1 at level 6.

It will Absorb with 2 dice at the level of the caster’s Biomancy.

Shelter of Oak (level 9)

Roll: Charisma + Biomancy

Duration: 1 hour per success

Range: Touch

Action: Standard

Cost: 2 Eldritch

The sorcerer may also take refuge in a living tree. He literally presses himself up against it, and slips *inside* it. There is no change in the tree at all. Not a scratch, nor a bulge or mark.

Whilst inside the tree, the sorcerer is unaware of events occurring outside. He slumbers, or remains in a vague state of awareness. He will, however, be quite aware of the tree’s feelings – pain, etc. He is not aware of everything the tree is aware of, but will know when it is coming under attack, and feel it as though it is happening to himself.

To perform this power, the sorcerer must have 9 levels in Biomancy.

It takes around a minute to merge with the tree, and to exit.

The sorcerer may remain in the tree for 1 hour per success. The time spent in the tree counts as time spent at rest.

Nature’s Bounty

Roll: Tact + Biomancy

Duration: 1 hour per success

Range: Self

Action: Standard

Cost: 1 Eldritch

The sorcerer may “persuade” Nature to part with its gifts and assist him to survive in its harsh realm. Using this, it is as though the woods and fields favour him. Berries are plentiful, and within easy reach. Camping spots are easily found and carefully sheltered by trees, and so on.

For every successes gained, Survival checks gain +1/+0. This lasts for 1 hour per success.

Unhindered Stride

Roll: Charisma + Biomancy

Duration: 1 minute per success

Range: Touch

Action: Standard

Cost: 1 Eldritch

The sorcerer is assisted by all of the plants around him. Seeing him as their friend, they do not snag at his clothes, or trip his feet. Whilst others are struggling through dense undergrowth, the sorcerer can move almost unimpeded.

For every 2 successes gained, the sorcerer gains +1/+0 to all Athletics checks made within a wood or forest. This lasts 1 minute per success.

### Biomancy Rituals

Fertile or Barren Soil

Roll: Wisdom + Biomancy

Success Requirement: 10

Duration: 1 month per success/1 year per success for the larger ritual

Range: 1 mile/1 mile per success

Action: 20 minute ritual/1 hour ritual

Cost: 20 Eldritch/200 Eldritch for longer duration

Saving Throw: N/a

Using this powerful ritual, the Biomancer can make soil fertile or barren. Plants either grow with incredible speed, or wither and die. The land becomes a green, verdant paradise or a barren dustbowl.

For every success gained, the plant life is aided or inhibited about 10%.

In order to destroy an already well established forest, more than 10 successes would be required. If it were a truly ancient forest, 15 or more successes might be required.

The ritual can either be done as a short-term ritual, which lasts for several months and has a mile diameter. Or it can be larger ritual, costing more Eldritch and lasting far longer, with a much larger area.

Commune with Trees

Roll: Awareness + Biomancy

Success Requirement: 10

Duration: 1 hour

Range: unlimited

Action: 20 minute ritual

Cost: 5 Eldritch

Saving Throw: N/a

The sorcerer sits in physical contact with a tree, preferably an ancient giant of the forest, and sends his spiritual self *into* the tree itself, and thence through to other trees. Ancient trees are the most easy to access, being well rooted in the earth and in deep connection with each other.

There is no limit to the distance the sorcerer’s mind can travel. However, the further he goes, the more difficult it is to separate his identity from that of the tree, and the more difficult it is to accurately perceive.

Furthermore, trees do not perceive things as humans do. Their sense of time is far slower, and so things can tend to blur, become vague, and then suddenly speed up and vanish, rather like watching a skipping movie.

The Narrator should have the sorcerer make Awareness + Observation checks to determine what he notices, with penalties for excessive distance (-1 per 100 miles would be appropriate).

Trying to locate specific trees (such as “the old oak tree within the fortress of Canaan) can be attempted, thereby allowing one to spy or gather information with certain areas. The Narrator should apply penalties of between -1 and -5 to the rolls, depending on how difficult this attempt is. For instance, has the Biomancer ever seen the tree? Is it an old tree or a sapling (old trees are naturally much easier to locate)? Has he ever touched the tree, or “spoken” with it before?

Animate Wood

Roll: Charisma + Biomancy

Success Requirement: 10

Duration: 1 month per success

Range: 100m per level

Action: 20 minute ritual

Cost: 20 Eldritch per 100m area

Saving Throw: N/a

This powerful ritual animates an entire section of a wood to perform the function commanded by the Biomancer. This could be something like “prevent anyone except myself from passing through,” and the *entire* section of the wood would actively clutch at, snag, strike, and impede the progress of people through the area. Or it could be, “kill any interlopers,” which would be much the same, except the woods would actually *attack* with lethal intent, rather than attempting to merely stop.

For impeding trespassers, the wood will give a penalty of -1 per 2 successes in the ritual, to all rolls for physical movement in their area. This will rapidly exhaust a person. Vines will wrap up their feet, snare their arms, catch their clothes, whilst branches get in their face, or even hit them from time to time. Roots will trip them, and sometimes even catch their feet in a pincer-like grip.

If the woods are intending to *kill* the victims passing through, then the same penalty applies for movement, but in addition to it every few rounds a plant will attempt to strike or grab the intruder and crush the life from him.

The Narrator should determine what sort of plants are around here, and then make a roll for the types of plants that are attacking. He will have to use his judgement as to how many can attack at once, and what sort of attack they are attempting (remember, they’re still rooted to the ground).

A Dexterity guide for plants follows:

Tiny = Dexterity 9

Small = Dexterity 8

Medium = Dexterity 7

Large = Dexterity 6

Huge = Dexterity 5

Strength is the same as listed earlier.

The Narrator should not get caught up in the specifics of the wood, and should typically roll two dice at an average level of the nearby trees, counting the attack as either a Wrestling or Hand to Hand attack, as mentioned earlier.

This relentless assault by the woods will continue until the victim has passed through them, or the ritual expires (not so likely).

Note: to increase the duration to 1 year per success, the Success Requirement should be increased to 20, and the Eldritch cost doubled.

Wrath of Oaks

Roll: Charisma + Biomancy

Success Requirement: 10/20

Duration: 1 hour per success/1 day per success

Range: Touch

Action: 20 minute ritual/1 hour ritual

Cost: 10 Eldritch per Size Category /20 Eldritch per Size Category

Saving Throw: N/A

This ritual unleashes the slumbering spirit of an ancient (or less ancient) tree, putting it in the complete command of the biomancer for the duration of the ritual. It will literally uproot itself (losing most of its roots in the process) and start “walking” where the biomancer commands, attacking like a creaking, animated giant.

An ancient tree brought to life in this fashion can literally batter half an army apart, dashing them to death under its giant, gnarled limbs.

Attributes are as above, for Dexterity and Strength. When attacking, roll Dexterity + Biomancer’s Resolve to Strike.

Other Stats:

Small Tree: 60 DP, +6/+6 Absorb, HR 1

Medium Tree: 100 DP, +8/+8/+8 Absorb, HR 2

Huge Tree: 200 DP, +9/+9/+9 Absorb, HR 2

Gargantuan Tree: 350 DP, +10/+10/+10 Absorb, HR 2

When the ritual expires, the tree slumps into lifelessness. Unless the biomancer wishes to command it to root itself again, it will still be uprooted, and will die in short order. Even if it re-roots itself, it will probably die, due to the damage it has sustained to its fragile root system (unless the Biomancer takes a hand once more).

## Corpormancy

Roll: Intelligence + Corpomancy

Range: Touch/100ft per level

Duration: Standard

Action: Standard/Ritual

Saving Throw: Courage (for pain effects).

Cost: 1 Eldritch/Ritual

Corpomancy is the frightening, ancient power of flesh alteration. Most practisers of this foul art are from the deep southern lands of burning heat and black magic, where savagery is taken for granted.

Corpomancy enables the sorcerer to twist and mould his own, or another’s flesh. Many practitioners use this to put bones, rocks, or sharp metal into their flesh, so that it is effectively a part of them, as though the flesh as grown around it.

Use of this power is always hideously painful, but for those who are the victims of a corpomancer’s wrath, their agony will know no bounds.

Rend Flesh

Roll: Intelligence + Corpomancy

Duration: 3 Rounds

Range: Touch

Action: Free to activate, Standard to strike

Absorbed by: Resolve (+Sorcery)

Saving Throw: Courage (+Sorcery)

Cost: 1 Eldritch

A corpomancer may attack another’s flesh with his bare hands, tearing and twisting it as though it were malleable clay. The sorcerer must successfully strike on a Hand to Hand or Wrestling attack.

If he does successfully strike his opponent, then he may roll Intelligence + Corpomancy (plus any carryover successes) for damage. Even though their armour may be quite unharmed, the skin beneath tears and ruptures as though savagely clawed.

Victim’s may roll Resolve (+Sorcery) to Absorb.

The attack is also agonising beyond measure, and victims must roll a Courage check opposing the level of damage. Each level of failure inflicts -1 on all their actions. They may roll again every round. Furthermore, the penalties reduce by a single -1 every round.

Note that if victims choose, they can spend a point of Courage to negate these penalties for 3 rounds. However, doing so will onlyprevent the penalties from Corpomancy. Other damage penalties will not be negated.

(Example: The Corpomancer Illyrik Rends the flesh of Jorho Nahl, a hero from Aquicinia. Illyrik strikes Jorho with his hands, and does 8 damage, which Jorho can only Absorb with his Resolve. He gets 2 successes, so he takes 6 damage. Now Jorho makes a Courage check and gets 3 successes. Because he failed by 3, he now suffers -3 to all rolls. Next round he rolls Courage again, getting another 2 successes and reducing the penalties to -1).

Imbue Weapon

Roll: Add Corpomancy to Damage

Duration: 1 Action

Range: Weapon

Action: Free to activate, Standard to strike

Absorbed by: Resolve (+Sorcery)

Saving Throw: Courage (+Sorcery)

Cost: 1 Eldritch

The sorcerer can also imbue the Rend Flesh spell into his weapon – be it an arrow or a melee weapon.

In this case, if he successfully strikes with the weapon, then he may add a die for Damage at the level of Corpomancy. His opponent may add his Resolve (+Sorcery) die to his Absorb roll.

However, the victim’s Courage (+Sorcery) Saving Throw is taken against the total amount of damage dealt to him. The effects of failing the Save are the same as above.

(Example: Yarvrish the Corpomancer spends 1 Eldritch to imbue his weapon with Rend Flesh. He succeeds in striking his opponent, and then rolls 3 dice for damage. One for Strength, one for his sword, and one for Corpomancy. His opponent Absorbs with 3 dice - 2 dice for his armour, and one for his Resolve [he could add Resolve + Sorcery if he only defended that round]. Yarvrish still does 6 damage, so now his victim must make a Courage [+Sorcery] Saving Throw and get 6 successes.)

Agony

Roll: Intelligence + Corpomancy

Duration: Special

Range: 100ft (30m) per level of Corpomancy

Action: Standard

Saving Throw: Constitution (+Sorcery)

Cost: 2 Eldritch

Another power the corpomancer can unleash against an enemy is the force of *Agony*. For this power he only needs to be within range and have clear sight of the victim. The sorcerer mutters a word that curls off his tongue, and the victim is suddenly engulfed in pain so intense that he can barely even scream. In fact, the corpomancer is grinding and tearing at the victim’s organs, and physically damaging him.

For every 2 successes gained, the corpomancer deals 1 damage and inflicts a penalty of -1 to all the victim’s actions, in addition to any damage penalties they might receive. Each round the penalties reduce by a single -1 and the victim may make another Saving Throw to remove the penalties, with each success removing a single -1.

If the Corpomancer has items of the victim’s, such as hair, nail clippings, clothing, etc., then he gains +1/+1 to his roll for each significant item (maximum +3/+3). If he has some blood of the victim’s, then he gets +2/+2.

Where the corpomancer’s power truly shines, however, is when he has time to work on a victim. Corpomancer’s are favoured torturers throughout the continent of Nebullan, for it is famed that none can resist their arts.

When using corpomancy to interrogate another, the victim must make opposed Courage checks or give in from the agony and tell the interrogator everything they want to know.

Such torture is also likely to send the poor person quite mad. After prolonged sessions of corpomancy, the victim must make Resolve checks or start gaining mental and spiritual disadvantages, such as *Paranoid,* or *Harrowed*.

Sickness

Roll: Intelligence + Corpomancy

Duration: Special

Range: Sight

Action: Standard

Saving Throw: Constitution (+Sorcery)

Cost: 3 Eldritch

Sickness is a spell whereby the sorcerer makes another person suddenly and violently ill.

For every success gained by the sorcerer, the victim suffers a penalty of -1, up to a maximum of -4. Furthermore, in the initial round they are only capable of vomiting and retching, and are unable to do anything else except defend themselves.

### Corpomancy Rituals

Blight

Roll: Wisdom + Corpomancy

Success Requirement: 10/20

Duration: 1 month per success/1 year per success (only if targeting a specific individual)

Range: 1 mile/1 mile per success

Action: 20 minute ritual/1 hour ritual

Cost: 40 Eldritch/150 Eldritch

Saving Throw: Resolve (+Sorcery)

Blight is the spell of choice for many sorcerers seeking to weaken their enemies, or see them slowly suffer and fail. It conjures up a sickness that spreads across the land, giving failed crops, sicknesses such as fevers, boils and leprosy, or even creates impotency and miscarriages.

If the sorcerer is attempting to cast this on a particular person then the bonuses and penalties for “Targeting Specific People With Spells” applies (at the beginning of the chapter).

However, if he is attempting to perform the ritual over a wide area then it will affect most of the people within its radius. Each person within the affected area may make a Resolve +Sorcery roll. If they fail, then they are affected by the blight! Though each person will be affected with a different level of severity, depending on how many successes they gained on their Saving Throw.

The Blight is effectively a Disadvantage, equal in level to half the number of successes gained. However, its affects are largely the same over the entire affected area. The sorcerer may choose what sort of effect he is trying to create (boils, measles, impotency, miscarriages, spoiled crops, fevers, leprosy, etc.).

If not enough successes are gained to create the full effect desired, then a similar less potent effect will be created.

Flesh Sculpting

Roll: Intelligence + Corpomancy

Success Requirement: 20 +4 per Attribute change, +2 per Physical Disadvantage level, +2 per Physical Advantage level, +2 per addition of stone/metal etc.

Duration: Permanent

Range: Self or Touch

Action: 30 minute ritual

Cost: 50 Eldritchs +20 per Attribute change +5 per physical disadvantage level, +10 per physical advantage level, +10 per addition of stone/metal, etc.

Saving Throw: Resolve (+Sorcery)

This grisly ritual enables the corpomancer to literally reshape another person’s body as he sees fit. He can change physical Attributes, and give physical Advantages or Disadvantages (within reason – Narrators must always use discretion). He can also insert metal, stone, etc., into his flesh and have it meld with their body – or not meld properly, if he wishes.

In this wise many slaves are recreated to be the perfect instruments of their masters’ wills. Gifting them with hideous size, no manhoods, and no hands, but merely sharp blades or rocks inserted into the ends of their massive arms.

Such is the cruel practicality of some sorcerous nations.

If a corpomancer wishes to increase his Attributes or give himself Physical Advantages, he must use this ritual.

Unlike Metamorphosis, Sculpt Flesh is unlikely to truly alter someone’s physical appearance, the timbre of their voice, etc. It is like a crude sculpture, and would be all-but impossible to make someone the identical image of another.

At the end of the ritual, the victim may make a Resolve (+Sorcery) Saving Throw to attempt to prevent the sorcerer from sculpting him.

Again, Flesh Sculpting is hideously painful, and each time a roll is made, the victim must either spend a point of Courage or roll Courage with a penalty of -4 or pass out, throw up, etc.

## Domination

Roll: Tact + Domination

Duration: 1 round per success

Range: Eye contact

Action: Several seconds (2 rounds)

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch/3 Eldritch

Domination is the power of the sorcerer to command obedience from others – whether they like it or not. The subjects of Domination never truly realise that they are being forced to do the sorcerer’s bidding. They rationalise it, and just suddenly “decide” to do exactly what he says. Afterwards they will usually wonder why they did it, even be filled with remorse and regret if they did something truly terrible…that’s if they even remember! The Dominator can even erase memories and change who a person thinks he is, given enough time with the victim.

When used quickly, without any ritual, the sorcerer locks eyes with the victim momentarily (2 rounds), and uses the few seconds of contact to override the person’s will. Spend 1 Eldritch and roll Tact + Domination, opposed by the victim’s Resolve (+Sorcery if they spend an action). The victim will be subject to the Domination for 1 round per success gained by the sorcerer. However, heroes (pc’s and major villains) may spend a point of Resolve to gain a new Saving Throw each round if they so wish.

Furthermore, if commanded to harm a friend or himself, he may make a new Saving Throw as a Free Action, opposed by the Dominator’s Resolve + Domination. If he succeeds, he has shaken off the Domination! He may now act as normal.

When under the influence of Domination, the victim will do whatever is commanded of him – depending on the number of successes gained. Due to the nature of a person, self-preservation and the preservation of others around one is very deeply ingrained, and as such Dominated people will fight commands that tell them to cause those things harm.

The way a sorcerer can get around this is to “persuade” the Dominated person to do something which doesn’t always seem directly connected to harming their friends. Tell the victim to help the Dominator, or protect him, etc. Then, when his friends try to attack the sorcerer, the Dominated person will try to keep them back, and keep telling them how they’re wrong, etc.

Each success cements the command further.

For every 2 successes less than 10 which the sorcerer has gained, the victim will have -1 on his rolls, as he is still attempting to fight the sorcerer’s commands.

A person with Domination can also erase or alter short-term memories. Eye contact is required, 3 Eldritch must be spent, and a successful second Domination roll, opposed by the victim’s Saving Throw made. He may then alter or erase short-term memories (within a week per success). The duration of these altered memories is an hour per success.

Naturally, Domination only works on sentient creatures. Animals, undead, etc., are unaffected.

Madness (prerequisite level 8)

Roll: Charisma + Domination

Duration: 1 hour per success

Range: Hearing range

Action: 1 Round

Saving Throw: Resolve (+Sorcery)

Cost: 4 Eldritch

Madness is a powerful spell whereby the sorcerer says the Word of Madness to his victim. A word no one can ever seem to remember.

As he listens to it, the victim feels his world collapse, and suddenly goes stark raving mad, screaming and ranting – forgetting everything and everyone he once knew.

He will still attempt to defend himself if people attack him, though he will suffer -4 on all rolls. However, he will not attack others, and is likely to end up in the corner, rocking back and forth whilst he stares into space.

Victims of this spell are so shaken by the brush with insanity that even if they successfully make their Saving Throw they suffer a penalty of -2 on their actions in the next round, unless they succeed by 10 or more.

Madness takes a full round to perform.

Sleep

Roll: Tact + Domination

Duration: 1 minute per success

Range: 100ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

Sleep is a tricky spell that casts another person into a sudden and complete sleep – making themselves utterly vulnerable to their enemies.

However, this spell is not easily performed during combat or times of extreme vigilance. If attempted during these times, then the sorcerer’s successes are halved.

This spell is more commonly used when someone is bored or already sleepy, and provides an excellent method of slipping past guards.

### Domination Rituals:

Implant Memories/Commands

Roll: Tact + Domination

Success Requirement: 10/20

Duration: 1 month per success/permanent

Range: Close (victim must be within the ritual area)

Action: 20 minute ritual/1 hour ritual

Cost: 10 Eldritch per Resolve of victim/20 Eldritch per Resolve of victim

Saving Throw: Resolve (+Sorcery)

This ritual enables the Dominator to provide the victim with entirely false memories, and wipe out or alter genuine memories.

The victim may make a Resolve (+Sorcery) save at the end of the ritual.

If less than 10 successes are gained by the Dominator, then the memories are not seamless, and hang the victim up a fair bit. He may not spot what’s wrong, but he’ll know *something* is wrong.

They never realise they have been implanted, because the sorcerer merely tells them to forget.

It would take a master of Healing to undo these effects.

Puppet Master

Roll: Tact + Domination

Success Requirement: 10/20

Duration: 1 day per success/1 month per success

Range: Close (victim must be within the ritual area)

Action: 1 hour ritual/6 hour ritual

Cost: 10 Eldritch per Resolve of victim/20 Eldritch per Resolve of victim

Saving Throw: Resolve (+Sorcery)

This vile ritual is possibly the apex of the Dominator’s repertoire. During a ritual that may last many hours, the victim is kept within the ritual circle, and the sorcerer or sorcerers slowly, brutally, break down his resistance, until he is mere putty in their hands.

The victim may make a single Saving Throw at the end of the ritual to attempt to stave off the effects. However if the Dominator is successful then the victim will become an avid supporter, extremely loyal. The effects are the same as with the Domination power, but with a far longer duration.

If less than 10 successes are gained, then the victim will only obey reluctantly. If 20 or more successes are gained then they would happily die in the Dominator’s service.

Possession

Roll: Charisma + Domination

Success Requirement: 10/20

Duration: 1 day per success/permanent

Range: Close (victim must be within the ritual area)

Action: 20 minute ritual/1 hour ritual

Cost: 10 Eldritch per Resolve of victim/20 Eldritch per Resolve of victim

Saving Throw: Resolve (+Sorcery)

This frightening ritual allows the sorcerer to literally take over his victim’s body, and control it like a marionette dancing on strings.

Whilst in control the victim’s body the Possessor can do what he likes. He has all the Physical Attributes, of the victim’s, and any Advantages or Disadvantages of a physical nature, but all the other Attributes remain his own, including skills and powers.

The victim is completely unaware of what is occurring, and has no memory of any of the events that happened whilst he was Possessed.

The victim may make a single Resolve (+Sorcery) Saving Throw at the end of the ritual.

For the Possession to be perfect, the successes must be 10 or greater (after the Success Requirements have been fulfilled). If the successes are less than 10 then there are a few “oddities” about the Possessor’s new body. For every success less than 10, the changed character suffers -1 on all Social rolls, due to their strangeness (thus, if only 5 successes were gained, the person would have -5 on *all* social rolls).

Such are the problems of stealing bodies!

Apart from that, only the most evil of people would literally steal another’s body. The Narrator should ensure any necessary Morality checks are made, with full ramifications.

## Drain Life

This vile, ancient magic is a form of Necromancy allowing a spell caster to literally draw the life energy of a victim out of their body, feasting and growing stronger and more vital upon it.

Drain Magic

Roll: Charisma + Drain Life

Duration: 1 hour per level.

Range: 5ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

Using this power, the sorcerer literally sucks the life essence of a person out, using it for themself.

Every success gained removes 1 Eldritch from the victim and gives it to the sorcerer. This is a temporary loss, and the victim will recover his Eldritch normally, just as though he’d spent them. The sorcerer will continue to have the temporary Eldritch for one hour per level of Drain Life.

If the victim goes to 0 Eldritch, he goes unconscious.

Life Thief

Roll: Charisma + Drain Life

Duration: 1 hour

Range: 5ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 2 Eldritch

Another usage is the theft of pure physical energy from another.

For every 2 successes gained the victim temporarily loses 1 point of Constitution.

For every 1 Constitution drained from the victim, the sorcerer may remove a single -1 penalty, gain a +1/+0 bonus to his rolls for the next 3 rounds, or gain a temporary Eldritch (lasts 1 hour).

This does not reduce HP for the victim or increase HP for the sorcerer. It does however affect all Constitution-based rolls.

If the sorcerer is removing exhaustion or fatigue penalties, these are permanently removed, and only come back again with more physical exhaustion. If he is removing *damage* or *spiritual* penalties, or is adding bonuses to his rolls, then these will last for 1 hour per level of Drain Life.

If the victim falls to 0 Constitution, they go unconscious. If they go below 0 they die.

Crush Spirit

Roll: Charisma + Drain Life

Duration: 1 round per success

Range: 10ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 3 Eldritch

Using this spell, the sorcerer summons up an aura of hopelessness around his victim or victims, making the person feel exhausted, deflated and already defeated.

If attempting to do it on an area, he will affect a 20ft area per level of Drain Life. Everyone within the target area must make a Resolve (+Sorcery) Saving Throw. However, he will suffer -4 to his roll.

If the spell is successful, victims will suffer the following effects.

For every 1-5 successes, victims suffer -1 to their rolls (so, 1-5 success = -1, 6-10 successes = -2, etc.)

All Luck checks must be re-rolled. Spending a point of Luck to gain a re-roll will suffer a penalty equal to half the number of successes gained in the Crush Spirit spell.

All Resolve used to give the victim a +2/+2 bonus will only give half the bonus.

Furthermore, every potential Bungle is *automatically* a Bungle without needing to be confirmed.

### Drain Life Rituals:

Life Bond

Roll: Charisma + Drain Life

Success Requirement: 10/20

Duration: 1 day per success/1 month per success

Range: Close (victim must be within the ritual area)

Action: 20 minute ritual/1 hour ritual

Cost: 10 Eldritch per Resolve of victim/20 Eldritch per Resolve of victim

Saving Throw: Resolve (+Sorcery)

This cruel ritual is often done to make a slave or servant quite unable to strike back against their sorcerous master.

If successful, the victim is unharmed, but his life essence is inextricably bound to the sorcerer’s.

Everytime the sorcerer takes a point of damage, the Life Bound character takes the *exact same* damage. Even the cuts and bruises will appear in his flesh, and he will have to tend them accordingly. There is nothing imaginary about these pains – they are very real.

If the sorcerer *dies*, he may then attempt to draw on the life of his victim, and so cheat death. To do this, both must make an Opposed Resolve check. The sorcerer gains +1 for every 2 successes he gained in the Life Bond ritual.  
If the sorcerer is successful, then the Life Bonded victim dies, and the sorcerer is immediately returned to 1 HP.  
(This is assuming that he still has a body to come back to – it’s not possible if he’s been incinerated or eaten.)

Rejuvenate

Roll: Charisma + Drain Life

Success Requirement: 20

Duration: Permanent

Range: Close (victim must be within the ritual area)

Action: 1 hour ritual

Cost: 20 Eldritch per Resolve of victim

Saving Throw: Resolve (+Sorcery)

The Rejuvenation ritual is ancient, used by sorcerous kings and queens who wish to keep their youth forever, no matter the cost.

Taking an innocent, one relatively untouched by the hardships and woes of life – typically a virgin girl who has just reached womanhood – the sorcerer chains them to an altar of sacrifice, or to a pentagram of power, etc., and begins this vile ritual to steal their very life essence.

At the climactic moment of the ritual, the sorcerer plunges a ritual knife into their heart, and drinks their still-living blood.

If the ritual is successful, the sorcerer (or sorceress) rejuvenates 5 years per point of the victim’s Morality. If this somehow should take the sorcerer back into childhood, or even earlier, then their age will halt at around 18. They will continue to age normally from that point.

Needless to say, this ritual has some dire consequences on one’s Morality, and only the most evil and desperate of people would even think of performing it. Such is the price of immortality.

Capture Spirit

Roll: Charisma + Drain Life

Success Requirement: 10

Duration: Permanent

Range: Close (victim must be within the ritual area)

Action: 30 minute ritual

Cost: 5 Eldritch per Resolve of victim

Saving Throw: Resolve (+Sorcery)

This ritual is a favoured one amongst the black sorcerers and wytches of many lands. At the climax of the chanting and conjuring of energy, an ensorcelled blade is used to pierce the victim’s heart. The soul then spills out, but if the ritual is successful, it is trapped in an item, typically a crystal, but occasionally a jar or bottle and constrained there. The soul may not move on and exists in a dreamy, uncomfortable sort of limbo, unable to rest, unable to wake, swirling round and round its cage. The soul will be visible as a sort of glow, the colour determined by the purity of the being. White indicates a pure soul. Red indicates war, blood, rage and murder. Black indicates pure, grotesque evil. Purple represents treachery and deception. Green is avarice and greed. Gold is nobility, not of class, but of character, and is a most coveted colour. Blue is true wisdom, such as few have.

Apart from trapping a person, and ensuring they can’t haunt you, or come back to annoy you, trapping a person’s essence also allows a sorcerer to draw upon their energy at will, for more magicks.

The sorcerer may draw up to half the character’s Eldritchs out without harm. Beyond that, it will start to harm the vessel the soul is contained in. Each extran Eldritch drained will inflict 1 DP on the vessel. If that’s a jar, it will shatter immediately, unless made of some extra-strong material. If it’s a crystal, it will probably be able to take up to 5 or 10 DP.

If the vessel is not broken, it will still have ramifications. In future, the sorcerer won’t be able to draw out so many Eldritch. The penalty is equal to the number of DP’s the vessel has received.

(Example: Jorphrus the sorcerer has a soul in a crystal. The being has 12 Eldritchs, so he is able to draw out 6 Eldritch without harm. If he took out 9, the crystal would receive 3 Damage Points. In future, the sorcerer will only be able to draw out 3 Eldritch without harming the crystal.)

If the vessel holding a soul is broken, the soul immediately flees, going wherever souls go.

Dread Cloud

Roll: Charisma + Domination

Success Requirement: 10/20

Duration: 1 hour per success/1 day per success

Range: 1 mile/1 mile per 2 successes

Action: 20 minute ritual/1 hour ritual

Cost: 50 Eldritch/200 Eldritch

Saving Throw: Resolve (+Sorcery)

The Dread Cloud is in effect a larger, more dangerous version of Crush Spirit. It creates an ominous-looking cloud that spreads over a huge area, bringing an eerie gloom and an unshakeable sense of doom to those beneath it (except for the sorcerer himself).

This has all the effects of Crush Spirit:

For every 1-5 successes, victims suffer -1 to their rolls.

All Luck checks must be re-rolled. Spending a point of Luck to gain a re-roll will suffer a penalty equal to half the number of successes gained in the Crush Spirit spell.

All Resolve used to give the victim a +2/+2 bonus will only give half the bonus.

Furthermore, every potential Bungle is *automatically* a Bungle without needing to be confirmed.

## Electromancy

Electromancy is the power to control and manipulate electricity. This can range from summoning a lightning bolt from a clear blue sky, to making a person’s armour start sparking with tendrils of static energy or firing a lightning bolt from his hand.

Lightning Bolt

Strike: Dexterity + Electromancy

Damage: Resolve + Electromancy,

HR 3

Duration: One Action

Range: 10ft per level

Action: Standard

Saving Throw: None

Cost: 2 Eldritch

This power allows a sorcerer to fire a bolt of crackling lightning out of his hands, or out of the sky itself.

If it hits, roll Resolve + Electromancy for damage, including any carryover. The lightning bolt counts as HR 3.

If a lightning bolt hits someone in metal armour, it will do extra damage. The sorcerer will get +1/+0 damage for Small armour (helmet), +1/+1 for Medium armour (hauberk), +2/+2 for Large armour (plate). Naturally, this doesn’t apply against leather or padded armour, or even modern ballistic plate.

Additionally, Electromancy will get a bonus to damage against anyone in water, or wet. For a minor wetness, like a bucket-splash, it gets +1/+0, for someone half-submerged, up to the waist, +1/+1, for someone fully submerged +2/+2.

Charge Weapon

The sorcerer may also imbue his weapon with the power of electricity. They must declare they are using this power before rolling to strike. Spend 1 Eldritch. If the weapon strikes, then it does an *extra* die for damage at the level and HR of Electromancy.

Alternatively, the caster may decide to create the shock a stunning blow, as with Static Electricity below. In this case, if the sorcerer successfully strikes he may make an Intelligence + Electromancy roll, which the victim may make a Constitution (+Sorcery) Saving Throw against. For every success the victim fails to reach, he suffers -1 on all rolls for the next round. Note that this effect only lasts for one round, unlike the full power of Static Electricity below.

Static Electricity

Roll: Intelligence + Electromancy

Duration: 1 Action

Range: 5ft per level

Action: Standard

Saving Throw: Constitution (+Sorcery)

Cost: 1 Eldritch

An Electromancer can make a piece of metal (such as a sword, helmet, gun or car) spark with painful electricity. Whilst not fatal, it will cause them to drop the item, become immobilised with pain, and so on. It is also particularly effective against swimmers (same bonus as above)!

If the sorcerer is successful in the attack, then the victim will drop the electrified item or becomes immobilised temporarily, suffering -1 on all rolls for each success gained by the sorcerer.

If the sorcerer gains more successes than the victim’s Constitution, then the victim is completely paralysed and unable to even move.

Every round he may make a new Saving Throw.

(Example: An Electromancer zaps a warrior with a sword, and gets 8 successes on Electromancy. The warrior gets 3 successes on his Constitution check, and so failed by 5. He will now suffer -5 to all rolls. Next round he makes another Constitution check, getting 2 successes and reducing the penalty to -3.)

Static Field

Roll: Intelligence + Electromancy

Modifier: -4

Duration: 1 Round per success

Range: 10ft area +1ft per success

Action: Standard

Saving Throw: Constitution (+Sorcery)

Cost: 3 Eldritch

The sorcerer can also make a static field around himself (10ft area +1ft per success), electrocuting anyone who comes within it. This costs 3 Eldritch, and charges the entire area around the caster with static energy. The sorcerer rolls once. Anyone coming into the area must make a Saving Throw, or suffer the same effect as above. However, this doesn’t reduce each round – instead, each round they must make a new Saving Throw against the total number of successes gained by the sorcerer.

If the number of penalties is greater than their Constitution, then they are rendered unconscious.

This lasts 1 round per success.

Control Lightning (prerequisite level 8)

This ritual enables one to control the effects of a raging lightning storm.

It has two facets: protecting oneself during a lightning storm, and striking out at others.

Protection

Roll: Intelligence + Electromancy

Duration: 1 hour per success

Range: Close area (20ft per level) for protection. To strike others the range is anywhere within the storm.

Action: 5 minutes

Cost: 5 Eldritch to activate and a further 3 per hour

The Electromancer can make a check to shield himself and his friends from lightning during a storm.

This is an Extended Action. The sorcerer may make a single roll per hour and spend an Eldritch. Depending on the severity of the storm, the proximity of the characters, and any super conductive materials around (like a flying metal ship, for instance), the Narrator should give a penalty of -1 to -10.

So long as the sorcerer succeeds in his roll, no lightning will harm himself, or his immediate area.

Lightning Strike

Strike: Intelligence + Electromancy (-4)

Damage: +8/+8/+8 HR 3

Duration: 2 rounds

Range: 100m

Action: Standard

Cost: 4 Eldritch

The Electromancer can call down bolts of lightning from the charged cloud rumbling overhead.

This is technically a Strike roll.

The attacker must only be within proximity of the storm to be able to cast this magic. However, it has the modifiers for targeting specific people with spells – as mentioned at the end of the Ritual section at the start of this chapter.

Preventing another from calling in a lightning strike on you ends up in a battle between Electromancers, and is handled like any normal combat – both must spend 4 Eldritch each time an attack is made, and both must spend 2 rounds conducting the spell. The attacker rolls to Strike as above, and the defender rolls Opposed, just like any attack. If the defender gets equal or more successes, he wins. If the attacker gets more successes, he wins – and may then roll damage.

Magnetise

Roll: Intelligence + Electromancy

Duration: 1 round per success

Range: 5ft per level

Action: Standard

Saving Throw: Strength (+Athletics)

Cost: 1 Eldritch

The Electromancer can also *magnetise* metal. Using this power, he can make a man’s sword magnetise to his breastplate, or make arrowheads magnetise towards a particular individual’s metal helm. Magnetism doesn’t work over large distances (range 10ft per level). The magnetic object will have a radius of 3 feet per level of Electromancy.

When magnetising something like a person’s sword, this is opposed by the victim’s Strength (+Athletics).

If the sorcerer succeeds, the item is helplessly magnetised for that round, and cannot be pulled away. It will remain magnetised that way for 1 round per success. If the victim wishes to use the object, he must succeed on a new Strength (+Athletics) Saving Throw. Once he has succeeded on the Saving Throw, no further Saves need be rolled.

To drag in something like arrows or bullets, the attacking missiles will gain +1/+0 to hit him for every 2 successes gained on Electromancy.

Any other imaginative uses can be applied.

Thunderclap

Roll: Intelligence + Electromancy

Duration: 1 Round per Success

Range: 10ft per level

Action: Standard

Saving Throw: Constution (+Sorcery)

Cost: 1 Eldritch

Conjuring the crackling power of a thunderstorm, the sorcerer creates a tremendous thunderclap strong enough to deafen and stun.

For every 2 successes gained (after the Saving Throw) the victim suffers -1 to all actions for the next round per success.

He will suffer -1 to all hearing-based checks for every success gained on Thunderclap.

The victim may make a new Saving Throw each round.

### Electromancy Rituals:

Lightning Storm

Roll: Intelligence + Electromancy

Success Requirement: 20

Duration: 1 hour per success

Range: 1 mile per 2 successes

Action: 20 minute ritual

Cost: 50 Eldritch

Saving Throw: N/A

This ritual summons up a furious, unnatural storm, glowing with an unearthly light as it crackles with seething power. For every hour that it resides over an area, it pounds down the wrath of the heavens. There is a stinging rain, and a strong wind, but it is lightning bolts that cause true terror.

The bolts strike with deadly force and rapidity, shattering rooftops and creating fires that can spread beyond control. Anyone caught outside is also chancing fate. Make a luck check for every hour spent outside. On a Bungle, the character is struck by a bolt of lightning (+8/+8/+8 damage, HR 3).

The sorcerer who summoned up the spell may command the storm in many ways. He can change the wind direction, call forth bolts of lightning from the sky and generally manipulate it like a thunder god.

Once every 2 rounds the character may call down a lightning bolt. This is only a Standard Action for him (unlike the Control Lightning ritual above). This costs 1 Eldritch. He may roll to Strike with Intelligence + Electromancy at -4.

Naturally, the havoc that can be wrought by such a spell is quite incredible.

Magnetic Field

Roll: Intelligence + Electromancy

Success Requirement: 20

Duration: 1 hour per 2 successes

Range: 1 mile per 2 successes

Action: 20 minute ritual

Cost: 100 Eldritch

Saving Throw: Strength (+Athletics)

Using this powerful ritual, the sorcerer creates an immense magnetic field, filled with crackling static energy.

Everything within the range of this spell will be affected as with the Magnetise Ability above.

This is usually untargeted – meaning that every piece of metal generates its own field, and smaller pieces of metal will be stuck to larger pieces. The more massive pieces of metal will attract huge numbers of smaller metal items.

On the other hand, the sorcerer may choose a specific area for the magnetism to be directed towards, but in that case he suffers a penalty of -2 on each ritual roll. The targeted area must be a large object of metal – it cannot be the sky (Narrators please use logic)!

If victims fail their Saving Throws then they are affected by the magnetic field and all of their metal objects will stick to each other. The largest metal object will attract all the others, either on the person or in the area (the radius for the magnetism is roughly 1ft per success for Medium objects, or 5ft per success for Large objects, but Narrators should really just use what makes sense in the situation). For example, a man’s breastplate would attract his sword, whilst a huge metal door would attract both the sword and breastplate.

Obviously larger items will have a stronger field than smaller items, and the more metal is in the object being attracted, the more it will be affected. Again in this instance, Narrators *must* use their logic, applying bonuses and penalties where appropriate for the situation.

As a guide here are some rules for the magnetic strength of different Sized objects. They will either give bonuses to the Saving Throw, or penalties.

And remember, the victim must *keep making* these Saving Throws every round (for combat) or minute (for non-combat), or again, as often as the Narrator deems appropriate.

Tiny and Small objects will simply stick to the victim’s own objects, making it more difficult to move, and giving penalties (between -1 and -4 generally). However, if the victim is attempting to prise them off and throw them away (without them coming back) they will need to make a Saving Throw. The modifiers below will apply in such a case.

Tiny: +2/+2

Small: +1/+1

Medium: none.

Large: -2

Huge: -4

Gargantuan: -8

*(For example, Adolphus is part of an army that has been attacked with the Magnetise ritual. The attacking sorcerer got 10 successes, whilst Adolphus made 5 successes on his Saving Throw, so he fails. His sword is immediately pinned to its own scabbard, meaning he cannot draw it – and the pommel gets stuck to his breastplate. Seeing that the sorcerer has also sent demons down to attack them, Adolphus tries to draw the sword. He makes another Saving Throw. The scabbard is judged by the Narrator to be a Small item and so he gets +1/+1 on the Saving Throw and manages to get it free with 12 successes. He obviously does not need to make further Saving Throws to see if it gets stuck in the scabbard again, but he does need to make Saving Throws to see if it gets stuck to his own breastplate. The Narrator decides in this case to give him a bonus of +1/+1 seeing as the sword is not really all that huge – even though it is technically a Medium weapon. The Narrator decides he only has to succeed on the Save once to make sure that the magnetism doesn’t continue. During the fight, however, Adolphus is brought close to the 20 foot high bronze door leading to the palace. He must now make another Saving Throw at -8! He therefore needs 18 successes. He manages to get 10, and fails. He is thrown across the street and lands heavily on the gate, taking some damage in the process. He is now pinned helplessly, unless he can manage to unbuckle his breastplate before the demons get to him and start feasting.)*

If victims succeed on their initial Saving Throws, they are unaffected by the spell and do not have any magnetism. *However,* such is the power of the spell that if they don’t succeed with 5 successes or more *over* what they needed for the Saving Throw, they will *still* be affected by nearby magnetic fields, as well as smaller objects attempting to stick to them. This is on the discretion of the Narrator, who should probably also give them bonuses on this depending on how much they succeeded by before (a good rule of thumb is to give them a bonus of +1/+0 for every 2 successes they got on their Saving Throw, above what was needed.).

For example, if the sorcerer got 5 successes and the defenders got 15, they would have beaten it by 10 successes! In this case they would have +3/+2 on all future Saving Throws.

EMP

Roll: Intelligence + Electromancy

Success Requirement: 20

Duration: Instant

Range: 1 mile per 2 successes

Action: 20 minute ritual

Cost: 100 Eldritch

Saving Throw: Resolve (+Sorcery)

This powerful spell creates a massive Elecro-Magnetic Pulse, emanating from the spellcaster, or from a point within his line of sight. That point must be ritually prepared, with special runes etched or drawn onto it (roll as for preparing a ritual).

When successfully cast, the EMP ripples forth in an invisible wave of energy, utterly killing all electronics instantly. Only those devices specially shielded for such an event (or those who make their Saving Throws) are unaffected. Narrators should bear in mind that the Saving Throw only applies to items that are in physical contact with a character.

Items that have been fried by the EMP are utterly unsalvageable. Even the backups will be destroyed unless they are kept somewhere shielded. Magical wards and defences can also help to prevent the EMP.

## Enthral

Roll: Charisma + Enthral

Duration: 1 round per success

Range: 5ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

Enthral is the power of the sorcerer to instil a magnetic influence around himself that makes others go weak at the knees in *awe*. Like the ultimate stage performer, he keeps others hooked to his every word, his every move – no matter how stupid or illogical it may be. This is the magic of the Pied Piper, who had everyone jump off a cliff in glee.

For the standard uses of this power, spend 1 Eldritch and roll Charisma + Enthral, opposed by the target’s Resolve (+Sorcery). Every 2 successes gained increases the level of the magnetism, and gives +1/+0 to all Social based rolls for the character (so, if 5 successes were gained, the character gets +3/+2 to all Social rolls) for 1 round per level of Enthral.

If the sorcerer is attempting to enthral multiple targets, he must take a penalty of -1 per target beyond the first (so, in attempting to Enthral 3 targets, he will suffer -2 to the roll).

Enhance Emotions

Roll: Charisma + Enthral

Duration: 1 minute per success

Range: 10ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

An Enthraller can manipulate the emotions of those around him, enhancing and amplifying them to extraordinary levels. This can make a small disagreement turn into a hate-fuelled fight to the death, or a small affection evolve into a burning passion.

The effect depends upon how many successes he gains.

1-5 Successes = the emotions are enhanced, and somewhat stronger. An argument gets nasty, a crowd gets elated, an affection turns into strong interest.

6-10 Successes = the emotions are made *strong*. An argument turns quickly into a fight, a jeering mob becomes a pack of killers baying for blood, an affection turns into passion.

11-15 Successes = the emotions are enhanced far beyond what they should be. A cross word becomes a deep insult and will cost a life.

16-20 Successes = the emotions are powerfully magnified. The slightest *imagined* insult gets a knife in the throat, and the man’s family put in chains.

Instil Emotion

Roll: Charisma + Enthral

Duration: 1 minute per success

Range: 10ft per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

The sorcerer can create emotions in people, exuding an ambience of fear, calm, hate, or what have you, and building it with supernatural strength in the victim.

**Fear:** For every 5 successes (so from 1-5 and 6-10, etc.), the victim suffers -1 to his Courage.

**Anger:** Gives +1/+0 to Strength rolls per 5 successes, but will also inflict -1 Wisdom per 2 successes gained. If there are more successes than the victim’s Wisdom he will fly into a mad, unreasoning rage.

**Love/Lust:** Gives the victim -1 per 2 successes gained to oppose Seduction checks.

**Trust**: Gives the victim -1 per success on all Deduction checks or any opposed rolls to resist Deception.

**Suspicion:** Gives the victim -1 per 2 successes gained for Deduction checks to spot the motives of friends. Failure will indicate that he thinks they’re out to get him.

**Enthusiasm:** gives the subject an upbeat, optimistic outlook, giving him +1 to Luck checks for every 4 successes gained.

**Bravery:** gives the subject a bonus to all Courage checks, +1 per 4 successes gained.

### Enthral Rituals:

Binding

Roll: Charisma + Enthral

Success Requirement: 10/20

Duration: 1 day per success/1 month per success

Range: Ritual area

Action: 20 minute ritual/1 hour ritual

Cost: 10 Eldritch per victim’s Resolve/20 Eldritch per victim’s Resolve

Saving Throw: Resolve (+Sorcery)

Binding is a ritual that crushes the victim’s determinism, and bonds him to the sorcerer, filling him/her with a deep, faithful love of the sorcerer, to the point that they would do *anything* for him.

The victim may even know that they are a victim of Binding, but they can do nothing about it. They love the sorcerer more than life itself, and should he command it, they would willingly leap off a cliff…or at least, that’s when the Binding is at its most powerful. Lesser forms of it exist, where the victim is *partially* bound to the sorcerer, and feels a great affection and love for them, and couldn’t bear the thought of harming them…but still manages to fight through and maintain a slight level of independence. Such independent souls are either incredibly strong-willed, or have very weak sorcerous masters.

The ritual requires the victim to be held within the summoning circle during the entire process. During the ritual, the victim drinks of the sorcerer’s blood, and thus the sorcerer claims that deep control over him.

Whenever the sorcerer makes a Social interaction roll with his Bound servant, he gains a bonus of +1/+0 for each success gained in the ritual (this is the successes gained after the Success Requirements have been met, and subtracting the victim’s Resolve successes each time).

If the sorcerer gives a command to the servant, it carries a crushing weight, and the servant is desperately to please his master and do what is commanded. The slightest smile gives him the deepest joys, and the merest sign of displeasure gives crushing waves of despair.

Should the Bound servant wish to strike back, defend himself, or attack his master, he may spend a point of Resolve and make a Resolve check with a penalty of -1 per 2 successes gained in the Binding ritual. If he fails then he cannot strike back.

## Entropy

Entropy is the magic of luck and chance. In every moment there is a certain amount of “chance” that can affect results. There is always a possibility, no matter how small, that something bizarre and unlikely may occur. That oddity may not be huge. It could simply be that there *happens* to be a puddle of water on the floor, in the right place to make a pursuing foe slip over.

Furthermore, Entropy is the power to manipulate the very dimensional fabric of the universe and bend it to the sorcerer’s will. Space and time and mere puppets to such a being.

X-Factor

Roll: Wisdom + Entropy

Duration: 1 Round

Range: 100ft (30m) per level of Entropy

Action: Standard

Modifier: Narrator’s Discretion

Saving Throw: Luck (+Sorcery)

Cost: 2 / 3 Eldritch

All entropy is doing is accentuating that X-factor of chance just enough to make something happen. The more extreme the situation, the more difficult the spell.

For most applications, spend 1 Eldritch and roll Luck + Entropy. If there is a target of the spell, someone whom it will affect in a bad way, they may roll Luck (+Sorcery) to oppose it.

Depending on what was desired, the number of successes gained will determine the result. Again, 1-5 is mediocre, 6-10 is average, 11-15 is exceptional, and 16-20 is *exactly* what was desired.

The number of successes gained will, where possible, directly affect the rolls of the target. However, it should usually only be *half* the number of successes gained in the X-Factor spell, rounding down (i.e. if the sorcerer gets 7 successes, the victim will suffer -3 to a roll, or need to make a roll and get 3 successes or have something unpleasant happen).

*(Example: Joramund the Entromancer is running through a wintery forest, being pursued by two bandits, and he casts X-Factor, wanting them to slip on ice. He rolls Wisdom + Entropy, opposed by their Luck. He gets 8 successes, and they get 2. Now he has 6 successes total. They run onto an icy section, and the Narrator decides that their Dexterity + Athletics checks to pursue him are penalised this round by half that number, so -3. They fail, and that round go slipping and sliding about too much to make any effective progress. Joramund gets away.)*

*(Example: Dimian is climbing a cliff face, trying to get away from an ogre, which is climbing up after him. The ogre slips and is dangling by a rocky spur. So Dimian casts Entropy, trying to make the rock break. In this case it is a difficult action because the rock is strong, and because it would result in* killing *the ogre. Therefore he will need at least 10 successes to break the rock. He manages to get 11! But the Ogre makes 6 successes on its Saving Throw, reducing the total Entropy successes to 5. The rock cracks and starts to fracture, but doesn’t altogether break. This will allow the Ogre a new climbing check to grab hold of the cliff, but with a penalty of half the number of successes gained on the Entropy, rounding down. So -2.)*

This most definitely requires Narrator discretion. It is manipulating circumstances.

Additionally, one can use X-Factor to help another, or oneself, succeed or fail in an action.

This works the same as above, but costs 3 Eldritch.

For every 2 successes gained with the Entropy spell, the target character gains +1/+0 or -1 to his roll. Round down.

(Example: Reginald is shooting a bow at a deer. The Entropy mage gets 5 successes to help him, giving him a bonus of +1/+1! With this, he gets 6 successes instead of 4)

If it is himself, then his next action gets the Entropy bonus.

Attempting to X-Factor large and unlikely events to occur is not possible – that would require a ritual.

Much of the effects of Entropy must be decided by the Narrator. They should never be too powerful.

Naturally, a Bungle can have truly *dire* ramifications!

Blink (level 8)

Roll: Wisdom + Entropy

Duration: 1 Round

Range: 30ft (10m) per level of Entropy

Action: Standard

Modifier: Narrator’s Discretion

Cost: 3 Eldritch

Using his incredible ability to meld through the dimensional fabric, the sorcerer suddenly vanishes from where he was, and reappears somewhere else.

The character can only Blink to an area within line of sight. If it is not clearly visible to him, or obscured by something such as mist or fog, then he will suffer a penalty of between -2 and -6 (-2 for partial obscurement, -4 for half-obscurement, and -6 for total obscurement.)

The character cannot Blink with anyone else, or carrying more than what he can comfortably hold. Having a bulky amount of equipment (like a heavy pack) will incur a penalty of between -2 and -4 on the roll.

Even if the sorcerer can see through them, he cannot Blink through walls or doors (even glass provides too much of an obstacle).

D-Step (level 10)

Roll: Wisdom + Entropy

Duration: 1 Round

Range: 300ft (100m) per level of Entropy

Action: Standard

Modifier: Narrator’s Discretion

Saving Throw: Luck (+Sorcery)

Cost: 6 Eldritch

With this powerful spell, the sorcerer can literally teleport himself a short distance, somehow *folding* himself through the fabric of space and time and instantly reappearing hundreds of metres away.

The sorcerer cannot do anything else in the same round that he D-Steps. The level of concentration required is immense.

The location he D-Steps to must be in sight, or there will be a penalty on the roll.

D-Stepping into an area that one doesn’t know or isn’t *absolutely* familiar with gives one a penalty of at least -2 to -4.

If the area is *completely* unknown, and has never been investigated before (or maybe there is only a photo or verbal description), then the character will suffer a penalty of at least -6.

Attempting to D-Step through particularly solid mass, such as down into the earth through hundreds of metres of rock, or through a lead-lined wall or other particularly dense obstacle will also engender a penalty of between -2 and -6, depending on the solidity (Narrator’s discretion).

The sorcerer may take others with him, but it will increase the cost of the spell by +2 Eldritch per person. Each person must be in physical contact with the sorcerer.

Objects may be taken as well, but anything that can’t be easily held in the hands will count as another person.

Furthermore, for each person beyond the first, the sorcerer will suffer -2 to his roll.

Characters who don’t wish to D-Step with the sorcerer may make a Luck (+Sorcery) Saving Throw.

Failing a D-Step simply means that the character goes nowhere, but loses the Eldritch.

Bungling a D-Step means the character may have just appeared in the middle of a solid wall…really, really bad news!

### Entropy Rituals:

Hex

Roll: Wisdom + Entropy

Success Requirement: 10/20

Duration: 1 day per success/1 week per success

Range: 1 mile/1 mile per success

Action: 20 minute ritual/1 hour ritual

Cost: 40 Eldritch/160 Eldritch

Saving Throw: Luck (+Sorcery)

Hex is the ancient art of *cursing* another person with illness, death and bad happenings. It is a potent power, and one that should never be used lightly.

In order to cast this on a victim, they must either be physically within the ritual area, or it will be more difficult.

If the victim is distant from the ritual area, then modifiers will apply – as discussed at the beginning of the chapter, under “Targeting Specific People With Spells.”

If the spell is successful, the victim grows swiftly and terribly ill, or is afflicted by some terrible accident – for example, the crops wither and die, the animals run away or are slain by wolves, their household is infested with fleas, they have a fall and break their leg, their wife has a miscarriage, etc.

When attempting to inflict disease or illness on a person, the penalty is determined by the Size of the illness or disease. All of these diseases are real. They are not created in the characters’ minds, and so if they end up getting a chronic disease, they *have* that disease!

Though the sorcerer suffers an additional -4 to his roll if he is attempting to create a chronic disease.

A sorcerer may also Hex a person with misfortune. In this case, the level of the misfortune also goes from Tiny to Gargantuan. The Narrator should determine the results of this. It may be that the person’s crops wither and die or that he has a really bad fall, or that he has a fight with a really good friend and ends up badly hurting him, etc.

Such is the nature of the magic that the effect is really varied, and cannot really be made definite. The Narrator should use his imagination, and be sure to think up a balanced effect, depending on the number of successes gained in the hex.

Naturally, all of this must be role played, and there will always be ways out of these situations. The victim of a hex isn’t just “doomed” to have these events happen. They become very likely, and the Narrator should make sure things seem sort of “set up” to happen that way. But there are still ways for the character to pull through and get out *mostly* intact.

However, if he simply attempting to visit bad luck on the person, then they will suffer as follows: For every two successes gained, the victim will have to make a re-roll of a successful action, or will have a penalty of -4 on an action.

The Narrator should declare when these are made – they should be at *crucial* moments.

If physical harm is being visited on the victim, then for every 3 successes gained by the sorcerer, they suffer either 1 level of Disadvantage or a -1 on a particular physical roll or Attribute due to sickness or injury. Hit Point damage could be sustained.

Hexes provide a very eerie tool for sorcerers, and it is truly frightening for their enemies to realise that the sorcerer could simply Hex them, and then they wouldn’t know *where* the next misfortune would be coming from. A wall could fall on them, a friend could turn on them… whatever happens, it would *seem* perfectly logical…

Bless

Roll: Wisdom + Entropy

Success Requirement: 10/20

Duration: 1 day per success/1 week per success

Range: Ritual area

Action: 20 minute ritual/1 hour ritual

Cost: 50 Eldritch/200 Eldritch

Saving Throw: Luck (+Sorcery) (if desired)

Bless is the direct opposite of Hex, and gives its recipients great fortune and luck in all their endeavours.

In effect, things simply work out well for the characters blessed in this way.

For every 2 successes gained in the ritual, the blessed character gains either a free re-roll (can even re-roll a Bungle, or force an enemy to re-roll a successful roll), or a single bonus of +2/+2 which he can add to any roll (but must declare that he is adding it before he rolls – just like Resolve).

If more than one character is being blessed, then the bonuses/re-rolls should be divided evenly amongst them all. However, the sorcerer could attempt to channel most of the bonuses to himself or another character, and leave other characters with lesser amounts of bonuses. In this case he should have a small penalty (of between -2 and -4).

Vudu

Roll: Wisdom + Entropy

Success Requirement: 20

Duration: 1 week per success

Range: Unlimited

Action: 1 hour ritual

Cost: 20 per permanent Resolve of victim

Saving Throw: Luck (+Sorcery)

A sorcerer can create an effigy of his victim, putting any pieces of hair, nail clippings or drops of blood into the doll to give it extra power.

The roll is Charisma + Entropy, with the same modifiers as above. This is opposed by the victim’s Resolve. It takes the same ritual as above to create the doll. If the ritual fails, all the things put into the doll (hair, blood, etc.) are ruined and lose their focus ability.

If the effigy is created correctly, the sorcerer has now got direct control of the victim, and can inflict pain, misery, even death upon him at his leisure.

Level of Success

The sorcerer needs over 10 successes (after the Success Requirement) in order for the vudu doll to have full power of the victim. Anything less than that will reduce the effectiveness.

For every success at or below 10 gained in the creation of the doll, the victim gains +1/+0 to his saving throws. If he chooses to only roll one die, then he gets the higher bonus.

Every success above 10 gained in the creation of the doll, the sorcerer gains +1/+0 to his rolls.

#### Inflicting Injuries

The sorcerer may make minor injuries on the doll, inflicting agony upon the victim. He can throttle the doll, drown it, beat it and so on.

The injuries are technically occurring in the victim’s mind, but that doesn’t stop them being very real. He will get water in his lungs, get red finger marks around his neck, scratches, welts, burns and even have his limbs break. He may fall over and have them snap, or they may just break of their own accord. If he is cut, then the skin may open up and start bleeding slightly, but the flesh beneath will be all bruised and purple, and he willhave internal bleeding!

When the sorcerer is attempting to inflict physical injury on the victim, he must injure the doll in the same way. Then he must spend an Eldritch and roll Charisma + Entropy. The victim may make an opposed Resolve (+Sorcery) Saving Throw.

The attacks have the same effect as the attacks done in physical hand to hand.

For physical attacks, every success gained by the sorcerer inflicts 1 HP damage on the victim.

For throttling and drowning, the victim doesn’t lose HP. Instead it’s an Extended Action, and if the sorcerer gains a number of successes equal to the victim’s Constitution, then the victim passes out. If he continues throttling after this, the victim gets only one die to Save, and if the sorcerer gains successes equal to his Constitution again, then he “dies.”

Inflicting agony with no physical damage on the doll is possible too. Simply sticking needles into the doll will have this effect. The victim will suffer -1 on all his rolls for every level he fails his Saving Throw by. This lasts until the pins are removed. Whilst no blood will appear, there will be deep bruises.

Killing the Doll

If the sorcerer ends up “killing” the doll (twisting off its head, burning it up, breaking it in half, and so on), or “killing” the victim by reducing his HP to zero or by strangling him to death, then the victim gets one last Saving Throw.

The sorcerer spends an Eldritch and makes a Charisma + Entropy roll, opposed by the victim’s Saving Throw.

If the sorcerer’s successes are equal to or less than the victim’s permanent Resolve, then the victim falls into a coma and counts as having gone to 0 HP and must roll to recover as normal.

If the sorcerer’s successes are more than the victim’s permanent Resolve, he dies outright.

If the doll has been destroyed by this, then it is rendered useless and will have no further effect on the victim.

Teleport (prerequisite level 10)

Roll: Intelligence + Entropy

Success Requirement: 10

Duration: Instant

Range: Unlimited

Action: 5 minute ritual

Cost: 20 Eldritch +10 per additional person

Saving Throw: Resolve (+Sorcery)

Using this power spell, the sorcerer can teleport himself and others within his immediate proximity wherever he wishes to go.

There are some modifiers for this:

For every 1000 miles, the sorcerer suffers -2 on his roll.

For every level of teleport he can teleport one person in addition to himself. Every person (or person-sized object) beyond this will inflict -2 on the roll.

If the area is not familiar to him, then he suffers -2.

If he has never even been there before, but is instead going off descriptions the penalty is -8.

If he has a photo or extremely good painting of the area, then he will suffer only -4.

## Familiar

Roll: Special + Familiar

Familiar is one of the powers that sorcerers are most famed for. Using magical energy, they can forge a bond of affinity with an animal so strong that the animal and the sorcerer seem to partly become the one being. So much so that the sorcerer, if he concentrates, can sense what his Familiar senses, see what he sees, even command him telepathically at great distances. Additionally, as the bond grows, the Familiar feeds off the magical energy flowing between them, and grows larger and stronger off of it. There have been legends of housecats made into familiars that have grown as large as dogs, or even lions. They also become smarter – in essence, becoming another part of the sorcerer.

The Path of Familiar can work with multiple animals, but each time a new animal is bonded with, the sorcerer must start a new Familiar path with them, at level 1.

If a Familiar dies, there will be dire ramifications for the sorcerer. However, he need not fear the animal dying of old age, because once it is bound to him it will have his life span. If the sorcerer dies, the animal will be mad with grief, pain and rage – however, if the sorcerer has the Power *One With Nature*, he may then take possession of his Familiar’s body, and continue to live.

Creating the Bond

The bond is not something usually created against an animal’s will. Usually the sorcerer will have a pet already with which he shares some affinity, and he will then simply increase the strength of that bond. An animal can, however, be forced into the bond. It must be captured, and the appropriate runes and rituals created. Roll a Sorcery check at -4 to create these rituals. If successful, the bond is ready to be created. All that is required is an opposed Resolve check. If the sorcerer is successful, the animal is bound into being his Familiar. Beware, however, that it may still attempt to disobey.

Benefits

For every level taken in Familiar, the sorcerer gains +1/+0 to all Handle Animal checks made with his Familiar.

To sense what his Familiar is sensing, all he must do is concentrate as an action, and roll Awareness + Familiar. If great distances are between them, the Narrator may apply a penalty.

For each level taken in Familiar, the creature also grows stronger. Its Physical Attributes increase 10% of their *current level* (round up) for every new level taken in Familiar.

Intelligence also increases +1 per 2 levels of Familiar.

Experience

A Familiar will learn as his master learns. The Familiar will gain half his master’s Experience, and may spend it on whatever sort of Skills and Powers it possesses.

Familiar Death

If a Familiar is wounded, the sorcerer feels it, though it does not affect him overly. If it is reduced to its Wounded health box, then he will have a -1 penalty on all actions, as a result of the discomfort and the mental distress.

If a Familiar dies, the spiritual backlash is terrible. The sorcerer must make a Resolve check with -1 per level of Familiar taken. If the check fails, he will suffer from a Mental or Spiritual Disadvantage at a level equal to the amount he failed the check by. Furthermore, the sorcerer must make a Morality check, as the loss of his closest friend and companion will have scarred and embittered him.

## Ferocity

Roll: Courage + Ferocity

Duration: 1 round per success

Range: Self

Action: Free

Cost: 1 Eldritch

A character with power attack summons all the strength and determination in his body and soul, and channels it into a few frenzied moments of armour-shattering swings and shield-breaking strikes. Truly, such a man is nearly unstoppable in his rage, the strength in his limbs able to cleave through plate as easily as tin.

Spend 1 Eldritch and roll Base Courage + Ferocity. Every 2 successes gained gives a bonus of +1/+0 on all Strength based checks for 1 round per success.

Frenzy (level 8)

Roll: Courage + Ferocity

Duration: 1 Round per success.

Cost: 3 Eldritchs, 1 Resolve.

Frenzy is the power of berserkers - madmen who are notorious for going into battle in nothing but a loin cloth and a sword and ignoring even mortal wounds without a second glance.

Spend 1 Eldritch and roll Base Courage + Ferocity.

Every two successes give +1/+0 to Strength checks (including damage) and ignores a single -1 penalty (so, four success gained means the character can ignore up to -2 in penalties).

Every success also gives +1 HP.

The Downside

However, the berserker’s Wisdom also reduces -1 per 2 successes, and he is likely to lose his grip on the world altogether, lost in his frothing madness. Berserkers have been known to keep on killing once the foe had gone, cleaving through villages, including women and children. Most berserkers remember only parts of their frenzy, and are likely to be haunted by dreams of bloody slaughter. Loss of Morality can definitely occur because of this, as well as mental, spiritual and social Disadvantages.

The berserker will attack anything in his path. First choice will be those who are obviously hostile (true enemies), but once these are gone, he will chase down and slaughter whoever else he can find.

He may attempt to stop himself from doing so, but it requires a successful Wisdom check.

Defensive Actions

Because the berserker thinks of nothing except killing his enemies, he is not likely to make any defensive actions. For every 2 successes gained in the Frenzy roll, the berserker suffers -1 on all Defensive actions.

Wearing Off

The Frenzy slowly wears off during the course of the rage.

Every 2 rounds that pass allows the character to regain 1 Wisdom. However, he will also lose -1 Strength.

Once the Frenzy has passed, the character is exhausted, and suffers -4 on all rolls as per fatigue rules (he may recover this at the normal rate).

## Focus

Roll: Add Focus die to Skill rolls.

Duration: 1 Round.

Action: Free

Cost: 1 Eldritch.

Focus represents the incredible ability of many people in their chosen fields. There are swordsmen who can take on ten or twenty men and come through unscathed. There are bards who can sing a dragon to sleep or inspire armies to stop their rape and pillage. There are trackers who could follow a man’s prints across a waste of hard earth.

This is the power of Focus.

Focus may be taken for any Skill the character has. For instance, it may be taken for Athletics, in which case the character is an acrobat, nimble as a cat, can bounce off walls and duck and weave through a crowd like a shadow.

A player must declare he is using Focus before rolling for the Skill.

For combat, the Focus die cannot be added to damage rolls, only to the Skill rolls (the Strike roll).

Every Focus Power must be chosen for one specific weapon. Note that it is not a category of weapons, but one specific kind of weapon. For instant, one could have Focus: Dagger. But this would only work for daggers, not knives (though if the Narrator chose to, he could allow that a very similar weapon might be allowed to use the Power at half the level).

For weapons like knuckledusters which are really tiny and are used in the hand the same way as one strikes, the skill taken would be Hand to Hand.

Therefore one could have a level 8 Melee: One Handed and have multiple one-handed melee-based Focuses, such as Focus: Short Sword, Focus: Dirk, Focus: Warhammer and Focus: Battle Axe all at different levels.

## Fortis Mentis

Roll: Add Fortis Mentis die to Saving Throws

Duration: 1 Action

Range: Self

Action: Instant

Cost: 1 Eldritch

Fortis Mentis is the power to resist magical incursions. Any attempt to cloud the sorcerer’s mind, bend him to another’s will, read his thoughts, alter his emotions, etc., are met with an iron wall of resistance.

For any Saving Throw against magic, the sorcerer may add his Fortis Mentis die as a Free Action.

For example, if another were trying to Enthral him, the sorcerer may roll Resolve + Sorcery + Fortis Mentis to oppose. If he were to use a Defensive action, he could roll Resolve + Sorcery + Fortis Mentis to oppose.

Wards of Protection (lvl 6)

Roll: Wisdom + Aegis

Duration: 1 Action

Range: Self

Action: Defensive

Cost: 1 Eldritch

Saving Throw: None

Using this spell, the sorcerer can ward off physical attacks. Incoming persons, arrows, bullets, swords or whatever are deflected by a sphere of protective wards that flare with light and strange rhystic patterns.

If the sorcerer chooses to use this spell, then all incoming attacks during the round are met with this shield.

To Defend against incoming attacks, roll Wisdom + Aegis against the attackers’ Strike rolls, just as with Dodging or Parrying.

Wards of Spell Protection (lvl 8)

Roll: Wisdom + Aegis

Duration: 1 Action

Range: Self

Action: Defensive

Cost: 1 Eldritch

Saving Throw: None

Using this spell, the sorcerer can ward off physical attacks. Incoming persons, arrows, bullets, swords or whatever are deflected by a sphere of protective wards that flare with light and strange rhystic patterns.

If the sorcerer chooses to use this spell, then all incoming attacks during the round are met with this shield.

To Defend against incoming attacks, roll Wisdom + Aegis against the attackers’ Strike rolls, just as with Dodging or Parrying.

Dispel Magic

Roll: Wisdom + Aegis

Duration: 1 Action

Range: 10ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery) / none

Dispel Magic is a powerful anti-magic spell that effectively counters any form of magic in its path. Unlike normal counterspells, the sorcerer doesn’t need to know what form of magic has been created.

The Aegis adept must make a Wisdom + Aegis roll Opposed against the number of successes gained in the other spell. The other sorcerer does not need to roll.

If the Aegis sorcerer gets more successes, he succeeds and the magic is lifted instantly. If he gets equal to the number of successes, then he has hindered the spell slightly. The Narrator should impose a penalty on the magic (i.e. a fire burns less brightly, a Domination subject gets another Saving Throw, etc.).

If he gets less than the number of successes then there is no effect.

### Fortis Mentis Rituals:

Dispel Ritual

Roll: Wisdom + Fortis Mentis

Success Requirement: 10

Duration: Permanent

Range: Target must be in sight

Action: 20 minutes

Cost: 50 Eldritch

Saving Throw: n/a

Dispelling a ritual is done in much the same way as dispelling magic, except that it takes a lot longer.

In this case, after achieving the Success Requirements, the sorcerer must make more successes than the number of successes gained in the target ritual. If it’s less than or equal to, then there is no effect.

Circle of Protection

Roll: Wisdom + Fortis Mentis

Success Requirement: 10 (+5 per 100m area) / 20 (+5 per 100m area)

Duration: 1 hour per success / 1 day per success

Range: Area around self

Action: 20 minute ritual / 1 hour ritual

Cost: 5 Eldritch (+5 per 100m area) / 10 (+10 per 100m area)

Saving Throw: Resolve (+Sorcery)

The adept of Fortis Mentis can concentrate his energies into creating an area of mystical defence, keeping magical assaults and magical spying at bay.

The sorcerer concentrates on five points of focus, usually marked by rune stones or some other magical aid (the Narrator may give bonuses for having such mystical aids).

Anyone attempting to cast magic *into* the circle is automatically resisted by the Circle of Protection. Every success gained in the Circle ritual counts as opposing the successes gained in the magical attack. This applies for attempts to scry, dominate, enthral, hex and so on.

(Example: Vassilius casts a Circle of Protection. He rolls 3 times, getting a total of 20 successes. After taking off the Success Requirement of 10, he counts as having achieved 10 successes. When his enemy Porthan the Red attempts to cast a fireball into the Circle, he gets 8 successes to Strike, and the fireball fizzes against the Circle. If he had gotten 11 successes then it would have counted as 1 success.)

## Geomancy

Geomancy is the control of earth and stone in all its forms. The sorcerer can command it to shift, shatter, twist and change in any way imaginable. In some great nations, Geomancers forge epic castles, melding them straight from the mountains they are built on, or tearing the rock right from the ground, shifting and melding it until it was all of one piece. Such fortresses are unbreachable, unbreakable, unconquerable.

A Geomancer is one with the element of earth. He can listen to vibrations through it, and hear it telling him of an approaching host, or can discern through it that there are gold deposits deep underground, and so on.

Earthsense

Roll: Awareness + Geomancy

Duration: 1 Action

Range: Special

Action: Standard

Saving Throw: N/A

Cost: 1 Eldritch

The sorcerer can sense what is occurring through the earth. Distant vibrations become the drum of marching feet. The whisper and trickle of water becomes an underground spring. He can sense the flaws in a rock, and all of its properties. Are the gems and gold within it? Is the wall old and crumbling? Where is the weak point in the ramparts?

Modifiers depends on the distance one may be attempting to sense, or the obscureness of the attempted observation.

Shift Earth

Roll: Intelligence + Geomancy

Duration: 1 action

Range: 20ft per level

Action: Standard

Saving Throw: Dexterity/Strength (+Athletics)

Cost: 1 or 2 Eldritch

The sorcerer can shift the very ground, forcing stone to rip upwards, or shatter, or a gorge to open, then close again once it has swallowed its victims.

Performing a small task is easiest, such as making a small crack in rock, or having the ground turn to mud, then harden, etc.

Depending on the nature of the attempt, the Narrator may apply modifiers.

Making earth to deep mud = no modifiers.

Victims must make Dexterity + Athletics checks to move through the mud, opposed by the number of successes gained by the Geomancy check.

Hardeningmud = no modifiers.

Victims must make a Strength + Athletics check to escape from the super-hardened mud, opposed by the successes gained in the Geomancy check. Narrators should impose penalties on the victim depending on the amount of his body submerged in the mud.

Opening a gorge in the earth = -4.

It will be 1ft across and 1ft deep per success. Opponents may make an opposed Dexterity + Athletics Defensive Action if it opens beneath them.

This costs 2 Eldritch.

Closing a gorge in the earth = -4, as above.

Again, opponents may roll Dexterity + Athletics to escape before it crushes them. If it does catch them, count the Geomancy roll as a Strike roll, and then roll Resolve for damage. It counts as HR 1 +1 per 3 levels of Geomancy, and +1 at level 10.

This costs 2 Eldritch.

Shattering rock.

To destroy a rock, ten successes are needed. There are modifiers according to the size of the rock. One can also make a hole in a rock face, such as a stone wall. The hole will be 1ft in depth, height and width per success gained. The rock will crumble aside under the sorcerer’s hands, or even explode outwards if he gets a large number of successes.

modifiers

+1/+1 = Tiny rock (pebble)

None = Small rock (hand sized)

-2 = Medium rock (10kg or so)

-4 = Large rock (100kg or so)

-6 = Huge rock (1t or so – or make a hole in a stone wall)

-8 = Massive rock (10t or so – or very solid stone wall. Granite, etc.)

Earthstorm

Roll: Intelligence + Geomancy

Damage: Resolve + Geomancy

HR: 0

Duration: 1 action

Range: 10ft per level

Action: Standard

Saving Throw: Dexterity (+Athletics)

Cost: 1 Eldritch

A sorcerer can also call upon the earth to explode upwards in a burst of sharp rocks and blinding dirt, confusing and disorienting all who are caught in the blast.

For every 2 successes gained by the sorcerer, the victims suffer -1 to all actions for the next round. However, movement is also slowed by half. Any checks made to move quickly suffer double the penalties.

Additionally, the Earthstorm does damage. Roll Resolve + Geomancy for damage (including any carryover from the initial roll), at HR 0.

Stone Skin (prerequisite level 8)

Roll: Intelligence + Geomancy

Duration: 10 minutes per success

Range: Self

Action: 1 minute

Cost: 3 Eldritch

Using this spell the sorcerer transforms his skin into rock itself, giving himself the ultimate protection against harm.

He will Absorb all damage with 2 dice at the level of Geomancy.

The HR is 3.

Due to the added bulk from the spell, clothes will become torn, and armour cannot be worn over the top.

### Geomancy Rituals:

Topple (prerequisite level 8)

Roll: Intelligence + Geomancy

Success Requirement: 20

Duration: Permanent

Range: Line of sight

Action: 20 minute ritual

Cost: 50 +10 per building Size

Saving Throw: N/A

The Geomancer can destroy a building of stone, tearing out its foundations, making the earth itself twist and come apart. Even if the building itself is of wood, it will be built on earth or stone, and so this spell can easily destroy it.

Modifiers

+1/+1 = Tiny (shack or out-house sized).

None = Small (house, hovel, etc.).

-2 = Medium (15ft walls, 20ft tower, 2-storey building).

-4 = Large (20ft walls, 30ft tower, 5-storey building).

-6 = Huge (30ft walls, 50ft tower, 7-storey building).

-8 = Gargantuan (Castle, massive walls, etc.).

-2 = Very thick.

-2 = Made of heavy stone.

-2 = Especially good construction.

-4 = Something monumentally strong (like a mountain).

If a building has had protective magicks bound into it, then the Geomancer will have to beat the number of successes in that protective ritual, and still gain the required number of successes.

Earthquake

Roll: Intelligence + Geomancy

Success Requirement: 20

Duration: 1 minute per success

Range: 1km area per 2 successes

Action: 30 minute ritual

Cost: 150

Saving Throw: N/A

An earthquake is one of the most feared of all sorcerous abilities. Under the shaking, buildings collapse, walls crumble, and people die in droves. Sometimes, tsunamis even get created, only adding to the general chaos, misery and death.

Each success gained above the success requirements deals 1 damage to the surrounding buildings. Depending on their construction, they may start to crumble.

The buildings may roll to Absorb as below (this is only a rough guide, Narrators should use their logic). If 20 damage is dealt to a building, it collapses. Those inside will be lucky to escape with their lives.

Hovels = Absorb +2/+2.

Wooden Buildings = Absorb +4/+4.

Stone Buildings = Absorb +6/+6

Heavy Stone Buildings = Absorb +8/+8

Damage for those inside:

Wood buildings: +7/+7

Stone buildings: +10/+10

## Glaciomancy

Glaciomancy is the control and mastery of sheer cold. Ice, snow, blizzards, glaciers, icebergs and cold in all its forms is the plaything of the Glaciomancer.

Such an individual can kill flames with a gesture, freeze men to death with a whispered word and even bury an army in a furious blizzard.

CORE POWER:

Control Cold, Ice and Snow

Roll: Intelligence + Glaciomancy

Duration: 1 action

Range: 100ft per level

Action: Standard

Cost: 1 to 4 Eldritch

Saving Throw: varies

The sorcerer is the lord of ice and snow of all forms. As such, he can create it, dispel it, command it, shape it and make it move as he wills.

Naturally, the stronger the Glaciomancer is, the stronger his command over the cold, ice and snow.

The primary usage of this power is in the direct manipulation of the elements. Whilst he can create snow and ice with this power, he can only create it within his immediate area. What he *can* do, however, is *exude* cold into his immediate area, and manipulate existing ice, snow and cold.

The amount of uses this can be put to are completely unlimited. He could command a cliff of ice to collapse on his enemies, he can spin snow into a swirling, blinding blizzard, make a passageway through a glacier, shatter the ice on a frozen lake to drop enemies in, or even command a glacier to crack open and plunge his enemies to their deaths.

A lot of this relies on the Narrator’s discretion. Depending on the difficulty of the action, the Narrator should apply penalties for what is being attempted, and remember that opponents will always get a Saving Throw or some form of defence.

ADDITIONAL POWERS:

Popsicle-Person

Create Ice and Snow

Exude Cold?

IceBlade

Ice Spikes (from ground)

Freezing Hands

Roll: Intelligence + Glaciomancy

Duration: 1 action

Range: 5ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Constitution (+Sorcery)

Muttering arcane words, the sorcerer extends his hands and sends forth a stream of blistering cold which freezes whatever it touches. Flesh gets instant and terrible frostbite, armour and clothes get covered in ice, movement slows or stops altogether.

The damage from this cold is not able to be Absorbed with armour.

The victim of this attack may make a Constitution (+Sorcery) Saving Throw against the successes gained to Strike. For every success he fails to reach, he suffers -1 to all rolls, due to cold. He may make a new Saving Throw each round.

If he ends up suffering a total of -10 on his rolls, then he is literally frozen solid.

Kill Flames

Roll: Intelligence + Glaciomancy

Duration: 1 action

Range: 10ft per level

Action: Standard

Cost: 1 Eldritch

The sorcerer may channel the strength of his supernatural cold into eradicating flames, by sending forth an emanation of deep, biting cold which makes breath mist and sometimes even forms frost on surfaces.

The Narrator should apply modifiers to the sorcerer’s roll depending on what sort of flames he is trying to extinguish.

Tiny (candle) = +2/+2

Small (torch) = +1/+1

Medium (campfire) = none

Large (bonfire) = -2

Huge (house fire) = -4

Gargantuan (Suburb on fire) = -8

For Large fires and above, 10 or more successes are needed to fully extinguish them, though 5 successes will dim them to a smoulder.

A character can kill a whole bunch of small flames (like a roomful of candles) with the same action.

Imbue Weapon

### Glaciomancy Rituals:

Blizzard or Ice Storm

Roll: Intelligence + Hydromancy

Success Requirement: 10/20

Duration: 1 hour per success/1 day per success

Range: 1km area/1km area per 2 successes

Action: 20 minute ritual/1 hour ritual

Cost: 50/150

With this mighty ritual, the sorcerer conjures up an almighty blizzard of driving snow, relentless snow and howling winds. Within moments one is no longer able to see more than his hand in front of his face. Within hours communications get shut down. The snow will get deeper and deeper, preventing foot traffic, burying buildings and vehicles, even caving in roofs.

With travel outside almost impossible, those sheltering inside can only hope they have enough supplies to outlast the storm – and hope their power doesn’t fail, or their wood doesn’t run out.

Whole armies can vanish into a blizzard and never come out the other side.

With an ice storm on the other hand, the sorcerer summons up a freezing rain storm. The water freezes on impact, turning everything to ice. Within a very short space of time, everything is covered in ice. The rains are freezing and painful, making even short trips extremely hazardous – soaking people and freezing them at the same time.

In many ways, this is even more dangerous than a blizzard. Because if it keeps up for days or weeks, the weight of the ice starts to bring down trees, power lines and even roofs.

Soon people are without power, cut off from even their closest neighbours, running out of supplies, and freezing to death in the bitter cold.

The Narrator should apply penalties to the sorcerer’s or sorcerers’ rolls if the climate is normally hot or arid, from -1 to -10. Because it is much harder to create a snow storm over the Sahara!

Ice Palace

Roll: Intelligence + Hydromancy

Success Requirement: 10/20

Duration: 1 week per success/1 year per success

Range: Ritual Area

Action: 1 hour ritual/3 hour ritual

Cost: 20 per Size category/50 per Size category

This powerful ritual conjures up a palatial building made of ice. A literal ice palace. Its design is based wholly on the sorcerer’s wishes – though naturally, for really fine details and the like, the Narrator should apply modifiers, or increase the Eldritch cost or Success Requirements.

A small-ish castle counts as Gigantic. This is a big tower, or a fortified keep. For a truly huge palace, it will require multiple rituals. The sorcerer first builds a basic building, then starts adding extra wings on to it, then adds walls, and so on.

The ice is quite strong, but is not as durable as stone. It counts as HR 1.

If the sorcerer wishes to further harden it, he must inscribe the ice with runes of strength, and perform another ritual, with the same cost as above. If the building is larger than Gigantic, then it counts as Gigantic for the purposes of the hardening ritual.

This increases it +1.

For subsequent hardening rituals, the Success Requirement and Eldritch cost double each time.

## Healing

Healing is a miraculous art. On the battlefield, in the infirmary, the dying man wishes only to be saved in the last instant. This is the power of Healing. Gaping wounds close over, pumping arteries join back together. Life is saved.

However it is still no easy task. Healing takes time and effort, even with magic.

Healing Hands

Roll: Wisdom + Healing

Duration: Permanent

Range: Self or Touch

Action: 1 minute/15 minutes/1 hour

Saving Throw: N/A

Cost: 1 to 3 Eldritch

The Healer chants his arcane words, and channels the strength of his Magic into knitting the wounds and binding the bones of the wounded person before them. It is a slow process, but miraculously fast for healing. Even fatal wounds can close over and become nothing more than an angry scar.

Every two successes gained heal 1 HP.

The duration of the spell varies, depending on the type of health being healed: Battered HP takes 1 minute per attempt, Injured HP takes 15 minutes per attempt and Wounded HP takes 1 hour per attempt.

The cost is: Battered: 1 Eldritch, Injured: 2 Eldritch, Wounded: 3 Eldritch.

#### Illness, Disease and Poison

Healing Hands can also be used to cure one of poison, illness or disease. The penalty is equal to the penalty for the roll to resist the malady or poison.

10 successes are needed to cure one of most Illnesses, Diseases or Poisons. For especially lethal cases, 20 successes are needed.

3 rolls can be made as an Extended Action.

It costs 3 Eldritch.

#### Limitations

Healing Hands is a powerful magical ability, and can save lives. It does not remove the injury, however, and people will still suffer all the normal effects of having been injured. It is as though they have healed at a greatly increased rate. So if they went to Wounded, they would still have to make a Constitution Saving Throw or suffer a Disadvantage, and if they got cut in the face, they would still have the scarring from that.

Healing Hands cannot regrow severed limbs, bring people back from the dead, etc. That is a task for the following rituals.

### Healing Rituals:

Greater Healing (prerequisite level 8)

Roll: Wisdom + Healing

Success Requirement: 20

Duration: Permanent

Range: Ritual Area

Action: 1 hour ritual

Cost: 50 +20 per level of Disadvantage

Saving Throw: N/A

Greater Healing is the stuff of legends. Restoring severed limbs, missing eyes, or sight itself. The sick who were destined to die are made well once more, all their ailments gone. Those with this power are hailed as messiahs and the sons of gods.

The healer must achieve successes equal to or more than the level of the subject’s Disadvantage. If they do this, then the Disadvantage is miraculously healed. Even severed limbs or missing eyes will return.

But this does not resurrect the dead.

Resurrection

Roll: Wisdom + Healing

Success Requirement: 20

Duration: Permanent

Range: Ritual Area

Action: 1 hour ritual

Cost: 50 +10 per day of death

Saving Throw: Resolve (if they wish to remain dead)

This ritual provides what everyone could ever want. Life after death. Living again. A sort of limited immortality.

This is an extremely difficult ritual to undertake, and fraught with complexity. It is, however, quite possible. There are many legends are stories, whispered down through the ages, of the fated few who have returned from the grave. What those stories also tell about, however, are the terrible consequences of those miracles.

There are limitations on who can be resurrected. A body without a head won’t support life. A body full of poison is as dead as dead could be. A burnt husk is not a liveable body anymore.

However, the cost of resurrection is not measured in terms of money, or Eldritch, it is in terms of the trauma the dead person undergoes to come back to the living.

Whether he wishes it or not, the “fortunate” who is resurrected will never be truly whole of body or soul. His body has been injured to the point of death, and though it will have healed enough, it will still be weaker for it. And the person himself has been drained utterly by the whole experience.

The Narrator’s judgement and imagination is essential in the communication of this sort of a situation. It cannot be merely conveyed by rules and bonuses or penalties. It is in the very essence of the character who has been resurrected. There is something forever *different* about him. He may remember flashes of another person’s memory, or of many peoples’ memories. These, in fact, may be his own, from earlier times, and earlier lives, or may even be from the hereafter.

The Resurrected person will be frailer than he was, and will suffer permanently from -1 Constitution and -1 from a Spiritual Attribute. Furthermore, he must roll a Resolve check, with a penalty of -4 plus -1 per day of death. If he succeeds, he comes back whole of mind and sane. If he fails he will suffer from one or more Spiritual Disadvantages of total level equal to the level he failed the check by. The Narrator is encouraged to look for Disadvantages that do not simply harm the character, but give him an insight into the trauma he has gone through.

He must also make a Constitution check for the damage he has received in his Wounded and Maimed health categories, as covered in the “Healing” section of the Combat chapter.

## Hydromancy

Hydromancy is the mystical control and mastery of water. A Hydromancer can bring torrential rain or harsh drought, find water deep in the earth, fill an opponent’s lungs with water, breathe water and swim like a fish. He can manipulate and control water in its basic form (though not freeze and boil, those are the powers of Glaciomancy and Pyromancy).

Dousing

Roll: Awareness + Hydromancy

Duration: 1 Action

Range: Special

Action: Standard

Cost: 1 Eldritch

Dousing is the ancient art of finding hidden water beneath the earth. A Hydromancer can do this with the greatest of ease, literally *feeling* the water as it passes beneath him.

The Hydromancer may detect the presence of nearby water, even if it’s beneath the earth, detect a coming storm, detect the presence of fresh, salt or polluted water, etc.

A Hydromancer could detect the presence of poisons, or other substances, in water or other liquids with water in them (including alcohol).

Boil

Roll: Intelligence + Hydromancy

Duration: 1 Action

Range: 10ft per level

Action: Standard

Cost: 1 Eldritch

A Hydromancer can heat water to boiling in an instant. The area he can boil is around 10 square feet per success. If anyone is caught in this boiling water, then they will suffer damage equal to the number of successes gained.

Using this, a Hydromancer could cause the wine in someone’s cup to boil, and splash someone in the face, etc. He can also make water *project* itself outwards, and strike people with it like a fire hose.

The HR of the water depends on the amount of water that hits the person.

A splash = HR 0

Partial Submersion (knee-deep) = HR 1

Full Submersion = HR 2

Note that armour will protect against this at half its normal level.

Project Water

Strike: Intelligence + Hydromancy

Damage: Resolve + Hydromancy

HR: 0

Duration: 1 Action

Range: 10ft per level

Action: Standard

Cost: 1 Eldritch

Special Rules: *Knockback*

The Hydromancer can project water, much like a firehose, spraying people and objects with for enough to send them reeling back, bruised and bleeding.

If the Hydromancer wished to send a *boiling* jet of water at people, this could also be done, but the water has to be already boiling. The damage would be HR 1.

Hydromancy is the power of supernatural cold. With his spell, the sorcerer can summon a cold so profound that it can kill, he can walk unaffected through the worst blizzard or snowstorm, move and mould snow and ice and perform any other feat imaginable.

Freeze Water

Roll: Intelligence + Hydromancy

Duration: 1 Action

Range: 20ft per level

Action: Standard

Cost: 1 Eldritch

The sorcerer can freeze water – even with people inside it.

For large or fast-flowing areas, the Narrator should apply penalties:

Large (50ft diameter pond) = -2

Huge (100ft diameter lake) = -4

Gargantuan (300ft diameter lake) = -8

Rapids or other fast-flowing water = -2 to -4

If a person is frozen in water, they get stuck. If they were swimming, they will now be caught in the ice or beneath it. To break out, they must roll a Strength + Athletics check, opposing the successes gained by the sorcerer, with a modifier for the amount that they are submerged:

Minor submersion (a foot) = -2

Partial submersion (knee deep) = -4

Major submersion (chest deep) = -8

Full submersion = -10

They may roll every round (remember though, they get a penalty of -1 for each round beyond the first). Furthermore, the ice is *freezing* and the victims will suffer from hypothermia, as covered in the rules for Fatigue (must roll a Constitution check every round).

Once a person is caught in ice, the Hydromancer can then *crush* them. To do this, spend 1 Eldritch and roll just Intelligence + Hydromancy. Every success counts as one point of damage at HR 1. This can only be Absorbed by armour such as plate which could feasibly prevent someone being so crushed.

Steer Boat

Roll: Intelligence + Hydromancy

Duration: 1 minute per success

Action: Standard

Range: 100ft per level

Cost: 1 Eldritch

In other matters, such as steering a boat, or helping a craft to move faster (or slower), the Hydromancer may be of invaluable assistance. For every 2 successes gained, the vessel will gain a +1/+0 to any Pilot checks, due to the waters calming, etc. Even huge waves may mellow down around the area of the spell.

Alternately, the Hydromancer may create choppy and stormy waters, and make steering more difficult. In this case for every 2 successes gained the target craft will have -1 on all Pilot checks.

Breathe In Water (prerequisite level 9)

Roll: Intelligence + Hydromancy

Duration: 10 minutes per success

Action: Standard

Range: Self

Cost: 2 Eldritch

A high level Hydromancer can actually breathe in water much like a fish.

He is unaffected by drowning rules.

Swim Like a Fish

Roll: Add Hydromancy to Swim checks

Duration: 1 minute per level

Action: Free

Range: Self

Cost: 1 Eldritch

A Hydromancer can swim like a fish, propelling himself through the water with ease. As such he may spend an Eldritch to add his Hydromancy die to swimming checks. This will last for one minute each time the Eldritch is spent.

Resist Cold

A sorcerer with Hydromancy can resist the effects of cold whilst in water with great ease. For normal checks to resist cold, he may add his Hydromancy die to the roll.

For checks to resist extreme cold, such as freezing water, he may spend an Eldritch every round and roll Constitution + Hydromancy, with penalties for truly severe conditions, at the Narrator’s discretion. This only counts whilst in water, and for water-based cold or heat.

If he succeeds, he is unaffected by the cold.

If attempting to resist a magical cold attack, such as from another Hydromancer, the sorcerer may spend an Eldritch to add his Hydromancy die to his Saving Throw (so he can roll 3 dice). This is a Defensive Action.

Alternatively, the Hydromancer can attempt to counter-spell the other Hydromancer. In this case, he may spend an Eldritch roll Intelligence + Hydromancy as a Defensive Action against the other sorcerer’s spell.

Resist Heat

When under attack by a heat source, such as a Pyromancer, the Hydromancer may make a Defensive Action to resist, trying to extinguish the flames. Spend an Eldritch and roll Intelligence + Hydromancy to oppose the Pyromancer’s attack.

Imbue Weapon

Roll: Intelligence + Hydromancy

Duration: 1 action

Range: 100ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: varies

Weapons freeze targets on impact.

### Hydromancer Rituals

Drought

Roll: Intelligence + Hydromancy

Success Requirement: 10/20

Duration: 1 week per success/1 month per success

Range: 1km area/1km area per success

Action: 20 minute ritual/1 hour ritual

Cost: 60 Eldritch/100 Eldritch

Drought is a ritual that is greatly feared by all peoples. Under the influence of this grim ritual, no rain will fall. Crops will die. Trees will wilt. Empires will crumble.

Rainstorm

Roll: Intelligence + Hydromancy

Success Requirement: 10/20

Duration: 1 day per success/1 week per success

Range: 1km area/1km area per 2 successes

Action: 20 minute ritual/1 hour ritual

Cost: 60 Eldritch/180 Eldritch

The exact opposite of Drought, the ritual Rainstorm brings in great, rumbling thunderheads and drenches the land with all their might.

Beware, though. These clouds are not merely conjured into existence, they are stolen from other lands, where the rains swiftly pass by, leaving them dry and barren.

Some lands are cultivated in this way. Whilst all around them in barren, hard rock and dust, populated by twisted and stunted trees, *their* lands are fertile and green, lush beyond compare, so that three harvests can be made in a single year.

If one attempts to summon Rainstorm where another sorcerer has summoned Drought, the sorcerer attempting Rainstorm must beat the number of successes gained on the Drought, or his spell will not take effect.

Tsunami

Roll: Intelligence + Hydromancy

Success Requirement: 20

Duration: Several hours

Range: 1km area per 2 successes

Action: 20 minute ritual

Cost: 150 Eldritch

Tsunami summons up the wrath of the oceans in the form of a great and terrible wave, which crashes against the shore, and washes away all before it. Its strength is so great, it can tear apart buildings, wash ships through streets, and drown whole cities. It is the terror of all coastal communities.

The effective Strength of a tsunami is equal to the number of successes gained beyond the success requirement. Therefore, if only a few successes are created, the wave will simply wash up as a big foaming breaker, and give no more damage than a bit of a soaking. If a high number of successes are created (50+), then it will wash away houses. If 100+ successes are rolled, even stone walls will crumble and fall.

## Illusion

Roll: Charisma + Illusion

Duration: 1 minute per 2 successes

Range: 100ft per level

Action: Standard

Saving Throw: Awareness (+Sorcery)

Cost: 1 Eldritch

Illusion is the ancient art of twisting reality, and making something appear to be perfectly real. Such is the nature of belief that one is far more likely to accept something that *could* be real, than something which seems unusual and strange. Thus, Illusion is the art of twisting the plausible.

An Illusionist can hide a house in this way. The street just appears a bit shorter than it truly is. No matter whether you *know* the house should be there, you just can’t see it. And no matter what you do will make it appear! To your mind, it just isn’t there.

A house on a hill could be made to totally vanish, appearing instead as a copse of trees. Even if one were investigating the area, there would be no sign. Without realising it, everyone moves *around* the house, though they have no knowledge that they are doing so. One may have thought one covered the *entire* area, but in fact one will have gone around the house, and moved through its grounds. To your mind, it *isn’t* there.

An Illusionist can also hide himself, or others. This is best done when out of sight for a moment. Turning a corner, the illusionist ducks down, and conceals himself as part of the wall. His pursuers rush past, seeing nothing but stone, never realising that they walked right past him. In fact, they will automatically move around him, never realising that they have done so.

Should the Illusionist attack the victims of this magic however, the magic will dissipate as their minds seek out the source of the threat.

If the illusion is something which is plausible, then there is no modifier. This includes any sleight of hand magicks of prestidigitation – such as a vanishing coin, or a glimmer of light through his fingers, etc. This can even be something such as an expanding aura of darkness around the sorcerer, or a half-seen halo of light, etc.

Creating an illusion which stretches believability, on the other hand, inflicts penalties on the sorcerer’s roll.

A minor stretch, such as a candle of flame from the sorcerer’s hand, or a rat running through the hall, or similar magicks = -2.

Major stretches, such as a wall catching on fire, or a window appearing to crack and shatter, or a wall of fire appearing in front of someone, where the effects require some level of interaction from the viewer = -4.

Large stretches, such as making a building appear to burst into flames, or making a wall appear out of nowhere = -6.

Huge stretches of the imagination, such as having a dragon appear out of the skies = -10.

The art of Illusion is designed to be more subtle than creating a wall out of mid-air, with people watching on. People’s minds instinctively deny the possibility of such things, and so it is substantially more difficult to make them plausible. Even if the Illusion is successful, unless it gets 10 or more successes, there will be something wrong with it, something thin or unreal about it, and people will swiftly discover it to be false. As it fades away, they see things for what they truly are.

On the other hand, large illusions can be crafted whilst *out of sight* of the victims. For instance, creating a wall where an alleyway normally branches is quite possible so long as the victims (perhaps a bunch of pursuing bandits) have not yet seen the area where the illusion is to take place.

However, if they *know* there’s normally an alleyway there, then they will have a bonus to their roll (From +1/+0 to +2/+2, depending on how familiar they are with the area. A fairly familiar person will have +1/+1.).

Naturally, the larger the scale of the illusion, the more penalties.

Small (an object the size of a box) = +1/+1

Medium (human sized area) = none

Large (a wall) = -2

Huge (a house) = -4

A skilled illusionist can also create sounds – even people – from his illusions. Illusions which require interaction are the most difficult, and are best created with a Ritual, otherwise they still only have a duration of 1 round per success.

To create a *person* the penalty is -4. Again, 10 or more successes are needed to fully convince someone that the person is real.

Whilst interacting with the person, the victim of the illusion will fully believe them to be real. He can touch them, argue with them, and could even kill them – all in his own head.

If an illusion were to harm him, it would seem real at the time, but in fact he would be unharmed. He would, however, suffer all the penalties of being injured, because he acts as though he is.

If an illusion *kills* him (in his mind), he must make a Resolve check opposing the number of successes made in the Illusion. If he succeeds, the illusion will vanish instantly, and he will realise it was all a trick. If he fails, he goes into shock, collapses, and is stunned, suffering -1 on all rolls for each success he failed to reach on the save. Each round a single -1 penalty can be removed and he may make a new roll.

An Illusionist can also terrify people with his phantasms, conjuring ghosts and phantoms, eerie presences, strange noises, dark shapes that shift as you watch… At the Narrator’s discretion, if the victims fail on the saving throw they must make a Courage check, opposing the successes gained by the illusion, or become unnerved, and suffer -1 to all actions.

If they Bungle the roll then they are likely to flee the area altogether.

Chameleon

Roll: Tact + Illusion

Duration: 1 minute per success/1 hour per success

Range: Self or Touch

Action: Standard/5 minutes

Saving Throw: Awareness (+Sorcery)

Cost: 2 Eldritch/4 Eldritch

Using this power of Illusion, the sorcerer changes his appearance or the appearance of others, making them seem totally different than who they actually are. One moment there stands a bulky man, and the next he’s a small female goblin!

In fact, no physical transformation is taking place. Others minds are simply fooled into thinking that the person looks that way.

10 successes are needed to fully complete the disguise, and the Narrator should give bonuses or penalties depending on the difficulty of the attempt. Trying to make a big man look like an orc is easier than making him look like a goblin!

For every Size difference between the subject and the illusion, the sorcerer suffers -4 on his roll.

(Example: Trying to change a human [Medium Size] to an Ogre [Large Size] would suffer -4.)

Trying to impersonatea real person is also very difficult. The starting modifier is -4. If the Illusionist does not have any opportunity to study the subject and learn his mannerisms and behaviour, then the penalties will also increase, by another -1 to -6, at the Narrator’s discretion.

Invisibility (prerequisite level 8)

Roll: Tact + Illusion

Duration: 1 minute per 2 successes

Range: Self or Touch

Action: 1 minute

Saving Throw: N/A

Cost: 3 Eldritch

Using this spell, the Illusionist fools others’ minds into thinking that he has simply vanished. They will not see him at all, though they may see his footprints, smell him, or hear him.

Opponents suffer -10 on all sight-based checks to notice him.

If the invisible character makes an offensive move at any point, then the invisibility immediately ceases. This includes actions that are not directly harmful – such as pulling the pin on a grenade, triggering a detonator, opening a trap door, etc. It’s the intention behind it that determines whether it’s offensive.

### Illusion Rituals

Greater Illusions

Roll: Charisma + Illusion

Success Requirement: 10/20

Duration: 1 day per success/1 month per success

Range: Line of sight

Action: 20 minute ritual/1 hour ritual

Cost: 20 +10 per Size Category/50+20 per Size Category

This Illusion functions much as the standard use of the Illusion power, but it allows far larger, more powerful, and longer-lasting illusions to be attempted.

Illusions such as these are ones that would protect a safe haven, concealing it from all unwanted eyes. To them, it may look like nothing more than a rocky spur, or an empty hill.

Or this could make a castle appear to be haunted and so drive away any unwanted visitors.

The possibilities are endless.

If an illusion is attempting multiple effects, then the highest penalty should be chosen for the roll.

## Lumomancy

Lumomancy is the extraordinary power to control light of all forms. This means the sorcerer can make objects glow, make lights that blind or disorientate, or even searing energy bolts like a laser beam.

Glow

Roll: Intelligence + Lumomancy

Damage: Half the successes gained (against shadow Outsiders).

Duration: 1 minute per success

Range: 10ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve or Courage (+Sorcery)

The sorcerer may imbue an object with a glowing light that exudes no heat and requires no fuel. Alternatively, he can emit this glow from his body.

Another effect of the Glow spell is to prevent shadow Outsiders (such as the Noctivagus, mentioned in Chapter 10 – Narrator’s Section) from approaching.

Any shadow Outsider must make a Courage (+Sorcery) Saving Throw against the Glow spell in order to come near. For every success it fails to reach, it will suffer -1 on all rolls whilst in the proximity of the light.

Furthermore, it will take damage equal to half the number of successes gained in the Glow spell. This may be Absorbed at equal HR.

If one is attempting to make another person or their items glow, then the target may make a Saving Throw.

Blinding Flash

Roll: Intelligence + Lumomancy

Duration: 1 Action

Range: 10ft

Action: Standard

Saving Throw: Awareness (+Sorcery)

Cost: 2 Eldritch

The sorcerer extends his hands, a magical channel, or an object already enchanted with his light, and causes it to blaze with a painful flash so bright that it blinds.

The range of this blinding flash is 10ft per level of Pyromancy. Every multiple of this gives the victims +2 to their opposed roll (so at 20ft they gain +2, at 30ft +4, at 40ft +6, and so on).

Each success gained in the spell inflicts -1 to all rolls for the victim due to *Blinding*.

Each round the penalty reduces by a single -1, and they may also make another Saving Throw. Each success they gain removes another -1 penalty.

All Shadow Outsiders suffer *double* the number of penalties. Furthermore, they take damage equal to the number of successes gained in the spell, and may Absorb as against equal HR.

Mesmerising Lights

Roll: Charisma + Lumomancy

Duration: 1 minute per 2 successes

Range: 5ft per level, 10ft area

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

The sorcerer conjures a swirl of iridescent lights that flash and sparkle with all the colours of a rainbow, capturing onlookers’ attention with a magnetic ease.

Victims of this spell must make a Saving Throw or be spellbound by the display, suffering -1 to all Wisdom and Awareness-based checks for each level of failure.

Note that this does not give a penalty to Saving Throws, only skill abilities.

However, if the Lumomancer gains a number of successes greater than the victim’s Wisdom, then the victim is completely spellbound and unaware of anything occurring other than the pretty light display in front of him.

Under extreme circumstances, where his life or the lives of his friends are in danger, he may make a new Saving Throw every round to attempt to shrug off the effects of the spell. Alternately he can spend a point of Resolve to be allowed to make another check. He will be making the Saving Throw against the full number of successes gained by the Lumomancer.

If he makes enough successes on the Saving Throw that the Lumomancer’s successes end up being less than his Wisdom, then he may act to defend himself, but he will still be groggy and disoriented, and will suffer -1 on all rolls for every success the Lumomancer still has on the spell.

Note that this penalty on all rolls *only* applies when the Lumomancer has first gotten more successes than the victim’s Wisdom. The victim is so utterly sucked into the spell that he is like a man drugged.

Banish Shadows

Roll: Intelligence + Lumomancy

Duration: 1 Action

Range: 10ft per level

Action: Standard

Saving Throw: N/A

Cost: 1 Eldritch

A further use of Pyromancy is in banishing artificial darkness and shadows created by Shadowmancy. In this case, an opposed roll is needed between the two sorcerers summoning the powers. The light will strike the darkness, and one will win out. Roll Pyromancy against the number of successes already rolled for Shadowmancy (for example, a Shadowmancer summons a pitch darkness in a room and gets 10 successes. The Lumomancer tries to destroy this, and has to roll 11 or better to do so). If the Pyromancy succeeds, the shadows will evaporate into nothingness, and the normal level of light will return.

Deflect Energy

Roll: Dexterity + Lumomancy

Duration: 1 Action

Range: Self

Action: Defensive

Cost: 1 Eldritch

As a Defensive Action, the sorcerer may deflect incoming energy attacks, such as lasers, particle beam cannons and other direct energy forms. Fire cannot be deflected.

Attempting to target where the deflections go can make this power much more difficult. The Narrator should apply a penalty of between -2 and -10 depending on how obscure the target.

The number of successes he gets *above* the required number to Defend count as the number of successes to strike the intended target.

Absorb Energy

Roll: Intelligence + Lumomancy

HR: ½ level

Duration: 1 Action

Range: Self

Action: Defensive

Cost: 1 Eldritch

As a Defensive Action the sorcerer may Absorb incoming energy (such as lasers and particle beams), rendering it harmless.

To do this he spends 1 Eldritch and rolls as listed. The HR he can Absorb is equal to half his Lumomancy level, rounding up.

Sunbeam

Strike: Dexterity + Lumomancy

Damage: Resolve + Lumomancy

HR: 2

Duration: 1 Action

Range: 10m per level

Action: Standard

Saving Throw: Awareness (+ Dodge) (1/2)

Cost: 2 Eldritch

Calling upon the power of the sun, the sorcerer projects a beam of blazing sunlight into his foes. Not only does the beam blind and stun, but it also *burns*.

Victims must make a Saving Throw against half the amount of successes gained in the Strike. For every level of failure, they suffer -1 on all rolls due to blindness!

Each round they may make a new Saving Throw, with each success removing a -1 penalty.

Sunburst (level 8)

Strike: Intelligence + Lumomancy (-4)

Damage: Resolve + Lumomancy

HR: 2

Duration: 1 Action

Range: 5m radius per level

Action: Standard

Saving Throw: Awareness (+ Dodge) (1/2)

Cost: 4 Eldritch

Calling upon the power of the sun, the lumomancer conjures a mighty explosion of searing, blinding light.

Victims of the explosion will not only be burnt, but also blinded unless they make a saving throw against half the number of successes gained in the Strike. The effect is the same as Sunbeam, above.

If the Lumomancer is in physical contact with somebody, he may choose for the spell not to affect them.

Imbue Weapon

Roll: Intelligence + Lumomancy

Duration: 1 Action

Range: Touch

Action: Standard

Saving Throw: N/A

Cost: 1 Eldritch

## Necromancy

Necromancy is arguably the most feared black art of all the vile magicks ever made. It is certainly one of the most famous.

Ancient sorcerous kings have long been adepts at this foul magic and with it they have raised legions of rotting, vacant corpses to do their bidding. War is just one of their uses. Those slaves that die in the construction of their vast temples are not permitted to selfishly rest. They are made to rise again and labour on until their bodies crumble into dust.

Necromancy is also the control and command of spirits. Spirits of all sorts can be summoned into the sorcerer’s service, and commanded to do his bidding – to haunt people, to spy on them, or to render up information they knew when they were alive. Or even to possess a ritually-prepared body and then serve the sorcerer in this new form.

Speak With Spirits

Roll: Charisma + Necromancy/Resolve + Necromancy

Duration: Special

Range: Ritual area

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1Eldritch

The sorcerer can speak to restless spirits. Using this spell, he attracts nearby spirits to him, then communicates with them. This is a Standard Action, and requires restless spirits to be in the area (Narrator’s discretion).

If the spell succeeds, the dead are called back and must answer the sorcerer’s questions. They may attempt to dodge the questions, answer back, or even refuse. If the sorcerer *commands* them to tell him, then he must make a Resolve + Necromancy check, opposed by the spirit’s Resolve (+Sorcery). If he succeeds, the spirit must tell all.

The sorcerer can also banish spirits by this same opposed roll, forcing them to leave the area or leave him alone.

Move Corpse

Roll: Wisdom + Necromancy

Duration: 3 rounds

Action: Standard

Range: 10ft per level

Cost: 1 Eldritch

Necromancy is almost always performed in the manner of a ritual. However, dead bodies or body parts can be temporarily animated and made to perform certain actions, so long as the sorcerer is concentrating on them.

The difficulty to instantly animate a corpse depends on how much of the corpse the sorcerer wishes to animate. He may desire to simply make a hand reach out and grab someone, or have a head start talking, or he may wish a full body to rise and start attacking.

Hand, Foot, Mouth movement = no modifier

Full limb movement = -1

Full body movement = -2

It costs 1 Eldritch per 3 rounds of animation. It also counts as an action for the sorcerer to command this animation. If he decides to do something else for a round, then the body will instantly collapse again.

For any attack rolls, use the number of successes gained on the Wisdom + Necromancy roll.

For damage, use the zombie stats provided elsewhere in the book.

### Necromancy Rituals

Summon Spirit

Roll: Charisma + Necromancy/Resolve + Necromancy

Success Requirement: 10/20

Duration: 1 day per success/1 week per success

Range: Ritual area

Action: 1 hour ritual/3 hour ritual

Cost: 10/40

Saving Throw: Resolve (+Sorcery)

To summon spirits who are not in the area requires a small ritual area to be made, requiring an Intelligence + Sorcery roll with 10 successes to properly create the summoning circle. Then the Necromancer summons the spirits over to him using Charisma + Necromancy.

If he is attempting to summon a particular spirit (i.e. Old Uncle Joe), then he will suffer the modifiers mentioned under “Targeting Specific People With Spells” at the beginning of the chapter.

If he then wishes to command a spirit to obey him, he must either bargain with it or crush its will.

Bargaining

If he bargains with it, the spirit will be far more willing to help. In exchange for some sort of deal, probably relating to their unfinished business from their last life, or involving a sacrifice of some kind (spirits feast on the living), the spirit will serve the sorcerer for a period of time.

Once the bargain has been made, make a Charisma or Tact + Sorcery roll, opposed by the spirit’s Resolve + Sorcery. The spirit will serve for 1 day per success gained.

However, should the sorcerer not come through on the bargain, the spirit will be vengeful. It may attempt to break free from its pact, requiring the sorcerer to roll Resolve + Sorcery, opposed by the spirit’s Resolve + Sorcery. If it succeeds, it is now free, and may attempt to attack the sorcerer immediately (attempting possession or other spirit effects). Or it may choose to wait and watch in its hatred, spooking people and causing trouble. It might remain vengeful for years.

Threatening

Threatening it on the other hand will require the Necromancer to crush the spirit’s will. To do this, roll a Resolve + Sorcery check opposed by the spirit’s Courage + Sorcery. For every 2 successes gained, the spirit will serve the sorcerer for 1 day. However, it will do so with plenty of hatred and will attempt to fight him at every turn.

In this case, the sorcerer must be very careful with the wording of his commands. Because the spirit will do anything it can outside the *word* of the command to destroy the sorcerer.

Furthermore, if less than 10 successes were gained by the sorcerer on the Resolve + Sorcery check, the spirit may attempt to occasionally break free, prompting a fresh roll.

Spirit Abilities

Spirits are not exceptionally strong, being insubstantial and sustaining themselves with their will alone. They are capable of minor telekinetic abilities and of possession, and they also make excellent spies, scouting ahead for the sorcerer. But possibly their most dangerous ability is Drain Life. A pack of spirits can reduce men to withered husks in an instant, completely stripped of all life.

Spirits are quite limited in their offensive abilities. They can attempt to possess a person once, but if they are unsuccessful then they will lose too much strength and fade away from the area, effectively removing from the influence of the Necromancer.

As such, he must be careful how he uses his summoned spirits.

An example of a Spirit is included in Chapter 10, Narrator’s Section, under the NPC’s section.

Animate Dead

Roll: Wisdom + Necromancy

Success Requirement: 10/20

Duration: 1 day per success/1 year per success

Range: Ritual area

Action: 20 minute ritual/1 hour ritual

Cost: 10 +10 per Size category above Medium/20 +20 per Size category above Medium

This ritual summons the living dead. The Necromancer must have the dead body, and must prepare it with ritual runes carved into the flesh or bones, and stones of power to hold the ritual within the body (these are usually very expensive).

Once the ritual is created, then the zombie is raised. It will continue to steadily rot as the years progress, eventually becoming a skeleton, if the spell is still in effect. It will not tire, it will not think, and it will perform its actions with a moronic faithfulness to the will of its master.

The statistics for a Zombie are included in Chapter 10: Narrator’s Section.

If the Necromancer gets only 1-10 successes beyond the Success Requirement for the zombie, then there will be some flaws in its creation. For every 2 successes less than 10, the zombie will suffer -1 on all actions, as its limbs are not properly functioning and it is generally awkward.

There is no limit to the number of zombies a single sorcerer can control. However, the Narrator should make sure to remember that zombies are stupid, and will follow an order without any judgement whatsoever. Sometimes they will follow the letter of their master’s instruction, rather than the intention behind it.

It is also not only time consuming but expensive to raise the more permanent kind of zombies, because the stones of power are generally quite valuable.

Spirit Possession

Roll: Wisdom + Necromancy

Success Requirement: 10/20

Duration: 1 day per success/Permanent

Range: Ritual area

Action: 20 minute ritual/1 hour ritual

Cost: 10 +2 per Resolve of victim/20 +5 per Resolve of victim

Saving Throw: Resolve (+Sorcery)

This vile ritual allows the sorcerer to place a spirit which has already been summoned (with the Summon Spirits ritual), and then put it into another person’s body. This will give the other spirit complete control of the body, whilst the actual owner goes into a coma-like unconscious state, unaware of anything that’s going on – or, in the case of the more extensive ritual, it completely removes the other person, effectively killing him, and gives the undead spirit a *new* body.

To do this, the victim must be captured by the sorcerer and held within the ritual area. There are many arcane rites he must go through, but these are included in the Intelligence + Sorcery rolls he makes to prepare the ritual.

As always, the victim may resist the ritual at the end with a Resolve (+Sorcery) Saving Throw.

If the spell is successful, the spirit is put into the other person’s body. However, the spirit will receive -1 for every 2 successes less than 10 which were gained in the spell, due to the awkwardness of his body and the strangeness of his demeanour.

It is likely that the spirit is slightly mad. After all, it’s supposed to be *dead*, or at least “moved on.” This unnatural existence is enough to unhinge even the strongest mind. As such, it must make a Courage check with a penalty of -4 plus -1 per year of death, or it will suffer from mental and/or spiritual Disadvantages equal to the level it failed the check by.

It must also make a Morality check with the same modifiers.

Trying to get a spirit to impersonate someone is quite difficult. Upon inspection, those who know the person will quickly find out how *weird* he is. But he may be enough to fool people on the short term or from a distance.

The spirit will only be bound to the sorcerer for the duration of the Spirit Summoning ritual. If that duration expires whilst the spirit is still bound to the body, it becomes a “free man.” However, it still counts as a spirit, and not as an actual “person” and so can be exorcised by another person with Necromancy, or with Aegis.

Whilst within the body, the spirit still has its powers, though all its Physical Attributes will be the same as the body it is possessing. It will have some memories of the person’s life, but would have to make successful Wisdom checks with a penalty of -4 to remember specifics.

Exorcism

Roll: Resolve + Necromancy

Success Requirement: 10

Duration: Permanent

Range: Ritual area

Action: 20 minute ritual

Cost: 10 Eldritch

Saving Throw: Resolve (+Sorcery)

Exorcism is done just as Summon Spirit. The body with the possessing spirit must be captured and contained within the ritual area. If successful, the spirit is banished and the person is free once more.

## Occlusion

Roll: Charisma + Occlusion

Duration: 1 round per success

Range: Self or Touch

Action: Standard

Cost: 1 Eldritch

Saving Throw: Awareness (+Sorcery)

Occlusion is the magical ability to bend others’ minds to make oneself effectively invisible. A skilled Occlusionist could walk through a castle’s main gates, pass a thousand watchful guards, and come right up to the king without a single person noticing. Of course, the instant he plunged his knife into the king’s heart, the magic would vanish, and he would be seen (and hacked to death). That is the nature of Occlusion.

To use Occlusion, spend 1 Eldritch and roll Charisma + Occlusion, opposed by everyone else’s Saving Throws. Note that the sorcerer makes one roll at the beginning of the spell, and others make their rolls whenever they come into contact with him. He doesn’t roll again.

If the sorcerer succeeds, the others do not notice that he is there, *at all*. They will walk around him, step out of his way, and generally act as though he’s just a “nobody” they don’t have to pay attention to.

If people are actively looking for the sorcerer, then this will inflict a penalty of -2.

Additionally, if the sorcerer is already in someone’s sight, and they’re watching him, the penalty becomes -4. But if he breaks their line of sight for even a second (say, with a passing ox cart, or by ducking down an alley), then he may roll at only -2.

If the number of successes gained is less than the observers’ Awareness level, then they will recognise *something* is out of place, even if they can’t quite tell what.

This will require more opposed rolls if the Occlusionist stays within sight.

If the sorcerer makes any loud noises, or sharp motions (tripping over, dropping something, etc.) others may make a new Saving Throw to spot him.   
Of course, if the sorcerer keeps out of the way and doesn’t make himself too obvious, then they won’t get a chance to make a roll.

This power does not conceal a person making aggressive actions, or interacting with other people. The *instant* the sorcerer decides to make an attack (draws a sword, hauls back his fist, etc.), or communicates with anyone, the Occlusion will instantly vanish.

Therefore, if the sorcerer is wishing to make a surprise attack on someone, he must still roll for Initiative. However, it is likely he will surprise his opponents. He may roll Dexterity + Stealth with a +1/+0 for each success gained in the Occlusion spell (remember to take off the number of successes gained by the victim’s Saving Throw).

Defenders’ may roll an opposed Awareness + Obervation check.

Every success gained by the attacker gives him +1 to his Initiative.

Narrators must use logic with this power. Use whatever bonuses or penalties are appropriate for the given situation the character is in. Naturally, if he is being chased by guards, and he runs into a broom closet with no exit, then his Occlusion will *not* work! Because the guards know he can’t go anywhere else.

However, if he were to round a bend, and hide in a broom closet which didn’t get searched for a while, then when someone did search it, unsure if he was there, he could make a normal roll.

The sorcerer can attempt to Occlude others, so long as they are willing. However, they must remain in tactile contact (hold arms, shoulders, etc.), and the penalty is -2 for each person beyond himself.

Occlude Area

Roll: Charisma + Occlusion

Success Requirement: 10/20

Duration: 1 day per success/1 month per success

Range: Special

Action: 20 minute ritual/1 hour ritual

Cost: 10 +5 per 100ft area/40 +10 per 100ft area

Saving Throw: Awareness (+Sorcery)

This ritual is really an amplification of Occlusion, so that a large (or small) area can be occluded, and for a long period of time. This is a classic trick of sorcerers to allow them to build a holdfast that will not get attacked by angry people or vengeful enemies.

Anyone coming near the area must make an opposed Awareness (+Sorcery) check, against the number of successes gained above the Success Requirement. If they fail, they do not truly notice the area, and pass on by as though it weren’t truly there…

This area still follows the normal rules of Occlusion. Should someone attack from it, then the magic would instantly cease, and everyone would be able to see through it. The powerful nature of this magic, however, is that once people have left its sight, then they will have to roll *again* to see if they notice it. The magic doesn’t wear off until the spell expires, or some other sorcerer manages to unravel it.

## Perceptus

The sorcerer has supernatural senses. From a thousand feet he can make out the hairs on a mouse’s back, or see the feathers ruffling in a hawk’s wing. He can hear a key turning in a lock half a street away, and smell the exact type of liquor a man has been drinking – a man who is a hundred metres down the road.

Additionally, a sorcerer with Perceptus can see things beyond mortal perception. The aura of a person – whether he is good, bad or even cursed. He can see through illusions, occlusions and spells of any sort of concealment. He can spirits that are otherwise invisible, and senses magic before it has even fully formed.

Heightened Awareness

Roll: Awareness + Perceptus

Duration: 1 minute per level

Range: Perception range

Action: Free

Cost: 1 Eldritch

The sorcerer’s senses heighten to supernatural levels.

For every 2 successes gained, the sorcerer gains +1/+0 to all Awareness-based checks for the next 1 minute per level of Perceptus.

Piercing Gaze

When combating the effects of an illusion or concealing magic, such as Occlusion, the sorcerer may automatically spend 1 Eldritch and add his Perceptus die to the Saving Throws. This lasts for 1 action only.

Read Surface Thoughts

Roll: Awareness + Telepathy

Duration: 1 minute per success

Range: 100ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

The sorcerer can delve into the surface thoughts of those around him with exceptional ease.

Depending on the number of successes, the thoughts may be heard clearly or muffled and indistinctly, jumbled and out of order.

In game terms, it also allows the character +1/+0 on all Social interaction rolls per 2 successes gained with the victim.

Victim should make an Awareness + Sorcery check at -5 to detect that the Telepathy is occurring. If they succeed, they may choose to make their Saving Throw a Defensive Action (and get 2 dice).

Project Thoughts

Roll: Awareness + Perceptus

Duration: 1 minute per success

Range: 100ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

The sorcerer can communicate with another through his mind alone. This is a two-way stream though. He can also pick up the thoughts and feelings of the person he is communicating with.

It is possible to project one’s thoughts over truly vast distances. However in this case the character will suffer the modifiers as with “Targeting Specific People With Spells” mentioned at the beginning of the chapter.

Otherworldly Sight

The character can see things normally invisible to mortal man. Spirits and the like become more and more visible to him as he takes further levels in Perceptus. Additionally, he can easily spot runes, lines of power, magic nexuses and the like.

The character may automatically roll Awareness + Perceptus checks to notice these sorts of things. This is a free power.

See Aura

Roll: Awareness + Perceptus

Duration: 1 minute

Range: Sight

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

The character may see another’s “aura,” their spiritual aspect, as a glowing energy field around their body. The colours of this energy aura tell the sorcerer much about their true self. The colours can mean many things. For instance, white is the colour of purity, whilst red is the colour of passion, blood, anger and war. Green is the colour of intellect and envy, greed and shrewdness. Black is the colour of purest evil, and is only present when someone has committed some terrible magic with another’s soul – sacrificing a person for their own ends.

Depending on the number of successes gained, the sorcerer will learn some insights into this other person. Not only will he be able to discover his true personality, and something of his history, but also for every 2 successes gained, the sorcerer gains +1/+0 to all Deduction rolls made with that character.

Omniscience

The sorcerer is not omniscient, not by any stretch of the imagination, but he *is* very difficult to surprise or ambush. Whenever someone would attempt an ambush or surprise on him, he may make an Awareness + Perceptus check, spending 1 Eldritch. The check is opposed by the ambusher’s Stealth successes. If he succeeds, he has somehow become aware of the incoming attack just before it occurs. Every success gained *above* the number of Stealth successes gained by the ambusher gives him +1 to his Initiative for that round.

Project Thoughts

Roll: Awareness + Telepathy

Cost: 1 Eldritch

Duration: 1 minute per success

Range: 100ft per level

Saving Throw: Resolve (+Sorcery)

The sorcerer can communicate with another with his mind alone.

If the target is within sight, then the range for Project Thoughts is 100ft per level of Telepathy. This counts as the Range for a missile weapon, incurring penalties for range multiples.

For truly vast ranges, the sorcerer has the same modifiers as with Hex.

### Perceptus Rituals:

Search Mind

Roll: Awareness + Perceptus

Success Requirement: 10

Duration: 1 hour

Range: Ritual Area

Action: 20 minute ritual

Cost: 20 Eldritch

Saving Throw: Resolve (+Sorcery)

The sorcerer can ransack through the mind of another, finding deep-seated memories, even falsely implanted ones. The false memories can be removed with Search Mind.

Depending on how many successes are gained, the thoughts of the victim will be vague or clear. If the sorcerer manages to get more Successes than the victim’s permanent Resolve, then any particular thought he’s looking for will be easily accessible. If he gets double the victim’s Resolve, then his whole mind is a playground, every memory easily accessed.

Object Read

Roll: Awareness + Perceptus

Success Requirement: 10

Duration: Special

Range: Ritual Area

Action: 20 minute ritual

Cost: 5 Eldritch per Size of object

Saving Throw: N/A

The sorcerer can focus on an object, or a small area (the size of a room), and using his magicks can detect what sort of people previously owned the object, even get snippets of important, emotionally charged events that occurred with that object or around it – such as murder, war, terrible grief, etc.

If the sorcerer is trying to know things that happened long ago, the penalties will increase (Narrator should use logic – -4 to -8 is about standard for a difficult attempt).

The clarity of the vision depends on the number of successes gained.

1-5 Successes = General impression of the last owner. Vague idea of their personalities.

6-10 Successes = Clear impressions of the last owner and some previous owners. Snippets of important events. Quite clear, but not all the identities make sense, and it’s still like a jumble.

11-15 Successes = Clear impressions of owners and inhabitants for a long way back (hundreds of years). Quite clear snippets of events. Identities quite coherent.

16-20 Successes = The Sorcerer knows of *any* terrible event that would have happened with and around that object or space. Knows the general personality and vibe off all the people who owned it or lived there. Knows their names if they were spoken in its presence. He could write a book on the things he now just “understands.”

Magical objects are far more difficult to Object Read. They inflict a penalty of -1 per Power level. If they have more than one Power, choose the highest.

The Narrator must also be careful to not give too much information away with this spell. It does give the sorcerer much information, but it is mainly in *feelings,* hunches, general understandings. The full history is not relayed to him. He just “knows” that someone died around the object, and saw an instant of it happening, or he “knows” its last owner was desperately unhappy and had many affairs, even though he doesn’t actually see them all taking place.



## Pyromancy

Pyromancy is the command and lordship over fire. The power to burn, to combust, to extinguish. Pyromancers can look at a man, say a rhystic word, and his armour will heat to a glowing red, his clothes will catch alight, or a crackling blaze of flame will spring from the sorcerer’s hands to consume him.

Sense Flames

Roll: Awareness + Pyromancy

Duration: 1 Action

Range: 150ft per level

Action: Standard

Cost: Free

The Pyromancer can sense the presence of flames within his vicinity. He can sense whether there are candles burning, torches, or whether fires have recently been extinguished – he can even tell how long they have been extinguished.

Furthermore, when observing a charred area, he can detect whether it was a normal or magical flame.

Control Flame

Roll: Intelligence + Pyromancy

Duration: 1 Action

Range: 50ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

The Pyromancer is truly a master of flame. He can light it, extinguish it, manipulate and control it – and even walk through raging infernos without harm.

Below are a few of the more specific usages:

Extinguish Flame

To extinguish flame the modifier varies depending on the size of the conflagration:

Tiny (candle) +1/+1

Small (torch) +1/+0

Medium (bonfire) none

Large (house fire) -4

Huge (500m area of flame) -6

Gargantuan (1km area of flame) -10

10 successes are needed to fully extinguish the flame.

5 successes will reduce it to a heavy smoulder.

In the case of someone being burnt by the flames, each success reduces the damage dealt by -1.

Combust

To cause spontaneous combustion, the sorcerer concentrates on a material that is already flammable, and causes it to simply ignite.

The modifiers depend on the size of the object being combusted, and any other modifiers that may apply, such as the object being wet or extremely combustible already (see Heat below).

1-5 successes causes small fires to erupt on the object.

10+ successes cause the object to explode into flames.

Naturally, the more successes gained, the more totally the object is consumed by the flames. The Narrator should use his logic on this. If 20 or more successes are gained, then the object is on fire from top to bottom.

Damage depends on the size of the flames in contact with the person, as detailed in the rules under “Fire” in the Combat chapter.

The number of successes gained on the Pyromancer’s roll will apply as carryover damage. The flames will continue to burn by themselves unless extinguished.

If people are targeted by this spell then they may make a Resolve (+Sorcery) Saving Throw.

Resist Flames

The Pyromancer can resist flames, walking into a blazing inferno without harm. He can breathe through choking smoke and whilst the fires may burn the clothes from his back, they do not harm him.

Each success gained automatically reduces fire damage dealt to him by -1 for 1 minute per level.

However, against magical flames (i.e. another Pyromancer) he must make a fresh roll to Absorb the damage each time (so he must roll Intelligence + Pyromancy each time, but he doesn’t need to spend any more Eldritch).

Fire Tricks

A Pyromancer can perform any number of tricks with flame. He can scoop it into his hand, light a flame from his thumb, juggle flames into the air, make his hair catch on fire without harm, spit gusts of flame from his mouth, and so on. These tricks are almost completely harmless, though the flames *are* real, though not dangerously hot (like a match). It costs no Eldritch for a Pyromancer to perform these tricks, and the Narrator should use his discretion for what sort of things this enables the sorcerer to do. They are not powerful or particularly dangerous, but can look impressive and intimidating (possibly giving a bonus to Perform or Intimidation rolls).

Firebolt

Strike: Dexterity + Pyromancy

Damage: Base Resolve + Pyromancy

HR: 2

Duration: 1 Action

Action: Standard

Cost: 1 Eldritch

Saving Throw: Dodge or other Defensive Action

A seething bolt of flame ripples from the Pyromancer’s hands, igniting all before it. This can get so hot as to melt and fuse solid steel and leave nothing but twisted, blackened remains where once had been men.

This bolt normally strikes one target. However, the Pyromancer may widen the Firebolt so as to get more targets (making it more like a flamethrower). In this case the diameter of the flame is about 1 metre per 3 levels, and +1 at level 10, but the sorcerer suffers -4 to his Strike roll.

Roll Resolve + Pyromancy for damage, adding any Carryover Damage.

Victims may attempt to Dodge as normal.

Imbue Weapon

Strike: Weapon strike

Damage: Adds Pyromancy to damage.

HR: Varies

Duration: 1 Action

Action: Free

Cost: 1 Eldritch

Saving Throw: Dodge or other Defensive Action

A Pyromancer can imbue his weapon with flame. On impact, it gushes flame over the target.

When striking with a weapon, the Pyromancer must declare that he is using Imbue Weapon before he rolls to Strike. If his Strike is successful, he may deal an extra die of damage at the level and HR of Pyromancy.

Heat

Roll: Intelligence + Pyromancy

Damage: Base Resolve

HR: Varies

Duration: 1 Action

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

The Pyromancer makes a gesture, mutters a word, and solid steel glows white-hot, imprisoning its wearer in a searing coffin, or making a man drop their weapon.

If the Pyromancer is targeting an object held or worn by another person, then that person may make a Saving Throw.

The modifier depends on the Size of the object being heated:

Modifier

Tiny object (arrow, knife) +1/+1  
Small object (short sword, dirk) +1/+0

Medium object (sword, bow, breastplate) none Large object (full suit of armour) -2

Huge object (gate or portcullis) -5 Gargantuan object (siege tower) -10

The penalty should also be increased if the object is exceptionally thick, or resistant to heat, or if it is damp, submerged in water, etc. Some examples follow:

Object wet = -2

Object submerged = -4

Object fire retardant = -1

Object exceptionally thick = -1

Object very combustible (such as petrol) = +1/+1

Object slightly combustible (such as a torch or candle) = +1/+0

People touching heated objects must make a Courage check opposing the number of Pyromancy successes gained or be forced to pull away from the item (including ripping off armour, dropping swords, etc.).

1-10 Successes = Object heats painfully. Damage is HR 1.

11-20 Successes = Object starts to glow with heat, warp and melt. Whoever touches it will never be whole again. Damage is HR 2.

Naturally if the person’s armour is being heated, it cannot Absorb this damage.

Heating Magic Items

Trying to Heat magical items is difficult, but can still be done. In this case, the owner of the item may add a die to his Saving Throw equal to the magic item’s level (or highest level if there’s more than one magical effect).

Fireblast (prerequisite level 6)

Roll: Intelligence + Pyromancy

Damage: Base Resolve + Pyromancy

HR: Varies

Modifier: -2

Duration: 1 Action

Action: Standard

Cost: 3 Eldritch

This application of Pyromancy creates a rippling circle of flame that explodes out from the sorcerer, burning all in its path.

Roll as for Firebolt, but the fire targets everyone around the sorcerer in a circular area. The diameter of the explosion is around 10ft +5ft per level of Pyromancy.

The sorcerer suffers -4 on his roll, due to the difficulty of the spell.

Victims may roll to Dodge as normal.

Alternatively, if the sorcerer doesn’t wish for the flames to explode outwards, they could simply writhe about him, lashing out at anyone within range (and stopping anyone from reaching him). The area of effect would be halved, but anyone coming into it would suffer damage (those within the area when it is activated could roll to Dodge to escape it).

Fireball (prerequisite level 8)

Roll: Dexterity + Pyromancy (-2)

Damage: Base Resolve + Pyromancy

Duration: 1 Action

Range: 20ft per level

Action: Standard

Cost: 2 Eldritch

This spell conjures a rippling ball of flame that flies from the sorcerer’s hand with unnatural speed. Where it strikes, it detonates into a huge, blazing explosion.

Roll Dexterity + Pyromancy to strike, with a -2. The damage and HR is the same as Firebolt, except that it is inflicted to everyone within the area. The radius is 10ft +5ft per level of Pyromancy.

Defenders can roll to Dodge, but if they are near the centre of the blast they will suffer a penalty of -4.

Sparks

Roll: Charisma + Pyromancy

Duration: 1 Action

Range: 3ft

Action: Standard

Cost: Free

Saving Throw: Awareness (+Deduction)

The sorcerer can fling sparks from his hands, thereby disorienting or distracting an opponent. This does little damage (at most +1/+1, HR 1), but can get in someone’s eye and will tend to surprise them.

If attempting to put off an opponent in this way, roll Charisma + Pyromancy, opposed by the defender’s Awareness + Deduction. If the sorcerer is successful, then the victim will be surprised and will suffer -1 on his next Initiative roll per success gained by the sorcerer.

Fireblade

Roll: Dexterity + melee weapon type

Damage: Strength + Pyromancy

HR: varies

Duration: 1 minute per success

Action: Standard

Cost: 2 Eldritch

This spell conjures a weapon or shield of rippling flame. Its weapon type is whatever is desired by the spellcaster (within reason).

As the weapon is extremely light, the caster gains +2 Initiative, +1 strike and +1 parry with it.

The HR is the same as with Firebolt.

Furthermore, victims may have their clothes or hair ignited. When the sorcerer succeeds (after minusing successes for Defensive actions) with more than 5 successes to strike, the Narrator should have the victim make Luck checks, opposing half the number of successes (so if the sorcerer gained 10 successes to strike, the victim would need to make a Luck check with 5 successes). If this check fails, the victim has had a part of their clothing set alight, as per Control Flame, above. They might now take damage from this.

Radiate Heat

Roll: Intelligence + Pyromancy

Duration: 1 Round per success

Range: 5ft +1ft per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Courage (+Sorcery)

The sorcerer can radiate such a powerful aura of heat from his body that anyone coming near him is seared. Highly combustible elements will start to smoulder, and may even catch fire.

This is not hot enough to really burn, but is painful, and forces people out of the area.

All those coming within proximity of the sorcerer must make a Courage (+Sorcery) check to endure the heat. If they fail, then they may still stay within the area, but suffer -1 on all rolls per 2 successes gained by the sorcerer. Furthermore, this will be dealt as HR 0 damage (armour and clothing will absorb this – but exposed areas of skin will suffer the damage). If the sorcerer gains more successes than the victim’s Courage, then the victim is forced away, and simply cannot enter the area.

If people are wearing heavy clothing such as leather or armour, then they should gain a bonus on their Saving Throw (of between +1/+0 and +2/+2).

### Pyromancy Rituals:

Eternal Torch

Roll: Intelligence + Pyromancy

Success Requirement: 10/20

Duration: 1 day per success/1 year per success

Range: Ritual Area

Action: 10 minute ritual/30 minute ritual

Cost: 5 Eldritch/10 Eldritch

The sorcerer can summon a fire that burns without heat, and without consuming fuel. It is essentially an eternal torch. It will operate as a normal flame, going out in water or under high winds though it won’t burn anything and so can’t make anything catch alight.

Firestorm

Roll: Intelligence + Pyromancy

Success Requirement: 10

Duration: 1 hour per success

Range: 1km area per 5 successes. Spreads quickly.

Action: 20 minute ritual

Cost: 60 Eldritch

Firestorm summons up a blaze of biblical proportions. Huge, fast and all-consuming, the flames crackle with an unearthly hue and move with strange speed and grace, jumping water, defying rain, burning with a heat that makes the sea itself seethe and steam.

The fire is directed by the lead sorcerer of the ritual. Walls are of little help. In terms of damage it counts as 1 Size Category per 5 successes. See Chapter 8: Combat under the section “Extra Rules” for details on fire damage.

This is one of the prime reasons most cities in magical settings use sorcerers to inscribe runes of fire protection on buildings. In this case, the number of successes gained in the runes count as Absorb successes on any damage caused by the blaze. But even rune-protected buildings can burn under the most powerful of firestorms.

River of Lava (prerequisite level 8)

Roll: Intelligence + Pyromancy

Success Requirement: 20

Duration: 1 hour per success

Range: 1km per 5 successes

Action: 20 minute ritual

Cost: 100 Eldritch

This powerful invocation summons up a molten river of lava, spewing forth from the ground in unstoppable quantities. It is an extremely difficult spell to pull off, but is perfectly capable of destroying a whole city when it is successfully cast.

Nothing can stand in the river’s way. Anything entering it will be utterly destroyed.

It’s HR is 5 and it does 10/10/10 damage every round.

The width of the river is about 50m per 5 successes, and its length 1km per 5 successes.

Volcano (prerequisite level 10)

Roll: Intelligence + Pyromancy

Success Requirement: 20

Duration: 1 day per 5 successes

Range: 1km per 5 successes

Action: 20 minute ritual

Cost: 200 Eldritch

This ritual causes a dormant volcano to explode forth in violent fury once more.

This does not create a volcano where there wasn’t one before – it merely reactivates one that may have been sleeping for millions of years.

The effects from this titanic eruption will be felt for hundreds of miles. The ground quakes, buildings topple, clouds of toxic smoke and gases pour into the sky, making day an eerie twilight. Then, as the eruption itself occurs, anyone nearby will be wiped out. Clouds of ash are vomited forth, burying everything beneath a scalding blanket. Fiery debris rains down. Water turns to acid. And rivers of lava pour from the volcano’s mouth. This can last for days.

## Resilience

Roll: Courage + Resilience.

Duration: 1 minute per level.

Range: Self

Action: Free

Cost: 1 Eldritch.

An adept of Resilience can defy logic, taking injuries and blows that would cripple normal men, and continuing to fight regardless.

The character gains +1 HP per 2 successes gained, for the duration of the spell. These hit points are reduced first, and do not give any damage penalties for being reduced.

The Hit Points gained from Resilience do not assist with injuries already received.

For example, if a character is Maimed, using Resilience will not assist him to recover. It merely prevents further wounds from being received.

One cannot use this power again whilst its duration is still ongoing (and it cannot be cancelled then re-activated).

Endure Injury

Roll: Resilience to Absorb

Duration: 3 Rounds

Range: Self

Action: Instant

Cost: 1 Eldritch.

A character with Resilience can endure the most incredible damage and come through unscathed. Just like a monk getting struck with a bat in the testicles, or suspending himself on top of a sharp spear (without injury, of course), the character can take the most incredible punishment and carry on regardless.

He may use Resilience as a die to Absorb damage dealt to him. The HR of the damage he can Absorb is 1 per 3 levels (so 1-3 = HR 1, 4-6 = HR 2, 7-10 = HR 3).

Die Hard (prerequisite level 8)

Roll: n/a

Duration: Combat Period

Range: Self

Action: Instant

Cost: 3 Eldritch

Die Hard is the awesome power of true heroes – to keep fighting despite mortal wounds, only finally collapsing upon a pile of broken corpses.

A character with Resilience may spend 3 Eldritch when he is injured to the point of going below 0 HP. If he does so then when he goes negative HP he can act normally (though he will still keep losing blood). If he goes beyond that level then he finally collapses and his iron will gives up on the shattered husk of his body.

Just because the character has Die Hard, doesn’t mean the wounds are any less severe, crippling, or lethal. He will still suffer full damage penalties and injuries from being stabbed, shot, crushed, bitten, etc. Also, he must make Constitution checks for blood loss like anyone else.

Narrators should remember that in such a damaged state, the character will be confused and not really sure of what’s going on around him. Awareness checks must sometimes be made to ensure he sees what is going on and is going in the right direction, or doing the right action. Sometimes people just get so blinded by the pain and the fury that they keep on fighting long after the foe is dead, or go in the wrong direction looking for them.

If the character doesn’t go beyond his Resilience level by the end of the combat and is therefore still alive, he must roll to recover from his wounds as per normal.

Recovery:

Normally when one goes to 0, one rolls an Extended Constitution check, getting one roll every hour and needing ten successes to restore the character to 1 HP. If he fails once, he dies.

The character with Die Hard may roll using Constitution *and* Resilience. However, he must get 10 successes +1 per negative HP.

Example: Wulfgar has Die Hard and a Constitution of 8. When he is struck with an axe, the blow would reduce him to -4 so he spends 3 Eldritch to activate Die Hard. Through the combat, he ends up going to -6. Now, recovering, he must roll Constitution + Resilience and get a total of 16 successes. He may roll every hour. If he fails once, he dies.

## Seer

Seer is the limited ability to see the future, delving into the many possibilities and discerning the most likely thread. Seers see glimpses, and do not always understand what they see.

Sometimes a Seer, particularly one of high level (8+) will have prophetic dreams, without having consciously used the power. These are generally as enigmatic and mysterious as when they consciously use their power.

Prediction

Roll: Add Seer die to Initiative

Duration: 3 Rounds

Range: Self

Action: Free

Cost: 1 Eldritch

A Seer tends to observe snippets of time just before they happen, allowing him to react faster and more effectively than others.

The Seer may spend 1 Eldritch and add his Seer level to Initiative for 3 rounds.

Scry

Roll: Awareness + Seer

Duration: 1 minute per success

Range: Unlimited

Action: 10 minute ritual

Cost: 3 Eldritch

Saving Throw: Resolve (+Sorcery)

The Seer can channel his energy into a reflective surface, such as a pool of water, a mirror, or even a crystal ball, and view people and places remotely. This is the ultimate method of spying.

The modifiers apply for Targeting Specific People With Spells, as mentioned at the beginning of the chapter (under the Rituals section).

Scry is typically performed with a specially prepared surface, such as a silver bowl, a crystal ball, or a flawless mirror. Using an impromptu surface, such as a puddle of water beside the road, or a porcelain dish or a cracked mirror makes the Scrying more difficult.

The surface must be kept absolutely still, if even small ripples appear in the surface (of water, for instance), then the Scrying becomes interrupted, like static in a radio. If the water is churned (stepped in, spilled, etc.), then the Scry is totally broken.

The Narrator should apply penalties of from -1 to -5 for such impromptu surfaces or for interference.

If the Scry is successful, the sorcerer has successfully eavesdropped on him and can watch and listen to everything that goes on.

The number of successes gained are the equivalent of any Awareness-based checks to watch and listen. Therefore if only 1-5 successes are gained the conversation will be too faded to hear properly, the images too blurred to clearly see. 6-10 will be clearer, but still difficult to fully make out. Some words and images will be lost. 11+ will be crystal clear.

With regards to the victim’s Saving Throw, remember that he may only use the Sorcery die if he is aware that the spell occurring, and actively attempts to resist it.

He may make an Awareness + Sorcery check with a -5 to notice this (he may also add his Perceptus die to the roll).

Commune

A Seer can also project himself as an image into another’s scrying surface, and communicate with them there. This is usually done with one person attempting to summon the other sorcerer and the summoned sorcerer using his power to mentally project himself on the other area. This can be done unwillingly, however.

If both are willing, a normal check needs to be made by both. Both must have some focus for the other person *or* must have a device which is specially attuned to the other’s. For instance both might have twin mirrors crafted with the same runes by the same artisan. Some artefacts are specially constructed to allow Communes between their network.

Without having some sort of passage to the other surface or without a focus to draw the other Seer the Commune is done with the same penalties as in the Entropy spell Hex.

If the Commune is done against another person’s will, it will need the same roll, but the target will gain a Saving Throw.

If successful, the Seer projects himself on the other’s scrying surface, and can speak with him there. No powers may be used apart from those of a mental nature, such as Domination, Illusion, Enthral, etc. This can be used both ways.

If the sorcerer who has projected himself wishes to cancel the spell, the link is broken instantly. If the other sorcerer wishes to cancel it, he must either disrupt the surface (break the mirror, empty the water, etc.) or roll an opposed Resolve + Seer check with the other sorcerer, both spending 1 Eldritch. The winner is the first one who manages to get a cumulative number of successes equal to the other’s permanent Resolve.

### Seer Rituals:

Soothsaying

Roll: Wisdom + Seer

Success Requirement: 10

Duration: Several minutes

Range: Ritual Area

Action: 20 minute ritual

Cost: 5 Eldritch

The Seer may attempt to perform a ritual to get a glimpse of the future. If he wishes to get a glimpse about a specific person then he must have a focus for them (blood, nails, etc.) or it will be more difficult. This has the same modifiers as Targeting Specific People With Spells.

Performing the soothsaying on a generalised event is also possible but more difficult. The penalty is -4 (due to the uncertain nature of events).

Should the sorcerer succeed, he will get a flurry of confusing images, like something out of a kaleidoscope. Snippets of conversation, voices, faces, movement, blurring one into the next.

If he has succeeded by 1-10 Successes, the images will be really confusing. Enigmatic, frightening, seemingly without order. Of what he sees, only part of it will be true or even relevant. Other parts will be things that *might* happen. Nonetheless, the more successes he gets, the clearer it becomes.

If he gets 11-20 Successes, the images will be increasingly lucid. They may take on a dream form – representations of things to come, though not images of the exact thing. Or it may be actual flashes and images of what will take place.

This is left up to the Narrator, and he must be quite careful in the way it is used – he should not reveal too much, and it should be in some sort of riddle format. But it must also be useful to the players so there is something for them to work off.

## Shadowmancy

Shadowmancy is the mastery of shadows. The summoning of blackness, cold, and silence. This is the Path of master assassins and killers, black sorcerers who would slip from shadow to shadow, dancing past guards and soldiers like a black wraith, all-but invisible.

Darkness

Roll: Intelligence + Shadowmancy

Duration: 1 minute per 2 successes

Range: 5m per success

Action: Standard

Cost: 1 Eldritch

Saving Throw: None

The shadowmancer can deepen shadows and gloom, making bright rooms go dull, dark and gloomy, or even deepest black. The most skilled of Shadowmancers can drain all the light from a place and make it nothing but impenetrable darkness.

Spend 1 Eldritch and roll Intelligence + Shadowmancy. Each success increases the level of darkness. 11 or more successes makes the gloom all-but impenetrable. For each success gained, all Stealth checks gain +1/+0 for the duration of the spell.

For general observation skills, victims suffer -1 to their rolls for every 2 successes gained in the Darkness spell (round down).

The Narrator should give the character penalties to his roll for areas that are particularly well lit. Against a Lumomancer’s light, he must make an opposed roll.

Shadowstep (prerequisite level 8)

Roll: Intelligence + Shadowmancy

Duration: 1 Action

Range: 30ft (10m) per level

Action: Standard

Cost: 2 Eldritch

One of the truly frightening abilities of a high-level Shadowmancer, is the ability to dance in and out of the shadows, appearing and disappearing from one to the next. One moment he’s in front of you, the next moment he vanishes and reappears from behind.

Doing this requires there to be shadows, or at least deep gloom, throughout the entire area the Shadowmancer is attempting to Shadowstep through. He cannot Shadowstep through bright lights, or anywhere that there is not continuous darkness.

The Shadowmancer can make a Standard Action to step from one shadow to another. He could literally go from one side of the room to the other, without passing any space in between.

Shadowform (prerequisite level 9)

Roll: Intelligence + Shadowmancy

Duration: 1 minute per success

Range: n/a

Action: Standard

Cost: 3 Eldritch, 1 Resolve

A truly powerful Shadowmancer can literally step into the shadow realm, becoming one with the darkness, and leaving nothing more than his shadow in the material plane. Whilst in shadow form, he can move as only a shadow can, completely silently, able to slip through cracks in doors, even keyholes, only to reappear again moments later in full physical form.

Performing the Shadowform spell is perilous. The shadow realm is the place of wraiths and shadowy demons, seeking only to consume the glowing warmth of a soul. When one steps into their realm, one’s presence glows like a beacon, attracting hungry predators.

Using the spell the sorcerer becomes nothing more than a shadowy wraith, without substance in the material world. In truth he slips into the surface levels of the Shadow realm, and he leaves only his shadow behind.

In darkness each success gained gives +1/+0 to his Stealth rolls. Even if spotted though, he only appears to be a shadow.

As a shadow, he is able to move at his normal pace. He makes no sound, and can fit through any gap. However, he is still bound by the rules of gravity. He cannot fly, nor climb up unscaleable walls – or descend a thousand feet without harm. He must still make checks to climb, and if he falls, he will still take damage, though it will be halved. This is because his mind and soul is still a part of the physical world.

To the character, he sees the world as it is, but altered by shifting and swirling shadows. Light is blinding, dark is comforting and easy to move through. People are dim and half-seen images, as bright as their life essences, but nothing more than a pale reflection of them. As such, it is a little difficult to navigate one’s way as a shadow, and requires Awareness + Observation checks.

At any point he may re-materialise into the material realm. Of course, if he’s stuck in a small place or halfway between a grate he will die a most disgusting death.

Light will show the shadow for what it is, and in bright lights he is blinded by the glare. At the Narrator’s discretion he should inflict penalties of between -1 to -4 for all his actions. Additionally, a Pyromancer can burn the character with his light, the same as burning a Shadow Outsider. The Shadowmancer can only roll Resolve to Absorb, and will take HP damage.

A Shadowmancer cannot attack or communicate whilst in shadow form. He cannot cast spells or do anything other than move through the shadow realm. To do these things, he must re-materialise.

**The Perils**

Each round that the Shadowmancer is in the Shadowrealm, he must roll a Luck check, with a cumulative -1 for each round beyond the first.

If he fails the check, a shadowy predator has discovered him. Its power will depend on how severely he has failed the check. The shadow seizes him and tries to feed off his life essence. He must now make a Resolve (+Sorcery) Saving Throw against this creature. A rule of thumb is to give it a power of +1/+1 per level of failure on the Luck check (so if he failed the Luck check by 2, it would be a weakling creature, with +2/+2 on its check to seize his soul).

Every point he fails the Saving Throw by inflicts a loss of -1 Constitution or -1 Resolve (his choice).

Also remember each round beyond this one, the penalty for the Luck checks will *continue* to increase, so more shadow creatures are likely to be drawn to the struggle, and attempt to feed.

Steal Shadow

Roll: Intelligence + Shadowmancy

Duration: 1 hour/1 day

Range: 10m per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

The Shadowmancer can attempt to steal another’s shadow. This is an unnerving ability, making victims of it feel somehow less confident, less sure of themselves and less powerful. The sorcerer is in fact stealing a small amount of their life energy, and making them less “present” in the material world.

If it is successful, victims will cast no shadows for the duration of the spell. If the sorcerer gained more successes than the victim’s Base Courage, then the spell will last for a whole *day.*

Under the effects of the spell, victims suffer -1 to a Spiritual Attribute per 2 successes gained, rounding up (Narrator chooses – these can be spread out over all 3 Attributes).

The sorcerer gains strength from this theft. For every 2 successes gained, he gets a temporary +1/+1 bonus which he may choose to use at any point during the duration of the spell.

(Example: Pharrim has targeted the warrior Davydd with the Steal Shadow spell. He makes 8 successes, but Davydd gets 3 successes on his Saving Throw. Therefore Pharrim gets 5 successes. With this he steals a point of Luck, Courage and Resolve. He now has three +1/+1 bonuses, which can be used just like the temporary Resolve bonuses. In the next round he decides to use one of them to aid him in a Dodge roll against Davydd’s sword attack.)

Suffocating Darkness

Roll: Intelligence + Shadowmancy

Duration: 1 Action

Range: 5m area per level

Action: Standard

Cost: 3 Eldritch

Saving Throw: Courage (+Sorcery)

Using this spell, the sorcerer summons up darkness from the very realm of shadows, draining light, heat and life from the area. The shadows are suffocatingly thick, incredibly cold, and tend to make people think like they’re drowning in ice water.

Everyone within the target area must make a Saving Throw. For every 2 successes gained by the sorcerer, the victims temporarily lose 1 Base Resolve. If they get to 0 Base Resolve then they go unconscious. Going to -1 is fatal.

The Base Resolve will recover at a rate of 1 per hour.

What’s worse is that all heat and energy sources are likely to go out. Meaning that even after the darkness has gone, there will be no light apart from the sun. Electric lights, torches, candles – all get snuffed out by the supernatural shadows.

Every 3 successes will reduce one Size category of fire, light or energy. Even computers will be totally drained by this, and will no longer work unless they get a new power source.

Animate Shadows

Roll: Intelligence + Shadowmancy

Duration: 1 round per level

Range: 10m per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Courage (+Sorcery)

A shadowmancer can play tricks on shadows, making them move and dance to his tune. To do this he must spend 1 Eldritch and roll Intelligence +Shadowmancy. It lasts 1 round per level of Shadowmancy.

The shadows are cold and desire to consume the warmth of life, which unnerves and horrifies people.

When attempting to frighten others in this way, the victims must make an opposed Courage check. If they fail, they become unnerved, suffering -1 to Courage for every 4 successes gained by the sorcerer. If the sorcerer gains more successes than the victims’ Base Courage, then they are absolutely *terrified* and will attempt to flee.

### Shadowmancy Rituals:

Days of Night (prerequisite level 10)

Roll: Intelligence + Shadowmancy

Success Requirement: 20

Duration: 1 day per success

Range: 5km area per success

Action: 1 hour ritual

Cost: 300 Eldritch

Using this incredible ritual, the sorcerer can literally blot out the sun. The sky grows dark, the sun vanishing beneath a veil of supernatural blackness. Days and nights blend into one, allowing all night-roaming creatures free rein. The sun is powerless to prevent them laying siege to civilisation. Vampyres, ghouls, zombies, undead – all roam unchecked.

Light and heat grow feeble, casting little illumination. And the shadow realm is so close to the physical realm that shadow magicks and their ilk grow stronger.

Shadowmancy, Necromancy, Drain Life and Summon Outsider (when summoning Shadow Demons) all gain +1/+0 per 5 successes gained in the ritual.

Furthermore, as the days pass, shadow demons will start to break through into the material realm of their own accord, wreaking havoc. Every hour of the spell there is a 10% chance of a shadow demon entering the material realm. The Narrator should roll.

After a while, their numbers can swell to plague like proportions.

Enter the Shadow Realm

Roll: Intelligence + Shadowmancy

Success Requirement: 20

Duration: 1 hour per success

Range: Ritual Area

Action: 10 minute ritual

Cost: 20 Eldritch

This ritual allows a Shadowmancer to step deeply into the shadows, and literally enter the shadow realm. Doing this may seem utterly suicidal – and it can be. But occasionally there are answers to be found there, or creatures to be sought out, which can give knowledge or services. It would be wise to be a master of Demon Summoning as well, for in the depths of the nightmarish shadow realm, shadow demons prowl.

Once in the Shadow Realm, one’s soul does not burn with such a brightness as it does when one Shadowsteps, so it is easier to go unnoticed. Even so, dark and monstrous things will find the character and attempt to destroy him. Here he may use all his powers but the shadow creatures are numerous and strong.

Entering the shadow realm does offer several powerful advantages, however. One is that the sorcerer can literally vanish off the face of the world, and reappear somewhere completely different hours, days or months later. The second is that the sorcerer can find the most powerful of demons and attempt to lure them into his service…

This may be the kernel for an entire adventure, and is not to be attempted lightly.

## Summon Outsider

This powerful ritual cuts a hole into one of the other Realms that sit close to the Material Realm and pluck one of the spirits from it, binding them to the sorcerer’s will. These are sometimes known as demons, though some are in fact celestial beings of goodness.

They take many shapes and forms, but all are dangerous in their own ways, and many would happily destroy their summoner if given half a chance.

The Ritual

Roll: Intelligence + Summon Outsider

Success Requirement: 10/20

Duration: Up to 1 day per success

Range: Ritual Area

Action: 10 minute ritual /20 minute ritual

Saving Throw: Resolve (+Sorcery)

Cost:

Tiny Outsider: 10 Eldritch

Small Outsider: 15 Eldritch

Medium Outsider: 30 Eldritch

Large Outsider: 40 Eldritch

Huge Outsider: 70 Eldritch

Gargantuan Outsider: 100 Eldritch

Special Component:

Sacrifice/Bribery. Detailed below.

Summoning an Outsider is not like taking command of a tree or the winds. Outsiders are highly intelligent and often far more powerful than any mere mortal could ever be. The fact that this Realm is not their own makes them susceptible to bonds of control when they first enter and it is this alone which allows sorcerers to gain control of them.

Therefore, even if the sorcerer is successful in his summoning attempt, he must then gain control of the Outsider.

For Tiny, Small and Medium Outsiders, the Success Requirement is 10.

For Large, Huge and Gigantic Outsiders, the Success Requirement is 20.

Special Component:

The special components for summoning Outsiders varies from ritual to ritual, depending on the type of creature being summoned. This involves finding items of significance to the summoned creature.

These items are difficult to find, and cost an exorbitant amount.

The simplest method of bringing an Outsider from its own plane to the Material realm involves blood sacrifice.

Tiny = Animal sacrifice

Small = Several animals or a child.

Medium = An adult sentient life.

Large = At least four adult sentient lives.

Huge = At least ten adult sentient lives.

Gargantuan = At least thirty adult sentient lives.

However, if the Summoner has nothing else, he can give parts of himself. He can either give away some of his Attribute levels, or give away Advantages, or take on Disadvantages (such as losing an eye – an 8th level Disadvantage).

You can gauge the sacrifice by the amount Experience points it would be worth (for instance, if he sacrificed an eye, it would be worth 16 Experience). The following list shows how much the Outsider demands:

Tiny = 10 points.

Small = 25 points.

Medium = 50 points.

Large = 100 points.

Huge = 200 points.

Gargantuan = 500 points.

This will only work from the sorcerer himself, not from others.

Even non-demon Outsiders must have sacrifice. It is the magical force from this that allows them to break through the dimensional barrier into the Material realm. In the case of Celestial Outsiders, they will require the willing sacrifice of those pure of heart.

The Compact

Once the Outsider has been summoned, the sorcerer must subjugate its will.

In order to do this, he must persuade the Outsider, much as one haggles at a market stall. The sorcerer must roll the appropriate Social interaction checks, such as Tact + Diplomacy.

**Bargaining**

If he bargains with it, the Outsider will be far more willing to help. In exchange for some sort of deal, probably relating to a valuable gift, a sacrifice or something else the Outsider deems valuable, the Outsider will agree to serve the sorcerer for a period of time.

Once the bargain has been made, make a Charisma or Tact + Sorcery roll, opposed by the Outsider’s Resolve + Sorcery. The spirit will serve for 1 day per success gained.

However, should the sorcerer not come through on the bargain, the Outsider will seek revenge. It may attempt to break free from its pact, requiring the sorcerer to roll Resolve + Sorcery, opposed by the Outsider’s Resolve + Sorcery. If it succeeds, it is now free, and may attempt to attack the sorcerer immediately. Or it may choose to wait and watch in its hatred, subtly causing trouble. It might remain vengeful for years.

If the Outsider refuses a bargain, the sorcerer can either let it descend back to its plane, or try to bribe it with something else. He has the Outsider trapped in his summoning circle for an hour per success and can continue persuading it as long as he wishes.

**Threatening**

Seeing as the Outsider is still stuck in the summoning circle, the sorcerer can also threaten it – however, if he actually attacks or harms it, it will have a chance to break free (every round it may spend an Eldritch to roll a Resolve check opposed by the sorcerer’s Resolve + Sorcery, if it ever beats him, it breaks free).

For every 2 successes gained by the sorcerer, the Outsider will serve the sorcerer for 1 day. However, it will do so with plenty of hatred and will attempt to fight him at every turn.

**The Wording of the Contract**

Once it has made an agreement it is bound to the *word* of that agreement, much like a legal contract. It may say, “I will help you the best way I know how.” Which may mean killing everyone who annoys the sorcerer…even if it’s his family and friends! The wordings of the Compact must be carefully monitored, because the Outsider will try every trick it can to wriggle out of its bonds and get free.

Furthermore, if less than 10 successes were gained by the sorcerer on the Resolve + Sorcery check, the Outsider may attempt to occasionally break free, prompting a fresh roll.

If there is a disagreement between sorcerer and Outsider as to the word of the contract, it may come down to an opposed Resolve check. Roll once, comparing successes. Whoever wins decides the course of action. Note that this does not allow the Outsider to break free of its compact, only to determine the *word* of the contract where it is ambiguous.

Bear in mind that the Summoner must decide to summon a specific type of Outsider, and will have to prepare the ritual accordingly. He doesn’t just summon a random creature from a random Realm – that would end up with him quite swiftly dead.

## Telekinesis

Roll: Intelligence + Telekinesis

Damage: Object + Resolve

HR: Equal to object’s HR

Duration: 1 Action

Range: 20m per level

Action: Standard

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

Telekinesis, TK. The power to move with the mind. This magic allows a sorcerer to strike at a distance, knock aside arrows, throw men to the ground – even shatter them with the force of his will. In legend, sorcerers had been known to tear down castle walls with their minds and then hurl the jagged rocks back at the remaining defenders, burying them in their own rock and rubble.

The weight and shape of an object will also determine how much damage it will do if thrown at someone. This must be determined by the Narrator, but a rough guideline follows. The penalties to strike with such objects are naturally higher, because it is far more difficult to accurately and powerfully hurl an object at something, than it is to merely pick it up.

Examples:

**Tiny** object (pebbles, cups, knives and forks, twigs) = +2 Damage (+1/+1 Strike).

**Small** object (chair, plate, hand-sized rock, thick branch) = +4 Damage (+1/+0 Strike).

**Medium** object (table, heavy rock, small log, sword, spear) = +6 Damage (no modifier to Strike).

**Large** object (oaken beam, 50kg rock, log) = +8 Damage.

**Huge** object (wooden log, 500kg rock, car) = +8/+8 Damage.

**Gargantuan** object (truck, bus, 1t rock) = +10/+10 Damage.

A character can easily lift 100kg per level of Telekinesis. Each multiple of this which he tries to lift will inflict a penalty of -1 to his roll.

(Example: Jorvurius has Telekinesis at level 8, meaning he can lift 800kg without penalty. If he tries to lift 801-1600kg then he will suffer -1 to the roll. If he tries to lift 1601-2400kg he will suffer -2 to the roll. And so on.)

Telekinesis against People

People can be targeted with Telekinesis, but they may make a Resolve (+Sorcery) Saving Throw. If the sorcerer succeeds, he may hurl the person approximately 3m per success. The sorcerer may roll Resolve + Telekinesis for damage. The HR depends on what sort of object they land on.

People may also suffer falling damage if hurled up high.

Attempting to Telekinetically move objects on another person’s body (such as their gun, their clothes or armour) also allows the victim to make a Resolve (+Sorcery) Saving Throw.

TK Strike

Strike: Intelligence + Telekinesis

Damage: Resolve + Telekinesis

HR: 0 +1 per 3 levels, +1 at level 10

Duration: 1 action

Range: Self or 20m per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

A sorcerer may attempt to simply injure with his Telekinesis, hurling it out as a destructive beam or attempting to simply *crush* another person.

Another usage is where the sorcerer amplifies his physical attacks with telekinesis, imparting a shock of energy with each successful strike. In this case, it costs 1 Eldritch per attempted Strike. If he succeeds in the attack, he may add his Telekinesis die to damage. The HR is equivalent to his Hand to Hand damage HR.

Furthermore, the victim must make a Dexterity + Athletics check as a Free action opposing the amount of damage dealt, or be Knocked Down.

This applies for melee and hand to hand attacks, as well as arrow strikes. This cannot be applied to bullets.

TK Leap

Roll: Add Telekinesis to Athletics check

Duration: 1 Action

Range: Self

Action: Standard

Cost: 1 Eldritch

The sorcerer can summon the strength of his will and make it hurl himself through the air at great speed. When performing a jump or leap, he may spend 1 Eldritch and add Telekinesis to his Athletics check (so Dexterity + Athletics + Telekinesis.).

TK Deflection

Roll: Intelligence + Telekinesis

Duration: 1 Action

Range: Self

Action: Defensive

Cost: 1 Eldritch

Saving Throw: None

The sorcerer can stop incoming attacks through erecting a barrier of pure force. Doing this is a Defensive Action. Using this force, he can prevent ranged weapons such as arrows and bullets from striking him.

He may make an Intelligence + Telekinesis roll and spend 1 Eldritch as an opposed action against any ranged attack.

However, he suffers -1 to against arrows, -2 against bullets and -4 against energy weapons.

TK Redirection

Roll: Intelligence + Telekinesis (-4)

Duration: 1 Action

Range: 20m per level

Action: Standard

Saving Throw: Resolve (+Sorcery)

Cost: 1 Eldritch

This is a very sneaky manoeuvre wherein the sorcerer attempts to turn an attacker just as he’s about to shoot, and so end up making him shoot another target instead – such as a friend.

This counts as an attack for the sorcerer, not a Defensive action, and is performed at -4. The target may make a Saving Throw as normal. After this has been resolved, success gained by the sorcerer counts as a success to Strike against the new target of the weapon. He may roll for damage according to the type of weapon being fired. The shooter loses his attack that round.

TK Shockwave (prerequisite level 8)

Strike: Intelligence + Telekinesis (-4)

Damage: Resolve + Telekinesis

Range: 3m per level

HR: 0 +1 at levels 4, 8 and 10

Saving Throw: Resolve (+Sorcery)

Cost: 3 Eldritch

Duration: 1 action

The sorcerer summons up all his strength, and *slams* it outwards in a wall of force that hits *everything* around him. Windows shatter, doors burst in, tables go flying, shattering under the impact, bottles, papers, people all go flying away from him. The destruction is immense.

This counts as a Telekinetic Strike against all targets in the area.

The sorcerer suffers -4 to his roll.

Force Shell (level 8)

Roll: Intelligence + Telekinesis

HR: 3

Duration: 1 minute per success

Range: Self, 3m area +1m per 2 successes

Action: 2 Rounds

Saving Throw: None

Cost: 3 Eldritch

Using the sheer power of Telekinesis, the sorcerer conjures up a solid bubble of force around him, protecting him from all manner of incoming attacks.

This is primarily designed to deflect missiles. Anything moving at great speed will strike the forcefield like hitting a brick wall. The number of successes gained in the spell will Oppose every attack.

Therefore, if the sorcerer gained 10 successes on Force Shell, attackers would minus 10 successes from every strike roll.

Attempting to push one’s way through the field is possible, but requires a successful Resolve + Sorcery check, as the field will attempt to keep them out.

### Telekinesis Rituals:

Sunder

Roll: Intelligence + Telekinesis

Success Requirement: 10

Duration: Several minutes

Range: 1km per level

Action: 10 minute ritual

Cost: 20 Eldritch +10 per Size of object

Sunder is the ultimate ritual for those who wish to simply *destroy*. The ritual is targeted at a specific object, such as a tower, a wall, a keep. Depending on the nature of the building or object, modifiers will be applied. If the ritual is successful, the power of the sorcerer’s will shall simply *tear* the object apart, ripping through its stone, crumbling it to the earth. Even if not successful enough to bring the object down, it is likely to seriously weaken it and prepare it for catapults or mines.

Modifiers

+1/+1 = Tiny (shack or out-house sized).

None = Small (house, hovel, etc.).

-2 = Medium (15ft walls, 20ft tower, 2-storey building).

-4 = Large (20ft walls, 30ft tower, 5-storey building).

-6 = Huge (30ft walls, 50ft tower, 7-storey building).

-8 = Gargantuan (Castle, massive walls, etc.).

-2 = Very thick.

-2 = Made of heavy stone.

-2 = Especially good construction.

-4 = Something monumentally strong (like a mountain).

If the sorcerer gains 20 successes (after subtracting the Success Requirements and modifiers), then the object is completely torn apart.

If a sorcerer has bonded the object with runes of strength, or some other powerful ritual in the construction this will interfere with the attack. This will count as an Opposed Extended Action – after the Success Requirement is reach the sorcerer needs to beat the number of successes gained in the protection ritual before he counts as gaining a single success.

## Zen Strike

Chi Strike

Roll: Resolve + Zen Strike.

Duration: 1 Action.

Range: Melee strike

Action: Standard

Cost: 1 Eldritch, 1 Resolve.

Saving Throw: Resolve (+Sorcery)

Zen Strike is where a warrior concentrates all of their strength and power into *one* devastating strike which slays even the mightiest of foes.

However, the force of the strike is extremely draining on the warrior, and as such he may not perform a multiple action this round.

The warrior must declare he is using Zen Strike and spend the Eldritch and Resolve before he rolls to Strike. If he misses, the Eldritch and Resolve are wasted. If he strikes, then he may roll for damage as normal.

Now he rolls Resolve + Zen Strike (in this round his Resolve does not count has having had 1 point spent yet), opposed by his victim’s Resolve (+Sorcery if he spends his action defending). For each success, the victim takes 1 extra damage.

A character’s Zen Strike may not be above his permanent Resolve level.

Fists of Iron (level 6)

Effect: Unarmed Attacks are HR +1 per 3 levels of Zen Strike, and +1 at level 10

Duration: 1 minute per level

Range: Melee strike

Action: Free

Cost: 3 Eldritch

Saving Throw: None

A true master of Zen Strike can use his power of mind-over-matter to imbue his hands and feet with unbelievable force. Some of these practitioners are so strong they can shatter oaken beams with a single punch, or buckle a steel breastplate with a kick.

# -7- Feats

Feats are the incredible abilities of heroes. These are the individual powers and special talents of those individuals who can do things that just go beyond what is normal.

Feats are, in a word, awesome.

The difference between Feats and Powers is that Feats are a lesser ability. They are an individual, focused ability to do one specific combat manoeuvre, focus with a skill on one particular subject and so forth.

For instance, a character might have a Feat where he can draw his weapon and strike in the same instant (like a samurai), or he might have a Feat that enables him to strike a weak point in his enemy’s armour, and puncture a vital organ.

There are prerequisites for some Feats. This means that your character will have to be at a certain level, or will need a Power at a certain level, have a Skill, Attribute at a certain level, or have one or more Feats already. These are always listed.

## How Are Feats Gained?

Feats can be p

## Feat Categories

There are several categories of Feats. These are: Combat, Magic, Skill and Circumstantial.

### Optional Rule: Feat Restrictions

In the basic Immersion RPG system, there is no restriction on taking any of these different Feat categories. However, Narrators may find it of use to compartment these to some degree, so as to restrict them for certain types of characters.

For instance, in a Sci-Fi Mystical game, a purely tech-oriented character is told that he cannot have any Magic Feats, because he is entirely combat-based in his approach. However, in this case he also applies the Specialisation rule, allowing the tech character to specialise in a category of his choice (Combat), which makes those Feats cost less for his character.

### Optional Rule: Feat Specialisations

In this rule option, characters can specialise in a Feat category of their choice. Feats in the Specialised field cost 1 less Experience to purchase.

For example, if Joe purchased a Level 3 Feat, costing 18 Experience, it would now only cost 17 instead.

### Experience Cost

Remember that Feats cost the same amount of Experience per level as Powers, so that’s x3 per level.

## **Combat Feats**

|  |  |
| --- | --- |
| Feat | Feat Pre-Requisite |
| Quickdraw | None |
| Skilled Quickdraw | Quickdraw |
| Master Quickdraw | Quickdraw, Skilled Quickdraw |
| Smash | None |
| Batter | Smash |
| Rupture | Smash, Batter |
| Finesse | Duck, Weave |
| Duck | None |
| Weave | Duck |
| Weave and Strike | Duck, Weave |
| Leaping Strike | Duck, Smash |
| Specialisation | None |
| Exploding Strike | None |
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### Quickdraw

Level: 3

Prerequisites: Dexterity 6+

Roll: None

Duration: 1 Action

Range: Self

Action: Free

Cost: None

Saving Throw: N/A

The character is able to draw his weapon and strike in the same motion. His hands are like a blur and he is never at a disadvantage if his weapon is in its sheath or holster.

The character can draw his weapon as a Free Action, meaning he doesn’t have to use a Multiple Action in order to strike in the same round.

**Restriction:** Only Medium or smaller weapons can be used with a Quickdraw. You can’t Quickdraw a six-foot greatsword!

### Skilled Quickdraw

Level: 5

Prerequisites: Dexterity 7+, Character Level 3+, Quickdraw

Roll: None

Duration: 1 Action

Range: Self

Action: Free

Cost: 1 Eldritch

Saving Throw: N/A

This character can draw and strike with such blurred speed that he catches his opponents completely unawares. Few men are even able to do more than flinch before his sword has cut their throat, or his gun is pressed against their forehead.

This acts the same as Quickdraw, and has the same restriction, but gives the character +2 Initiative, and gives opponents -2 to Defend against the attack.

**Note:** If opponents are already in a combat, then it will be more difficult for the character to surprise them in this way. And if they have any distance between them, he will gain no bonus at all. It requires the character to be close to his target for him to gain the bonus (just like in reality – keep it logical).

### Master Quickdraw

Level: 7

Prerequisites: Dexterity 8+, Character Level 6+, Quickdraw, Skilled Quickdraw

Roll: None

Duration: 1 Action

Range: Self

Action: Free

Cost: 1 Eldritch

Saving Throw: N/A

This character is a speed demon. He can draw, strike and sheath his weapon in the blink of an eye. Opponents struck by such an attack are left completely off guard and vulnerable.

This functions exactly the same as Skilled Quickdraw, except that the Master using this gains +2 to Initiative, +1/+1 Strike and opponents suffer -4 to Defend.

The bonus to Strike and penalties to Defend are only for the one strike made as the weapon is drawn. Subsequent attacks (in the case of a multiple attack), do not gain this bonus or penalty.

**Note:** the character can also sheath/holster his weapon again after his attack.

### Smash

Level: 5

Prerequisites: Strength 6+, Ferocity 1+

Roll: None

Duration: 1 Action

Range: Self

Action: Standard

Cost: 1 Eldritch

Saving Throw: Constitution (+Athletics)

This character is a brute. His favourite tactic is to smash others into the ground with huge sweeps of his weapon. In fact, he can concuss and stun his victims without even piercing their armour.

Characters using Smash must be using a Medium or greater sized weapon. They must declare they are using Smash before they roll to Strike, and spend the Eldritch. If they miss, then the Eldritch is wasted.

When the character strikes his opponents with the Smash attack, they must make a Constitution (+Athletics) Saving Throw against the amount of Damage inflicted (including Damage that has been Absorbed). If they fail, then they suffer -2 on all rolls in their next round.

If the Smash attack deals more Damage than the victim’s current Constitution, then the victim is *Stunned,* suffering -4 on all rolls in their next round.

**Note:** This attack cannot be made with light weapons. Weapons (like swords, daggers and spears) that are not weighty and designed for such pounding attacks give the victim a bonus of between +1/+0 and +1/+1, at the Narrator’s discretion. Weapons that should be used for this sort of an attack include axes, greatswords, hammers and polearms.

(For example: *Ugg Smashes a bandit with his club. The bandit suffers 7 damage, but Absorbs 5, so he only loses 2 HP. He wasn’t Defending against the Smash by trying to Dodge or Parry. His Constitution is 6. The Narrator rolls the Constitution Saving Throw for the bandit and he gets 2 successes. That means it failed to Save against 5 successes! That is more than his Constitution and so he is Stunned by the impact, suffering -4 on all rolls.)*

### Batter

Level: 7

Prerequisites: Strength 7+, Character Level 3+, Ferocity 3+, Smash

Roll: None

Duration: 1 Action

Range: Self

Action: Standard

Cost: 2 Eldritch

Saving Throw: Constitution (+Athletics)

This character is a huge beast of a person who doesn’t really *need* much skill to strike his opponents. So long as he hits, they will probably break. Shields and swords get beaten aside, unable to withstand the impact. Armour gives way, and the victim himself doesn’t feel too good either.

Any victim attempting to Parry a Batter attack will suffer a penalty of -1 for every two points of Strength they have less than the attacker’s Strength and Ferocity combined.

When struck by a Batter attack, the victim must make a Constitution (+Athletics) Saving Throw, against the attacker’s Damage (including Damage that was Absorbed).

For every 2 points that he fails to Save against, the victim suffers 1 point of damage!

**Note:** This attack cannot be made with light weapons. Weapons (like swords, daggers and spears) that are not weighty and designed for such pounding attacks give the victim a bonus of between +1/+0 and +1/+1, at the Narrator’s discretion. Weapons that should be used for this sort of an attack include axes, greatswords, hammers and polearms.

(Example: *Ugg Batterss an orcish warrior, and the orc tries to parry with a shield. Ugg is a hairy barbarian with a Strength of 7 and a Ferocity of 4. Combined, that is 11. The orc’s Strength is 6, so Ugg beats him by 5. The orc will suffer -2 to Parry the attack. Ugg strikes him and ends up dealing 7 damage, of which the orc Absorbs 2. Now the orc must make a Constitution +Athletics Saving Throw (he gets the +Athletics because he attempted to Parry the Strike so is Defending against it). The orc gets 4 successes, so Ugg beats him by 3. The orc suffers another 1 HP damage.)*

### Rupture

Level: 8

Prerequisites: Strength 8+, Character Level 7+, Ferocity 6+, Smash, Batter

Roll: None

Duration: 1 Action

Range: Self

Action: Standard

Cost: 4 Eldritch

Saving Throw: Constitution (+Athletics)

This attack is a brutal, crushing strike utilising every single fibre of the warrior’s physical and mental being. The strike is likely to buckle in steel plate and kill its wearer with severe internal organ damage. Even if shields don’t break, the men holding them will collapse in agony, and probably die whilst bleeding from the eyes. It’s not pretty.

Any victim attempting to Parry a Batter attack will suffer a penalty of -1 for every two points of Strength they have less than the attacker’s Strength and Ferocity combined.

Victims of this attack must make a Saving Throw of Constitution (+Athletics) against the amount of Damage dealt (including the Damage Absorbed). If they fail the Save, they are immediately Knocked Back a foot for every success they failed to reach. If the Rupture attack gets more successes (minus those gotten by the Saving Throw), then the victim is Knocked Down and rendered Prone. Furthermore, they are Stunned, suffering -4 to all rolls for one round per success they failed to reach.

Furthermore, the victims of this attack will suffer an extra 1 HP loss for every 2successes they failed to reach.

Any armour used to Absorb this attack, or any weapons or shields used to Parry, will suffer double the Damage Point loss that they would normally have sustained (see the section *Objects and Armour* in *Chapter 9: Combat).*

**Note:** This attack cannot be made with light weapons. Weapons (like swords, daggers and spears) that are not weighty and designed for such pounding attacks give the victim a bonus of between +1/+0 and +1/+1, at the Narrator’s discretion. Weapons that should be used for this sort of an attack include axes, greatswords, hammers and polearms.

(Example: *Wulfgar does a Rupture attack on a Rakesh creature, which is in heavy armour. The Rakesh is a huge scaled beast that is seriously tough, so he doesn’t attempt to Defend. Wulfgar does 12 Damage to the Rakesh but the Rakesh Absorbs 7. However, now the Rakesh makes a Constitution Saving Throw and gets 5 successes, so it failed by 7. It is immediately smashed to the ground, suffers -4 on all rolls for 7 rounds and suffers another 3 damage! Ouch.)*

### Finesse

Level: 8

Prerequisites: Dexterity 8+, Duck, Weave, (Chosen Skill Category level 7+)

Roll: None

Duration: Permanent

Range: Self

Action: N/A

Cost: None.

Saving Throw: N/A

A character with Finesse is a warrior who can place his blows with such consummate agility that he does crippling damage just be their sheer accuracy and speed.

The character can choose one method of attack: Hand to Hand, Melee: One Handed, Melee: Two Handed or Ranged: Simple. With that method of attack, he deals Damage with his Dexterity Attribute instead of his Strength Attribute. The Skill of choice must be level 7 or higher.

This Feat can be taken multiple times.

This Feat will not work with the Wrestling Skill.

### Duck

Level: 4

Prerequisites: None

Roll: None

Duration: Permanent.

Range: Self

Action: Instant

Cost: Free

Saving Throw: None.

You are dodgy, pure and simple. Others find it hard to hit you and you have a certain innate ability to get out of the way.

Once per day you may gain +1/+0 on a single Dexterity-based check to avoid being hit. This will usually only include Dodge or Athletics (and does not include Parrying with a shield or weapon).

### Weave

Level: 6

Prerequisites: Dexterity 6+, Character Level 3+, Duck

Roll: None

Duration: 1 Action

Range: Self

Action: Standard

Cost: 1 Eldritch

Saving Throw: None

You move like a piece of flexible rope…with legs. People wonder how the hell you’re standing in front of them and yet they still can’t land a *single* @#!^\*#& strike!

When you activate this ability, your character gains +1/+1 on all Dexterity based checks to Defend for the next 3 rounds.

Note that this does not stack with Duck or any other Feat, but can stack with Powers.

This ability must be declared and the Eldritch spent before the action it is to be used on.

(For example: *Joshua has Duck and Weave. He is about to be struck by a big sword so he decides to Dodge and activates Weave for 1 Eldritch. He now gains +1/+1 to his Dodge roll. He* cannot *also activate Duck and make that +2/+1. However, in his next Dodge roll he could activate Duck if it hadn’t been used yet that day.)*

### Weave and Strike

Level: 8

Prerequisites: Dexterity 7+, Character Level 4+, Agility 6+, Dodge 6+, Duck, Weave

Roll: None

Duration: 1 Action

Range: Self

Action: Standard

Cost: 3 Eldritch

Saving Throw: None

You are like a whip. You duck out of the way of incoming strikes and then dive back in for a devastating counter-attack before your opponent even realises he’s exposed.

You may Dodge *and* Strike in the same round with only a -1 penalty on each roll.

You must activate this Feat and spend your Eldritch before you roll for your Dodge.

You may Strike first (if you have a higher Initiative) and then Dodge if you wish.

### Leaping Strike

Level: 7

Prerequisites: Dexterity 6+, Character Level 5+, Duck, Smash

Roll: None

Duration: 1 Action

Range: Self

Action: Standard

Cost: 3 Eldritch

Saving Throw: Dexterity (+Athletics)

Putting everything on the line, you dive towards your opponent, leaving yourself vulnerable so you can put *everything* into one killer blow.

Roll to Strike as normal. Your opponent suffers -2 to Parry, though may Dodge as normal.

You gain +2/+2 to Damage and your opponent must make a Dexterity (+Athletics) Saving Throw to avoid being *Knocked Back* 1ft per success gained by you, and will suffer -2 on all rolls next round*.* Of course, if he fails the Saving Throw and you gain more successes than his Dexterity level, he is *Knocked Down!*

See Chapter 9: Combat and the *Extra Rules* section for more information on *Knock Back* and *Knock Down.*

### Specialisation

Level: 4

Prerequisites: Level 6+ in Skill

Roll: N/A

Duration: N/A

Range: N/A

Action: N/A

Cost: N/A

Saving Throw: N/A

You are a consummate professional with your chosen Skill. It may be fencing, horseriding, chess, athletics or firearms – whatever it is, you have devoted yourself to it to the exclusion of everything else.

The Specialised character gains +1/+0 on all Skill checks with his chosen Skill. *Any* Skill may be chosen for this, however, the Narrator should make certain that the player role-plays this specialisation to the hilt. Someone who has Specialised in playing the harp will always have a harp at her side, and will always find an excuse to use it.

#### Martial Skill Specialisation

Specialising in the martial Skills is more specific.

A character attempting to Specialise in Melee: One Handed, Melee: Two Handed, Shield, Ranged: Simple or Ranged: Firearms must choose *one* weapon to be specialised in.

For example, you could take Specialisation Long Swords, but if you picked up a Bastard Sword you would not gain the Specialisation bonuses.

Every time you take Specialise with a weapon you can choose either +1 Initiative, +1/+0 Strike, Parry or Damage.

This Feat can be taken multiple times, but every time it increases +1 level in Experience cost, and the character’s Skill level must be increased by +1.

(For example: *Wulfgar has Melee: One Handed at level 6, and has already Specialised in Warhammers. However, he wants to Specialise again! In order to do this he increases his Melee: One Handed to level 7 for 14 Experience, and then purchases the Specialisation Feat at level 7 for 21 Experience.)*

A character cannot Specialise in a weapon more than twice on the same thing. So he cannot specialise more than twice on Strike, Damage, Parry or Initiative. The maximum bonus for these is +1/+1 (or +2 for Initiative).

### Exploding Strike

Level: 4

Prerequisites: Level 6+ in Skill

Roll: N/A

Duration: N/A

Range: N/A

Action: N/A

Cost: N/A

Saving Throw: N/A

You are a consummate

## **Magic Feats**

Magic Feats are both individual spells that don’t follow paths and mighty spells that often merge paths.

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| Feat | Feat Pre-Requisite |
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I

n this chapter we will go over more specific rules for performing most types of actions, and how to measure time during high-speed situations like combat.

## The Round

In combat and other tense situations, it’s not always easy to work out whether a character is going to able to do an action. Hence, we have “rounds.” We use rounds to clearly work out what can be done, and to work out the order characters can act in.

A round is a short period of time, about 3 to 6 seconds in length.

During a round, a character is normally only able to perform one basic action (called a Standard Action, see below).

The sequence of a round is:   
1) Initiative   
2) Declare Actions  
3) Actions rolled for in turn order.

Though only one action may have happened in a round, such as a single punch, this is only representative of the number of blows, punches, sidesteps, curses and blocks that might occur during those few seconds. A character might actually have been hit three or four times, but we still only roll once – the detail so what happened we leave up the player and Narrator, the rules only try to loosely represent it, not recreate it blow for blow.

### Initiative

To determine who goes first in a round, all participants must roll for Initiative.

Initiative is determined by rolling one die, and the character’s Dexterity and Awareness levels to it. Whoever gets higher wins. If anyone ties, then each should make a Natural die roll until one gets higher than the other. Highest roll wins the tie-break.

#### Basic Initiative

Basic Initiative is a character’s Initiative when not using weapons or having any other modifiers such as armour, shields, encumbrance applied.

This is a useful statistic to know, and is included on the character sheets.

### Declare Actions

After having rolled for Initiative, the characters declare their intended actions in reverse order. The character who rolled the lowest announces his action first.

This allows those characters who rolled higher to have a distinct advantage – they can decide what they’re going to do after finding out what the slower characters are attempting.

The type of action they are trying to perform will have quite an effect on how much they can perform in a round, and how effective they will be. If they’re trying to pick up a piece of paper, it’ll be dead easy and very quick. If they’re trying to beat up four men, it will take a fair bit more doing.

See below for rules on the different types of Actions.

### Actions Rolled For In Turn Order

Once actions have been declared and the Initiative order has been worked out, the characters can start rolling for their actions. These happen from the top down – whoever rolled highest acts first, and whoever rolled lowest acts last.  
If any choose to they can decide to not perform their declared action and instead perform a Defensive Action.

### Actions

Everything a character does can be defined as an Action. Some Actions are quick and simple to do, and require almost no time, whilst others take all of a character’s attention and energy to perform.

### Standard Action

A Standard Action is a normal action that a character would undertake. This includes one combat attack against a single target, getting to your feet, drawing a weapon, reloading a gun, mounting a horse, and anything else that would normally take a couple of seconds and a bit of concentration.

Each round a character may make 1 Standard Action at his full statistic levels. If he wishes to perform more than one (i.e. attack two targets at once) he must split his attention and will suffer penalties for it. The rules for Multiple Actions then apply (see below).

Standard Actions are generally just referred to as Actions. Whenever an “Action” is mentioned, it means a Standard Action.

### Extended Action

Extended Actions are those actions that do not resolve quickly – such as climbing a cliff or investigating a case of fraud. Sometimes they take hours, days, or even weeks.

In such a case, the Narrator will call for an Extended Action.

In an Extended Action, the character must make a series of rolls – every round, minute, hour, day, week, month, etc. The character usually needs to reach a number of successes set by the Narrator. If at any point he fails, then the whole action will be put in jeopardy, and another check (usually with a penalty) must be made to rectify the situation. If this fails too, then the whole action counts as having failed, with possibly dire ramifications.

The Narrator should allow a character only a set number of rolls. Either they get to roll once every minute, hour, etc., or they only have a set number of rolls they’re allowed to make.   
If they have not achieved the required number of successes at the end of that period, then the action fails. A standard number of rolls allowed is 3, but he should use his logic. For instance, in making a sword, a character can perhaps roll every hour, but in setting up an ambush area, the character may only roll three times.

### Defensive Actions

Defensive Actions are such things as ducking or diving aside, spending all of one’s attention on parrying a sword stroke, or wriggling out of a choke hold.

A character may always change their action to a Defensive Action if they have not already had their turn. They do not have to have a higher Initiative than their attacker (see below).

### Free Action

Free Actions take little or no time to perform, and do not use any time during a round. These do not count as an action. These are such things as glancing around a room, shouting a warning, dropping an item, and so on. Anything that does not require more than a second of time to perform, and requires minimal concentration.

Free Actions can only be taken in your own Initiative turn.

### Instant Action

An Instant Action is one that can be done at any time. It does not have to occur during the character’s Initiative and does not cost an Action.

Essentially this is a Free Action that can occur at any time.

### Multiple Actions

A Multiple Action is simply when a character attempts to perform more than one Action in a round.

When a character performs a Multiple Action, he incurs the following penalties:  
each Standard Action receives -1 successes times the total number of Actions being performed in the round. Each Action beyond the first incurs an additional -1, cumulative.

Remember though, that these actions still go in Initiative order. A person can always take a Defensive Action against an attack, but if they are attempting to do anything else then that occurs when they have their turn. If they are killed, crippled or otherwise unable to attack or act in their turn, then their action is lost. Just like if you went to punch someone and someone else punched you first, knocking you back. Unless you just carry on through it, you’re not going to be able to finish your punch.

(Example: Jackson wants to shoot two different soldiers with single, accurate shots, rather than spraying. He rolls to strike with his first action at -2, and his second at -3.)

(Example: Jagar is trying to do 3 Actions in one round. He’s trying to skewer an oncoming warrior, then sweep another coming from his left, and then throw his spear at another warrior attacking his friend. Therefore, he now incurs -3 successes on his first roll, -4 on his second and -5 on his third.)

### Opposed Action

An Opposed Action is used in a situation where a character is actively fighting against another active force or power – for instance, another person.

When an Opposed Action is used, the character needs to roll against the other person’s number of successes. Essentially, he must subtract the other person’s successes from his own, however many successes he has left over count as the number of successes he has rolled. If his opponent got more, then his opponent wins instead with his left over successes.

*(Example: Joe tries to wrestle Bill to the floor. With his roll he gets 4 successes, but Bill gets 6. In fact, Bill wins with 2 successes, and has ended up wrestling Joe to the floor instead!)*

Defenders always win ties.

(Example: Joe tries to punch Bill, and gets 4 successes. Bill decides to Block, and also gets 4 successes. The attack is deflected.)

### Changing an Action

Once a character has declared his action, he cannot change it except to do a Defensive Action, or to not perform any action.

This represents the fact that sometimes we go to perform something like changing a lane on the freeway, then suddenly find there’s another car doing the same thing, which forces us to stop, and we end up back where we started without having done anything.

## Specific Actions

Whilst we have covered types of actions as part of a round, what follows now is a list of particular actions that a character can perform, divided into Physical, Social, Mental and Spiritual.

## Physical Actions

Physical actions are those that are dictated by the body. Running, jumping, rolling, are all physical actions.

### Movement

There are no exact rules on how fast and far a character can run or move. This is left up to the discretion of the Narrator. The intention is to not weigh the game down with trivial details and time-consuming mathematics. Instead, the Narrator should focus on the story and use logic when determining how many successes are needed for a character to move a certain distance.

### Running

Roll: Dexterity + Athletics / Constitution + Athletics

If the character is trying to catch up to something like a train, car or other fast-moving object, or trying to out-race something like a flood of water, etc., then it is usually an Extended Action, and the Narrator must determine how many successes are needed.

5 Successes would mean the target is fairly close.

10 Successes would mean the target is a medium distance away.

15 Successes would mean the target is far away.

20 Successes means the target is dwindling into the distance.

Typically he will have from 3 to 5 rolls, though he may only have 1 roll if the thing is moving really fast.

When chasing after another person it is also an Opposed Action. The Narrator should work out how many successes are required to catch up with them   
Depending on whether the character is metres, hundreds of metres, or kilometres behind his quarry, the Narrator should have him roll every round, minute, ten minutes, hour, or whatever he deems appropriate

Constitution + Athletics is used for endurance runs like marathons. If the Extended Action is being rolled for every fifteen minute, half hour or hour, then they should roll Constitution + Athletics.

(Example: Fra’el is running away from a pack of dogs. He’s got a head start of about a hundred metres, but they’re a lot faster than him. He sees there’s a stand of trees he could climb about 30 metres away, and he’s trying desperately to get there in time. The Narrator decides that he needs to get 10 successes. The dogs behind him need to get 20 successes. In the first round, Fra’el gets 3 successes, and the dogs get 9 – they’re closing the distance rapidly. Fresh fear gives him speed and he gets 5 more successes, whilst they get another 9. Now the trees are only a few metres away, but the dogs are right behind him! The Narrator decides to make him roll for Initiative to see if he can get to the tree in time – and he’ll have to climb the tree at the same time, so it will be a Multiple Action. Fra’el wins Intiative only barely, and now rolls Dex + Athletics at -2 to make it to the tree. He rolls 4 successes, and so ends up with 2 – only just managing to get there in time. Then he rolls a climbing check at -3, and manages to get another 4 successes, which reduce to 1. He leaps into the tree, the dogs jumping and snapping at his legs. In another instant he’s scurried higher up and he’s safe.)

### Jumping

Roll: Strength + Athletics

Trying to jump over objects is pretty difficult. A human can typically only jump around 1 metre high without a run up, or 2 metres with a run-up. And even then they’ve probably got to jump backwards like at the Olympics.

When jumping over an object, every 4 successes will lift the character about 1ft.

When jumping up to catch hold of something, every 2 successes will lift the character about 1ft.

Long-jumping can also be performed. The character will leap approximately 1ft long per success.

If the character gets a run-up, he can roll Dexterity + Athletics and add the number of successes to his Strength + Athletics roll.

Increased height makes it easier to leap longer distances. The character should get a bonus of +1/+1 to their roll for every 10ft of height over their target area, up to a maximum of +4/+4.

(Example: Janus the Assassin is on a rooftop across the street when he sees his quarry come into the dining room of the building across the street. The room is one storey below him, and about 20ft away, but Janus is no ordinary man. Using his incredible powers of Athletics, he gets a run-up and leaps for the window. He’s 10ft higher than the target window, which gives him +1/+1, and due to his exceptional powers he has other bonuses. First he rolls Dexterity + Athletics, getting 8 successes. Then he rolls Strength + Athletics and gets another 11 successes. In total he gets 19 successes and leaps around 19ft – one foot short of the window! With a scream to his gods, he plummets to the ground below…)

### Lifting & Carrying

Roll: Strength + Athletics

A character can comfortably lift about 10kg per point of Strength. This requires no roll.

If a character is lifting something particularly heavy, the Narrator may give him penalties of from -1 to -10.

A character can carry around 2kg per point of Strength without becoming encumbered. For each 4kg beyond this the character suffers -1 successes on all rolls. If the character ever gets more than -20 then he literally cannot carry the weight.

This assumes the character has a back pack, straps or some other system to easily carry the weight by. If they’re forced to carry the items in their arms, then they simply won’t be able to carry more than their hands or arms can hold (Narrators should use logic with regard to this). And if their arms are full, they’ll get tired really quickly.

(Example: John Tillworth is trapped underneath a fallen piece of masonry. It’s pretty heavy, so the Narrator decides that he will suffer a penalty of -3 to his roll. The first attempt fails, and so he suffers a further -1, making it -4. The second roll also fails. Now he’s getting tired. The penalties are now -5. The third attempt finally manages to get 1 success.)

### Swimming

Roll: Strength + Athletics / Constitution + Athletics

Remember that swimming is actually pretty slow. Even Olympic swimmers only go at walking pace. Typically to swim a whole race would require an Extended Action, with perhaps a total of 20 successes needed to finish a 100 metre race. Whoever achieves the successes first manages to win the race.

If pursuing another person, the character must make an Extended Opposed roll against them, typically needing from 5 to 20 Successes to catch up to them, though 10 is about average.

If pursuing an object, such as a boat, piece of driftwood, floating barrel and so forth, the Narrator must first determine if it’s even possible that the character can catch up with it. If so, he should work out how many successes are required and how many rounds the character has before the object is gone.

Constitution + Athletics is used for endurance-based swims.

(Example: Jaramir is pursuing a crate that is floating downstream about 20 metres away. The current is fairly swift, but not violent. The Narrator decides that Jaramir will suffer -3 to his rolls because of the difficulty of just keeping up, and he will need 10 successes total to catch up with the barrel. If he fails by a cumulative total of 10, the crate is too far away to reach).

### Climbing

Roll: Dexterity + Athletics / Strength + Athletics / Constitution + Athletics

For short climbs, roll Dexterity + Athletics and Strength + Athletics.

For endurance climbs, roll Constitution + Athletics.

**Dexterity** is primarily used to position the body, get the handholds and move past a difficult area (such as climb a drainpipe, clamber above a rocky outcrop or some other difficulty).

**Strength** should be used together with Dexterity to pull oneself up or hang on in a precarious spot. It takes a lot of strength to do mountain climbing, for instance.

**Constitution** is used for long periods of time, for sheer endurance, like climbing up a steep slope for six hours.

All three can and should be used in conjunction with each other as part of the Extended Actions that take place.

Falling occurs when a character fails a climbing check, or Bungles.

Once a character starts to fall, he may make one Dexterity + Athletics check to grab hold. This usually suffers a penalty of from -1 to -5.

If he fails this check, then he falls. When he lands, he’ll take falling damage. If he’s a long way up, this will almost certainly kill him.

(Example: Janek has been climbing a mountain all day. It’s not exceptionally treacherous, so the Narrator tells him to make an Extended Constitution + Athletics check, rolling per hour, needing 20 successes total to reach the top. Janek makes 6, 7 and 3 successes, then fails on the fourth roll. Because he’s gotten 16 successes total, he’s nearly at the top- but then he slips, and starts sliding back down the slanted rock face he’s on. He has one chance to catch hold. He needs to roll Dexterity + Athletics, and because it’s difficult, he has a penalty of 5! Rolling, he gets 6 successes! So, after subtracting 5, that’s just a bare 1. Just as tumbles off the edge, he catches hold with his fingers. Looking down, he sees the slope is sheer and the valley floor yawns below. Now to pull himself up he can roll a Dexterity + Athletics check with a -3, because it’s still very difficult. He rolls, and gets 5 successes. Subtracting 3 means he gets 2 successes total.)

### Throwing

Roll: Dexterity + Athletics / Strength + Item

This is when a character is throwing an item that is not strictly speaking a weapon, such as a rock, a cannonball, a chair, computer, book, branch, etc.

Roll Dexterity + Athletics to strike.

Once the object has struck, roll Strength plus a die for the item as Damage. The item’s die will be at a level of 1-10, depending on how heavy, sharp or lethal it is. This is up to the Narrator.

The attack will be at the Hardness Rating (HR) of the thrown object (see the Combat Chapter).

This counts as an attack, so it has Carryover Damage, which will be gone over in the Combat Chapter.

If the object is particularly heavy or difficult to throw, the Narrator should inflict penalties on the roll (from -1 to -5).

(Example: Joe has been chased by enemy soldiers for several days. Now, hiding in the woods, he sees a jeep on a road, with two soldiers loitering around it. Picking up a pebble, he decides to throw it onto the other side of the clearing, making a diversion for him to steal up to the jeep. The Narrator decides it’s not too difficult, so doesn’t inflict a penalty. Joe rolls Dexterity + Athletics and gets 4 successes. The pebble lands a little short of where he wanted it, but makes a bit of noise. The Narrator now rolls for the soldiers’ Awareness + Deduction to see if they’re taken in by it. They need to equal or beat 4 successes or they’ll move in that direction, thinking something’s there.)

### Fatigue

Roll: Constitution

When the character is performing exhausting actions like a marathon or long rounds of boxing, for instance, he’s going to get pretty tired.

This would also apply for **exposure** to the elements, such as walking through a desert or a snowstorm.

To see if a character is getting affected by exhaustion, the Narrator should have him roll Constitution checks.  
For combat, roll a Constitution check around every minute.

For gruelling endurance exercise, roll a Constitution check every half hour or hour.

Every check beyond the first has a penalty of -1.

Every time the check is failed, the character suffers -1 successes on all rolls.

If ever the penalties equal the character’s Constitution, then he collapses. If the penalties go above -10 then the character dies.

Bungling means the character suffers -2 instead of -1, collapses, possibly suffers heatstroke or hypothermia and could die if no help is given him.

In excessive heat or cold, the Narrator should apply a penalty of from -1 to -5.

Recovery

Recovering from exhaustion is simple enough.

If the character is fatigued from combat, every minute of rest will remove a -1 penalty.

If the character is fatigued from an extended period of exhaustion, such as a gruelling march, every hour or every day (depending on how long he was exhausted for) will remove a -1 penalty.

### Hypothermia and Heatstroke

Roll: Constitution

When a character is exposed to extreme cold or heat, he should make Constitution checks not to suffer penalties.

Depending on the severity of the conditions, the Narrator may choose to have him roll every hour, three times per day, or once per day. Typically for extremeheat or cold, like walking through the Sahara or through a blizzard, the character should roll every hour.

For being immersed in freezing water, the character should roll every *minute*. It doesn’t take long for a person to lose all feeling in their extremities and then become too clumsy to even light a fire.

Each roll beyond the first suffers an additional -1 penalty.

Each time a roll is failed, the victim suffers -1 to all rolls (this penalty does not apply to his Constitution checks).

Resting out of the elements and taking adequate measures to keep warm or cool allows the character to recover a single -1 penalty at the same rate (every minute, every hour, 3x per day, or daily).



### Driving

Roll: Dexterity + Pilot

Characters can drive anything for which they have taken skill levels.

If they are attempting to drive something which is similar to what they know how to drive (for instance, driving a truck instead of a car), then they can attempt it with their Skill level at 0.

If they’re trying to drive something for which they have no familiarity at all, they must make an Intelligence + Mechanical check to try to work it out. Depending on how difficult it would be, the Narrator might give them a penalty of -1 to -5. If they fail, then they can’t work it out (they can try again, but they incur a penalty of -1 each time).

Even if they succeed on the Intelligence check, their Pilot skill will count as 0, and they will still suffer -5 on all Pilot checks with it.

Normal driving requires no checks, because it’s simple enough. Checks are only required when a character is driving under pressure – such as when being shot at, or pursued at speed.

A failure in any roll indicates that the driver has temporarily lost control, and that the vehicle is skidding, spinning, has stalled or is heading straight for something bad. Another Dexterity + Pilot check must be made immediately, with a penalty determined by the Narrator (from -3 to -5 is typical).

A Bungle indicates something catastrophic has occurred. They’ve run into a fence, flipped the car, hit an oncoming vehicle, or some other possibly-fatal event.

### Forcing Entry

Roll: Dexterity + Rogue / Strength + Athletics

Forcing entry can be done sneakily, by jimmying a door, picking a lock, or some other unobtrusive way. In this case, one would roll Dexterity + Rogue.

One can also just literally break into a place, kicking down a door, smashing through a window and the like. In this case roll Strength + Athletics as an Extended Action.

Typically the character must get 10 successes on their roll, unless it’s particularly difficult – in which case they made need 15 or 20.

More difficult and tough objects will also inflict penalties on the roll.   
For instance, to break open a metal door with your shoulder might incur a penalty of -5 for each roll. It’s pretty difficult to do! The Narrator should use his judgement on this.

### Wilderness Survival

Roll: Intelligence + Wilderness / Awareness + Wilderness

This covers everything from making snares and traps, to hunting down prey with bows or rifles, and includes pit traps and the like.

**Intelligence** is used for making traps. **Awareness** is used for hunting, tracking prey and the like.

The Narrator should make the character roll as an Extended Action, with one roll per hour or if the hunt is happening over a while, from 3 to 5 rolls per day.

The character needs from 10 to 20 successes.

In difficult situations he should inflict a penalty of between -1 to -5 on the player’s roll.

For instance, in the frozen tundra there is little prey – the character would need to get 20 successes, and he would have a penalty -5! You could hunt for days without finding a thing.

Tracking humans can be attempted this way too. Roll Awareness + Wilderness opposed by the tracked human’s Intelligence + Wilderness.

This is an Extended Action that can take place over days. The successes required are usually from 10 to 20.

Hunting dogs can be used to help follow a trail, so long as the tracker has items with the quarry’s scent. If so, he should roll a Charisma + Animal Handling check before each day, with each success giving +1/+0 to his tracking checks for that day.

### Making a Shelter

Roll: Intelligence + Construction / Dexterity + Construction

Depending on whether the structure is large and complex, or small and simple, the Narrator may call an Extended Action, or simple allow the shelter to be made with a single roll.

A simple construction, such as a lean-to of twigs, can be made with a single roll of Intelligence + Construction, with the number of successes indicating how well it is made.

A more complex construction (such as a walled hut) should be rolled for with Intelligence + Construction and Dexterity + Construction alternately as an Extended Action. Around 20 successes would be required for a simple construction (a hut), whereas 40 successes would be needed for a more complex creation (a house) and so on.

If the construction is particularly difficult (i.e. there are few materials, few tools or the character is by himself and so has no help) then the Narrator should inflict a penalty of between -1 to -10.

Failure indicates there is some design flaw, and the character suffers a penalty of from -1 to -5, depending on how complex the construction is. This penalty applies to each subsequent roll. More than one failure ruins the construction altogether.

### Stealth

Roll: Dexterity + Stealth

Stealth is usually rolled for with Dexterity + Stealth.

When trying to sneak past someone else, one must roll as an Opposed Action, against their Awareness + Observation.

If it’s a fairly long distance it should be rolled as an Extended Action.

The Narrator should also inflict penalties on the sneaking character if the place is well-lit, open or otherwise hard to sneak through.

(Example: Nate is trying to sneak past a pair of gangers so he can steal some food. It’s fairly well lit with fires, so the Narrator gives him -2 to his roll. He needs 5 successes to get past them both. Nate rolls Dexterity + Athletics and gets 7 successes. The Narrator rolls for the gangers and gets 5 successes, so Nate only manages to get 2! He’s halfway there, and directly behind them. He rolls again, and gets 4. They roll again, and also get 4. A failure! He bumps a metal drum. One of them starts to turn…and Nate decides to duck behind the drum. He wins on Initiative, and gets 6 successes for his Stealth check. The gangers have a cursory look, and only get 5 successes. Nate still succeeds by 1, and manages to stay hidden and alive – for now.)

### Tailing

Roll: Dexterity + Stealth / Charisma + Stealth

Tailing is the art of following someone without them noticing you’re there. This can either be surreptitiously as part of a crowd, or stealthily and quietly, slipping from shadow to shadow.

To “casually” tail someone without them noticing, roll Charisma + Stealth, opposed by their Awareness + Deduction. The Narrator should ensure the character makes a roll every few minutes, or every few rounds if they’re really close and the tailed subject is very edgy.

To stealthily tail someone, roll Dexterity + Stealth, opposed by their Awareness + Observation. Again, the character should roll every few minutes, or every few rounds if he’s quite close and the tailed subject is on the lookout.

### Fixing Stuff

Roll: Intelligence + Mechanical / Dexterity + Mechanical / Awareness + Mechanical

This encompasses fixing any sort of mechanical thing, like a car, boat, plain, train or whatever.

This would also apply for sabotaging mechanical objects, or for finding a weak point in a machine.

**Intelligence** is used for most checks.

**Dexterity** is used for tricky, fiddly stuff that takes real skill. This should only be used for important things – like a delicate device that might explode if handled wrongly.

**Awareness** is used when trying to work out what’s wrong with an object, or to see how to sabotage an object (i.e. where’s the one place I could hit it with my grenade…?)

This is usually an Extended Action, and the Narrator should work out the successes required to fix or sabotage the item. Apply penalties for a weird, difficult or unfamiliar item.

### Security Systems

Roll: Dexterity + Rogue

This is used when picking locks, jacking cars, bypassing an alarm system or getting through a security system.

Roll Dexterity + Rogue as an Extended Action, against a number of successes determined by the Narrator.

Typically 1-5 successes will mean a temporary success, delaying the alarm system, hotwiring the car for a few seconds, etc. This will make the item delay or function as desired for 1 round per success.

6-10 successes will mean the action has fully worked, though again, only at 10 successes is the action flawless. Less than that means there might be a few problems with the car (penalties to Pilot) or there might have been a slight glitch to let security guys know something was up (could make an Opposed Awareness + Observation check).

## Social Actions

Social Actions are those that require interaction with people. Persuading, charming, seducing, intimidating are all social actions.

### Beauty

Beauty can be a fantastic asset, and lack can be a terrible liability.

At level 7 and each level above, Beauty gives +1/+0 to all Social interaction rolls with others that involve trust, friendliness, and so on.

At level 4 and each level below, Beauty gives -1 to all Social interaction rolls with others that involve trust, friendliness and so on (so, at Beauty 2, they suffer -2).

However, at level 4 and each level below, Beauty gives +1/+0 to all Social interaction rolls relying on fear and intimidation.

### Persuasion

Roll: Tact + Diplomacy / Charisma + Diplomacy

Opposed by: Resolve + Diplomacy

Persuading others to do things relies on words and charm.

To persuade another with words, reason and logic, roll Tact + Diplomacy. This is Opposed by the other person’s Resolve + Diplomacy. It is also an Extended Action. If either character reaches 10 successes, they defeat the other person’s argument and convince the other person.

To persuade another with charm alone is another tactic. This is rolled for with Charisma + Diplomacy, the same way.

The Narrator should determine what the character needs to roll – whether charming is required, or logical words.

### Intimidation

Roll: Strength + Intimidation / Tact + Intimidation

Opposed by: Courage + Intimidation

Intimidating others is a bit of an art, that can rely on sheer physical strength, or words and threats. Quite often the most intimidating person of all is the one who is quietly spoken – yet who means *every* word.

Intimidating with physical strength, force, and the threat of physical pain and injury is done with Strength + Intimidation.

Intimidating with threatening words, insinuations and so on is done with Tact + Intimidation.

The target of the intimidation may roll to oppose with Courage + Intimidation. Every success gained by the intimidator gives a fear-based bonus of +1/+0 on other social interaction rolls to persuade or command the target.

### Seduction

Roll: Beauty, Tact & Charisma + Seduction

Opposed by: Resolve + Deduction

Seduction can be done in a number of ways. In essence it is the art of making another fall in love or lust with oneself, and then using that to manipulate them. It can be a powerful tool.

**Beauty** is used when the seducer is using his/her physical body, elegance and sheer attraction to charm another.

**Tact** is also commonly used, when the seducer is charming another with witty conversation, insinuations, jokes and other means of increasing the attraction and tension.

**Charisma** is used when the seducer is trying to charm another with smiles, sheer magnetism, or even just a certain *feeling*.

Every success gained by the seducer gives a bonus of +1/+0 on all social interaction rolls with the character. This bonus is based on desire, lust, awe and admiration – if the seducer then tried to Intimidate the subject, the bonuses would be lost. Narrator should use discretion on what’s appropriate.

All three can be used in the same seduction attempt. Typically Beauty is used first, followed by Charisma and then Tact. This is an Extended Action, opposed by the target’s Resolve + Deduction.

### Lying

Roll: Tact + Deception  
Opposed by: Awareness + Deduction

Lying is quite an art. It requires the liar to have conviction in his words, and to be an exceptional actor.  
For an important lie, this should be made an Extended Action (rolled until one person gets 10 successes). However, if it’s not particularly important (a white lie), just roll once.

Depending on how many successes are gained by the liar, the tale is more or less convincing.

If either person reaches 10 or more successes, they succeed in either convincing the other person that their lie is the truth, or they realise that the person is speaking lies.

### Leadership

Roll: Charisma & Tact + Command

Opposed by: Resolve + Command

Getting others to follow your leadership takes some real persuasiveness.

**Charisma** is used when inspiring others to follow your lead. *“Follow me to the gates of Hell!”* This is also used when issuing a command in the heat of battle, *“Storm the breach!”*

**Tact** is used when persuading others of the quality of one’s plan, instructing others on what to do, convincing others to follow one’s lead, and so on.

When another person doesn’t want to follow a person’s lead, then they get to roll an Opposed check. Typically whoever gets more successes wins the contest of wills, but if necessary the Narrator should make it an Extended *Action (for instance, if the leader is trying to command the troops to charge a hill, but their sergeant is refusing to follow the order).* Whoever gets 10 successes first wins.

### Performance

Roll: Dexterity, Charisma or Tact + Perform

A performance can be any sort of thing. It could be a rousing speech, a skilfully played song, a dance, or anything that entertains, enthrals and inspires.

**Dexterity** is used for things like dances and musical instruments.

**Charisma** is used for things like songs or acting. It can also be used for a rousing, emotional speech.

**Tact** is used for speeches that rely primarily on words and reasoning (“We will fight them on the beaches. We will fight them on the shore. We shall never surrender!”).

### Speaking to a Crowd

Speaking to a crowd is a fair bit more difficult than speaking to one or two people.

The character may be speaking to them with a Performance roll (a rousing speech), or with a Leadership roll (“follow me to war!”), or whatever.

A **performance** can be used to inspire or move people, as persuasion, or to convince them that a cause is just, and so on. It increases morale, resolve and unity amongst people.

If used to persuade people of someone’s argument, then every 2 successes gained on the Performance check will give +1/+0 to the persuader’s check. Roll once.

Similarly, if used to persuade people *not* to follow someone, every 2 successes will give -1 on the persuader’s check. Roll once.

### Sensing Motive

Roll: Awareness + Deduction

Sensing Motive is used to detect when others are lying, or twisting and bending the truth. It can be used to see what’s in it for someone else – why are they being so nice and friendly? Is there something going on?

Sensing Motive is rolled as an Opposed Action against another’s persuasion or lying attempt. However many successes are gained determines how much of an insight the person gains.

If the persuading person is actually telling the truth, then the character only needs to gain 1 success to deduce this.

## Mental Actions

Mental Actions are those that rely on one’s mind, thoughts, intelligence and wits. These are things like investigation, understanding a complex theory or algorithm, using science and mathematics, and so on.

### Wisdom

Wisdom is often rolled by itself. It is used to represent patience, as well as good judgement and restraint.

Characters with low Wisdom are impulsive. When faced with some object of desire (a woman, a game of poker, a scam, treasure, liquor, or whatever) the character must make a Wisdom check.

Characters with low Wisdom also tend to have a short fuse. They must make Wisdom checks not to burst into rages when provoked (If another is intentionally trying to provoke them, they should make an opposed Wisdom + Deduction check.).

A Fail indicates that he goes after the desired thing or person, even if he analytically knows it’s probably a bad idea.

When forced to be patient, the character must also make Wisdom checks. Those with low wisdom will tend to fidget, hum, rock on their chairs, and so forth. Often they end up doing dumb things out of pure boredom (pushing the big red button).

At Wisdom 4 and each level below, the character suffers -1 on checks to resist scams, cons, seduction and persuasion.

### Art

Roll: Dexterity, Intelligence & Wisdom + Perform

Art is an extremely varied field. It encompasses painting, writing, drawing, acting, singing, and so on.

By this definition of art, we are more specifically referring to non-social forms of art, such as painting, drawing, weaving, making beautiful items and so on.  
If one is attempting to make a serious piece of art, something like a masterpiece, at least 3 rolls are required.

**Intelligence** is first rolled to get an idea of the piece.

**Dexterity** is then rolled to see how good one’s skill is.

**Wisdom** is rolled last to see if the character has enough patience and discipline to finish the job properly.

The Extended Action usually requires from 10 to 20 successes at the least, though for particularly difficult pieces the Narrator should increase that amount. If it’s a very large piece, he should have the player roll more than three times, allowing maybe one roll per day or whatever seems appropriate.

One could roll **Construction** instead if the character is making something like an engraving, or an ornate bit of scrollwork on armour, for instance.

The number of successes gained *beyond* the required number of successes determines how masterful the artwork.

### Scavenging

Roll: Intelligence, Awareness or Luck + Investigation

Sometimes, when you’re starving and desperate, your only option is to scavenge, looking for food anywhere you can find it.  
Sometimes, too, people need to scavenge for mechanical parts, for useful items (like bullets), or whatever else they need.

**Intelligence** is used to figure out where the stuff might be, or how to access it. This is usually only rolled when it’s a difficult and complex situation – such as needing to find a way to disassemble large machinery, or get through to a blocked-off area.

**Awareness** is more commonly rolled, and is used when actually looking for the items.

**Luck** can also be used to determine how good the find is.

The Narrator should determine what penalties are appropriate.

Scavenging is an Extended Action if it takes place over a few hours or days.

### Hacking

Roll: Intelligence or Luck + Computer or Investigation

When one needs to bypass a security system, get through a computer firewall, investigate confidential files or information, plant viruses and so on, it is called Hacking.

**Intelligence** is used when bypassing systems, breaking codes, hacking into secure servers, and so on.

**Luck** can be occasionally used – for instance, on a random guess for a password, or for how much data has been recovered of the type they need.

Computer and Investigation can be rolled interchangeably. Computer is used to get past systems, set up viruses and so on, whilst Investigation is used to search for information that is needed.

The Narrator should determine the penalty.

### Perceiving a Threat

Roll: Awareness + Observation, Wilderness or Deduction

Observing a threat before it’s on you is an important skill.

When trying to detect someone sneaking up on you, or trying to ambush you, roll Awareness + Observation, opposed by their Dexterity + Stealth.

When in the wilds, one can often notice small things that are incredibly important – such as a flock of birds taking flight, animal tracks, signs of a struggle and so on. In this case roll Awareness + Wilderness.

When in the streets, or around people (for instance, being followed), one can roll Awareness + Deduction, opposed by their Charisma + Deception to notice if others have malicious intent.

### Ambushing

Roll: Intelligence + Military / Dexterity & Wisdom + Stealth

Ambushing is the art of setting up a surprise attack on an unsuspecting enemy, hopefully mowing them down before they can muster a response, then probably looting them and carrying on. Ambushes usually happen *fast*, and if successfully orchestrated, can be truly devastating. However, they take a fair bit of planning, discipline and wits.

Intelligence + Military is used when setting up the ambush. Finding an appropriate place to attack, positioning all of the men in the correct spots. This should usually be an Extended Action (a good method is to allow three rolls, needing 10 successes total).  
The Narrator should work out the advantages for a good Intelligence + Military check – such as choke points, highly defensible positions, really hidden places, good avenues of escape, and so on.

Dexterity + Stealth is used when hiding, waiting for the victims to come along. If they spend a fair bit of time working on their camouflage, they should make an Extended Action of three rolls. This is opposed by the victims’ Awareness + Observation (but their victims only get 1 roll).

If the ambush is successful, the number of successes gained count as a Sneak Attack (see the Combat Chapter).

Wisdom + Stealth is used for patience. It’s a bad thing to light up a cigarette or laugh at a joke just as the enemy troops come around the corner – that would be a Bungle.

## Spiritual Actions

Spiritual Actions are those that rely on one’s life essence, the power of one’s inner self, his sheer intention, guts and that quirky thing known as “luck.”  
Spiritual Attributes are used a bit differently to the other Attributes. They are not usually used together with Skills, but are instead often used by themselves, and used to resist magical and mental attacks or trials.

Spiritual Attributes also represent the ability of heroes to just sort of “glow” things right. Somehow they manage to get what they want, overcome insurmountable obstacles or survive amazing odds.  
Furthermore, Spiritual Attributes can be temporarily spent, as detailed below:

Spiritual Attributes can be temporarily “spent” for a particular gain.

Spiritual Attributes recover at a rate of 1 point of one Spiritual Attribute of the player’s choice per 3 hours.

If a character performs a particularly heroic feat, or manages to overcome some incredibly difficult adversary, the Narrator should reward him with the recovery of 1 level for each Spiritual Attribute.

### Making Checks with Spiritual Attributes

Checks are always made with the Current Statistic of Spiritual Attributes.  
(So if one’s Courage is normally 6 but has been reduced to 3, one must now roll at level 3).

However, when using Spiritual Attributes to make a Saving Throw or when using Spiritual Attributes in a Power, the Base Statistic is always used.

When a character needs to make a Spiritual Attribute *check*, he may instead choose to spend a single point of the Attribute. However, he must declare which he is going to do *before* rolling. He can’t roll and then choose to spend a point.

### Resolve

A single point of Resolve can be spent to gain a bonus of +2/+2 on a single roll. No more than one point of Resolve can be spent in this way on one action (so Resolve cannot be spent to Strike and then for Damage too).

Resolve checks should be made when one is attempting to maintain a course of action despite doubts or the persuasion of others. In such a case one could roll Resolve + Diplomacy to counter-argue.

Resolve is quite often used as a Saving Throw against spell effects. Where this is the case, it will be listed in the spell.

### Courage

A single point of Courage may be spent to negate all a character’s Physical Penalties for 3 Rounds. Note that this does not negate circumstance penalties (such as being tied up), or Saving Throw based penalties.

A single point of Courage may be spent to give a character 3 Eldritch temporarily.

A character can negative on his HP equal to his Base Courage.

A single point of Courage can be spent to enable a character to negate all physical penalties related to exhaustion, damage, tiredness, heavy loads, etc., for one round.

A Courage check must be made when faced with something truly horrifying, like the grisly corpse of a friend, or something which is truly terrifying to the character. A penalty of from -1 to -5 may apply, depending on the severity of the find.

A Courage check must be made to endure pain. This could be to stop oneself making a noise that would give the character away, despite having broken his ankle, or it could be to endure torture without giving away information, and so on.  
The penalty on the roll is equal to the total damage penalties inflicted on the character (so from 0 to -5). But if particularly painful areas are targeted (eyes, groin, throat, etc.) then the penalty may increase by -1 or -2.  
A Courage point may also be spent to automatically succeed on this check.

A Courage check can also be rolled to be able to sleep or keep calm under frightening or stressful conditions. Alternatively a Courage point could be spent.

### Luck

A character may spend a point of Luck to make a single re-roll. Bungles may not be re-rolled.  
If a character had already used a point of Resolve on the roll which he is now re-rolling, the Resolve bonus no longer applies.

A character may make Luck checks to see if he is generally lucky. For instance, if he’s looking for a nice item on the battlefield, he may roll a Luck check. A natural 10 is the best result, meaning something awesome has been discovered – whereas a natural 1 means that he’s found something *terrible* and probably life threatening.

A character may make a Luck check to prevent a Bungle. He may not spend a point to automatically succeed on this.

### Resisting Pain

Roll: Current Courage + Athletics

When under intense pain, such as when being tortured, or when holding onto a rock ledge that’s tearing at your fingers, the character must make a Courage + Athletics check to resist giving in, letting go, etc.

Failure indicates that the character simply cannot bear the agony, and gives in to the demands of his captors, lets go of the ledge, and in general caves in.

Alternately he could spend a point of Courage to automatically succeed for that roll.

### Resisting Fear

Roll: Current Courage + Command/Sorcery

Life can be scary. Particularly when you decide to do something that appears pretty well suicidal (charging a dragon for instance). Sometimes, even despite our best intentions these things can be a little difficult for us to overcome.

In this case, guts, gumption and possibly downright stupidity (or optimism) are required.

Things that might require this check to be made include: running into a firestorm, diving into an icy lake, breathing in potentially poisonous fumes, holding on whilst a wave of cavalry are charging you.

Failure indicates the person cannot do the action that round. Or they retreat (even just a few steps) from where they were. That is their action!

Further, if another character is actively trying to intimidate you, then you must make this roll as an Opposed check.

Failure in this case would mean the character is unnerved, suffering -1 to all rolls for 1 round per success gained in the Intimidation. If the Intimidator gets more successes than the victim’s Base Courage, then the victim is totally paralysed with fear and cannot attack, can only defend, and will suffer -2 to all actions against the aggressor. And they will probably run for their lives, or at least cower.

One can spend a point of Courage to automatically overcome things that would cause fear.

When faced with supernatural causes of fear (such as extremely freaky events, the undead, demons, dragons, sorcerers, etc.), the character should roll Courage + Sorcery to resist the effects of the fear. It is up to the Narrator if and when to have the character make a check (usually if they haven’t come across such a thing before).

# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Will O'Brien\Will O'Brien Final1\Smaller Pic Sizes\Giant and Archer.jpg -9- Combat

### Combat Sequence

A

ttacking another person in combat is an Action just like everything else.

Combat Actions take place in a Round. Each attack proceeds in turn order according to who rolled higher for their Initiative.

The sequence for determining a physical attack is as follows:

Attacker rolls to Strike.

Defender rolls for any Defensive Actions he chooses to take.

The attack hits or misses.

Attacker rolls for damage, including any Carryover Damage bonuses (see below).

Defender rolls to Absorb, factoring in the comparative Hardness Rating of the weapon, against his own Hardness Rating (HR).

However many remaining successes count as damage for the defender.

A non-physical attack, such as a magical attack targeting the mind (enchanting someone, hypnotising them, possessing them, and so on) occurs much the same way:

Attacker rolls for the power.

Defender rolls for any Defensive Actions he chooses to make.

The attack succeeds or fails.

Defender rolls an Absorb check or Saving Throw.

The number of remaining successes determines the effect.

At the next interval, the defender may attempt another Absorb and shrug off the effects of the spell, if allowed.

### Absorb

Absorb is a special type of Action. It is one’s natural ability to take hits, impact or damage and remain unaffected. Such as when a strong guy is hit in the arm – he felt it, but it doesn’t slow him down any. Tomorrow it might hurt a little – maybe.

A character can Absorb physical damage.

A normal Absorb roll uses 1 die and is a Free Action. He rolls it Opposing the damage dealt to him, or the number of successes gained on the spell or supernatural effect. No penalties ever count on this roll.

Armour usually uses 2 dice to Absorb. This is still a Free Action. If the armour does not Absorb all the damage, then the damage is dealt to the character, and he may attempt to Absorb, if possible.

### Saving Throw

A Saving Throw is kind of like an Absorb check. It is a Free Action which represents the basic resistance of a person to magical attacks.

Saving Throws are made against Magical Attacks that are not physical attacks, and so cannot be Dodged or Defended against normally.

A character can always make a Saving Throw with 1 die as a Free Action.

If a player wishes, he may turn the Saving Throw into a Defensive Action, and use 2 dice to Save.

The dice to be rolled for the Saving Throw are detailed under each spell. The extra die is listed in parentheses.

### Different Types of Combat

There are many different ways to fight. It can be physically, with hands, knives, swords and bows. Or it can be mechanically, with guns, bombs, crossbows or even catapults. It could even be magically, with spells that burn, or that twist someone’s mind. Or the attack could be something designed to trip, stun or surprise someone, but not particularly hurt them.

### The Attack

First things first, have a look at what sort of attack the character is making.

When attacking, one rolls at least two dice: one for an Attribute, and one for a Skill.

### Physical Attacks

For physical attacks such as punches, kicks, biting, swords, knives, axes, spears, bows, guns and even grenades, roll **Dexterity +** the appropriate skill to Strike.

For specific examples of this, see the “Combat Manoeuvres” section later in the Chapter.

#### Magical Attacks

For magical attacks, roll what is called for under the description of the Power. This always involves an Attribute and the Power.

Some Magical attacks can’t be Defended against except with one’s mind. In this case, the defender may make a Saving Throw against the attack as detailed above.

### Defensive Actions

#### Physical Defences

Defending against physical attacks requires **Dexterity** + the appropriate skill.

Defender always wins ties.

The types of defensive actions possible are listed under Combat Manoeuvres.

#### Magical Defences

Defending against magical attacks of a physical nature are dealt with in the same way. Usually these are treated as missile attacks (for instance, a lightning bolt), and so the defender rolls **Dexterity** + **Dodge** or **Dexterity + Parry** to defend.

#### Counterspell

A counterspell is where a sorcerer attempts to use a spell to defend against another spell.

For instance, a sorcerer with the power of Pyromancy (command of fires) may be attacking another sorcerer with the power of Hydromancy (the command of water), and they are near a body of water. The Pyromancer is attempting to fire a bolt of flame at the Hydromancer, who decides to summon a spout of water to get in the way.  
How do you determine who wins?

The Narrator should determine if the attempted counterspell is possible. (For instance, in the above example a character with the One With Nature Power couldn’t do anything to prevent the incoming attack).

If it is possible, he may allow the defender to use the action as a Defensive Action (just like a Dodge or Parry). Though the required Eldritch must still be spent.

If the attempt is difficult (for instance, in the above example, the water is a fair distance away, or it’s only a small puddle) then the Narrator should apply penalties to the defender.

The attack is carried out exactly as any attack. If the attacker gets more successes than the defender, after calculating modifiers, then the attacker wins. Defender wins ties.

### Damage

Damage only occurs with physical weapons, including spells that create physical effects – such as fireballs, lightning bolts, or telekinesis.

#### Carryover Damage

Carryover damage represents the added effect that a more accurate strike has on the target. You can give someone a glancing punch to the face, or you can directly connect.

To represent this, after you have calculated the final number of successes you gained to hit, including having subtracted successes from any Defensive Actions, then subtract one from the total. This is your carryover damage.

Carryover Damage is the final number of successes gained to strike, minus 1.

Each point of carryover damage gives a bonus of +1/+0 to the damage roll.

Remember that this divides as evenly as possible between the two damage dice. If there are three damage dice, it only applies to the two basic dice.

(Example: Kronus leaps down from a boulder onto a passing Magister, and strikes him with his axe. The Magister sees him coming and uses a Defensive Action to Dodge. Kronus gets 8 successes, and the Magister gets 4. Kronus’s final number of successes is 4. Subtracting one for the basic hit, he has 3 carryover damage. Now he gets +2/+1 to his damage roll.)

#### Rolling for Damage

Roll two dice for damage. Each success gained inflicts a loss of 1HP from the target, unless the target Absorbs.

The type of dice rolled is determined by the type of attack, which is detailed under Combat Manoeuvres.

### Absorb

Absorb represents a character’s ability to “take a hit” and keep on coming. It’s the difference between getting hit once and knocked unconscious, or ignoring the hit and the pain and carrying on regardless.

After the attacker has rolled for Damage, the Defender may roll to Absorb.

Each point the defender fails to Absorb removes -1 HP from the Defender.

## Hardness Rating (HR)

All objects, including humans, have a Hardness Rating. This goes from 0 to 5, and represents how innately solid an object is. Some objects are simply incapable of harming others, for instance, no normal man could punch through solid steel, or even significantly harm it.

**Soft.** HR 0 is all soft targets. Sadly, this is mere humans with their soft and easily injured flesh. This is also our physical weapons: punching, kicking, biting, kneeing, are all HR 0. This is also all animals and organic life, such as leaves, flowers, and very small saplings.

**Blunt.** HR 1 are all hard, blunt objects that are not as tough as metal, but still far stronger than mere humans. This is all wooden objects, such as bats, sticks, trees, staffs, tables, doors, and so on. It is also bricks, rocks, knuckle dusters, and so on – all those blunt, hard objects. Whilst blunt metal objects would deal HR 1 damage, they would themselves be HR 2.

**Sharp**. HR 2 are items of metal. Swords, knives, axes, maces, arrows, spears, spiked knuckledusters, etc. This is also metal armour as worn by medieval knights or ancient soldiers. Metal is HR 2 when Absorbing damage. There are some blunt metal weapons that only deal HR 1 damage, but these are only the smaller weapons. Truly heavy metal items are actually HR 3.

**Fatal.** HR 3 are all items designed to kill with ease. These weapons are so deadly that they make a mockery of armour and even punch straight through some walls. These are shotguns, rifles, pistols and submachine guns as well as maces, warhammers, mauls and crossbows. Most modern armour, sandbags and armoured cars are HR 3.

**Destructive.** HR 4 items are powerful enough to blast down buildings, punch through brick, concrete and metal. These are heavy firearms – .30 calibre machineguns, napalm, .50 hunting rifles and also light catapults, ballistae, massive rocks, and so on. Objects of HR 4 are APC’s, Hum-Vees and other vehicles that are largely bulletproof, as well as the thick stone walls of most castles.

**Annihilating.** HR 5 items are the heaviest of usable weapons and equipment, able to destroy houses, large buildings and even blocks at a single strike. This stuff is immune to small arms, and can lumber through a battlefield with impunity. HR 5 weapons include grenades, rocket launchers, cruise missiles, SCUD missiles, battle tank cannon and heavy artillery as well as the breath, claws and teeth of some Dragons, as well as other huge nasties. Items of HR 5 are Main Battle Tank, Battleships, Cruisers, Ancient Dragons, ensorcelled golems and powerfully enchanted fortifications.

**Obliterating.** HR 6 objects are capable of levelling cities at a stroke. These are generally limited to nukes, the ground-shaking ordnance of space cruisers or an erupting volcano. Suffice to say, if anyone is caught up in such a weapon they will have no chance to live. At all. So forget about it.

### The Effects of HR

When dealing damage, one must always compare Hardness Ratings.

* **Equal**If the rates are equal, then damage is dealt normally, and the defender can Absorb as normal.   
  *(Joe and Bill are fighting over the last can of food. Joe hits Bill first. Both are humans, and so both are at HR 0. Joe deals damage normally, Bill Absorbs normally. Every success Bill gets subtracts 1 from the damage Joe dealt).*
* **1 Above**If the attacking weapon is 1 HR levels above the defender, then the defender halves the successes he gains on his Absorb roll (round down). Likewise if the defender is 1 HR level above the attacker, the attacker halves the amount of damage that he does.  
  *(Joe gets inventive and hits Bill with a stick. The stick is HR 1, which is 1 higher than Bill, who is 0. Therefore, when Bill rolls to Absorb, he halves the number of success he gains. When Joe does a huge leg-smacking hit for 4 Damage, Bill rolls to Absorb and gets 4 successes… but has to halve that down to 2.)*

**2 or More Above**If the attacking weapons is 2 HR levels or more above the defender, then the defender may not Absorb at all. Likewise, if the defender is 2 HR levels or more above the attacker, the attacker cannot damage the defender at all.  
*(Bill gets even and snatches up a kitchen knife, which he sticks into Joe’s chest. The knife is HR 2, which is 2 higher than Joe, who is 0. Therefore, Joe may not roll to Absorb at all. When Bill does 6 Damage, Joe can’t roll to Absorb and takes all the Damage.)  
 (Wulfgar strikes a mail-armoured warrior with his maul. The maul is HR 3, and the mail counts as HR 1 against blunt weapons. Therefore the soldier may not Absorb at all.)*

* **3 Or More Above**If the attacking weapons is 3 HR levels or more above the Defender, then it may very well obliterate them where they stand.   
  In this case, the weapon does an *extra* die of Damage. This is the same as its normal Damage statistic, and obviously cannot be Absorbed!  
  *(Joe gets a shotgun and turns on Joe. Poor Joe. The shotgun takes him right in the chest. Not only can Joe not Absorb at all, but the shotgun does an extra die of damage. Normally it does 8/8 – so two dice at level 8. Now it does 8/8/8! So* three *dice at level 8! Naturally, Joe puts a red hole through Bill’s chest…then crawls over to that last can of food to savour it in all its glory.)*

## Combat Manoeuvres

Combat is extremely varied. That is where there are number of different forms of attacks, and defences. Fighting is literally a form of chess, with each side trying to outguess and outsmart the other – however, with combat, intellect is not always necessary!

### Defensive Manoeuvres

### Dodge

Roll: Dexterity + Dodge

A Dodge is where the character is attempting to dive out of the way of an incoming attack. Usually this is an attack that he can’t stop by blocking or parrying – such as bullets, bombs or even dragon’s breath.

All Physical Attacks, including magical Physical Attacks can be Dodged.

One cannot Dodge a mental attack.

One can only Dodge an attack that he knows is coming. So a surprise attack cannot be Dodged (it’s a surprise, after all). A surprise attack can’t be Defended against at all!

Hurled weapons (such as thrown spears) may be Dodged normally.

To Dodge a bomb blast or grenade, the Narrator should have the character roll opposing the attacker’s throw, and also inflict a penalty of between -1 and -10 depending on how large the bomb is. If it’s really *huge* then he may simply be unable to escape its blast radius.   
A typical penalty to Dodge a grenade or other small explosive is -2.

### Parry

Roll: Dexterity + weapon’s Skill

Parrying is when one uses a weapon to prevent an incoming attack. Anything one could feasible stop or deflect with a weapon can be Parried. This does not include bullets (unless the character is really, really awesome).

Trying to parry bullets or other projectiles can be attempted, but it is extremely difficult. The Narrator should give a penalty of -2 for trying to parry arrows and -4 for trying to parry bullets or other super-fast projectiles. Against bursts that penalty increases by half, and against a full-clip spray the penalty doubles.  
(So, trying to parry a full-clip spray with a sword would be done at -8).

One can Parry hand to hand attacks (such as a punch). Roll normally. Each success gained, whether the attack is completely stopped or not, deals one point of damage to the would-be attacker.

(For example: Nahline is being grabbed by a street punk, but she parries his hand with her knife. He gets 6 successes to Strike, and she gets 4 to Parry. His Strike is reduced to 2 successes, but he also takes 4 damage! He must now roll to Absorb, if he can.)

Attempting to Parry a weapon that is one Size category larger can be attempted, but receives a penalty of -2 to the roll.

One cannot attempt to Parry a weapon that is two Size categories higher.  
  
(See the chapter “Advanced Rules” for rules on Size).

### Block

Roll: Dexterity + Hand to Hand

Blocking is simply using one’s arms or legs to deflect or prevent an incoming attack. Each success gained removes one success from the attacker’s roll. If the attacker ends up getting zero successes, then the attack is halted.

Against other Hand to Hand attacks, roll normally.]

Trying to block a melee weapon attack (like a sword) can be attempted, but it is difficult, and is done at -1 per Size category of the opponent’s weapon (see next Chapter, Advanced Rules). This is the same penalty as in the “Reach” rule, mentioned later.

### Grappling an Attack

Roll: Dexterity + Wrestling

Sometimes the best defence is to tangle up your opponent, putting them in a lock or some sort of hold so they can’t hurt you. Particularly if they’ve got a weapon, it’s better to hold onto their arm, rather than let them swing it at you!

Against incoming Hand to Hand attacks, the grapple is at -2.

Against weapon attacks, the grapple is at -4.

If the grapple succeeds, then the opponent’s attack is nullified, and the wrestle counts as having begun (therefore, the number of successes gained by the defender will give him that bonus to next round’s attack).

### Only Defending

If a character decides to spend their entire round doing nothing but Defending (Dodging, Parrying, etc.), then they don’t count as performing a Multiple Action.

Instead, for each attacker beyond the first, they suffer -1 on their Defensive Action.

If the Narrator is using Mob Rules, as detailed under the section *Situations,* then the Defender just rolls once, and suffers no penalties to his roll.

### Hand to Hand Manoeuvres

### Punch

Strike: Dexterity + Hand to Hand

Damage: Strength + Punch (+3)

There’s a lot of ways, but they all do basically the same thing. Hit the guy in the nose, the guts, the kidneys – whatever.

To target specific areas, see the chapter Advanced Rules.

### Elbow

Strike: Dexterity + Hand to Hand

Damage: Strength + Elbow (+5)

Modifier: -1

An elbow is a little more difficult than a punch, but hurts a lot more!

### Head Butt

Strike: Dexterity + Hand to Hand

Damage: Strength + Head Butt (+4)

Modifier: +1/+1

A head butt is really dangerous, particularly up close and personal.

If used from further back, it suffers a -2 penalty instead of the +1/+1 bonus.

### Knife Hand

Strike: Dexterity + Hand to Hand

Damage: Strength + Knife Hand (+2)

Modifier: +1/+1

A knife hand is a martial arts technique, striking someone with the edge of the hand, tensed so it is hard like a knife. It is exceptionally quick, usually used to target the neck or a pressure point.

### Snap Kick

Strike: Dexterity + Hand to Hand

Damage: Strength + Snap Kick (+4)

A snap kick is a really fast kick off the front leg, delivered to stun, surprise or knock back an opponent. Only a trained martial artist will know how to deliver this.

### Kick

Strike: Dexterity + Hand to Hand

Damage: Strength + Kick (+6)

Modifier: -2

Special Rule: *Knockback*

Booting someone really hard is not always very easy, but it sure can be effective.

A kick’s damage counts as the successes gained for the *Knockback.*

See the section *Extra Rules* for information on the special rule *Knockback.*

### Push

Strike: Strength + Hand to Hand

Damage: None

Special Rule: *Knockback*

Pushing someone back can be quite powerful, particularly if they fall on their face. This rule applies to all forms of pushing, including shoulder ramming or charging someone down.

This may be Defended against with an Opposed Dexterity + Athletics check if the player chooses.

See the section *Extra Rules* for information on the special rule *Knockback.*

### Sweep

Strike: Dexterity + Hand to Hand

Damage: None

Modifier: -4

Special Rule: *Knockdown*

A sweep is where a character tries to kick another person in the leg and knock them to the ground.

If it is not successfully Defended against, the defender will be Knocked Down and made Prone.

See the section *Extra Rules* for information on the special rule *Knockdown.*

### Wrestling Manoeuvres

### Basic Wrestling

Strike: Dexterity + Wrestling

Damage: Special

Modifier: -2 (unless already in a wrestle)

Wrestling involves a number of different moves – all of them involve grabbing the other person and choking the life from them or snapping their bones. Whilst all hand to hand fighting can injure, batter and maim, wrestling can and does kill with great ease.

Wrestling is difficult is a bit more difficult to start, and if done incorrectly will result in the character getting his face pounded in.

Wrestling is conducted like a normal attack. One person rolls to attack, the other rolls to defend (if he chooses to).

For every success the attacking Wrestler gets, he gains +1/+0 on his attacks in the following round. This could be a Hand to Hand Strike (such as punching or kneeing), or a Wrestling Strike (such as putting in a Choke or Lock).  
This bonus only lasts until the next round, and doesn’t continue to accumulate unless the character continues to perform wrestling attacks.

A victim may attempt to Dodge, Block or Parry to Defend the initial attack. However, once Wrestling has been successfully begun, it can only be escaped by the defender making a successful Dexterity + Wrestling roll as a Standard Action. The defender can attempt to attack the grappler normally, though usually only Small or Tiny weapons can be used (and usually Small weapons will suffer a penalty). Other hand to hand attacks may also be used, within reason (a flying kick would be impossible).

(Example: John is being attacked by a soldier, who goes to Wrestle him. The soldier wins Initiative and rolls Dexterity + Wrestling with a -2 penalty, opposed by John’s Dexterity + Dodge to escape. The soldier gets 6, and John only gets 2, which gives the soldier +2/+2 on his next roll. He’s managed to pin John on the ground, and is now about to start punching his face in. In the next round John gains Initiative and tries to wiggle free. He rolls Dexterity + Wrestling, and the soldier decides to spend his action keeping him there. The soldier gains +2/+2 on his roll, and manages to win again, by six this time. Next round the soldier gains Initiative, and because of last round’s successes he now gains +3/+3 on his Strike roll. He decides to punch in John’s face, and rolls Dexterity + Hand to Hand with the bonus. John has no choice but to try to Block with his hands. And so it goes…)

### Choke

Strike: Dexterity + Wrestling

Damage: Special

Modifier: -5

A choke is a special sort of Wrestling attack, whereby the attacker puts a lock of such strength on the victim’s throat that no oxygen gets to their brain. Within seconds the victim will be unconscious or dead.

A choke is more difficult to implement than most other types of holds, and suffers -5 for the initial Strike. However, once the choke is put in, this penalty no longer applies (so, when the victim is trying to escape, the wrestler gets no penalties on his roll).

A choke does no HP damage. Instead, the attacker rolls Strength + Wrestling, Absorbed by the victim’s Constitution. This counts as an Extended Action so long as the same choke has been put in place. If the attacker gets more successes than the victim’s Constitution, then the victim goes unconscious.

Each success the attacker gets on the choke also gives the victim -1 to all his rolls. If the choke is removed, the victim will recover quickly. Remove a single -1 penalty every round. Remember, an Absorb roll is not affected by Penalties.

If the wrestler continues choking after the victim has gone unconscious, then the rolls continue, but the attacker gets *maximum successes* because the defender can’t resist him. If the attacker gets successes equal to double the victim’s Constitution, the victim dies.

As his action the is only able to Defend against the choke. However, if he manages to succeed, he has broken the choke and no longer counts as being in a Wrestle (so if the attacker tries to put the choke in again, he’ll suffer full penalties).

A Choke does not count as Basic Wrestling! So when he gains successes on his Wrestling check, it doesn’t give him a bonus to next round’s roll. Instead, it does Carryover Damage.

This is an extremely effective tactic *if* the character uses basic Wrestling to begin with. First he must get himself into a good position, working his way around to get in a choke. If he manages to get 5 successes on his Wrestling check, and then gains Initiative in the next round, he’ll be able to put in the choke without any penalties at all!

(Example: Wulfgar has managed to get 5 successes on his last Wrestling check with a monstrous Rakesh, which has a Constitution of 8, and now he tries to put it in a choke hold. He manages to get 4 successes to Strike after the Rakesh’s Defensive Wrestling roll, so he gets +2/+1 Carryover successes. Now he rolls Strength + Wrestling Absorbed by the Rakesh’s Constitution. Wulfgar gets 9 successes, and the Rakesh gets 5, meaning he gets 4 successes total, and its eyes are popping out of his skull. It’s suffering -4 on all rolls due to suffocation. Next round the Rakesh gets Initiative and tries to wrench Wulfgar’s arms off its neck. However, it can only Defend against his attack. Wulfgar gets 8 successes this time, and it only gets 4, because of its penalties. This time when Wulfgar rolls for Damage he gets 10 successes and the Rakesh only Absorbs 3. With a shudder, it goes unconscious. Wulfgar keeps squeezing, getting his maximum of 16 successes. It fails to Absorb altogether, and because it has 8 Constitution, it is now dead!)

### Lock

Strike: Dexterity + Wrestling

Damage: Special

Modifier: -2 to -5

A Lock is much the same as a choke, with a bit of variety. Essentially, the wrestler is twisting another’s arms, legs or neck in a way that is *not* good for their health!

Again, the attacker suffers penalties to implement the lock because it’s quite difficult, and they should endeavour to build up their successes with Basic Wrestling first.

The attacker should choose what limb he’s trying to put into a lock. An arm or leg suffers -2, whilst a neck lock is -5 (trying to break the neck!).

After succeeding in getting the lock in, he may roll a Strength + Wrestling check, Absorbed by the victim’s Constitution.

Every success gained inflicts a penalty of -1 for all actions with that limb (including running, or using a weapon). These penalties will reduce at a rate of a single -1 per round – unless the limb is broken.

This is an Extended Opposed Action, just the same as a Choke. The defender can only Defend. However, if he is successful then he has broken the lock and the attacker must start again if he wants to put it in.

If the attacker gets a total number of successes equal to the victim’s Strength, then he breaks the limb. This deals 1 HP damage directly to the victim’s Maimed Health, and means the victim will not be able to use the limb *at all* until this damage is healed. He will also suffer penalties on all rolls for having received Maimed damage.  
Of course, if he broke the poor bastard’s neck, then the man is dead or paralysed (should make a Constitution check, with a penalty of -4).

### Tackle

Strike: Dexterity + Wrestling

Damage: Strength (can be Absorbed)

Modifier: None.

Special Rule: *Knock Down*

A tackle is a lunging jump at someone with one’s whole body, grabbing them around the waist or ankles and trying to drive them to the floor – hopefully with one’s weight crashing down on top of them.

This has the rule *Knock Down*. If the victim fails to defend against the attack, he will be driven to the floor and count as Prone (see the Situations section under the Extra Rules section).

When the victim is driven to the floor, the attacker may roll a single die at the level of Strength for damage.

Once on the ground, the characters count as having started a Wrestle, and so there are no penalties to begin a Wrestling attack.

### Melee Manoeuvres

### Using a Melee Weapon

Strike: Dexterity + Weapon Skill.

Damage: Strength + Weapon

This encompasses all forms of melee weapons – spears, swords, axes, maces, cudgels and knives. Knuckledusters do not count as a weapon – they are a Hand to Hand attack.

(Example: Jaramir attacks an oncoming knight with his katana. He rolls Dexterity + Melee: One-Handed to Strike, getting 6 successes. The knight parries 2, so that reduces the total to 4. Subtracting 1 for the basic hit, Jaramir now has 3 Carryover Damage. He rolls for Damage with Strength + 6 for the katana, with +2/+1 for the Carryover Damage. He manages to get 9 damage. The knight has mail armour, meaning he can Absorb at +5/+5. He gets 3 successes, meaning the total damage is 6. A brutal blow, leaving the knight staggering to his knees, his armour rent and bloody.)

### Using Two Hands

Using a one-handed weapon (such as a long sword) with two hands gives one extra strength and stability.

Using 2 hands gives a bonus of **+1/+1** on all combat rolls with the weapon.

Only a Medium size weapon (such as a long sword) can be used in this way. Larger weapons already need two hands, and smaller weapons only become clumsier with two hands.

### Paired Weapons

Using two melee weapons at the same time takes some skill and coordination, but can be exceptionally deadly.

Using two melee weapons gives +1 Die for Strike and Parry rolls, which functions the same as his Melee One-Handed Skill.

Include modifiers from both weapons to Strike and Parry.

Roll for damage at the level and HR of the most damaging weapon.

However, the character receives -6 to his rolls with the weapons.

The Advantage “Ambidexterity” lowers this penalty to -4.

Neither of the weapons can be a Size category higher than the character’s own Size category (i.e. for a human, Medium size, they can’t use a Large weapon like a Battle Axe paired with any other weapon).

For each Size category that either weapon is below the character’s own Size, the penalty reduces by a single -1. This only applies to melee weapons.  
(Parentheses are for characters with Ambidexterity)

Two Medium weapons **-6** (-4)

One Medium, One Small weapon: **-5**. (-3)

One Medium, One Tiny weapon: **-4**. (-2)

Two Small weapons: **-4**. (-2)

One Small, one Tiny weapon: **-3**. (-1)

Two Tiny weapons: **-2**. (-0)

### Disarm

Strike: Dexterity + Weapon Skill

Damage: None

Modifier: -4

A disarm is a special move, whereby one person tries to knock the weapon from another’s hand.

The attack makes his Strike roll, which may be Defended against normally.

If the Disarm succeeds in striking, the attacker should roll Strength + Weapon Skill, opposed by the victim’s Strength. If he succeeds, the victim drops his weapon.

Trying to disarm a weapon being used with two hands is exceptionally difficult. The attacker suffers -2 to his rolls.   
Furthermore, for every Size category his opponent’s weapon is above his own, he suffers -2.  
(See *Extra Rules* for more details on Size).  
*(If Giovanizzi has a rapier, Medium size, and he’s trying to Disarm Lord Rahll, who has a claymore, he would suffer an extra -4 to his rolls. That’s because Rahll is using the weapon with two hands, and the weapon is Large, which is one Size category higher than the rapier.)*

### Charging

Strike: Dexterity + Melee

Damage: +2/+2

Modifier: -4 Defend.

Special Rule: Polearms used by the defender also gain +2/+2 for damage.

Special Rule: *Knockback.*

A charge is where a person runs full-tilt at another person, using the full weight of his body and his impetus to gain as much impact as he can.

The attacker gains the ability to make a tremendous impact. He can smash the other person over with the weight of his body, and can chop through almost any defence. The attacker needs to build up a good head of steam to do this – at least twenty to fifty metres. And it cannot be done up a steep hill or over difficult terrain.

On the other hand, he is extremely vulnerable to a cunning adversary – particularly one with a polearm, who can use his attacker’s own energy to skewer him. For this reason, they also gain the bonus of +2/+2 for damage.

### Shield Use

Parry: Dexterity + Melee : Shield

A shield gives the wearer a Parry bonus against incoming attacks.

This means that on all Parry rolls (using the Melee One-Handed skill) the character gains a bonus.

This is usually from +1/+0 to +3/+3.

*(Example: Uriah Kane has a Medium Shield, which gives a bonus of +2/+2 to Parry. His Dexterity is 6, and his Melee One-Handed skill is 7. When choosing to Parry he can roll at level 8 and 9!)*

Remember that Parrying still takes an action, so if the character wishes to attack *and* parry it will require a multiple action.

Shields also give a Movement penalty, which applies to all Athletics rolls. This is because they are large and cumbersome pieces of equipment.

### Shield Ram

Strike: Strength + Melee: Shield

Damage: None.

Modifier: ½ Shield bonus

Special Rule: *Knockback.*

A shield ram is a very effective tactic where a person rushes forward, slamming his shield into his opponent and driving him backwards. Victims of this attack must either sidestep or fight back against the force of the impact.

Large shields are more effective at this than others.

Small shields cannot perform this action.

Medium shields gain +1/+0 to Strike.

Large shields gain +1/+1 to Strike.

The defender may Defend against the attack with a Dodge, or with an Opposed Strength + Athletics check.

### Shield Bash

Strike: Dexterity + Melee: Shield

Damage: Shield Bonus (one die) + Strength, HR 1

Modifier: Special.

A shield bash is where a person smashes his shield into another person, trying to stun them, knock out teeth or generally disorient them.

Small shields gain +1/+1 to Strike.

Medium shields gain +1/+0 to Strike.

Large shields have no bonus to Strike.  
(Example: Wulfgar uses a shield bash to strike Lucius in the face with a Medium Shield. He rolls to hit with Dexterity + Shield at +1, for the Size of the shield. Then he rolls for damage with his Strength (+9) and the shield (+2) at HR 1.)

### Leaping Attack

Strike: Dexterity + Melee

Damage: As normal, +1/+0 per 2 successes on Athletics check.

Modifier: -4

A leaping attack occurs when a character does a running jump at another person. He may be trying to stab them, ram them, kick them – whatever.

The attacker should roll a Dexterity + Athletics. Every 2 successes add +1/+0 to his Damage roll.

This is, however, a difficult manoeuvre to land, and suffers -4 to Strike.

### Sneak Attacks

Sneaking up on someone can give a would-be assassin a great advantage.

Roll Dexterity + Stealth, opposed by the victim’s Awareness + Observation.

If successful, the victim may not roll for Initiative and may not roll to Defend against the attack.

Naturally, this works best when someone isn’t on their guard. During a combat, victims should gain a bonus of +2/+2 on their roll, because they will be extremely alert.

### Fighting From Horseback

Strike: +1/+1 to Melee Strikes

Fighting from horseback gives one a distinct advantage against infantry. The superior height gives one better leverage and power, and allows one to more easily hit opponents’ heads and shoulders.

### Cavalry Charge

Strike: Dexterity + Melee

Damage: +2/+2

Modifier: -4 Defend.

Special Rule: Readied polearms used by defender or attacker do *double* rolled damage instead of +2/+2.

Special Rule: *Knockdown*

A cavalry charge is very similar to a normal charge, except that the rider is on horseback, and so is able to move much faster. When the rider gallops into the attack, there is a substantial chance that he will not only severely harm his opponent, but knock him flat in the process.

Couched lances used in a cavalry charge fully take advantage of this, conducting the full impetus of the cavalryman and his steed into the victims at the other end of the lance. When used this way, at a full gallop, the cavalryman may *double* the damage that he has rolled. His lance will also strike first, so long as it has superior reach to other weapons (typically only a pike will out distance them).

Likewise, however, an infantryman with a readied pike or other polearm may *double* his damage to the horse or rider, as they gallop right onto the end of his weapon.

### Sunder

A Sunder occurs when one person tries to destroy another’s weapon or shield.

To *Sunder* roll to Strike against the target object. Remember, Size penalties, so if you’re trying to Sunder a knife you will suffer -4 to Strike (because it’s Tiny).

The opponent may take a Defensive action if he wishes (Dexterity + Weapon skill, effectively as a Dodge).

If the attacker succeeds in hitting, he may roll Damage against the weapon. Every point of damage he deals beyond the weapon’s Damage Threshold inflicts -1 Damage Point to it. This will result in immediate penalties for the object, as it is warped or shattered.  
*(See the next Chapter, “Equipment” for detail on Damage Points and Damage Threshold).*

## Ranged Manoeuvres

### Using a Ranged Weapon

Ranged weapons vary greatly, from thrown rocks to rifles and rocket launchers. As such there are a few different rules for them.

### Impromptu Thrown Weapons

Strike: Dexterity + Athletics

Damage: Strength + Weapon

This is such things as rocks and sticks. The damage of the weapon really does vary, depending on its size and construction. The Narrator should use his discretion.

Hardness Rating plays an important role here. A rock or brick will be at HR 1, but a boulder will be HR 2 or 3!

### Real Thrown Weapons

Strike: Dexterity + Ranged: Simple

Damage: Strength + Weapon

This is such things as hurled spears, boomerangs and javelins.

### Bows & Crossbows

Strike: Dexterity + Ranged: Simple

Damage: Strength + Weapon

These are longbows, shortbows, recurve bows and so on, which require one to use real strength to draw back on the string.

Compound bows, which use mechanical pulleys for their strength, roll two dice for the weapon’s damage, and do not roll for the character’s Strength.

Crossbows are a simpler version of a bow, with a pulley system used to draw back the string. They have incredible force, but are slower-firing than normal bows.

### Firearms

Strike: Dexterity + Ranged: Firearms

Damage: Weapon + Weapon

Firearms include pistols, rifles, sub-machine guns, shotguns, revolvers, rocket launchers, fifty-calibre machineguns, cannon, and other heavy-duty hardware.

#### Using Two Hands

Using a one-handed weapon such as a pistol or sword with 2 hands gives added stability and accuracy.

**+1/+1** for all combat rolls with the weapon.

#### Taking Aim

When a character takes time to carefully line up a shot, it gets easier for him to hit.

For each round a character spends aiming, he gains +1/+0 to Strike.

Each round the character has to make a Resolve check, with a penalty of -1 for each round beyond the first. If he fails the check, he loses all bonuses.

### Firing Bursts

One of the advantages of modern weapons is that they can fire rapidly. A burst is a rapid-fire series of shots, from a half a dozen to a fully-automatic emptying of a weapon’s magazine. Bursts increase the chance of a hit, but decrease individual bullet accuracy.

#### Short Burst

A short burst fires from three to ten rounds for light firearms, or ten to thirty for a belt-fed machinegun.

A short burst gives **+1 Die to Strike**, at the level of the appropriate Skill.

The attack also suffers a penalty of **-2 to Strike**.

#### Long Burst

A long burst empties half a pistol or rifle’s magazine, or about a hundred rounds for a machinegun.

A long burst gives +**2 Die** to **Strike** at the level of the appropriate Skill.

The attack also suffers a penalty of **-4** to **Strike**.

#### Full-Automatic Burst

A fully-automatic burst is essentially spraying an area with a huge number of inaccurate bullets. Probably only a few will hit, but that’s usually all that’s necessary. Trained soldiers don’t spray, because it’s wildly ineffective – but novices will panic when put under pressure and seek to fire as much as possible.

A full-automatic burst gives **+3 Die** to **Strik**e at the level of the appropriate Skill

The attack also suffers a penalty of **-6** to **Strike**.

### Spraying A Group

Spraying is when someone just opens up with an automatic weapon, cutting loose on all these piffling thoughts of accuracy and ammunition conservation as they let their trigger finger take control.

Spraying is not nearly as effective as it sounds, but up close and personal it can do some serious damage… and it’s also extremely comforting when you think you’re about to die.

Spraying can only be done with a burst.

Roll to hit once. Each success means one target is hit.

If the sprayer hits all the targets and still has successes left over, then he may again allocate one to each target as Carryover Damage. If he *still* has successes left over, then repeat the process until none are left.

If the target group is spread out, the shooter suffers a -2 penalty.

If the group is *really* spread out, the shooter suffers -4.

Roll for Damage once. That damage applies to each person who was hit. They also take any Carryover Damage they may have received.

(Example: Tom is attacked by half a dozen Infected coming streaming up a stairwell towards him. He has an assault rifle, and just empties the clip into them. After working out his rolls, he gets 8 successes! That means he hits four of the Infected with 1 success, and two of them with 2 successes. Now he rolls for Damage, getting 6. Four of the Infected take 6 damage, whilst the other two take 7. Blood spatters against the walls, and the bullets chew threw thin bodies… but the Infected feel no pain, and keep on coming. Tom decides to pray.)

### Paired Firearms

Using two firearms at the same time is the same as using two melee weapons – but the character gains no bonus to Parry.

### Paired Weapon Bursts

Firing bursts with twin firearms looks awesome and feels dynamic. Of course, your accuracy suffers for it – but the hope is that you’re spitting out so many bullets that you’ll hit something anyway.

### Short Bursts

+2 Dice to Strike (at Skill level).

+1 Die to Damage (at Weapon level).

**-6 Penalty** (-4 with Ambidexterity).

### Long Bursts

+3 Dice to Strike (at Skill level).

+1 Die to Damage (at Weapon level).

-8 Penalty(-6 with Ambidexterity).

### Full-Auto Bursts

+4 Dice to Strike (at Skill level).

+1 Die to Damage (at Weapon level).

-10 Penalty(-8 with Ambidexterity).

### Reloading

Reloading a firearm or bow takes a Standard Action.

If put under pressure, the character should make a Dexterity + Firearms check. Usually one success is enough. However, for weapons with individual shells, like a shotgun, each success should reload one round.

### Range

Guns and bows get more inaccurate the further away a target is. However, some weapons can shoot further than others. This is represented by the “Range” statistic for a firearm.

The Range statistic is the amount of meters a weapon can be fired without penalty (for example, a pistol with a Range of 30 can shoot 30 meters without penalty).

For each Range increment beyond this, the weapon suffers -2 to Strike (for example, a pistol with a Range of 30 can shoot up to 30 meters without penalty. From 31-60 meters it suffers -2. From 61-90 it suffers -4. From 91-150 it suffers -6.).

If the penalties ever reach more than -20 then the target is totally out of the weapon’s range.

If the Narrator isn’t sure of the exact range, he should just work out what seems appropriate. Don’t get bogged down in the mathematics of it.

## Size

A character’s Size plays an important role in their combat ability. Larger creatures have much better reach than smaller creatures, and so can hit them whilst the smaller creatures can’t hit back.

In Immersion, there are six Size categories:

#### Tiny

Tiny things are weapons like knives or knuckle dusters, things that weigh very little and can fit easily in the hand. This would also include a pencil or pen, a mobile phone or a wallet. They’re highly concealable. Tiny people would be about a foot in height – the size of a baby or toddler. A Tiny target would be about the size of an eye, or a coin.

#### Small

Small things are weapons like a short sword, dirk, cutlass or hammer. These weapons are quick and light, though shorter than many other blades. Small objects are things like a computer, a book or a helmet. A Small target would be a person’s head or hand. A Small person would be about three to four feet tall. The size of a ten year old.

#### Medium

Medium things are pretty bulky items like chairs, small tables, shields, swords, axes and breastplates. A motorbike or scooter would be Medium size. A fully grown human of between five and six feet is Medium size.

#### Large

Large things are really bulky and usually quite heavy. Solid tables, cars, big book cases, kite shields, greatswords and battle axes. A really big person, of around seven to ten feet tall is Large.

#### Huge

Huge objects are just that. Really big. A creature from ten to twenty feet tall is Huge. A truck is Huge. A normal-size modern house is Huge. Huge things are bigger than humans. Humans could be totally concealed by them. A tank would be Huge.

#### Gargantuan

Gargantuan objects are simply bigger than Huge. This is a mountain, a palace, a really huge tank, a sixty-foot high stone wall, a fifty-foot tall walking robot or a massive elder dragon which could stomp a city flat. Gargantuan things fear little in the world, and make it shudder just by walking. Anything bigger than Huge would be Gargantuan.

#### Reach

Using a longer weapon, or being simply bigger than someone else gives one “Reach.” It’s easier to hit the other person, but harder for them to hit you.

For every Size category a character or their weapon is below that of the enemy, that character receives -1 to all combat rolls against the larger enemy (excluding damage). This does not include Dodge.

#### Wrestling

The bigger guy has a massive advantage in a wrestle.

The following modifiers apply to a character’s roll in Wrestling.

Tiny: -4

Small: -2

Medium: 0

Large: +2/+2

Huge: +4/+4

Massive: +8/+8

#### Targeting different Size objects

Targeting objects of different sizes gives modifiers. Such as trying to shoot an apple off someone’s head (Tiny size), or for trying to fire an arrow into an open window (Small size).

These modifiers also apply for **Ranged combat**, attacking opponents who are of these Size categories.

Tiny: -4

Small: -2

Medium: 0

Large: +1/+1

Huge: +2/+2

Massive: +4/+4

Some things are even harder to hit. For instance, trying to shoot an arrow throw a castle’s arrow slit is almost impossible. For such things **double** the penalty.

For targeting specific areas of an opponent’s body, see the rules for *Targeted Strikes*, in the *Extra Rules* section*.*

## Extra Rules

### Knockback

For every success an attacker gains with a *Knockback* attack which is not successfully Defended against, the victim is pushed back about a foot.  
*(For example: Joe pushes Bill, getting 6 successes on his Dexterity + Hand to Hand attack. Bill tries to Block, but only gets 4 successes. He’s pushed back 2 feet.)*

The victim of a *Knockback* suffers a penalty of -1 on his next action per success gained by the attacker.  
If he is out of range of his own attack, his action will be wasted (he’s too busy staggering away).  
*(In the above example, Bill failed by 2. He would suffer -2 on his next roll).*

The victim also suffers -1 to Initiative per attacker’s success.  
*(Bill would suffer -2 Initiative).*

If the successes gained are higher than the victim’s Dexterity (or the victim rolls a Bungle) then he is hurled onto his back and is now Prone.

### Knockdown

If the victim of a *Knockdown* attack fails to successfully Defend against it, he is knocked to the ground and is rendered Prone.

### Comparative Strength

If one person is significantly stronger than the other, he has a *huge* advantage. His massive attacks just crash through any defence his puny opponent offers up.

For every 2 levels of Strength one character is below another, he suffers -1 to Parry, Block and Wrestle.

(Example: Nahline has a Strength of 4, and she’s being attacked by a soldier with a Strength of 8! She’s like a rag doll to him, and suffers -2 to her Parry, Block and Wrestling checks.)

### Two Handed Weapons

Two Handed Weapons are such things as rifles, battle axes, claymores, missile launchers, plasma cannons and the like. They require two hands to be used properly.

Trying to use a Two Handed weapon with one hand is ridiculous unless you’re huge.

Using a two handed weapon with one hand gives the user a penalty of -4 per Size category equal to or higher than their own.

Using a two-handed melee weapon this way also confers the penalty to the Damage roll.

For particularly high-recoil weapons, such as rocket launchers, the Narrator should double the penalties.

(Example: Joe’s left hand is broken, so he’s forced to his rifle – size Medium – with one hand. The rifle is the same size category as himself, because normal humans are Medium size, so he suffers -4 to Strike with it. If he were trying to use a rocket launcher – Large size - with one hand he would normally suffer -8 to Strike with it but because of its huge recoil he would actually suffer -16! Not a good idea…)

### Off-Hand

Using a weapon in one’s off-hand is quite difficult.

A character suffers a -2 penalty when using a weapon with his off-hand.

### Mounted Combat

Fighting on horseback (or camelback, lizardback…whatever) has advantages and disadvantages. Horses give great speed, but they are also less nimble, and a much larger target than a human.

A mounted warrior gains +1/+1 to Strike and Damage against a non-mounted opponent.

A mounted warrior suffers -1/-1 to Defend against a non-mounted opponent. Dodging is possible, but only for the torso (leaning out of the way).

Wrestling a mounted opponent is possible, with the same modifiers as above (footmen are particularly vulnerable to a kick to the face).

Furthermore, the Narrator should remember that a rider is a lot faster than those on foot, and will easily flee from or ride down infantry. However, if the horse is injured or frightened, it may buck the rider off, requiring a Pilot check (with a penalty).

### Evasive Manoeuvres

Defensive Manoeuvres aren’t always Dodges, where you’re diving out of the way. Sometimes you’re just trying to run fast enough to get away, with possibly a few zigzags thrown in for good measure.

Roll Dexterity + Athletics as a Defensive Action. This works the same as Dodge.

Note that this cannot be used in close, and is only used in those situations where a character is running full-tilt away or past something.

### Targeted Strikes

Targeting specific areas of someone’s body can be more difficult, but can cause far more damage. Want to shoot someone in the throat? How about the eye? It can be done…if you’re good enough.

**Head:** -2 Strike, +2/+2 Damage, *Stuns.*

**Throat:** -5 Strike, +4/+4 Damage, *Chokes.*

**Limb:** -1 Strike, *Cripples.*

**Hand or Foot:** -4 Strike, +1/+1 Damage, *Cripples.*

**Groin:** -4 Strike, +2/+2 Damage, *Stuns.*

**Eyes:** -5 Strike, *Blinds.*

For the rules on Stunning, Choking, Blinding and Crippling, see the section *Situations*.

### Taking Cover

Characters can and will take cover to avoid getting shot to pieces. However, some guns will just shoot right through the obstacles. For instance, if a man in a car gets shot at with an uzi, chances are good that a couple of bullets will hit him, but far less than how many would normally.

When behind cover, the player may roll an Absorb check for the intervening material. The Narrator should determine the Absorb levels.

Take into account comparative HR.

If the Narrator wants to be really accurate, he can take into account how many DP the object loses, and see if it’s getting destroyed. But he can also just use logic to figure it out (that saves a bit on the book keeping).

Some objects will also take an endless pounding without getting destroyed by the attacking weapons. These are things like sandbags, thick trees, thick concrete walls and so on.

Only really powerful weapons that are about HR 4 are going to punch through things like that, so just assume that the character is safe unless someone can directly shoot him.

Some examples of cover are:

Wooden Fence: +6/+6, HR 1.

Aluminium Fence: +5/+5, HR 2.

Metal Barrels: +7/+7, HR 2.

Wooden Door: +8/+8, HR 1.

Brick Wall: +7/+7, HR 2.

Small Car: +6/+6, HR 2.

Jeep: +7/+7, HR 2.

Armoured Car: +6/+6, HR 4.

### Difficult Target

If a target is difficult to hit, the Narrator should add penalties.

Some examples follow:

Target concealed about 25%: -2

Target concealed about 50%: -4

Target concealed about 75%: -6

Target concealed about 90%: -8

Target running: Penalty of -1 per success gained by the target’s Dexterity + Athletics check.

Target concealed by darkness or smoke: From -1 to -10.

### Execution

If a target is completely immobile, and there is no chance of error for the attacker, then it counts as an execution. This is something like shooting an opponent as he lies helpless on the ground (and is only something a character of low Morality would do).

The attacker gains maximum successes to Strike and Damage, including Carryover Damage.

The attacker may choose to target the head, or whatever target he wishes, at no penalty to Strike (though he will gain a bonus to damage).

### Stunned

“Stunned” means a character has either been so badly injured that he is unable to cope, that he has suffered something too agonising to deal with, or that he has been shocked by an impact, such as an explosion.

When a character has any of these situations, he must make an Opposed Courage check, as detailed below.

Being Stunned means the character suffers a penalty of -1 for every level he failed to reach on his Courage check. Every round he may make a new Courage check (or spend a point of Courage) to overcome the effects, with each success removing another -1 penalty.

(If the Narrator wishes to be more realistic, he could choose to have new saving throws made every minute – however, this would leave the victims at a severe disadvantage.)

### Massive Damage

When a character takes a massive amount of damage, it is a terrible shock to their body, and can often leave them stunned and vulnerable. Just think of a man being skewered right through the guts – chances are he’s going to be wallowing in pain, not fighting.

When a character takes damage more than his Constitution level in a single hit, then he may become Stunned. When this happens he must either spend a point of Courage, or make an Courage check against the amount of damage dealt above his Constitution.

If he fails, he becomes Stunned.

(Example, if Lucius has a Constitution of 6 and takes 10 damage, he must either spend a point of Courage, or make an opposed Courage roll against the 4 damage over his Constitution. He rolls, but fails to get any successes at all and so suffers -4 on all rolls. Next round he rolls a new Constitution check, but manages to only get 2 success, so the penalties reduce to -2. Next round he again manages to get 2 more successes, removing the penalties altogether.)

### Vulnerable Area Damage

When a character has damage inflicted to a particularly vulnerable area, such as his groin, throat or eyes, he must make a spend a Courage point, or make an Opposed Courage check against the amount of damage dealt, in order to avoid becoming Stunned.

(Example: Wulfgar gets struck in the groin and takes 6 damage. He makes an Opposed Courage roll against but only gets 3 successes. This reduces the successes of the attack to 3, so he now suffers -3 on all rolls. Next round he makes another Courage roll and gets 2 more successes, so the penalties vanish altogether.)

### Blind

A totally blind character – whether due to complete darkness, being blindfolded, having no eyes, or whatever – is at a huge disadvantage, and suffers -10 to all physical actions.

If a character is struck in the eyes, then he must make an Opposed Constitution roll against a the amount of damage dealt. For every level he failed to reach, he will suffer -1 on all rolls, and -2 on all sight-based checks. However, if *both* eyes are injured in this way, the penalties are doubled.

If the damage to the eyes is inflicted to a Wounded or Maimed health box, then the character may actually lose his sight altogether. If the above Constitution roll fails, then some permanent damage has been done. If the damage was in the Maimed or Wounded health boxes, then the character will take a sight/face-based Disadvantage equal to the amount he failed the roll by. This means he could very definitely lose an eye – or possibly *both* eyes (if the Disadvantage reaches 10).

If both his eyes have been destroyed, then he will be truly blind, and at -10 to all rolls.

### Choking, Suffocation and Drowning

A character can easily die by choking, suffocation or drowning. All of them involve a lack of air to the lungs, and are handled much the same way.

#### Holding Breath

A character can hold their breath for 1 round per level of Constitution. Every round beyond this the character must start making Constitution checks. They suffer a cumulative -1 penalty for each round beyond the first. If at any point he fails, then he starts to drown or asphyxiate.

At this point he must succeed at a Constitution check every round or *die*. He suffers a cumulative -1 for each roll beyond the first.

#### Being Choked

Being choked by another person or creature is covered under the Wrestling rules.

#### Recovery

If a character who is drowning or suffocating floats to the surface, or otherwise gets to an area where there is air, then if they make their next Constitution check they will recover by themselves.

If they do recover, then their penalties reduce by a single -1 per round.

(Example: Jaramir has failed to hold his breath, and is now drowning. He has made his first 3 Constitution checks, and luckily has now floated to the surface. He has now been drowning for 4 rounds, so the penalty for his Constitution check is -4. He makes it, and so manages to inhale and is no longer drowning. Lucky man!)

#### Resuscitation

A suffocating/drowning character who is not yet dead can be resuscitated by anyone with the Medical skill. They must make an Intelligence + Medical check. Every 2 successes gives +1 to the character’s Constitution roll that round.

### Crippled

Crippled refers to a limb or body part being rendered useless by an attack, or by damage specific to that area. A tactic of some fighters is to attack their opponent’s sword arm, cutting it so badly that the victim can no long fight at all, making them easy to finish off.

It is always more difficult to strike particular body parts, and the Narrator must make sure to take this into account.

If a particular body part is targeted, the Narrator should have the victim make a Constitution check opposed against the amount of damage received. Each success the check fails to reach gives a penalty of -1 to all rolls made with that body part.

Table – Crippled

|  |  |  |
| --- | --- | --- |
| Damage | Roll Constitution | Recover -1 |
| Battered | 1 Round | 1 round |
| Injured | 1 Minute | 1 Minute |
| Wounded | 1 Hour | 1 Hour |
| Maimed | n/a | n/a |

If this damage is in the **Battered** box, then this penalty decreases by a single -1 every round, and a new Constitution check can be rolled every round, with each success removing another -1 penalty.

If this damage is in the **Injured** box, then this penalty decreases by a single -1 every minute, and a new Constitution check can be rolled every minute, with each success removing another -1 penalty.

If the damage is in the **Wounded** box, it decreases by a single -1 every hour, and a Constitution check can only be made every hour.

If the damage is in the **Maimed** box, then the body part will remain penalised until the damage is healed, no further Constitution checks can be made.

Furthermore, if the damage is in the Wounded or Maimed boxes, then the Narrator must give the victim a Disadvantage of the same level as the level he failed the check by.

This Disadvantage must be suitable for the type of injury the character received, and reflects the seriousness of the damage they’ve taken.

### Prone

When a character is Prone, they’re lying on the ground.

When fighting someone who is Prone in hand to hand combat, attackers gain +2/+2 to their Strike rolls.

However, a Prone character has a much lower centre of gravity. Therefore, when attempting to drag others down to the floor, he gains +1/+1 on his Wrestling checks.

If the person is lying on their face (supine) they also suffer a penalty of -4 on all of their own actions.

### Getting Up

A Prone character can choose to get up as a standard action. However, if under pressure (i.e. being physically attacked) he must make a Dexterity + Athletics check. Remember that if he also tries to Dodge, Parry, Strike or perform any other action at the same time, it will count as a Multiple Action.

Characters who were kneeling or crouching can get up as a Free Action.

### Mobs

Life isn’t fair. Sometimes people get attacked by a literal horde of opponents. In this case, if each of the people in the mob are roughly the same, the Narrator can make a single roll for them, adding 1 extra die at the level of the Martial Skill they’re using. Each die that hits counts as a single attacker landing his hit. Damage is rolled for normally, including all the carryover successes.

(Example: Joe is attacked by a mob of 6 men with sticks, who attack him in one big rush. Their Dexterity is 5, and their Weighted is 4. The Narrator rolls 7 dice – 2 for the normal attack, plus one for each attacker beyond the first, and their levels are 5/4/4/4/4/4/4. Four of them hit, getting 8 successes total. Now he rolls for damage with 2 dice, using their Strength of 6 + the knife of 3, and adding +4/+3 to the total as carryover damage, meaning the total bonus is +10/+6.)

### Speed

Speed kills – but just as often seriously maims.

When a character is travelling very quickly, they dramatically increase their chance of injury if they hit something.

Again, if they hit something the Narrator rolls for the damage they receive.

The damage is +1/+1 per 10kph.

HR is typically 1 unless they hit something truly solid or sharp.

Table - Speed Damage

|  |  |  |
| --- | --- | --- |
| Speed | HR | Damage |
| 10kph | 1 | +1/+1 |
| 20kph | 1 | +2/+2 |
| 30kph | 1 | +3/+3 |
| 40kph | 1 | +4/+4 |
| 50kph | 1 | +5/+5 |
| 60kph | 1 | +6/+6 |
| 70kph | 1 | +7/+7 |
| 80kph | 1 | +8/+8 |
| 90kph | 1 | +9/+9 |
| 100kph | 1 | +10/+10 |
| 110kph | 1 | +8/+7/+7 |
| 120kph | 1 | +8/+8/+8 |
| 130kph | 1 | +9/+9/+8 |
| 140kph | 1 | +10/+9/+9 |

### Falling

Falling hurts.

When a character falls, the Narrator rolls two dice for damage, and the player may roll to Absorb if possible.

If the character falls from a truly enormous height (out of a plane, off a building, etc.) then they have virtually no chance of survival. Still, they *might* get lucky by landing on something soft. In this case, they should roll a Luck check. A Natural 10 will leave them alive (but probably barely so).

Table – Falling

|  |  |  |
| --- | --- | --- |
| Falling Height | HR | Damage |
| 10ft | 0 | +3/+3 |
| 20ft | 1 | +5/+5 |
| 30ft | 2 | +7/+7/+7 |
| 40ft | 3 | +8/+8/+8 |
| 50ft | 3 | +10/+10/+10 |

### Fire

If a character is in a fire, the Narrator must roll two dice for damage. The player may roll to Absorb if possible.

Remember also that where there’s fire, there’s smoke – and not much air. Those inside a burning building or forest fire quite often die from smoke inhalation and asphyxiation. Depending on the size of the blaze, and the amount of ventilation, the Narrator should consider making the victim also make Constitution checks for Asphyxiation, as covered above.

Fire is HR 2.

Magma and Molten metal are HR 4.

Table – Fire

|  |  |  |
| --- | --- | --- |
| Size | Damage | HR |
| Tiny (candle) | +1/+1 | 2 |
| Small (stove top, little campfire) | +3/+3 | 2 |
| Medium (campfire) | +5/+5 | 2 |
| Large (bonfire, raging house fire) | +7/+7 | 2 |
| Huge (forest fire) | +9/+9 | 2 |
| Gargantuan (bloody big fire) | +10/+10 | 2 |

Flammable liquid *doubles* the damage. Remember too that oil, tar and petrol do not come off easily, and dousing them in water is not particularly effective.

If a character is close enough to get singed, but not actually in the blaze, he can still get damaged. Roll for the damage normally, but it is only HR 0.

### Poisons and Drugs

Poison is nasty stuff. Just a small sip can kill you in many cases, and there’s often little that can be done in time. Drugs, such as tranquilisers, chloroform and other soporifics are also exceptionally dangerous.

In all cases for poisons the defending character gets a *single* Constitution check to see if the poison takes effect. If it does, goodnight – the drug or poison takes full effect, resulting in death, sleep, paralysis, or whatever it does. If not – well, you’re lucky.

For particularly strong or lethal poisons (cyanide, arsenic, and so on), the Narrator should inflict a penalty of between -1 to -5 on the roll.

However, unless the character succeeds by 10 successes or more, he will still be somewhat affected by the more serious poisons.

### Electrocution

This is unlikely to happen to characters unless they’re in a world that uses electricity. Even so, sometimes you get unlucky!

The effects of the electrocution depend on how strong the current is. After taking electricity damage, victims must make an Opposed Constitution check against the amount of damage received. If they fail they count as Stunned, and follow the same rules for being Stunned.

Electricity damage can only be Absorbed by rubber, leather, cloth and other materials that hamper conductivity. Metal armour will actually *increase* the electrical damage!

Table – Electrocution

|  |  |  |
| --- | --- | --- |
| Size | Damage | HR |
| Tiny (electric fence) | +2/+2 | 0 |
| Small (big battery, strong electric fence) | +4/+4 | 1 |
| Medium (house main, power lines) | +6/+6 | 2 |
| Large (big power lines, really high voltage) | +8/+8 | 3 |
| Huge (city generator, close lightning strike) | +9/+9 | 3 |
| Gargantuan (direct lightning strike) | +8/+8/+8 | 3 |

For each Size category of metal items a character is wearing, the damage will increase by +1/+1.

### Bleeding

Most people who get killed by bladed weapons actually die from blood loss, rather than the injury itself. Puncture an artery, and within a few minutes the person is dead.

Only characters suffering Wounded or Maimed damage need to worry about blood loss. Battered and Injured damage is only scrapes and bruises.

Whenever a character takes a piercing or cutting injury (such as gun-shot wound, knife stab or sword cut) which deals damage to their Wounded or Maimed health boxes, they will start to bleed.

The injured character must make an Opposed Constitution check every minute, against the amount of Wounded or Maimed damage received from piercing or cutting weapons. Each level the character fails to reach inflicts a 1 HP loss on the character.

### Insomnia

If a character doesn’t get enough sleep for quite a while, they will start to suffer from Insomnia.

The first day the character doesn’t get sleep, he suffers -1, the second day he suffers -2, then -4 then -8 to all rolls. On the fifth day he will simply collapse and sleep.

Prolonged lack of sleep has a terrible effect on the human body. People get sick, dizzy, unable to focus, even delusional. Their reaction times slow, even though they don’t notice that they have, and they start to behave a bit as though drunk - their emotions get all out of whack because they’re largely running on adrenaline.

Each day of sleep allows the character to make an Extended Constitution check. Each success removes a -1 penalty.

### Illness

Illness is a terrible blight, particularly on a medieval world.

Naturally each illness is different, and for chronic diseases like leprosy, tuberculosis, cancer, etc., they will have their own particular effects. For fevers, colds, infections, etc., the following rules apply:

The ill character must make an Extended Constitution + Medicine check, rolling every day against the number of successes required for the illness. The required successes increase daily by +1 per Size category (so a Gargantuan illness gains +6 to its required successes every day!).

If the required successes ever reach above 20, the character dies.

Because he feels so bloody ill, a character will suffer -2 to all rolls per Size category of illness. This penalty does not apply to his Constitution checks.

Table – Illness

|  |  |
| --- | --- |
| Size | Required Successes |
| **Tiny illness** (chickenpox, a cold) | 8 |
| **Small illness** (a bad flu, a heavy fever) | 9 |
| **Medium illness** (bronchitis, minor infection, etc.) | 10 |
| **Large illness** (bad infection, life threatening illness or fever) | 11 |
| **Huge illness** (the plague, or another deadly disease) | 12 |
| **Gargantuan illness**  (an unstoppable epidemic likely to kill billions) | 13 |

## Objects and Armour

### Object Damage Points

All objects have Damage Points. As they get struck, the objects start to warp and bend out of shape, get bits broken off of them and stop working properly.

All objects have their own HR (for instance, most cars are HR 2, being metal), and their own Absorb.

### Damaged Objects

When objects start getting damaged, they become less usable. This is reflected in penalties for those who use them.

Every time an object loses roughly a quarter of its DP it inflicts a -1 penalty on anyone using it.

### Armour and Weapons

Armour and weapons work differently to normal objects. Being designed to take tremendous punishment, they are only broken when they receive severe amounts of damage.

### Damage Threshold

Armour and Weapons have what is called Damage Threshold. This is not listed as a statistic on the equipment sheet, but is important to know.

For weapons, their Damage Threshold is equal to double their Damage statistic.

For armour, their Damage Threshold is equal to their combined Absorb statistics.

Every time Armour Absorbs damage equal to its Damage Threshold it loses 1 DP.

Every time a Weapon inflicts damage equal to its Damage Threshold it loses 1 DP.

Hardness Rating modifies Damage Thresholds.

If the weapon is 1 HR above the defender, its Damage Threshold is increased +½. If the armour is 1 HR above the attacking weapon, its Damage Threshold is increased +½.

If the weapon is 2 HR above the defender, it cannot lose Damage Points in the attack. If the armour is 2 HR above the defender, it cannot lose Damage Points.

If the armour is 1 HR below the level of the weapon, the armour’s Damage Threshold halves.

If the armour is 2 HR below the level of the weapon, the armour cannot Absorb at all, and loses 1 DP for every 2 damage the character wearing it receives.

If the armour is 3 HR below the level of the weapon, the armour cannot Absorb, and loses 1 DP for every 1 damage it receives.

### Armour DP

Armour has DP equal to its combined Absorb rating. Every time it loses 1 DP, its Absorb reduces by -1.

### Weapon DP

Weapons have DP equal to double their Damage statistic. Every time it loses 1 DP, it suffers -1 to either Initiative, Strike, Damage or Parry.

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P

eople use stuff. Guns, swords, armour, vehicles – even robots, magic items and potions. Basic rules for these things are covered in this chapter, though items which are unique to individual settings will be detailed under their own relevant books.

### Currency

Every world uses money. Without some form of currency, it’s pretty hard to work out how much things are worth.

The trouble is, that every country, let alone every century, uses *completely different* currencies. The paper and digital money we use today would have been utterly worthless in the 12th century! And whilst a penny might have bought you enough food for a week in medieval England, it won’t buy you *anything* in London today.

Therefore, each setting will have its own currency system. It would be foolish of us to attempt to list the price of everything, seeing as some settings wouldn’t even use money!

Medieval settings will of course use currencies like “farthing,” “penny,” “gilder,” “floren” or “gold piece,” “silver piece,” and “copper piece.” Whilst modern settings might use “dollars” or “credits.”

For now, the Narrator should use his logic in determining how much things are worth.

### Vehicles

Buggies, sports bikes, hover cars, even space ships are covered under vehicles. The sheer variety of different vehicles is really limitless, but all vehicles have some things in common:

#### Handling.

The Narrator should keep in mind that all vehicles handle differently. A sports bike is more nimble than a truck. As such, he may choose to apply a modifier to the Pilot check for different vehicles, with +2/+2 being the most amazingly nimble of crafts and -4 the most clumsy.

#### Absorb.

Most vehicles provide some cover to their passengers. If someone inside or behind a vehicle is being shot at, they may make an Absorb check for the vehicle. For most modern vehicles the HR will be 2, though armoured cars might be 3 and tanks or APCs would be 4.

#### Damage Points.

All vehicles have a certain number of Damage Points (DP), just like a human does. These typically range from 20, for a small vehicle, to 100 or 200 for really large vehicles (like tanks or war robots).

For most vehicles, the Narrator can simply make up an estimate of these statistics, as and when they’re needed. However, for special or important vehicles (like a tank) they may need particular statistics.

What follows is a list of various common vehicles that the Narrator may have need for. Remember, unusual vehicles will be covered in their own Setting Books where appropriate.

**Table 7 - Vehicles**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Vehicle** | **Drive Mod** | **Absorb** | **HR** | **DP** |
| **Sedan** | 0 | +5/+5 | 2 | 40 |
| **Sports Car** | +1/+1 | +4/+4 | 2 | 40 |
| **Small Car** | +1/+0 | +4/+4 | 2 | 30 |
| **Pickup Truck** | 0 | +7/+7 | 2 | 40 |
| **Van** | 0 | +5/+5 | 2 | 40 |
| **Articulated Truck** | -1 | +8/+8 | 2 | 40 |
| **Jeep** | 0 | +6/+6 | 2 | 40 |
| **Dirt Bike** | +2/+2 | +4/+4 | 2 | 20 |
| **Sports Bike** | +1/+0 | +3/+3 | 2 | 20 |
| **Cruiser** | +1/+1 | +5/+5 | 2 | 20 |
| **Scooter/Small Bike** | +1/+0 | +4/+4 | 2 | 15 |
| **Hum Vee** | 0 | +8/+8 | 3 | 40 |
| **APC** | -1 | +8/+8 | 4 | 40 |
| **Tank** | -1 | +10/+10 | 5 | 40 |
| **Chariot** | 0 | +6/+6 | 2 | 20 |
| **Wagon** | -1 | +5/+5 | 1 | 40 |
| **Coach** | -1 | +5/+5 | 1 | 40 |

### 

### Weapons & Armour

There are many, many types of weapons and armour in the world. All weapons have some similar features to each other, whether they’re swords or laser rifles, mail or flak jackets.

#### Terms:

**Initiative:** The bonus or penalty to Initiative when using the weapon.

**Strike:** The penalty of bonus to Strike with the weapon.

**Parry:** The penalty or bonus to Parry with the weapon.

**Damage:** The amount of damage a weapon does. For a melee weapon, this is one die and is rolled together with Strength. For a ranged weapon, two or more dice are rolled instead.

(Example: Jorvurius has a Strength of 7. When wielding a War Sword, with a Damage statistic of +6, he rolls two dice for damage: +7/+6.)

(Example: Mathers has a pistol which has a Damage statistic of +4/+4. When rolling damage, he rolls two dice at +4/+4.)

**Range:** Applies for ranged weapons only. The distance a weapon can fire without penalty. Each multiple of this inflicts -2 on the Strike roll.

**ROF:** Rate of Fire. For ranged weapons only. This explains whether a weapon is capable of single shots only, or if it can fire Short, Long or Full Clip Bursts. If the weapon can fire “Full Clip” then it is also able to fire all smaller clip sizes – Short, Long and Single shot.

**Magazine:** The number of bullets or missiles in a single magazine.

**HR:** The Hardness Rating of the weapon or armour.

**Size:** The Size of the weapon, from Tiny to Gargantuan. The Size of a weapon gives Athletics penalties to its wielder. This is represented by the first letter of each Size (T = Tiny, S = Small, M = Medium, L = Large, H = Huge, G = Gargantuan).

**Absorb/Parry:** For armour this is an Absorb roll. The character rolls the dice to Absorb instead of using his Constitution Attribute. If its HR is low enough that he can also Absorb the damage he may roll his own Absorb check after this.  
For a shield, this is a Parry bonus, and gives this as a bonus to Shield checks to Parry.

**Movement Penalty:** The penalty to all movement-based actions, not including combat actions, as a result of being encumbered in armour, shields or weapons.

**Awareness Mod:** This is the penalty to all Awareness checks (not including Saving Throws) made whilst the armour is worn. This is to represent the great restriction a helmet places on one’s line of sight.

**Notes:** Any additional information about the equipment – for instance, “Two Handed” would mean it can only be used with two hands, and so on.

#### Weapon Durability

Sometimes weapons get targeted. For instance, one may try to shoot the gun from another’s hand. In this case, the weapon itself is taking damage. This form of attack is called a Sunder, and is covered under the Extra Rules section in the Combat Chapter.

Rules for weapon and armour Damage Points is covered under the Objects and Armour section of the same chapter.

#### Movement Penalties for Weapon Sizes.

Carrying lots of weapons can make a person more clumsy and unable to easily move. This inflicts a Movement Penalty.

A character can have weaponry up to his Size category without incurring Movement penalties.

Two weapons of the same Size count as one Size category higher.

For every Size category the weapon is above his own Size, the character suffers -1 to his Movement.

A character cannot use weapons that are two Size categories above his own.

A Medium Size character can carry a Medium weapon and a Small weapon without suffering any Movement Penalty.

If a Medium Size character carries a Medium weapon and two Small weapons, he will suffer -1 to his Movement.

#### Movement Penalty

Movement Penalty is a penalty inflicted on a character’s Dexterity-based rolls for all movement. This does not include combat rolls.

## Weapons

The following is a list of some basic weapons that will be found in most game systems. Magic weapons are covered later in the Chapter, and truly unique items will be covered in each applicable Setting Book.



### Table - Melee Weapons

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Initiative** | **Strike** | **Parry** | **Damage** | **Size** | **HR** | **Notes** |
| **Knife** | +1 | - | - | +1 | T | 2 |  |
| **Dagger** | +1 | - | -1 | +2 | T | 2 |  |
| **Stiletto** | +1 | - | -1 | +1 | T | 3 |  |
| **Short Sword** | +1 | +1/+0 | - | +4 | S | 2 |  |
| **War Sword** | - | +1/+0 | +1/+0 | +6 | M | 2 |  |
| **Long Sword** | -2 (-1) | -  (+1/+0) | -  (+1/+0) | +6  (+7) | M | 2 | 1 or 2 handed |
| **Great Sword** | -3 | -1 | -1 | +10 | L | 2 |  |
| **Huge Sword** | -2 | +1/+0 | +1/+0 | +8/+8 | H | 3 |  |
| **Katana** | +1 | -  (+1/+1) | -  (+1/+1) | +6  (+7) | M | 2 | 1 or 2 handed |
| **Wakizashi** | +1 | +1/+0 | - | +4 | S | 2 |  |
| **Dirk** | +2 | - | -1 | +3 | S | 2 |  |
| **Rapier** | +1 | +1/+0 | +1/+1 | +5 | M | 2 |  |
| **Sabre** | +2 | +1/+0 | +1/+0 | +5 | M | 2 | 1-handed only |
| **Heavy Sabre** | - | - | +1/+0 | +6 | M | 2 |  |
| **Battle Axe** | -2 | - | -2 | +6 (+2) | S | 2 |  |
| **Great Axe** | -3 | - | -3 | +10 (+2) | L | 2 |  |
| **Stone Axe** | -3 | -1 | -2 | +4 (+2) | M | 2 |  |
| **Huge Axe** | -2 | -2 | -2 | +10 (+4) | H | 3 |  |
| **Club** | - | - | -2 | +5 | S-M | 1-2 |  |
| **Bat** | -1 | - | -2 | +7 | M | 1 | 2-handed |
| **Huge Club** | -2 | - | -2 | +8/+8 | H | 3 |  |
| **Mace** | +2 | +1/+0 | -4 | +4 | S | 3 |  |
| **Long Mace** | +1 | - | -3 | +6 | M | 3 |  |
| **Great Mace** | -1 | - | -2 | +7 | L | 3 |  |
| **Flail** | +3 | - | -3 | +4 | M | 3 | Flexible, Special |
| **Mallet** | +2 | - | -2 | +2 | S | 3 |  |
| **War Hammer** | +1 | -2 (spike) | -4 | +5 or +4 | S | 3/4 |  |
| **Great Hammer** | -3 | - | -4 | +8 | L | 3 |  |
| **Maul** | -4 | -2 | -4 | +9 | L | 3 |  |
| **Spear** | +3  (+4) | - | -2 (+1/+1) | +5  (+6) | L | 2 | Reach,  1 or 2 handed |
| **Pike** | +4 | -1 | n/a | +5 | L | 2 | Reach |
| **Huge Spear** | +4 | - | -2  (+1/+1) | +6/+6 | H | 3 | Reach, 1 or 2 handed |
| **Lance** | +4 | -2 | n/a | +8 | L | 2 | Knockdown |
| **Poleaxe** | -2 | -1 | -3 | +9 | L | 2 | Special (see description) |
| **Glaive/Naginata** | +3 | - | +1/+0 | +7 | L | 2 | Reach |
| **Quarterstaff** | +2 | +1/+1 | +2/+2 | +4 | L | 1 |  |

Special Rules:

Axes

Axes give a bonus to the wielding character’s Strength die for damage. This is due to their powerful construction, designed to split logs. They are, however, far slower and clumsier than swords. The value in parentheses is the bonus to the Strength die.

Flexible

Flexible weapons are difficult to defend against. Defenders suffer -2 to their Defensive Actions. Furthermore, Flexible weapons can perform a Wrestling attack by snagging another’s weapon, arm, etc.

Reach

Polearms are Reach Weapons. Reach Weapons have further range – typically 10 to 20ft. This means that when they are readied against an oncoming opponent, they automatically get to strike first. After the first round this no longer applies, unless it is readied again (i.e. prepared to stop an oncoming charge). This first-attack does not apply if the opponent is not charging in – if they’re coming in cautiously, then Initiative is rolled as normal.

Values in Parentheses are for two-handed use of the weapon.

One or Two Handed Use

Some weapons can be used one or two-handed as their actual design. These have different stats when wielded one or two handed, and these are included in parentheses. These do not also gain the +1/+1 to Strike and Parry when using a single-handed weapon in two hands.

Masterwork Weapons

Masterwork weapons are far better than normal weapons, with superior balance and construction. These weapons give +1 Initiative on top of their usual bonuses.

Readied Weapon

Where a bow is held drawn and aimed, it gives the bowman a bonus to Initiative, as he is standing ready and waiting. However, each round he attempts to wait like this he must make a Strength check, with a cumulative -1 for each round beyond the first.

## Melee Weapon Descriptions

Knife

A knife is a very small blade used for cutting. Some are razor edged, some are serrated. For large or exceptionally sharp knives, such as those used by a butcher, the Narrator should increase the damage by +1. These are typically household implements rather than weapons of war – but in a pinch they can be more than sufficient.

Dagger

Whereas a knife is used for cutting meat and is not primarily a weapon, the dagger is designed for *killing*. Smaller and straighter than a knife, it is designed to puncture, and so create internal bleeding and severe organ trauma.

Stiletto

Some daggers were even more tapered and ridged to be able to penetrate plate armour. These were sometimes just a sharpened finger of steel, with no cutting power at all. But thrust into a visor or an armoured throat, they could be absolutely *lethal.*

Short Sword

A short sword is a small bladed weapon somewhere between a dagger and a long sword. Most are straight and double-edged, used for stabbing. Typically their length is from one foot to one and a half feet long. Very poor for duelling, these are the ideal weapon of the infantryman in close combat, where the foe is pressed against your shield and you can smell his rancid breath. At this time you’ll be glad you have a short sword – because there’s no space to swing a bigger blade! The Romans conquered most of Europe with such a weapon.

War Sword

A war sword takes many forms. Essentially it is a straight, double-edged blade designed to be used in one hand, often with a shield in the other hand. This is a typical knight’s blade of the medieval ages. These are usually around three feet in length and are more commonly used for slashing and cutting rather than stabbing. Typically used with a shield in the other hand, they are an incredibly fine weapon, able to cut, stab and parry with great ease. Such swords were always more valuable than axes and spears for these reasons – and for the great difficulty of forging them! However, against plate-armoured opponents they often find it difficult to penetrate. War Swords are ideal for balanced fighters.

Long Sword

Also known as a hand-and-a-half sword and the bastard sword, the long sword is halfway between a war sword and a great sword. The blade is usually from four to five feet long, and can be used in one hand, or more commonly with two. Whilst shorter than a great sword, it is faster and more manoeuvrable. Designed for fighting men in full armour, it is usually only used with two hands, as it is cumbersome in one. It was one of the most versatile and popular swords during the later medieval period in Europe, when shields were less used due to the greater proliferation of plate armour.

Great Sword

A great sword is the largest of all swords, its blade reaching from five to six feet in length, with a two-handed grip and a broad hilt. The great sword has more reach than other swords and will cleave through armour and flesh with impunity. Its disadvantage is that the wearer cannot also have a shield, and the blade is too heavy to easily be used for parrying, and so is vulnerable to counter attacks.

Huge Sword

A Huge sword is simply the blade of a giant or other Huge creature. This sort of weapon starts at the size of a human’s great sword, but may end up seven or even eight feet long. Such blades could cut through a castle gate.

Katana

The katana is a single-edged sword with a long grip that enables it to be used one or two handed. The blade length varies remarkably, from the length of a long sword to that of a bastard sword. All are incredibly strong and sharp – and frighteningly quick.

Wakizashi

A wakizashi is a short sword of the same style as the katana, typically around two feet in length, designed to be used in accompaniment to the larger blade.

Rapier

Rapiers are long, thin blades, wielded with one hand. They are light, fast and well-balanced, with excellent range. Rapier styles vary, with some much longer than others, and some favouring a thin stabbing point whilst others also had a fairly robust cutting edge. In all they were a fine blade designed for fighting in duels against those in minimal armour – and in such circumstances they are amongst the finest blades.

Dirk

A dirk is a long thrusting dagger, designed primarily for use by sailors in boarding actions. Usually around a foot in length, from pommel to point.

Sabre

The sabre is a one-handed blade with a single curved edge. Some are short and thick-bladed, whilst others are long and slender, some only slightly curved, whilst others are curved deeply. There are many types of weapons that come under this category – scimitars, tulwars, dao, etc. All are similar enough to be termed sabres.

Heavy Sabre

The heavy sabre is simply a heavier and longer-bladed version of the sabre. This can as easily be used with two hands as one, just like a bastard sword. The heavy sabre sacrifices manoeuvrability for power, and is an ideal cavalry weapon.

Battle Axe

The battle axe is an axe specifically designed for combat. Lighter and narrower than a wood axe, it is perfectly designed to cleave through armour and the flesh beneath. Some battle axes also have a “beard,” meaning a jutting lower portion of the blade, used to hook and drag down shields.

Great Axe

The great axe is simple a battle axe with a longer handle, used for powerful two-handed swings. These weapons can be strong enough to chop straight through a shield and into the man beneath.

Stone Axe

A stone axe is a battle axe with a stone head. These stone blades are sharp and good for cutting unarmoured flesh, but come up poorly against any sort of armour.

Huge Axe

A huge axe is a battle axe for a Huge creature such as a giant, and is larger than even the great axe.

Club

A club is a widely used weapon, typically a wooden or metal stick of varying lengths, often weighted at the end. Most clubs are not truly lethal weapons, and are primarily capable of only injuring. However, some clubs are capped with a metal or stone head – these weapons are HR 2, and are of course quite lethal.

Bat

A bat, such as used in cricket or baseball, makes a good impromptu weapon. However their weight makes them difficult to use in parrying.

Huge Club

A Huge club is one that would be wielded by a giant or other Huge creature. Suffice to say it’s large enough to take off a normal person’s head!

Mace

A mace is a stick usually between two to three feet long, capped with a metal head. Sometimes the head is flanged or spiked to better penetrate armour. Commonly the whole weapon is made of metal, though sometimes the handle is of wood.

Long Mace

Long maces simply have longer handles than a standard mace, and are generally used by cavalry.

Great Mace

A great mace is a two-handed mace. The haft is longer, and the head sometimes a bit larger.

Flail

**Special Rule:** Opponents suffer -2 to Defend.

The flail, also known as a morning star, is a weapon made from a short wood or metal shaft with a chain at one end, connecting it to a spiked metal ball. The weapon is spun around at speed – and is then smashed into the enemy. It is a difficult weapon to avoid or parry.

Mallet

A mallet is a heavy one-handed hammer used for driving stakes or other objects into the earth. It is not designed as a true weapon, but because of its weight it can be quite destructive.

Table - Warhammer

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Initiative | Strike | Parry | Damage | Size | HR |
| War Hammer | -2 | - | -4 | +6 | M | 3 |
| Reverse Spike | -2 | -1 | -4 | +4 | M | 4 |

War Hammer

A war hammer is essentially a large metal hammer with a metal or wooden haft of between two to three feet in length. Sometimes they are double-headed, or spiked on the reverse side. The hammer’s head is several inches across and quite easily capable of denting in plate armour, whilst on a good hit the spike will punch straight through.

Great Hammer

A great hammer is a long-handled war hammer designed for powerful two-handed swings. This weapon is quite capable of splintering a shield and breaking the arm underneath.

Maul

A maul is a very heavy hammer with a solid metal head weighing several kilos. Though exceptionally clumsy and not usually designed as a weapon, little can stand up to the full impact of a maul.

Spear

Spears come in many shapes and sizes. All are basically a wooden shaft between seven to nine feet in length capped in a metal triangular head. They have excellent reach and when used in dense formations make a fearsome weapon, unassailable by cavalry. Used with two hands, the spear is also very agile, able to strike and block with both ends.

Pike

A pike is a very long spear, between ten to twenty-five feet in length that is only designed to be used in dense formations. It is used with two hands, meaning the wielder is defenceless if an enemy should get in close. In dense formations, pikemen can be utterly invulnerable from the front, and if they go into a hedgehog-style defensive position, they are likewise invulnerable from all sides. Pikemen are very vulnerable to missile fire and flanking attacks which can tear their dense formations apart.

Lance

A lance is a long and heavy spear designed for use in cavalry charges. Held raised most of the time, it is lowered in the final moments before impact to deliver an incredible blow, with the full weight of man and rider behind it. Little can stand up to such an attack. However, the lance is a slow and clumsy weapon and is not as effective when used by individuals against mobile enemies. Furthermore, without the charge to give it its impact, it lacks any great force.

Huge Spear

A huge spear is simply one that might be used by a giant or other huge-sized creature. Thus it is as thick as a sapling and as long as a pike – powerful enough to punch through plate armour with ease.

Table – Poleaxe

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Initiative | Strike | Parry | Damage | Size | HR | Notes |
| Axe | -2 | -1 | -2 | +9 (+2) | L | 2 |  |
| Hammer | -2 | -1 | -2 | +7 | L | 3 |  |
| Reverse Spike | -2 | -2 | -2 | +5 | L | 4 |  |
| Top Spike | +1 | -1 | -2 | +6 | L | 2 | Reach |
| Bottom Spike | +2 | +1/+0 | -2 | +4 | L | 2 |  |

Poleaxe

A poleaxe is a broad name we use to represent a great number of different weapons, which all have more or less the same rules.

The poleaxe is a pole of about five to seven feet in height, usually with an axe head at one end, capped with a spike, and with a spike or hammer head on the reverse end. At the bottom end of the poleaxe is a small spike, used for planting the weapon in the ground to ready it for a cavalry charge. However, this small spike could also be used to attack, by thrusting it at an opponent’s face or feet, discomforting them and keeping them on the back foot.

The poleaxe could also have a large hammer head instead of the axe blade (in which case it would be called a Polehammer), and some variations only have the axe blade, without the spike or hammer.

The poleaxe is a very powerful weapon, capable of splitting, crushing or puncturing armour with powerful blows, but they are most effective as a weapon of massed combat, where they can be used in dense ranks to pierce lines of pikemen and spearmen. They are effective against horsemen and infantry and so make a very versatile weapon.

Because of the varied nature of the poleaxe, the table above gives all the various weapons that it has. Naturally, an individual poleaxe won’t have all of those features.

Glaive

A glaive is a sturdy pole of around six feet in height capped by a long blade, usually between a foot to three feet in length. There are many variations of this. Sometimes the blade is narrow, sometimes broad and heavy. Some blades have a rearward hook for catching shield edges. All are much the same for our purposes.

Quarterstaff

One of the most ordinary weapons every created, a quarterstaff is basically a long walking stick, thick and strong, between five and seven feet in length. Wielded in two hands, the quarterstaff becomes a potent weapon, able to strike and parry with either end in a spinning blur.

### Table - Ranged Weapons

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Initiative** | **Strike** | **Damage** | **Range** | **ROF** | **Magazine** | **Size** | **HR** | **Notes** |
| **Throwing Axe** |  | -1 |  | +4 (+1) | 10ft | Single | 1 | S | 2 |  |
| **Throwing Knife** |  | +2 |  | +2 | 10ft | Single | 1 | T | 2 |  |
| **Javelin** |  | +1 |  | +4 | 20ft | Single | 1 | L | 2 | Reach |
| **Light Crossbow** |  | -3 (+4) | +1/+1 | +5 | 20ft | Single | 1 | M | 3 | (x) for readied weapon |
| **Medium Crossbow** |  | -4 (+4) | +0/+0 | +7 | 30ft | Single | 1 | M | 3 | (x) for readied weapon |
| **Heavy Crossbow** |  | -5 (+4) | -1 | +9 | 50ft | Single | 1 | M | 3 | (x) for readied weapon |
| **Shortbow** |  | -2 (+4) | +1/+0 | +6 | 50ft | Single | 1 | M | 2 | (x) for readied weapon |
| **Longbow** |  | -3 (+4) |  | +8 | 100ft | Single | 1 | M | 2 | (x) for readied weapon |
| **Sling** |  | -3 (+3) | -1 | +5 | 20ft | Single | 1 | S | 2 | (x) for readied weapon |
| **9mm pistol** |  | +1 | +1/+0 | +4/+4 | 5m | Long | 20 | S | 2 |  |
| **.45 pistol** |  |  |  | +5/+5 | 5m | Short | 15 | S | 3 |  |
| **.50 pistol** |  | -1 |  | +6/+6 | 5m | Short | 8 | S | 3 |  |
| **Machine pistol** |  | -1 |  | +4/+4 | 5m | Full Clip | 20 | S | 2 |  |
| **Revolver** |  | +1 | +1/+1 | +7/+7 | 5m | Short | 6 | S | 3 |  |
| **Uzi** |  | -2 | -1 | +5/+5 | 5m | Full Clip | 30 | S | 2 |  |
| **9mm sub-machinegun** |  | +1 | +1/+0 | +6/+6 | 10m | Full Clip | 30 | M | 2 |  |
| **7.62mm assault rifle** |  |  |  | +8/+8 | 40m | Full Clip | 30 | M | 3 |  |
| **5.56mm assault rifle** |  | +1 | +1/+0 | +6/+6 | 30m | Full Clip | 30 | M | 3 |  |
| **.50cal machinegun** |  |  |  | +10/+10 | 50m | Full Clip | belt | L | 4 |  |
| **Hunting Rifle** |  |  | +1/+0 | +9/+9 | 50m | Single | 8 | M | 3 |  |
| **Shotgun** |  | -1 |  | +10/+10 | 5m | Single or Short | 2, 8 or 10 | M | 3 |  |
| **Grenade Launcher** |  | -2 |  | +10/+10 | 20m to 40m | Single or Short | 1, 8 or belt | M | 4 | 3m Blast |
| **Grenade** |  |  |  | +10/+10 | Thrown | Single | 1 | T | 4 | 3m Blast |
| **Molotov Cocktail** |  |  |  | +6/+6 | Thrown | Single | 1 | S | 3 | Victim catches fire. |
| **Rocket Propelled Grenade** |  | -2 | 0 | +10/+10 | 30m | Single | 1 | L | 4 | 3m Blast |
| **Laser Pistol** |  | +1 | +1/+0 | +4/+4 | 20m | Full Clip | 40 | S | 4 |  |
| **Laser Rifle** |  |  | +1/+0 | +6/+6 | 50m | Full Clip | 80 | M | 4 |  |
| **Plasma Pistol** |  |  |  | +6/+6 | 10m | Short | 20 | S | 4 |  |
| **Plasma Rifle** |  | -1 |  | +8/+8 | 25m | Short | 30 | M | 4 |  |
| **Force Rifle** |  | -2 |  | +8/+8 | 5m | Single | 10 | M | 4 | 2m cone, *Knockdown* |
| **Force Cannon** |  | -4 |  | +10/+10 | 10m | Single | 8 | L | 4 | 3m cone, *Knockdown* |
| **P-beam rifle** |  | -1 |  | +6/+6 | 15m | Single | 8 | M | 5 |  |
| **P-beam cannon** |  | -2 |  | +8/+8 | 30m | Single | 6 | L | 5 |  |

Ranged Weapons Special Rules:

Belt Fed Machineguns

Some weapons, like the .50 calibre machinegun, have bullet belts which feed into them. Usually these hold between 500 to 5000 rounds!

When firing bursts, these weapons fire ten times the number of bullets.

This means that firing a full-clip burst would use around 300 rounds. An average belt could sustain that for ten rounds!

That being said, usually the weapon’s barrel will start to melt by that point.

Blast Weapons

Blast weapons, such as grenades, affect a large area with their explosion. All those within the blast will take damage.

Molotov Cocktail

A Molotov Cocktail, also known as a Firebomb or Petrol Bomb, creates a significant explosion and sets the target on fire. Because it’s petrol, it’s quite difficult to put out. Every round beyond the first, the victim will suffer fire damage equal to the Size of the fire on them. The Size is determined by how many successes the attacker got on his Strike roll: 1-5 = Small, 6-10 = Medium, 11-15 = Large, 16-20 = Huge.

Thrown Weapons

Grenades, Molotov Cocktails and other similar weapons are thrown by hand. The Narrator should work out how many successes are needed to reach a target.

## Ranged Weapon Descriptions

Throwing Axe

A Throwing Axe is simply a small axe with a narrow blade, weighted for throwing.

Throwing Knife

A lighter knife, better designed for being thrown at an enemy, and properly balanced for flight.

Javelin

A javelin is a spear specially designed for being hurled. They are typically shorter, thinner and lighter than spears. This makes them inadequate as a melee weapon, as they are likely to break. When hurled, however, they can prove deadly.

Crossbow

A crossbow is a weapon that is essentially a wooden haft with a short bow mounted horizontally on its end. The wielder of a crossbow takes aim down the length of the weapon and squeeze a sort of trigger which releases the string and fires the missile.

Light

The light crossbow is the easiest to use of such weapons, firing the smallest arrows (called quarrels). Its string can be quickly drawn back, and usually doesn’t require a ratchet or other winding device.

The light crossbow takes a full round to reload.

Medium

The medium crossbow is a heavier weapon, firing thicker bolts and is only able to be drawn back with a ratchet or some other mechanism. Its bolts are easily able to punch through most armour and at close range will pierce shields and plate with impunity. This is the most commonly used crossbow.

The medium crossbow takes two rounds to reload.

Heavy

The heavy crossbow is also known as an Arbalest. It is the most powerful of crossbows and is often made purely of metal. The quarrels, too, are sometimes made wholly of metal, and as such have immense penetrating power.

Heavy crossbows are slow to reload and clumsy, but outrange and outshoot almost any other missile weapon. The strength of their bowstrings is such that they need a mechanical device known as a windlass to wind them back.

The heavy crossbow takes three rounds to reload.

Shortbow

A shortbow is a curved stave of wood, typically yew, whose ends are connected by a tight string. It is a short weapon, used primarily for hunting, and lacks the greater penetrative power of crossbows or longbows.

Longbow

A longbow is a larger version of the shortbow, around six feet in height. The tension created in its string is such that only strong men can properly draw it. In the hands of a skilled bowman, the longbow is a powerful weapon. In battle, showers of arrows wreak havoc in enemy ranks – and it is said a skilled bowman can hit a target the size of a coin from a hundred paces.

Sling

A sling is a weapon made of cord or cloth. It has a pouch connected by two ends, which are held together in the hand. A rock or other missile is placed in the pouch then the sling is whirled over the head with great speed. At the right moment the slinger releases one end of the rope, allowing the missile to fly free at great speed.

Slings are quite lethal and very accurate in the right hands.

9mm pistol

A 9mm pistol means that the diameter of the pistol’s barrel is 9mm. This is one of the lightest firearms out there. It is lightweight, quick and easy to use – and its ammunition is cheap and readily available. However, it lacks stopping power, and sometimes lacks the power to stop big opponents, or those crazed with drugs.

.45 pistol

A .45 handgun is extremely powerful, and will put a big hole out the back of whatever it shoots.

.50 pistol

A .50 pistol fires a bullet half an inch in diameter. What it hits, dies.

Machine pistol

The machine pistol is a 9mm pistol with a large magazine that is designed for automatic spraying. It has a hell of a kick, lacks accuracy and stopping power – but boy does it shoot a lot of bullets!

Revolver

The revolver, made famous through the wild west, has a longer barrel than other pistols, and so is more accurate and powerful. Whilst there are many, many types of revolvers, we are assuming for our purposes that this is one of the larger varieties.

Uzi

The uzi sub-machinegun is an ugly weapon. A black box on top of a stick-like handle, with the clip jutting out below. It is inaccurate and not very powerful, but makes up for it with sheer volume of fire.

9mm sub machinegun

The 9mm sub machinegun comes in a huge variety of sizes and styles. The MP5 Navy is a popular variant and is widely used by special ops and

7.62mm assault rifle

The 7.62mm assault rifle has hundreds of varieties – the most common of which is the AK-47. This rifle is extremely powerful and durable, and is the most popular rifle in the world.

5.56mm assault rifle

This rifle fires a comparatively small round with less stopping power and range, but it is far more accurate in bursts. Common 5.56mm rifles include the Steyr, the M-16 and the M4a1 which is the standard US military issue. All Western nations use 5.56mm rifles.

.50 cal Machinegun

The .50 calibre machinegun is one of the heaviest machineguns known to man. It is far too large to be held by anything except a vehicle, and its heavy, thudding rounds are surprisingly accurate, punching through brick, concrete and metal.

These are the support weapon of choice for most of the armed forces of the world today.

Hunting Rifle

Hunting rifles tend to pack a heavy punch, but they are typically reloaded by bolt-action, meaning it takes a Standard Action to reload.

Shotgun

A shotgun is a powerful weapon which fires a cartridge full of metal pellets, called “shot.” These pellets tend to spread broadly and great distances, and so were originally used to hunt birds and other light game. Shotguns can also be used for military purposes. There are many kinds –some are automatic, some pump-action, some are double-barrelled (and are used for duck hunting).

For our purposes, Double-Barrelled shotguns have 2 rounds, pump-action have 8 and automatic have 10. Only automatic shotguns can fire Short Bursts.

Shotguns can also be “sawn off.” Which means that they’ve had their barrel sawn off to make it easier to carry and conceal. This is only possible with pump-action shotguns and double-barrelled shotguns. In this case, the Size of the weapon is reduced to Small, and their Initiative modifier gains +1. However, they suffer -1 to Strike and their Range is halved.

Grenade Launcher

A grenade launcher fires special-built grenades that look rather like huge bullets. Depending on the type of grenade launcher, they may be fired individually, or from a revolving magazine, or from a belt.

The more powerful variants are vehicle or tripod mounted, and can be fired fully automatic at incredible ranges.

Grenade

A handheld explosive, primed with a pin or other mechanism, then thrown at the enemy.

Petrol Bomb

A petrol bomb, also known as a Molotov Cocktail, is an improvised explosive device. Essentially it is a can or bottle of petrol, anywhere from soft drink sized to a five or ten litre container. A fuse is put in the top, then lit, and the bomb is hurled. When the fire touches the petrol, it ignites. Nasty.

If a person gets hit by a petrol bomb, they will continue to take fire damage every round until it is put out. The Narrator should determine the Size of the fire that’s on them, and roll accordingly.

Rocket Propelled Grenade

Also known as an RPG (not to be confused with a Role Playing Game), these are a shoulder-mounted device that fire a large grenade with a rocket at its base, giving it greater range and accuracy.

Laser Pistol

A laser pistol comes in a million different varieties. Generally they are compact, light, and accurate. Despite popular belief, they don’t fire a visible beam, though they do emit a bright muzzle flash and a loud whine. At the other end of the barrel, the target sparks and smokes – and likely gets a hole drilled right through it.

Laser Rifle

A larger version of the laser pistol, it can put down fast, accurate fire that punches through all but the most modern of armour.

Plasma Pistol

The plasma pistol is a chunky weapon, not easily concealed and making a fairly loud and bright blast as it fires. It fires a superheated beam that melts through solid steel plate and heavy concrete with ease.

Plasma Rifle

Again, a heavier version of the pistol, with greater range and stopping power.

Force Rifle

This weapon is huge, wide-barrelled and extremely intimidating. It is one of the heaviest man-portable weapons around, firing a rippling beam, like shimmering heat vapours, into its target. In fact, it is delivering a beam of pure *force*, which not only is likely to simply tear the target to pieces, but also knock them flying.

This fires a wide cone of force, some 2m in width, damaging everything in its path.

Victims must save vs Knockdown opposing the amount of damage sustained.

Force Cannon

A heavier version of the rifle, this weapon is vehicle mounted only, and quite often plugged into some heavy-duty batteries. This is quite capable of tearing through a whole building.

This fires a 3m cone.

P-beam rifle

A chunky rifle that fires a beam of high-speed particles, the particle beam rifle is an anti-armour weapon, designed to punch through tanks, robots and power armour.

P-beam cannon

The p-beam cannon is a vehicle mounted weapon that is a variation of the rifle with even more stopping power.

### 

### Table – Armour

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Absorb/Parry | HR | Movement Penalty | Awareness Mod | Notes |
| Padded | +3/+3 | 2 | -1 | - |  |
| Leather | +4/+4 | 2 | -1 | - |  |
| Mail | +6/+6 | 2 | -1 | - | Against blunt attacks, counts as HR 1. |
| Scale | +7/+7 | 2 | -2 | - |  |
| Banded | +8/+8 | 2 | -2 | - | Arms unprotected. |
| Brigandine | +4/+4 | 2 | -1 | - | Against blunt attacks counts as HR 1 |
| Breastplate | +8/+8 | 3 | -1 | - | Chest and back only. |
| Plate | +8/+8 | 3 | -3 | - |  |
| Plate Limbs | +6/+6 | 3 | (-1) | - | Limbs only. |
| Full Plate | +10/+10 | 3 | -3 | - |  |
| Full Plate Limbs | +8/+8 | 3 | (-1) |  | Limbs only. |
| Leather Jacket | +3/+3 | 1 | - | - |  |
| Light Ballistic Plate | +5/+5 | 2 | - | - |  |
| Medium Ballistic Plate | +7/+7 | 2 | -1 |  |  |
| Heavy Ballistic Plate | +7/+7 | 3 | -2 | - |  |
| Light Environmental Body Armour | +6/+6 | 4 | -1 | - |  |
| Medium Environmental Body Armour | +8/+8 | 4 | -2 | - |  |
| Heavy Environmental Body Armour | +10/+10 | 4 | -3 | - |  |
| Ballistic Helmet | +6/+6 | 3 | - | - |  |
| Open-Faced Helm | +4/+4 | 3 | - | - |  |
| Barbute | +6/+6 | 3 | - | -1 | Eyes unprotected. Jaw absorbs 1/2 |
| Close helm | +7/+7 | 3 | -1 | -3 |  |
| Full Helm | +8/+8 | 3 | -1 | -4 |  |
| Steel Gauntlets | +8/+8 | 3 | - | - | (only relevant if worn with mismatched armour – otherwise use appropriate armour suit stats) |
| Mail gauntlets | +4/+4 | 2 | - | - | (as above) HR 1 vs Blunt weapons. |
| Greaves | +6/+6 | 3 | - | - | (as above) |
| Vambraces | +6/+6 | 3 | - | - | (as above) |
| Buckler | +1/+0 | 2 | - | - |  |
| Small Shield | +1/+1 | 2 | -1 | - |  |
| Medium Shield | +2/+2 | 2 | -2 | - |  |
| Large Shield | +3/+3 | 2 | -3 | - |  |

Targeted Strikes

When facing opponents who seem invulnerable to one’s weapons, one can choose to make targeted strikes against their more vulnerable areas. For instance, the neck, armpit, knee, inside of the elbow or the eyes. In this case, the Narrator should apply penalties depending on the difficulty of the target, and increase the damage for vulnerable areas. Furthermore, the HR should be reduced at these points – or, if there is no armour there at all, then the armour may not be used to Absorb.

(Example: Jak’s sword is almost useless against the knight armoured in full plate who is advancing on him. He realises his only chance is to go for the groin. The Narrator applies a penalty of -5 to Strike and +2/+2 Damage. Furthermore, the knight’s armour only counts as HR 2 in this area.)

(Example: Novarr is battling an opponent in a breastplate, so he decides to target his arm, suffering -1 to Strike. However, if he hits, his opponent will not be able to Absorb at all, as he has no armour on his arm!)

Wearing Multiple Types of Armour

Multiple types of armour can be worn at the same time.

For instance, a character can wear plate gauntlets with a suit of mail. In this case, if struck in the hands he would have the HR of plate armour and roll to Absorb at that rate.

The Narrator may inflict a Movement penalty if he’s wearing a large amount of extra armour.

(Example: Carlyle wishes to use a mail and plate together – breastplate, metal gauntlets and greaves, but mail to protect his thighs and arms. The Narrator applies an additional Movement penalty of -1, making the total Movement penalty -3. If any attacks target Carlyle’s upper legs or arms, they will Absorb with the mail rating, rather than plate.)

## Armour Descriptions

Padded

Padded armour is a padded defensive jacket made of quilted fabric, typically wool or linen and padded with scrap cloth or horse hair. It is lightweight and cheap, though quite hot and provides only poor protection.

A form of padded armour is worn under many other types of armour. Its protection is already included in the Absorb bonuses for those suits of armour.

If such armour is worn *without* padding underneath, it will provide much less protection from the kinetic shock of impacts. In this case the Narrator should inflict a penalty of -1/-1 on all Absorb rolls with the armour.

The types of armour that require padding underneath them are: mail, scale, banded, brigandine, breastplate and full plate.

Boiled Leather

This leather is hard and inflexible, and is forged into plates, scales or bands, and provides some protection against most edged weapons. Piercing attacks will still punch through quite easily, and even if slashing attacks do not penetrate, they will likely break bones from the impact.

Mail

Mail, also known as chainmail, is a suit interlocking chain links worn over a padded jacket. Highly effective at stopping slashing weapons, it is also lightweight and flexible. However, against blunt or piercing weapons it is extremely vulnerable.

Scale

Scale, also known as scalemail, is made up of interlocking scales or squares of metal plates, rather like the scales of a fish. These are quite flexible and provide excellent protection from all but the heaviest attacks.

Banded

Banded armour is made from overlapping metal bands connected to internal leather straps. The shoulders are also covered by additional plates.

Banded armour can be made to protect the arms and legs, but the protection is not total as the bands usually cannot be made to encircle the limbs. In this case, a targeted strike can be made at the unprotected areas (usually with a -4). If successful, then the armour only counts as boiled leather.

Brigandine

Brigandine armour is typically a shirt or doublet of fabric or leather lined with small steel plates or studs that are either sown into the material or riveted to it. They come in thousands of different styles and are often made ornately for ceremonial purposes.

Brigandines are a medium weight armour offering quite good protection and mobility, whilst also being of simple enough design that a soldier could repair his own if it got damaged.

Breastplate

A breastplate is simply the chest and back armour of a suit of plate or full plate. This offers excellent protection for the torso, and sometimes comes with a skirt of metal plates to protect the thighs, and pauldrons for the shoulders.

Platemail

Plate armour is a knight’s dream. It armours a man head to toe in steel, making him invulnerable to all but the mightiest of blows. The only truly vulnerable areas are the armpits, or the joins between plates at the wearer’s joints, and even these are protected by mail.

The main vulnerability of plate armour is its lack of mobility. The wearer is slow, tires easily and his perceptions are greatly blunted by his helmet.

Furthermore, plate armour takes a practiced man several minutes to don, and can only be done with assistance from a squire, whereas other forms of armour can be donned in seconds.

Full Plate

Full plate is the greatest armour in the world. Incredibly ornate, every inch of their gleaming steel is decorated with flanges, flutings and curves to better deflect incoming attacks – as well as to look fantastic.

Full plate is all-but invincible, and costs a fortune to construct. Only royalty and the greatest of nobles could ever even contemplate affording full plate.

Leather Jacket

A leather jacket provides slight protection from fists, sticks and broken bottles. At the very least it protects the wearer from the worst of most impacts – but it won’t stand up to deadly weapons like knives, guns and swords.

Light Ballistic Plate

Light ballistic plate is made up of thin ceramic or metal plates lining a vest that wraps around the torso. It provides protection to chest and back and groin, limited protection to the sides and usually no protection for arms and legs. It is relatively lightweight and keeps the wearer mobile.

Medium Ballistic Plate

Medium ballistic plate has heavier reinforced plates, and is quite capable of stopping most light small arms fire and drastically decreasing the injury from fragmentations – such as grenades. However, it is not full military grade and would not stand up to assault rifle fire.

Heavy Ballistic Plate

Heavy ballistic plate has heavy steel plates that are designed to stop any sort of small arms and stand a good chance of saving the wearer from even assault rifle rounds.

Light Environmental Body Armour

Environmental Body Armour is extremely modern armour made of advanced armour plating, padding designed to absorb the kinetic shock, and force shields to absorb most of the energy impact.

This is all-but impervious to even the most serious of weaponry.

The Light suit has minimal protection for maximal mobility. All suits also have full gas filtration, voice broadcasting, audio amplification and usually thermal, night-sight and telescopic optics, as well as usually computer-overlays. Such computer overlays could be things like GPS positioning for rendezvous or attack points, ID markings for friendly units, or even hostile silhouettes for positively identified enemies.

Medium Environmental Body Armour

The Medium suit is a heavier version of the light, with slightly chunkier ablative armour and stronger shields.

Heavy Environmental Body Armour

The Heavy suit is the largest and heaviest of all the suits, and is designed for full-on military assaults.

Ballistic Helmet

The ballistic helmet is made from very strong Kevlar, and stands a fair chance of stopping an incoming round. Modern helmets are also able to attach sensors, cameras or other devices to them.

Open-Faced Helm

An open-faced helm comes in many shapes and sizes. Essentially it is a steel helmet that protects the top of the head but leaves the face exposed. Some of these have protection for the eyes and the nose, but leave the jaw exposed. Attacks which specifically target the face (-5 to Strike) will not be Absorbed.

Barbute

A barbute is a fuller version of the open-faced helm, and covers most of the wearer’s face. Good examples of this are the ancient Greek helmets, as well as Viking helmets with face-plates.

Close helm

A close helm is a classic knight’s helmet, which fully protects the head and face, with a visor which can be raised or lowered. Whilst the wearer is almost invulnerable to most attacks, his perceptions are greatly hampered, and he will tire faster. The best way of getting through such a helmet is to simply tear the visor open and plunge in a knife.

Full Helm

A full helm is like a cylindrical box with a narrow slit for vision, perforated for air holes. It is a tournament-style helmet, and offers exceptional protection. There is no visor, so the only way the helmet can be bypassed is by stabbing through the eye-slit or pulling the whole helmet off.

Steel Gauntlets

Steel gauntlets are essentially gloves made from articulated steel plates, giving exceptional protection to the hands, whilst allowing them to perform all normal combat attacks with ease.

Hand to Hand attacks made with steel gauntlets count as HR 1.

Mail gauntlets

Mail gauntlets are simple gloves of mail, with leather padding for the palm. They are usually formed much like a mitten.

Greaves

Greaves are metal shin guards, much favoured by the warriors of ancient Greece, though usually only worn together with plate armour.

Vambraces

Vambraces are metal guards for the forearms, and are also usually only worn together with plate armour.

Buckler

A buckler is a very small shield much favoured by duellists. They are used to deflect blows, rather than absorb their impact, and are also used as a blunt weapon in the attack, their speed making them dangerous, though they are all-but useless against missile weapons.

Weapons may be used two-handed with a buckler.

Small Shield

A small shield is a little larger than a buckler, designed to absorb and deflect hits, but also light and fast enough to not weigh the fighter down, and to provide a good offensive weapon as well. Commonly used by light infantry, small shields provide a slight edge and level of protection.

Medium Shield

A medium shield is a true warrior’s weapon, coming in many shapes – from triangular, to round, to square. They generally cover an area from shoulder to thigh, and are large enough to protect against missiles as well as melee attacks. They are, however, relatively heavy and bulky, and do not really suit light troops.

Large Shield

A large shield is long, covering a major portion of the fighter’s body and providing excellent defence against all attacks. These usually come in either the “kite” style, which is long and triangular, or the “tower” style, which is rectangular. All cover an area roughly from shoulder to shin. However, these are very heavy shields, and make a many move quite slowly.

## Potions

Healing

Duration: Special.

A healing potion or balm is a necessary ingredient for any proficient healer. Using such poultices, potions and the like, those who would otherwise die are brought back to life once again.

Such Healing potions not only help one heal, they greatly speed up the process. Instead of months to fix a broken leg, it takes minutes. However, the potion must be used wisely, for each one only works on a single healing check.

Roll a check using 2 dice at the level of the Healing potion. Every 2 successes gained heals 1 HP.

This takes some 5 minutes to take full effect.

Healing potions and salves merely help to accelerate healing. They do not allow one to recover missing limbs, or raise the dead – this can only be accomplished with the Healing rituals.

Furthermore, characters suffer the full ramifications for having been wounded – they must still make a check to see if they suffer Disadvantages for having gone to Maimed, and still have scars, etc.

Hypnotic Presence

Duration: 1 hour per success.

The drinker becomes magnetically charming to all those around him and gains an extra die for all social interaction rolls at the level of the potion.

When drinking the potion, roll two dice at the potion’s level. For every 2 successes gained, the drinker gains +1 Charisma for the duration of the spell.

Side Effects:

At the potion’s expiry, the subject will feel dull and uninteresting, completely uninspired in his conversation. He will be -2 on all Charisma checks.

Unfaltering Courage

Duration: 1 hour per 2 successes.

When faced with unconquerable foes and unbeatable odds, the drinker of this potion feels no fear at all! Instead, he feels utterly invincible, and is willing to confront any danger, no matter how suicidal.

When drinking the potion, roll two dice at the potion’s level. For every 2 successes gained, the drinker gains +1 Courage for the duration of the spell. This functions exactly as Courage normally would – but it does not replace Courage already spent. At the end of its duration, the subject’s Courage returns to normal.

Side Effects:

At the potion’s expiry, the character will be weary and feel suddenly vulnerable once again. For the rest of the day he suffers -2 to all Courage checks.

Lucky

Duration: 1 hour per 2 successes.

For a time everything goes right for the character! He can’t lose at dice. Great opportunities happen all the time, and life is wonderful!

When drinking the potion, roll two dice at the potion’s level. For every 2 successes gained, the drinker gains +1 Luck for the duration of the spell. This functions exactly as Luck normally would – but it does not replace Luck already spent. At the end of its duration, the subject’s Luck returns to normal.

Side Effects:

At the potion’s expiry, the character will be weary, and his luck will seem suddenly mundane and horrid. For the rest of the day he suffers -2 to all Luck checks.

Resolute

Duration: 1 hour per 2 successes.

The character’s willpower becomes like iron. Nothing sways him or makes his intention falter.

When drinking the potion, roll two dice at the potion’s level. For every 2 successes gained, the drinker gains +1/+0 to all Resolve checks for the duration of the spell. Side Effects:

At the potion’s expiry, the character will feel suddenly weighed down with his indecision and doubts. For the rest of the day he suffers -2 to all Resolve checks.

Grey Man

Duration: 1 hour per 2 successes.

The character becomes unnoticed by others around him, walking past them like one invisible. This functions like Occlusion. Others must roll an opposed Awareness check (the drinker rolls 2 dice at the level of the potion) to observe that the Grey Man is there at all. If they spend their action looking, they can roll Awareness + Sorcery.

If the drinker attacks, then the spell immediately vanishes. Likewise if he moves quickly, he gains a penalty on his roll (walking quickly -1, jogging -2, running -4, sprinting flat out -6).

Dragon’s Breath

Duration: 1 round per level of the potion.

Roll 2 dice at the level of the potion. The character can, for the next 1 round per 2 successes, breathe a gigantic gout of all-consuming flame. This is at HR 1 +1 per 2 levels of the potion. It is in a huge fan, 10ft long per level of the potion. Damage is 2 dice at the level of the potion. It is a standard action to breathe flame.

Undetectable Presence

Duration: 1 day.

The potion masks the character’s presence to all scrying attempts. Any rolls made to resist incoming scrying gain an extra die at the level of the potion.

Voice of a Leader

Duration: 1 day.

The character’s voice booms with unquestionable authority and presence. For the duration of the spell he gains +1 die at the level of the potion for all Command checks.

Enrapture

Duration: 1 day per level of potion.

Opposed by: Victim’s Resolve.

The alchemist rolls 2 dice at the level of the potion, opposed by the victim’s Resolve. If successful, the victim becomes hopelessly enamoured with the target of the potion, just as if he had been targeted with the Enthral spell. Every day a new opposed check may be made by the victim.

However, once the victim has overcome the effects of the potion, he will be *revolted* by the target of the potion and may be moved to violence, or even murder. Social interaction rolls from the target to the victim are at -1 per level of the potion.

Balefire

Duration: Instant.

HR: 1 +1 per 3 levels.

Balefire is a tricky and dangerous concoction. Usually kept in thick clay jars, they are best handled with the greatest of care, for any bump or knock can cause them to explode.

Creating Balefire is a little more tricky than most potions.

The Alchemist makes an Extended Intelligence + Alchemy check.

He gets 3 rolls +1 per Size category above Small of the Balefire.

He needs 10 successes +5 per Size category above Small.  
(Example: making a Large container of Balefire – a bucket’s worth, the sorcerer can make 5 rolls, but he needs 20 successes to even basically succeed. If he gets less than that, he will completely fail).

Balefire is greatly prized during sieges, for when it bursts into flames, very few things can extinguish it – and it very quickly spreads. Striking it with a hand will see one’s hand catch light. Dousing it with water causes it to surge anew – only dirt will put it out, and even then with great difficulty. Balefire is, in fact, a thick black substance. It is very sticky.

The radius of the explosion is determined by the size of the concoction.

The damage is 2 dice at the level of the potion.

Size: Radius

Tiny = (a small vial) 1ft

Small = (a small jar) 3ft

Medium = (a wine jar) 1ft p/lvl

Large = (a big bucket) 3ft p/lvl

Huge = (a barrel) 6ft p/lvl

Gargantuan = (a hogshead) 10ft p/lvl

The fire will burn fiercely until extinguished or until it runs out of fuel. To put it out requires earth, for balefire will burn on the surface of water, and even if one is fully submerged, it will continue to burn.

Dousing balefire in water does inhibit it a little though. If submerged beneath water, it will do ½ damage.

To remove it requires rolling in earth. Victims must roll Dexterity + Athletics. The number of successes required depends on the amount of the body that is covered in balefire:

Tiny portion (finger or hand) = 3 successes

Small portion (arm or half leg) = 5 successes

Medium portion (both legs, the back or the chest, etc.) = 10 successes

Large portion (3/4 of body) = 15 successes

Whole body = 20 successes

Every 2 successes gained will reduce the damage dealt every round by -1.

### Enchanted Weapons

Soulbound weapons

“Soulblade,” “Soulhammer,” “Soulaxe” etc., is the name given to a weapon that has drained the life from its Artificer. Almost completed, the Artificer finally lost control of the ritual (Bungled) and had his life essence drained into the blade. Some say they are still trapped within the metal.

Soulblades are as rare as true magical weapons, but they are treated with great care, for though they are stronger and lighter than any normal weapon, their history is littered with grim tidings.

Indeed, around them hangs a dark aura of foreboding and ill fortune. Though when one first picks up such a weapon, they may do great deeds with it and consider themselves blessed, eventually their fortune will change.

Soulblades are darker than any normal steel and have faint other colours running just beneath the surface, visible only in certain lights. These other colours reflect the nature of the Artificer drawn into the blade – for instance, if its red, then the Artificer was a bloody and angry man. White would signify a holy person. Green might signify greed, etc.

Each Soulblade will be quite unique. Almost as powerful as the magical item they were supposed to be, they make powerful weapons. But the Narrator must bear in mind their terrible curse. Slowly, subtly, ruin, madness and death will befall their wielders.

Bloodletter

Sacrifice:

The newly forged (red hot) weapon must be quenched in the living heart of either a powerful demon (one Size category per 3 levels of Bloodletter, +1 for level 10) or a great warrior who used the same type of weapon (his level of Blade, etc., must be equal to the level of Bloodletter being attempted).

The Bloodletter’s wounds refuse to close, and bleed profusely. Those who suffer even a minor cut may eventually bleed to death if they can’t manage to staunch the flow.

For every level of Bloodletter, healing checks to stop blood loss are made at -1.

Additionally, the blood loss happens faster. For every 3 levels in Bloodletter (and +1 at level 10) the victim will lose 1HP per minute.

Surestrike

Sacrifice:

The newly forged (red-hot) weapon must be quenched in the living heart of a lucky person – someone with a Luck equal to the weapon’s Surestrike level.

The weapon is enchanted with reality-bending luck. Where it should miss, it hits, and its wielder seems blessed by endless opportunity.

Once per day the wielder may attempt to bend reality with the weapon’s luck. This allows him to alter a roll he has already made with the weapon. To do this, he rolls a die at the level of Surestrike, and one at the level of his Base Luck.

For each success gained, he gains +1/+0 to the *previous* attack or damage roll.

(For example: After adding all his bonuses, John Halfshank rolls a 9 and a 6 to Strike, meaning he has just missed. His weapon has Surestrike level 6, and his Luck is 5. He rolls two dice for these and gets 3 successes. This gives him +2/+1 to his last attack roll, meaning he now got an 11 and an 8 – he has hit!).

Naturally, this will not change a Bungle, and this can only be used on attacks or parries made by the weapon, not on other rolls made by the character.

Burning

Sacrifice:

The living heart of a person, or any creature, with a level of Pyromancy equal to the level of Burning.

(For Fire Mastery) The living heart of a Dragon of one Size category per 2 level of the weapon (+1 at level 10). Of course, if this is managed, no other sacrifice is required.

If the wielder spends 1 Eldritch, the weapon’s blade (or arrowhead) becomes sheathed in an otherworldly flame for one minute per level of Burning, unable to be quenched by water or air.

At the lightest touch, clothing catches fire. Every time the weapon successfully Strikes a target, the wielder may roll a die at the level of Burning, counting it as the Pyromancy spell Heat.

Furthermore, the weapon does +1/+0 damage per 5 levels.

Fire Mastery

There are stories of legendary weapons that allowed the wielder to walk scatheless through any blaze, as well as channel and control any fire. Such weapons have Fire Mastery.

A weapon with Fire Mastery has all the attributes of a Burning weapon, but its wielder is also gifted with the following:

He may roll the weapon’s Burning die as an Absorb check against any fire.

Against fire his HR also increases +1 per 3 levels of Burning (+1 at level 10).

He may roll the Burning die as a Pyromancy die of the same level (though only the one die), though of course he may not attempt rituals. This means he can start and stop fires at will, project flames out of the blade, cause others to combust, etc.

If the character already has Pyromancy, then the blade gives him an extra die to the rolls, so long as he has it in his hand.

If the weapon is sheathed, these powers do not take effect.

If drawn, the Fire Mastery weapon automatically ignites, and this costs no Eldritch.

Draining

Roll: Charisma + Draining

Action: Free

Duration: One Action

Cost: 1 Eldritch

Saving Throw: Resolve (+Sorcery)

Result: Every 2 levels failed by subtracts 1 Eldritch from victim and gives to attacker.

Sacrifice (all levels):

The captured soul of a Wraith, put into a soulstone and kept as part of the blade (pommel or hilt, etc.). The weapon’s Draining level cannot be above the Wraith’s level of Drain Life.

The weapon (it may only be a melee weapon), is capable of draining the very life energy of its victims into itself and using it to gift strength to the wielder.

The wielder must spend 1 Eldritch each time he wishes to use the power, and he must spend it before he rolls to Strike.

When activated, each time he deals damage to a target, they must make an immediate Resolve (+Sorcery) Saving Throw against the level of the Draining weapon. Each 2 levels the check fails by drains 1 Eldritch from the victim, and gifts it to the wielder. It lasts for 1 hour per the weapon’s level of Draining.

If the victim goes down below 0 Eldritch, he will count as Fatigued (suffering -1 to all rolls). The victim can go negative. If they go negative an amount equal to their Base Eldritch, then they are killed.

Favoured Foe

Sacrifice (all levels):

The weapon must be quenched in the heart of the chosen foe.

Alternately, it can be quenched in the heart of one who willingly sacrifices themself, and who holds a deep hatred of that particular foe. Such weapons are by far the strongest (and the rarest).

The weapon has been crafted to slay particular enemies. This is generally fairly broad, and only takes into account race, such as human, Elf, Dwarf, etc. When used against these opponents, the weapon gains +1/+1 to Strike, and +1/+1 to Damage.

If the weapon was forged with a willing sacrifice, as mentioned above, it gains +2/+2 Strike and +2/+2 to Damage.

### Enchanted Armour

Bloodless

Sacrifice: The armour must be quenched in the blood of a healer with levels of Medical equal to the level of Bloodless.

The armour has been bound with runes of healing and protection, which close the wearer’s wounds as soon as they are opened.

Whenever the wearer makes a Constitution check to prevent blood loss from wounds, he may add a die at the level of Bloodless.

Resistance

Sacrifice: The armour must be quenched in the blood of a creature of magical resistance, such as an Outsider. They must be of 1 Size level per 2 levels of Resistance.

The armour has been forged with runes of magical protection, and dipped in the blood of a magically resistant creature at the point of its creation. It gives the wearer a bonus of +1/+0 to all rolls to resist magical attack per 2 levels of Resistance. This includes all forms of opposed rolls.

Shadowsteel

Sacrifice: The armour must be quenched in the blood of a shadow demon of one Size level per 2 levels of Shadowsteel.

The armour is forged with the properties of the shadow realm. During the full light of day, it functions as normal, but within shadows or darkness, its wearer all-but disappears. In the dark, the sounds the armour makes are muted and distant, as though heard through a wall.

The wearer gains an additional die at the level of Shadowsteel for all Stealth checks made in darkness.

However, there are penalties for items which are too small to adequately cover the character:

Tiny: -4

Small: -2

Fire Quencher

Sacrifice: The armour must be quenched in the blood of an Ifrit Outsider of one Size category per 2 levels of Fire Quencher.

Armour imbued with the power of a Fire Quencher is highly resistant to all forms of fire and heat. Even in the scorching desert he will be cool.

Whenever the wearer is forced to make an Absorb check against fire he may add a die at the level of Fire Quencher. Additionally, his HR against fire increases +1 per 4 levels (additional +1 at level 10).

For any heat-based checks, the character may add a die at the level of Fire Quencher.

However, there are penalties for items which are too small to adequately cover the character:

Tiny: -4

Small: -2

### Enchanted Artefacts

Lightstone

Special Components: A flawless crystal.

With a properly artificed crystal, the sorcerer can create light. This glows either bright or soft, as the sorcerer desires.

To properly prepare a crystal, the sorcerer must have a crystal or gemstone without any flaws. It need not be valuable, and clear is preferable, otherwise the light will be tinged with the colour of the stone.

To then activate the light, the sorcerer must spend 1 Eldritch. No roll is required. The light can be very bright or extremely dim, as he wishes.

To attempt to blind another, one must roll Intelligence + Lightstone, opposed by the victim’s Awareness (+ Sorcery if they spend an action). Every success gained inflicts -1 on all the victim’s rolls. He may make a new Awareness check every round, with each success removing a single -1.

Flaming Rod

Special Components: 1 ruby per 2 levels.

(levels 7+) The throat cords of a Dragon.

This rod has the capability of exploding forth in fiery glory, bathing all those before it in hot death. Using the artefact counts as a normal action, sending forth a stream of flame up to 10ft per level of Flaming Rod. Roll Dexterity + Sorcery to strike, and Resolve + the Flaming Rod for damage. Damage is dealt as HR 1 +3 levels (+1 at level 10). This costs 1 charge.

Additionally, the rod can snuff or fan flames, cause spontaneous combustions and generally control fire, just like the the minor Pyromancy abilities. To do these roll Intelligence + Flaming Rod. These abilities are only the minor powers of Pyromancy. These do not use a charge.

Talisman of Luck

Special Components: (level 7+) The life essence of a Sidhe, with Entropy equal to the Talisman’s level.

The Talisman of Luck allows the wearer to make up to 1 re-roll of *any* die per Level, including Bungles. However, these are permanently spent, and cannot be recharged. Once all re-rolls have been had, the item ceases to have any more magical properties. Additional to the re-rolls, once per day the wielder may spend an Eldritch and gain an extra die to a Luck check at the Talisman’s level.

Blinding Bag

Special Components: The dust from the wings of a particular giant moth (or other equally rare creature).

A blinding bag consists of a number of powders wrapped in a small cloth bag. When the bag hits the ground or an object with some degree of force it explodes in a bright blast strong enough to blind and deafen. There is also fairly thick haze of smoke, obscuring visibility for those not blinded.

Victims of the Blinding Bag must make a Constitution (+ Athletics, if they use an action) check with a penalty of -4, plus -1 per 2 successes made in the throw. Failure means they have been blinded and stunned, and are at -1 to all actions per success they failed to reach. They may make a new roll every round, with each success removing a single -1 penalty. Each round they may also remove a single -1 penalty.

The true purpose of the bag is to obscure movements. Any Awareness-based checks receive double the penalty.

Ring of Whispers

Special Components: (lvl 7+) The soulstone of a telepath of equal level to the Ring.

This ring enables the wearer to tap into the thoughts of those around him. This automatically gifts him with the ability to detect surface thoughts of those around him. This functions just as the power Telepathy, and does not require expenditure of charges.

However if he concentrates, he can detect deeper thoughts, intentions, and the like. Spend a charge and roll Awareness + Ring of Whispers, opposed by the victim’s Resolve. Success indicates he has telepathically infiltrated their thoughts, and can detect what they are thinking. The amount he succeeded by of course determines how much he has discovered, and will give him that same amount of bonus to any social rolls with the victim, but particularly Deduction.

Crown of Ambition

Special Components: as below.

This ancient crown writhes with the trapped spirits of ancient kings and mighty generals of ages gone by. In ancient times, those mighty men were each sacrificed to the crown, quenching its glowing metal with their blood, and becoming bound to it, to serve the wisdom of the ambitious sorcerer which created it. Terrible wisdom and the promise of madness await the one who dons the crown. For once the crown has spoken to them, has shown them the greatness they could ascend to, the conquests they could make, few are ever the same again.

The Crown gives the wearer a bonus of +5/+5 on all Command, Military, Diplomacy, Finance, Domestic, Intimidation and Peasant Lore checks. He must also make Restraint checks opposed by the Resolve of the Crown, or be led to “excesses” during the heat of combat or war, and must also make opposed Resolve checks with the crown (which has a Resolve 10) or start getting slowly drawn into its prison of ambition. It will happen slowly…but surely.

# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Lucas Graciano\FINAL IMAGES\smaller file sizes\1_Ishkarii_final01.jpg -11- Narrator’s Section

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he Narrator is unarguably the most important element of any Role Playing Game. No other person will have as much influence and control over how the game progresses than the Narrator. Not only does he come up with the plots, the setting and everything that happens in the game, but he also has to play it out.

Added to this, it is he who determines exactly *what* happens at any point in time. If a character rolls a Bungle, the Narrator decides how bad it is, and how it will affect the players. If a character decides to attempt some new and unusual action, it is the Narrator who works out how that works. This may, at first, seem like a pretty daunting task. Even downright exhausting! But with a little practice it not only becomes easy, but extremely rewarding. There are few things as purely creative as fashioning an entire *world* out of just your imagination.

## The Basics

There are a few basic elements for any Narrator to succeed at creating a great story for themselves and their players to enjoy.

1. **Know the Rules**

It’s important for the Narrator to have a firm understanding of the rules, so he doesn’t have to keep consulting the book to see how things are done. But hey, if this is your first game then don’t worry about it! Everyone makes mistakes. But they’re only really mistakes if people notice them, or if they inhibit the enjoyment of the game. If you don’t know a rule and can’t find it in the book, just improvise. Most of the book is based on a simple system – get to know the basics of it, and then make it up as you see fit.

1. **Have Conviction**

This is one of the most important of all traits of a good Narrator. It’s just like any good performer. If you see someone get on stage who’s squirming, fidgeting, stammering, you’re going to feel uncomfortable just watching them. Any professional will get on stage, squash any nervousness they feel, and look to all the world as though they’re perfectly at ease, and as though they fully, one hundred per cent believe in what they’re doing.  
When you run a game, have conviction in the story you’re telling. The world is as real and convincing as you believe it to be, and your players will follow your lead. Part of this also relies on your being consistent with the world – don’t allow the players to change your mind all the time, and try not to “soften” bad events. In real life, bad things happen to good people, and this is just another part of the story (but by the same token, don’t just go all out to kill them off)!

1. **Have a Plan**

Have a plan for how you want the story to go. Whether you want to make it super-detailed, with every twist and turn in the story mapped out, or if you just want to make a few notations, it pays to have some idea of what sort of story you want to tell.

1. **Be Willing to Make Mistakes**

Making mistakes isn’t something to be ashamed of. If you screw up, and the game is no fun, or you got the rules totally wrong, then just learn from the mistake. That’s all anyone can do. If you’re afraid of not getting every game perfect, then you’ll end up playing no games at all. Get stuck in, and iron it out as you go along.

1. **Have Fun**

Remember, it is just a game, and a game is meant to be enjoyed. So relax, and don’t get annoyed if your careful plan is unravelled by the players, or if they’re trying to use the rules in a way you don’t like. Adapt. Be flexible. It’s all about enjoying the story that you’re all telling.

## Creating an Adventure

An Adventure is the story the players will be embarking upon. There are countless different types of Adventures. Some are pretty linear, and give little power of choice to the players, whilst others are absolutely unstructured, allowing the players to do whatever they want within the world around them.

For all types of adventures there are some basics for you as the Narrator to know.

Pre-Made Adventures

Pre-Made Adventures are readily available on the internet and from literally hundreds of different magazines and books. Most of these will be for different rules systems than Immersion RPG, and so will be somewhat different. If you’re going to run these, you should make sure you have a pretty good understanding of Immersion’s rules, and are prepared to wing it, or do a fair bit of conversion beforehand.

Always, with pre-made adventures, make sure you prepare for the adventure. Read it through, make sure you have the maps ready and be familiar enough with the plot that you won’t stumble when running your players through.

Also, make sure the players you’re running have the correct characters for that sort of adventure. If they’re too high powered, or too low powered, the adventure won’t work as intended. You’ll either have to change it partway through, or they won’t enjoy it (they’ll either romp through it or get completely butchered).

Other than that, Pre-Made Adventures are pretty straightforward, and should guide you easily from one point to the next.

Making Your Own Adventure

Making your own Adventure is slightly more difficult than running a Pre-Made Adventure, but it is also by far the more satisfying. It’s also the most flexible, because you as the Narrator have complete control over everything occurring within it, and aren’t bound by what a book is telling you.

Furthermore, when you make your own adventures, each one is absolutely unique, and can be customised to suit the characters that have been made. This can make for the most personal and meaningful storytelling of all.

To do this, you’ll need to work out a few things: **Theme, Setting, Plot, Sub-Plot, Details** and **The Hook**.

Typically when you first start to think of an adventure you’ll just have a few fleeting ideas. A feeling, a concept of what you’d like to do or where you’d like to take the story. But it may seem a bit difficult to turn this into a fully-fledged adventure.

Well, take the time to go through the steps listed out below. At the end of it you may just know the adventure you want to run.

### Theme

The theme is probably the most important part of an Adventure. It’s the general overarching concept of the story, in broad brush-strokes. Is it a monster hunt? Are they prisoners trying to escape? Are they members of a restrictive brotherhood, trying to be free?

Remember, with all good stories, there must be some conflict for there to be interest. The conflict may be something as simple as bad guys trying to kill the good guys, but that’s still enough to make plenty of really good stories.

Sometimes people can overcomplicate the story and lose sight of what it’s all about. In order to make your Adventure powerful and compelling, you’ve got to have it fairly simple so that the players can easily track with what is going on and really get into it.

Work out the basic theme for the Adventure and then go from there. If you’ve got an idea in your head of cold mountains, dragons and maybe a giant or two, then work out what might make the players want to go there. It could be as simple as a treasure hunt, with monsters to guard the treasure – or it could be that they’ve got to get a magical component for a mage who will save their home town from a dread plague. Whatever, really. But keep it simple – something you can say in a few words.

There are countless messages, just as there are innumerable moods. But here are a few examples.

A World of Monsters

The world is filled with terrible creatures out for your blood. Creatures of the night and the mist, which come out of the wilds to prey upon humankind (or whatever race the characters are).  
This could be set in a city, where the characters are tracking down an elusive vampire or other creature, like a supernatural murder-mystery. Or they might be in a small town beset by marauding beasts – where they are the only thing between the town and total annihilation. In a sci-fi setting they could even be the survivors of a crashed spaceship on a world filled with beasties, forcing them to use their all their strength and wits to not get eaten.

The Lure of Greed

Greed is a powerful motive. You might think you’re immune to it – right up until you see a diamond the size of your head.  
This theme works well if the players are impoverished – or better yet, if they’re in debt to some seriously aggressive people, who just might break their legs (or feed them to some pet monsters).   
The players hear tales of a magical gem in the possession of a fat merchant (all they have to do is steal it off him), or of fabled riches in an ancient, abandoned city (luckily the person telling them has just been from there, or can sell them a map).  
Whether the riches are true or not is left up to you (it’s a good idea to make them real – sometimes even better than imagined). But there’s a problem: other people have also heard the news, and they’re just as desperate to get their hands on it.  
Furthermore, ancient cities and fat merchants are known to have plenty of defences of their own. The city is likely to be cursed in some way, or be crawling with monsters. The merchant is likely to have guards – and other thugs who are likely to hunt the pc’s down.

Serve the Order/Gods/Government

This is one of the easiest sort of Adventures to run. The players are member of a temple, a government agency, a knighthood or are bondsmen to a local lord, and are sent out on some mission.   
This can be a good source of regular Adventure catalysts. The only problem is that the players may end up resenting being sent out all the time – unless they’re given enough incentive on their own. As such, you’ll need to work an additional theme. It could be as simple as “we’ve received intelligence that the city is under threat of a nuclear strike.” Or a prophetic dream telling the players to look for someone and protect them.

Find the Item

An important item has accidentally gotten into the pc’s hands – or they just lost it! Now they need to find it (and fast), whilst at least two other parties are also intent on gaining hold of it.  
It could be the detonator for an antimatter bomb that will blow up the planet, stolen by thieves, but actually belonging to terrorists (who are also hot on the trail). And another government might also be looking for it, for the purposes of blackmail (or they want to blow up the planet and blame the terrorists).  
It could be a secret code, or the heir to the throne or the spirit of an ancient god trapped inside a gem. Of course it will probably get stolen at some point or another, and the pc’s will have a hell of a time getting it back again.

Revenge is Sweet

The characters have been wronged in some way. Or their boss, friend, wife, or even themselves, have wronged someone else – someone who really knows how to hold a grudge.  
Now the players (or the bad guys, who were defeated last adventure, or a few adventures ago) are coming for blood, and *nothing* is going to stand in their way.  
If you haven’t yet got a reason for the players to feel desirous of revenge, then you’ll have to give them one, and it should not be short lived. They get wronged, put through hell, have their names sullied, everything taken away from them, and generally get kicked into the dirt.   
Maybe they were framed for a heinous crime that they didn’t commit and are sent to jail, or are forced to constantly evade the authorities (whilst trying to work out what the hell is going on). By the end of a period of hell, they finally get a chance to take out their frustrations on the ones who caused it all.  
If it’s someone coming back after them (or after their employer), then it’s likely that the antagonist will be smart, and may even string it out like a cat toying with a mouse, slowly but surely driving his hated enemies mad whilst he hurts and kills those around them and destroys everything they have. They have to track him down and stop him before it’s too late.

Survival of the Fittest

The players are trying to survive. Period. Perhaps they’re stranded on a deserted island (which is, incidentally, full of ruins and monsters), or they’re caught up in an apocalyptic situation (a terrible virus, a plague of zombies, etc.). Whatever the reason, the players are now out for survival as its own goal. Perhaps the only way out is to escape the zombie-infested city, or to claim a boat from pirates who happen to dock at the island (stirring up all the monsters in the process), or it could be that they have to make repairs on their damaged spaceship, but to do so they’ll need supplies from inside the nearby abandoned community (filled with nasties).  
This is a situation that can test the players to the limit, and push them to the very brink of madness. Whether they stick together and use teamwork, or if it’s every man for himself, might mean the difference between living and dying.

Rescue the Damsel

A fair damsel (or the heir to the throne, a government agent with valuable intel, etc.) has been kidnapped by vile bandits (or orcs, terrorists, aliens, etc.). The players now need to go after them and save her!  
It’s likely that there are other people also looking for her, from a rival kingdom. The better to blackmail the current emperor into ceding them territories – or maybe even forcing a marriage to their own prince.  
The contest is on between who will get there first: the pc’s, the hungry orcs, or the rival kidnappers.

Join the Rebellion!

A rebellion is brewing, fighting against the constraints of an overly restrictive society (or it could be for the “rightful” heir to the throne, or simply for the sake of loot and plunder). The players will have every reason to hate the oppressors, and decide to join in the uprising.  
For this to work best, the players should undergo grievances from the ruling kingdom (arrested unfairly, almost executed, maybe even tortured – and definitely hunted down like criminals). The rebels could then rescue them from certain death…and so begins their epic quest.  
The trick with this is that it can become difficult to run an Adventure for the players when they’re surrounded by an army. Therefore, it’s advisable to have the players perform dangerous and special tasks for their cause – whether it’s assassinating key government persons, or uncovering magical artefacts that could assist in the overthrow.

Conquest

The characters are part of a conquering force. It could be as part of a new power rising, crushing all before it for gold and glory. Or it could be that they are part of a vast empire, slowly but surely eating up all opposition. Further still, they might be part of a vengeful army, razing all to the ground and leaving nothing but blackened ruins in its wake (but this is likely to result in twisted and evil characters).  
The characters might be generals, or even the leaders of the conquering force. But better still, they might be the go-to guys. The guys who can get anything done – and get given the most impossible situations to overcome (such as opening the gates to a city, or sneaking ahead of the main army and making secret pacts with others in the cities).

### Setting

The Setting is in many ways part of the Theme. It is where the Adventure is placed. What world, what country, what realm or land. This determines whether the game you’re going to play is a fantasy, sci-fi, modern-day – or a blend of all the above. For instance, you might decide to play a modern-day fantasy-sci-fi, with wizards living in secret amongst mankind, in a struggle with super-advanced government forces. It really is up to you.  
When you get the idea for the Adventure, you will basically know what sort of setting you want to put the game in. However, it can be a lot of work to make up a whole setting by yourself. You need to work out literally *everything!*

To save you the hassle, Immersion Studios will be putting out Setting Books that you can use for your games. These will include a wide variety of different worlds and an almost infinite array of possible Adventure plotlines. The other advantage of using these is that they provide fuel for your imagination – giving you ideas that you can work off to create even cooler plotlines.

### Plot

Now that you’ve got the overarching concept of the game, you’ll need to start working out the nitty-gritty. This can take a fair bit of skill to master – but in essence it’s quite simple.

Have a think of the Theme again. Put it down as a basic summary. It could be as simple as, “There’s goblins in the hills.”

All good stories work off **Conflict.** Two intentions opposing each other. You want to cross the road, but another person doesn’t want you to. You want to get to the mountain, but the orcs want to kill you.

In the example above, you’ve got a conflict – the goblins in the hills will fight the players. But now you’ve got ask – why would the players go into the hills? Why would they bother to fight the goblins at all?

That’s **Motive.** Why do the characters want to participate in the Adventure? The stronger the motive, the more powerful and emotional the plot will be for the players – and the more they will care about their characters, making the game even more exciting.

Motive is often extremely simple. People want to survive – and the best way to do that is to get rich, get powerful and help their friends survive too. If they care about the people around them, or about the world, then they will fight to protect them – that is just one plotline.

In the example of the “goblins in the hills,” the players may find out that a) the goblins have stolen treasure there, b) the nearby villagers will pay a handsome reward – or be really grateful - if the players handle the problem, c) the players get ambushed and then decide to get payback. The lure of a bit of treasure along the way wouldn’t go far astray though.  
So work out a desire and an opposition to this desire, or a bad-guy’s desire (turn the town into zombies, overthrow the planetary governor, set off an atomic bomb in the city), and then work out how the player’s come to know of it or somehow get in the way of it.

### Sub-Plot

Now that you’ve got the basic plot worked out, it’s time to complicatematters a little bit, and throw in a *Sub-Plot.* This is a secondary plot which adds a little depth to the Adventure. Often it’s a third party who are somehow involved in the whole thing, and who want the same thing as both the players and the players’ enemies. Making all three enemies of each other. Sometimes though, it’s just a simple trick.

For instance, in the example of the goblins, the players are employed by the villagers to kill the goblins. However, there’s a reason the goblins have been so effective in their raids: there is a traitor in the town. He will now attempt to tip the goblins off that the players are coming, and then will be the players’ “guide,” to take them up into the hills – leading them directly into an ambush.  
Another example is that the goblins stole a valuable (possibly magical) gem from a caravan, and there is a thief who wants it. He may act as an innocent peddler or a gypsy in the town, but follows the players to the goblins’ den (possibly getting them into trouble – or simply scarpering with the best loot). He might even have a few thugs waiting for the players when they come back, to force them to give up their hard-won earnings.

The sub-plot will generate even more interest. Basically, it’s just a third party with their own desire on the goal of the Adventure. If you’re good with this, you’ll introduce this party early in the Adventure, so the players know that it’s there – even if they think it’s something else. You may even throw in a few clues (the peddler speaks with the players and asks them questions about their intentions – but perceptive players may notice how his eyes sparkle when he hears of the loot). Don’t give it all away at once. You’ll want this third party to swoop in and pull the rug out from under the players – even just with a bit of surprise, “So *you’re* the one who stole our horses!” “Yes – to make sure you *had* to stay and kill those bloody goblins!”

It will make the players go, “Oh so *that’s* why…!”

### Details

Now that you’ve got a good idea of the basic Adventure, the details should start falling into place. You know the conflicting intentions (the players, the goblins and the thief), so now you start working out the whole story. What is the area they’re in? Who are the main people in the village? Perhaps work out a map of where the goblins are, or the steps that will occur in the Adventure.

There are heaps of ways to work out the detail, but one simple way is to just work out all the details of the situation. Who’s doing what? Why? And what will this create?

If you work out the Adventure really closely, with every little step prepared for in advance, you may find yourself surprised by the players. For instance, you’re thinking that they’ll chase after the goblins and try to kill them, leading them to the goblins’ lair… but instead they let the goblins get away and decide to go fishing instead.

A rule of thumb with players is: they will always surprise you.

So if you know what’s going on in your world, you can work around that.

The players go off fishing, fine. The goblins run away, gather their friends and come back in greater numbers – attacking the players whilst they’re occupied.

Or say the players discover who the peddler is almost straight away. They’re not fooled! You decide he runs away – but he still secretly follows the players to the goblins. Maybe he’d even step in to save them (because he knows if they die before the goblins are killed, he’s got to kill all the goblins himself!).

So work out the principal characters, the most important areas and have a very good idea of the general movement of the plot. What sort of attacks the goblins will make. How the villagers will respond. Whether they’ll be successful or not. Maybe the villagers will decide to pack up and leave! If the players don’t help them, they’ll certainly get resentful, if not downright hostile!

The basic sequence of the Adventure should follow a general sort of gradient. In the beginning the players have an encounter that they should win relatively easily, but that introduces them to the problem at hand. They then find out more information, have a few more encounters, usually each one getting a bit harder and each one leading them further into the adventure. This should start to build tension within the players. They start to realise the problem they’re facing, and have closer and closer scrapes with death, injury or ruin – meanwhile noticing that they’ve got more to go!  
Finally, and building the tension to a crescendo, they come to the final encounter, which tests all their skills and wits. When they win, they get rewarded with Experience Points, treasure, the gratitude of people saved, power, glory…whatever really. But it should make the whole ordeal worthwhile.

Ensure that you work out the stats of all the monsters and antagonists that the players have to face – this will make it a lot easier for your than just “winging it.”

### Hook

One point to go over with a little more detail is the Hook. This is how you get the players into the Adventure, and is possibly the most important part. How do you start the thing? Chances are, if you haven’t worked it out, the players will end up getting into random and pointless encounters (bar fights are a classic example), which can be entertaining, but do not further any part of the adventure at all.

The remedy to this is “The Hook.”

Think of it as a fishing hook. Something that reels the players into the Adventure you’ve created.

It should be fairly quick, simple and easy.

The players are attacked. Someone comes to them for help. They are ordered to go on a mission. They are mistaken for someone else and given a priceless jewel (only to find a powerful sorcerer wanting it back). They are kidnapped, enslaved or imprisoned (and then told how to get out…).

There are a thousand, thousand ways to perform a Hook. It should be fairly dynamic. A small combat is not a bad way to start this – depending on the type of game you’re playing. It gets the blood pumping, gets the players a bit more used to their characters, and makes them wonder, “why the hell is someone trying to *kill* me?”

Right after that is your cue to give them a little clue. Something to follow.

In the example of the goblins, there’s nothing simpler than having the players stumble into a fight, where the goblins are clearly winning. After the fight, they’ll head to the town (probably), and will get told the story along the way – giving you an opportunity to characterise the other people in the world, and to make the players care about them. That (and a night-time raid by fire-wielding goblins), will probably be enough to set the players in motion.

Running the Game

Now that you’ve got your players’ characters and the Adventure worked out, it’s time to get stuck into it.

Sit down with them, preferably across a table, with a screen for you to hide your dice rolls, and any of the reference books you need – including your notes of the Adventure – and *begin.*

How do you begin? Simple, you just start to tellthem where they are, what’s around them, what’s basically going on, and then ask them, “What do you do?” The moment they answer, they’re in the game and you’re away.

### Description

The key to keeping the game fresh, alive and *real* is quite simple. Keep your confidence, know where you’re going with the story, have a good image alive in your mind, and *describe.*

Description is incredibly important.

For instance, if your players are walking through a forest and coming into contact with a bunch of goblins you could say:

“You’re walking through the forest and come across six goblins attacking several villagers. The goblins are winning. When they see you they attack.”

Or you could say:

“You’ve been walking through a forest for most of the morning. The air is still crisp and fresh, and the scent of pines lingers all around you. For the longest time there’s not a sound in the world but the crunching of sticks and leaves underfoot, and the soft jingling of your arms and armour. Around you, the ancient, gnarled trees frown down behind beards of lichen and blankets of moss. Then, quite abruptly, you hear the faint sounds of shouting in the distance, followed by a scream and the clash of steel against steel.”

In the second example you haven’t even told the players very much of what’s going on. Merely that they hear something else going on. But you can be damned sure the players will want to check it out. What’s more, it’s fresh and serves to really imprint in their minds the environment around them. It makes it *real.*

Always describe. Always.

If someone takes damage, don’t merely say, “You get hit and takes 4 damage.” Instead say, “The thug lunges at you with an animalistic snarl, smashing a ham-sized fist into your face and sending you reeling back. You take four damage.”

Particularly when describing combats, try to describe it as it is logically occurring. But keep it dramatic, fluid and pulse-pounding. You can even impose some rules on what happens next – for instance, if they’re fighting with swords, and in your description you mention that their blades lock together, you could decide to have them roll opposed Strength checks to see who wins the deadlock, the winner automatically winning Initiative. Or that they could head butt the other person for a bonus to hit – and no chance of parrying with the blade.

Just as with any movie, combats should be kept fast, intense and brutal. Swords flash, armour clangs, blood flows. Furthermore, make each combat important in some way – at the very least by having some degree of threat. When someone points a gun at you in real life, you know about it – and you’re not likely to forget the moment either.

### Atmosphere

Another important element of description is the atmosphere. Every Adventure, and every part of an Adventure, will have its own unique atmosphere. The way you describe the scene is what makes atmosphere.

For instance, when trying to conjure a feeling of eeriness and horror, one could describe a simple scene like this:

“Mist oozes out of the scraggly hedges that line the road, lying heavily over the land on both sides. Here and there the dark shape of a tree looms up, reaching out to you with their branches like gnarled, clutching fingers. A wind picks up, bringing with it a deep chill that seems to go to your very bones. The dim light of the lantern flickers and the darkness seems to draw closer until it flares back into life again…And for a second you wonder if you saw something out of your peripherals – or was it just your imagination?”

In fact, they may be simply walking down the road, and there isn’t anything there – but it certainly informs them that things are not well here. *Something* is wrong, even if they have no idea what it is.

As the Narrator, you must be willing to use yourself as a tool to gaining this sort of atmosphere. In the example above, for instance, you might steadily start to lower your voice, lean towards the players, speak slower and softer until they’re straining to hear you, hanging on your every word…and then, just as the tension is unbearable, you shout, *“WHO GOES THERE?”* as the local watchman comes up. Or you scream a battle cry as a monster attacks them.All the players jump, get the fright of their lives, and are fully *living* the story.

### Don’t Overdo It

As with anything, it’s possible to overdo description. When this happens, you end up boring the players by giving them too many details, too much needless explanation of everything from the colour of the walls to the type of rug they’re standing on. Usually players appreciate description – but they’re not likely to want to sit there hearing it for an hour.

Some of the best ways to introduce players to the world around them is by interaction. You can describe much by simply telling them where they are, then describing things as they go past, with a detail or two.

“You head down the main street, ducking between rumbling ox-carts and wending your way through the steady press of people. On your way you pass an exquisitely built fountain of ancient stone, where you know the bereft and the lonely will gather, throwing coins into its waters for wishes. Whether they come true, you really don’t know. On the other side of the street towers the city’s best inn, The Drunken Minstrel, where you know great bards and music-makers gather, and where the food is hot and the women comely.”

This really places the players in that area. They’ll likely pipe up, say they want to check out this or that, and that’s okay too – it allows you to introduce different characters. Be sure to give each one their own character. Even a minor description makes them unique.

### Action Oriented

Keep yourself action oriented. That doesn’t necessarily mean combat-oriented. But keep the plot moving, and keep things interesting. Don’t spend too long on needless or tiresome details.

Quite often players will want to delve off the path of the adventure – going for a drunken revelry, a long night of gambling, fishing, or learning some new skill. It doesn’t have to take forever. Just as they do it in the movies, where you get a few scenes of the character’s progress, give them the same sort of level of speed.

If someone was having a night of gambling you could have them make three rolls (possibly opposed by the skill of the other players), then determine the outcome from those. If he made 3 successes, 5 successes, then a Bungle, it might go like this:

“You spend hours at the gambling table, with moderate success. For a while you’re holding your own, staring down a balding man opposite you whilst he tries unsuccessfully to bluff. The girl on your left laughs every time you take a hand, and that makes the bald man lose even worse. He goes bright red like a tomato, whilst you grin at the girl and teach her a thing or two. It’s unfortunate then, that with a bit of wine to make your head spin, you decide to go all in…and who should call your bluff but the very same girl…Just as dawn’s light is creeping over the horizon, you’re totally flat broke, and the girl is smiling at you with the fond memory of you ‘teaching her’ a thing or two.”

Similarly, you don’t need to go through all the details of a trip. Even if it takes three weeks, unless there are some interesting things on the way, get it over with in a few minutes. Ensure a few rolls are made, describe what occurs along the way, but don’t drag it out unless it’s important for the story. Of course, if adventures, battles or other trials and tribulations should happen along the way, then don’t skip those!

Nor should you decide to slacken off the suspense. You don’t have to skip all the build-up to an exciting part just because you want to get into the action. Often the most exciting parts are just before the fighting (or confrontation) happens!

As in all things, use your judgement on what to skip and what not.

### Characters

Another extremely important point is the description given to characters. Now, unlike the players, who only have to look after a single character, you are given the responsibility of describing and characterising the *entire* world.

The temptation is to make a lot of faceless people, like “The barkeep,” or “The Town Watchman.” But these sorts of people are barely noticed by the players and do little to enhance their immersion in the game.

Instead, describe a few defining features of each person they individually meet. It might be as simple as, *“The Town Watchman has a fat wart beside his nose, and he stinks.”*

Even better is if you can change the way you speak so you sound like that character. You could even throw in a few mannerisms, like sneezing, squinting, frowning, coughing, etc. This makes the character even more memorable and real.

If the character is a *main* character though (particularly the main antagonist), you really should be a bit of care into his description. Work out his ambitions, goals, attitude, his type of clothing and so forth, just as you would for a player’s character.

These points make the difference between a living, breathing game, and a game which is flat or shallow. Don’t be nervous about giving it a go. Just like any art, it takes practice. But you’ll be surprised how quickly you learn if you follow these principles and learn from any mistakes you make. No doubt in a short while you’ll find your own unique way of doing things and will find Narrating an extremely easy task.

## Experience Points

Experience Points are an extremely important part of a Role Playing Game. Experience is much of the reward from undergoing difficult and dangerous adventures, and the players really want to see their characters grow and expand.

How Much to Award

Every Narrator will choose to award Experience in his or her own way. Some like to give plenty of Experience, whilst others give less.

It is quite important to get the balance right – give too much, and the character progresses too quickly, with each milestone unappreciated as he moves on to the next. This tends to make the player less appreciative of his powers, and also it can unbalance the game, making a relatively new character a sudden powerhouse better than any other hero around.

On the other hand, if you give too little Experience the players feel cheated for all their hard work, and their characters only progress at a snail’s pace. They will grow bored with their unmoving powers, even if it is technically a realistic pace.

We have found that it is better to lean towards giving more Experience rather than less. The Narrator should notice if the characters are growing too powerful too quickly, and he will adjust to compensate for it. And there are always bigger and meaner monsters and dangerous in the worlds of Immersion!

A good balance is from 5 to 50 Experience per gaming session, assuming your gaming session runs for about 2 to 4 hours. So if you played for a mammoth 8 hour day, you would probably award your players from 10 to 100 Experience points, and they would have overcome a number of deadly challenges along the way.

The Narrator should award from Experience for the following:

Surviving a Game.

Achieving an Important Goal.

Defeating an enemy.

Saving other members of the group.

Playing in character.

Surviving a life-threatening experience.

Using skills.

Fighting in a combat (not necessarily winning).

Using wits and smart ideas to succeed.

Being heroic (particularly when faced with great threat).

For each important area of the game, you can go by the following chart:

**1-10 Experience =** Low level threat or difficulty. A slight chance of failure, possible injury and harm.

**11-20 Experience =** Medium level threat or challenge. A significant chance of injury and failure, though just as much chance of success.

**21-30 Experience =** Large level threat or challenge. Whatever they character took on was way out of his league, but he still won!

**30-50 Experience =** Huge level threat or challenge. The character had a great chance of death, defeat or injury, and only a very small chance of success, but he prevailed anyway!

If a character attempted something exceptionally difficult (for instance, attempted a Large level threat, like fighting a Giant one on one) but didn’t succeed, they should still gain Experience, though at about half the level they would have gotten if they had succeeded. If they *almost* succeeded the Narrator may choose to give them a bit more. If they abysmally failed (for example, they happened to *see* the Giant, then fled) they should receive little or no Experience.

When unsure how much Experience to reward the players, err on the side of generosity. Always give more rather than less. Your players will enjoy this more – whereas, a stingy Narrator will make the players feel that all their hard work was for nothing.

## Tricks of the Trade

There are a few pitfalls which it is easy for a Narrator to get into unless he’s careful or experienced. Here are a few rules of thumb to help you avoid the worst of them.

Taking Sides

It can be extremely easy for a Narrator to lose his impartiality and start looking to the players like he’s taking sides one way or the other. This is something to avoid.

As the total and supreme arbiter of the game, you cannot afford to *appear* to be swaying the game in any direction. Rather, you should be appearing to “let the world run,” giving the players (apparently) complete freedom of decision.

If you start guiding them or forcing them down a certain path, then the story no longer becomes their own. They’ll resent it – just like you’d resent it if someone told you that you couldn’t use your TV the way you want to.

Worse than this though, if the Narrator starts to appear to be “trying to beat” the pc’s, then a conflict starts between you and the players. They’ll think you’re just out to destroy them, or that you won’t let them win, or that you’re unfair. Keep impartial. If they destroy the monster, then they destroy it! Let them have a win. Let them do really well, but also face extreme challenges.

Your mission should be to craft the most exciting and vivid story *for* the players and yourself, rather than see if you can “defeat” them with traps and dangers. You’ll always win if you want to – but you may lose the respect of your players.

“Saving” Players

Another extremely easy path to go down is in *helping* the players. This usually happens when a pc the Narrator really likes is facing certain death. Rather than letting the character die, the Narrator is “lenient,” allowing him to roll again and again, even though everyone knows that he should probably be dead by now. Particularly if this happens often, you’ll lose the intensity of your games, and even though the player definitely wants to live, he’ll lose the adrenaline-factor of facing possible death. Because he knows now that he cannot die. The Narrator will always save him – so his choices don’t truly matter.

You *can* help your players, but it must never be obvious.

Say a pc is bleeding to death – you could have an NPC come over and heal him in the nick of time. But with just enough drama that the pc *nearly* dies. Even so, some sort of roll should be made.

The other thing is that sometimes you really have to let nature take its course. Not all heroes win, no matter their intentions. That’s life. Have the player make a new character. He’ll learn from the experience (or at least he should), and when he wins next time, he’ll appreciate it all the more because he’ll know it was deserved.

The bottom line is not to pit your players against things that are ridiculous, and certain to kill them. Give them little wins, build them up – but some challenges (particularly near the end of an Adventure) will certainly be life-threatening and require all their wits and ability to pull off a victory. Most of the time, they’ll make it work.

Letting pc’s Shine

As the Narrator, your descriptions make everything come alive. Therefore, you must be careful to shine the light of description on each pc fairly regularly, keeping them vivid and making them important. Sometimes with two or three players, one person will tend to dominate the spotlight whilst the others might take a back seat. Sometimes one person isn’t as talkative as others, and can get ignored – even if not intentionally.

Just make sure you give everyone an equal opportunity to shine. Make cool descriptions of what they do, give them opportunities to show off their unique abilities. And above all don’t show favouritism to one character or another – there’s nothing more infuriating for a player!

Balance

It can sometimes happen that you overdo the power level. You give a pc too great a magic item or spell, making them practically un-killable, or at least far beyond the power of all the other pc’s.

When this happens it can make the game a bit uninteresting, as the players either trounce all opposition without effort, or one pc dominates the show, killing all before him and making the other players mere sidekicks.

When this happens you’ve got a couple of options: 1) The item gets lost, stolen or broken. 2) You let the players know you made a mistake, and decide to tone down the strength of the item, spell, etc. 3) You increase the numbers and power level of the bad guys. 4) You give all the other players items of equal power, and then just make sure they’re facing enough danger to make it exciting.

## NPC’s

In this section we have examples of ready-made Non-Player Characters. These are merely basic templates for NPC’s, and contain the most important skills they would use. It is by no means exhaustive or thoroughly detailed!  
And a Narrator should be aware that these are not “heroes” per se. These are the extras in the movie; not the main antagonists. For the real challenges, the Narrator should build a character just as the players build a character. He can simply either make the character have certain attributes (i.e. he can simply decide that the character has Strength 8, Dexterity 7, Zen Strike 6), or he can give the character a certain level of Experience (1000, 2000, 3000 experience, etc.) and then build the character from there. This last way is more time consuming, but also more balanced. If done in this fashion, the Narrator should be aware that a main antagonist, i.e. the bad guy at the *end* of the story, should have at *least* as much Experience as the highest Experienced player character, and possibly an Experience equal to the total Experience level of all player characters combined (so if there are three player characters, each with about 2000 Experience, then the bad guy could have up to 6000 Experience).

### Bandit

Bandits are commonplace in many eras and settings. They are desperate, hungry men who lay ambushes on the unwary and attack with strength of numbers to overwhelm their prey. Most are cowards who would never attack a person stronger than themselves, preferring to prey on the weak and helpless. Even so, strong opponents can get overwhelmed by their numbers and slaughtered – just like a pack of dogs harrying a strong bull.  
Whether they’re holding a laser rifle in the far future, or utilising a makeshift spear in a medieval world, bandits are still much the same.  
  
**Note:** A bandit’s Melee and Ranged Skills will change depending on what setting is being played. A bandit in a science fiction futuristic setting will probably have Ranged: Modern, but almost certainly won’t have Ranged: Simple. Similarly, some bandits in medieval settings will have Melee: One Handed or Melee: Two Handed, but likely not both.

|  |  |
| --- | --- |
| **Attributes** |  |
| Strength | 5 |
| Dexterity | 5 |
| Constitution | 5 |
| Charisma | 3 |
| Tact | 4 |
| Beauty | 4 |
| Awareness | 6 |
| Intelligence | 4 |
| Wisdom | 5 |
| Resolve | 3 |
| Courage | 3 |
| Luck | 3 |
| **Eldritch** | 7 |
| **HP** | 8 |
| **HR** | 0 |
| **Size** | M |
| **Basic Initiative** | +11 |
|  |  |
| **Skills** |  |
| Athletics | 6 |
| Deception | 5 |
| Deduction | 3 |
| Diplomacy | 3 |
| Intimidation | 4 |
| Observation | 5 |
| Perform | 2 |
| Rogue | 4 |
| Stealth | 5 |
| Wilderness | 5 |
| Hand to Hand | 5 |
| Dodge | 4 |
| Wrestling | 3 |
| Melee: One Handed | 5 |
| Melee: Two Handed | 5 |
| Shield | 5 |
| Ranged: Simple | 5 |
| Ranged: Modern | 5 |

**Equipment:**Bandits are generally equipped with a motley assortment of weapons and armour. They will often be in very poor condition.

For a medieval-themed setting, a bandit will likely have a sword, axe or polearm, possibly a shield, and leather armour (or none at all). Wealth will usually be limited to a few coins of little value (unless they’ve recently struck a motherlode).

Futuristic or modern day bandits will have a firearm (usually a rifle or energy rifle) and sometimes armour (usually light armour, around +5/+5 Absorb).

### Soldier

Soldiers are numerous in every world and every setting; from town guards and watchmen or battle-hardened warriors marching in rank and file, to highly sophisticated troopers in power armour, wielding the firepower of a tank.  
Soldiers are good, bad or indifferent in their morals. Some may slaughter whole cities, whilst others are so disciplined that their horses don’t even graze on crops. All are men (and sometimes women) whose business is death.

|  |  |
| --- | --- |
| **Attributes** |  |
| Strength | 5 |
| Dexterity | 6 |
| Constitution | 5 |
| Charisma | 3 |
| Tact | 4 |
| Beauty | 4 |
| Awareness | 6 |
| Intelligence | 4 |
| Wisdom | 5 |
| Resolve | 5 |
| Courage | 6 |
| Luck | 3 |
| **Eldritch** | 9 |
| **HP** | 8 |
| **HR** | 0 |
| **Size** | M |
| **Basic Initiative** | +12 |
|  |  |
| **Skills** |  |
| Athletics | 6 |
| Deception | 3 |
| Deduction | 3 |
| Diplomacy | 3 |
| Intimidation | 5 |
| Military | 5 |
| Observation | 5 |
| Perform | 2 |
| Rogue | 4 |
| Stealth | 5 |
| Wilderness | 5 |
| Hand to Hand | 5 |
| Dodge | 4 |
| Wrestling | 3 |
| Melee: One Handed | 6 |
| Melee: Two Handed | 6 |
| Shield | 5 |
| Ranged: Simple | 6 |
| Ranged: Modern | 6 |

**Equipment:**

A soldier’s equipment really depends on the wealth of his lord, country or general.

Medieval soldiers will typically have armour of leather or mail, possibly a nasal helm, and a sword, axe or mace and usually a shield; or a polearm.

Modern or futuristic soldiers will have relatively good armour (usually around +6/+6 Absorb) and a rifle and sidearm. Sometimes they will be equipped with something exceptional, like power armour.

Their wealth is generally limited.

### Commoner

Commoners are the normal people. Peasants, farmers, townsfolk; those who do not live and die by the sword, and prefer to live their lives in peace. Such people are skilled at whatever craft they know: be it cobbling, farming, fencing, etc.

|  |  |
| --- | --- |
| **Attributes** |  |
| Strength | 4 |
| Dexterity | 4 |
| Constitution | 4 |
| Charisma | 4 |
| Tact | 5 |
| Beauty | 4 |
| Awareness | 5 |
| Intelligence | 4 |
| Wisdom | 5 |
| Resolve | 4 |
| Courage | 5 |
| Luck | 4 |
| **Eldritch** | 9 |
| **HP** | 8 |
| **HR** | 0 |
| **Size** | M |
| **Basic Initiative** | +9 |
|  |  |
| **Skills** |  |
| Athletics | 4 |
| Deception | 3 |
| Deduction | 3 |
| Diplomacy | 3 |
| Intimidation | 3 |
| Observation | 5 |
| Perform | 2 |
| Profession: (choose one) | 6 |
| Rogue | 2 |
| Stealth | 4 |
| Wilderness | 4 |
| Hand to Hand | 3 |
| Dodge | 3 |
| Wrestling | 2 |
| Melee: One Handed | 3 |
| Melee: Two Handed | 3 |
| Ranged: Simple | 3 |
| Ranged: Modern | 3 |

Equipment:

Depends on who they are. Most commoners in a medieval setting would have little wealth, possibly a knife and some poor clothing. “Commoners” in a modern day or futuristic setting would likely be equipped much better, complete with mobile phones, portable computers and the like.

### Noble

Nobles are a part of almost every society. The upper crust. The lords of the land. The rich and powerful. They are most relevant in a medieval or ancient setting.

Nobles have acquired a reputation as fools wearing silks, who have never done a day’s work in their life. Sometimes this is true – it was certainly true in the 16th and 17th centuries. But outside of this cliché, most nobles are tough warriors who know how to control men, keep their loyalty, and use them in battle. And that is, indeed, how nobles came to those high positions: they knew how to use a sword.

Thus, the following example of a noble is one of a battle-ready warrior; a leader of men and a weapon of his king and country.  
There are also nobles in sci-fi or futuristic settings, and these men are also highly skilled in war – but their weapons are just far more sophisticated.

|  |  |
| --- | --- |
| **Attributes** |  |
| Strength | 6 |
| Dexterity | 6 |
| Constitution | 6 |
| Charisma | 5 |
| Tact | 6 |
| Beauty | 4 |
| Awareness | 5 |
| Intelligence | 5 |
| Wisdom | 5 |
| Resolve | 6 |
| Courage | 5 |
| Luck | 4 |
| **Eldritch** | 11 |
| **HP** | 10 |
| **HR** | 0 |
| **Size** | M |
| **Basic Initiative** | +11 |
|  |  |
| **Skills** |  |
| Athletics | 6 |
| Deception | 4 |
| Deduction | 5 |
| Diplomacy | 6 |
| Intimidation | 5 |
| Military | 6 |
| Observation | 5 |
| Perform | 4 |
| Pilot: Horse | 7 |
| Stealth | 4 |
| Wilderness | 4 |
| Hand to Hand | 5 |
| Dodge | 5 |
| Wrestling | 4 |
| Melee: One Handed | 7 |
| Melee: Two Handed | 5 |
| Melee: Shield | 6 |
| Ranged: Simple | 5 |
| Ranged: Modern | 7 |

Equipment:

The equipment of a noble is always far better than the common soldier’s. They will have the best armour and weapons they can afford; often the armour alone is worth a small fortune. It is up to the Narrator what sort of armour they wear, but most tend to go for heavier armours, and will often use a shield and sword, shield and axe or a two handed weapon like a great sword – occasionally they’ll even use a polearm. Their armour and weapons are typically masterworked.

For modern day or sci-fi settings, the noble will often have power armour, or at least the best armour available, with the best rifle, grenades and sidearm. These will also be masterworked.

### Orc

Let’s face it, if you’re playing a fantasy setting it wouldn’t be complete with orcs. Big, feral, green-skinned and hungry for human flesh, orcs form into massive, rambling hordes that descend on civilised countries and burn, murder, rape and pillage everything in their path. Eventually these hordes peter out, either through being destroyed in battle or having their warlords slain (often the warlords kill each other). But if they possessed the organisation of other races, orcs would likely overrun everything in their path.

Whilst orcs are feral and barbaric, they are not necessarily stupid, and most possess a lot of cunning. When they can, they salvage weapons and armour, though they rarely have the patience to make them themselves (why make when you can steal?).

|  |  |
| --- | --- |
| **Attributes** |  |
| Strength | 7 |
| Dexterity | 5 |
| Constitution | 6 |
| Charisma | 2 |
| Tact | 3 |
| Beauty | 1 |
| Awareness | 5 |
| Intelligence | 3 |
| Wisdom | 4 |
| Resolve | 5 |
| Courage | 6 |
| Luck | 4 |
| **Eldritch** | 8 |
| **HP** | 10 |
| **HR** | 0 |
| **Size** | M |
| **Basic Initiative** | +10 |
|  |  |
| **Skills** |  |
| Athletics | 6 |
| Deception | 5 |
| Deduction | 3 |
| Diplomacy | 3 |
| Intimidation | 6 |
| Military | 3 |
| Observation | 5 |
| Rogue | 4 |
| Stealth | 5 |
| Wilderness | 6 |
| Hand to Hand | 5 |
| Dodge | 4 |
| Wrestling | 5 |
| Melee: One Handed | 5 |
| Melee: Two Handed | 5 |
| Ranged: Simple | 5 |
| Shield | 5 |

Equipment:

Orcs have basic equipment that they’ve salvaged off others, or forced others to make. They usually have leather armour, though sometimes they manage to get heavier armour such as mail, scale, banded or even half plate (they rarely have the patience for full plate). They will use a variety of weapons, tending to favour heavier ones like axes, and also tend to use polearms regularly. Some use two handed weapons, particularly great axes. They often have shields.  
All orcish weapons and armour will tend to get rusted, chipped and battered. They are rarely ever repaired. The Narrator can factor this in if he wishes by given them penalties from damage – such as slightly less Absorb, or slightly less Damage.

Orcs tend to keep most of their valuables with them. This will often be in the form of jewellery – expensive arm rings, necklaces, coins, and so on.

### Ogre

Ogres are huge, feral and disgusting creatures that are somewhere between a human, an orc and a giant. Standing some eight to nine feet in height, hunched over and layered in thick muscle, they might not be the brightest of creatures, but they more than make up for that in sheer brute strength.

Ogres are vicious and incredibly cruel. They often consort with orcs, and enjoy the havoc and chaos caused by warfare. Like all bullies, they prefer to attack the weak and helpless.

**Note:** Due to their incredible strength and size, ogres are far more powerful than humans. You will notice they have two dice for some characteristics; this follows the rule for Attributes that are higher than 10 (split them in half, as evenly as possible).

|  |  |
| --- | --- |
| **Attributes** |  |
| Strength | 6, 6 |
| Dexterity | 5 |
| Constitution | 7, 7 |
| Charisma | 2 |
| Tact | 4 |
| Beauty | 1 |
| Awareness | 5 |
| Intelligence | 3 |
| Wisdom | 3 |
| Resolve | 7 |
| Courage | 7 |
| Luck | 6 |
| **Eldritch** | 10 |
| **HP** | 20 |
| **HR** | 0 |
| **Size** | Large |
| **Basic Initiative** | +10 |
|  |  |
| **Skills** |  |
| Athletics | 8 |
| Deception | 2 |
| Deduction | 4 |
| Diplomacy | 3 |
| Intimidation | 9 |
| Military | 3 |
| Observation | 5 |
| Rogue | 3 |
| Stealth | 4 |
| Wilderness | 6 |
| Hand to Hand | 7 |
| Dodge | 5 |
| Wrestling | 9 |
| Melee: One Handed | 6 |
| Melee: Two Handed | 6 |
| Shield | 5 |
| Ranged: Simple | 7 |

Equipment:

Ogres are generally dressed in hides and furs that are the equivalent of padded or leather armour. A rare few dress in heavier armour like mail. They rarely remove what they wear, so they would never wear anything as restrictive or irritating as plate or banded armour.

Ogres use Large weapons, whether it be a club, sword, axe or merely a thrown rock. They rarely use shields (but the ogre that does would be truly terrifying). Some will use Huge weapons, which is a two-handed weapon for them.

Ogres keep all their possessions on themselves, or in their lair – but will keep their most favourite of possessions on themselves. This is usually limited to a few baubles and coins.

### Zombie

A Zombie is a dead body brought back to (un)life by means of magic, reanimating it like a marionette on strings and binding it to the will of its creator. A zombie is unfeeling, unthinking and almost unstoppable. Its limbs are supernaturally strong, pushed to their absolute physical limit without regard for any injury. Stabbing, cutting, hitting or shooting a zombie will do little other than slow it down. Only by destroying its brain, decapitation, or outright destruction can the zombie be stopped.

Fire is an effective weapon against such creatures. However, unless their brain is destroyed in the blaze they will continue unfazed.

Mind magicks of any sort do not work against the walking dead. They cannot be talked or bargained with, persuaded, bribed or begged. They obey no commands but their master’s, and will obey him unflinchingly and moronically to their complete destruction. Sometimes, however, their moronic obedience to the letter of the command will end up in their master’s untimely demise or misfortune – but even then, they can’t be punished!

Contrary to popular belief, zombies are not always slow. There are clumsy and stiff, being dead, but when they attack they move with surprising speed, which often catches their victims off guard.

Skeletons are a similar form of undead, much the same as a zombie, but just lacking most of their flesh. They are more brittle and lighter, but do not burn. These are more commonly summoned in the far south, where flesh soon dries, but the bleached bones remain for centuries, roasting in the sands.

Animals can also be turned into zombies, and often make ideal soldiers, guards and troops. Undead horses do not tire, though they may lack some of the energy and speed of their living counterparts. And an undead bear or other predator makes for a fearsome soldier.

When fighting, the walking dead will tend to swarm an opponent, try to grab them and tear them to the ground, crushing them with their great strength, clawing at them and biting them. There is no finesse to their attack, only furious killing intention. They are smart enough to go for the throat, trying to strangle opponents, break their necks or crush their skulls. All of their attacks have the same statistics as a human attack (or an animal attack).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Zombie** | **Skeleton** | **Undead Bear** | **Undead Dog** | **Undead Horse** |
| **Attributes** |  |  |  |  |  |
| Strength | 7 | 5 | 8, 8 | 7 | 6, 6 |
| Dexterity | 4 | 5 | 4 | 7 | 6 |
| Constitution | 8 | 6 | 8, 8 | 6 | 6, 6 |
| Charisma | 0 | 0 | 0 | 0 | 0 |
| Tact | 0 | 0 | 0 | 0 | 0 |
| Beauty | 0 | 0 | 0 | 0 | 0 |
| Awareness | 3 | 3 | 3 | 4 | 3 |
| Intelligence | 1 | 1 | 1 | 1 | 1 |
| Wisdom | 0 | 0 | 0 | 0 | 0 |
| Resolve | 0 | 0 | 0 | 0 | 0 |
| Courage | 0 | 0 | 0 | 0 | 0 |
| Luck | 0 | 0 | 0 | 0 | 0 |
| **Eldritch** | 0 | 0 | 0 | 0 | 0 |
| **HP** | 12 | 9 | 24 | 10 | 18 |
| **HR** | 0 | 1 | 0 | 0 | 0 |
| **Size** | Medium | Medium | Large | Small | Large |
| **Basic Initiative** | +7 | +8 | +7 (+9) | +11 (+9) | +9 (+11) |
|  |  |  |  |  |  |
| **Skills** |  |  |  |  |  |
| Athletics | 5 | 5 | 6 | 7 | 7 |
| Hand to Hand | 5 | 5 | 7 | 6 | 4 |
| Wrestling | 5 | 3 | 8 | 0 | 0 |

Undead

Undead suffer half damage penalties.

They suffer no fatigue penalties.

They are not affected by drugs, poisons, suffocation, drowning.

They are not affected by mind magicks.

Piercing weapons such as arrows do quarter damage.

All physical weapons can be Absorbed at full rate by the zombie and do only half damage. Other weapons (such as fire, acid, etc.) do damage as normal.

However, damage from runed or magical weapons cannot be Absorbed.

### Shade

Not all spirits move on to their next life. Those that met untimely ends may end up as malevolent spirits, unable to rest or move on. All of these spirits are filled with painful emotion – great anguish and hatred prime amongst them. They still feel they have unfinished business in the world, and they cannot leave until they resolve it – or until they are forcibly removed.

Shades are not all blackened, evil beings. Most are simply consumed by the strength of their emotions, and tend to take out their hatred and grief on those who disturb them or come into the area they’re haunting – which is usually where they were killed. Even then, most Shades are not strong enough to do more than extend an “eeriness” to a place, putting people’s nerves on edge. People with Perceptus will feel the spirits around them, and may sometimes see them as well. These weaker spirits will make it hard for people to sleep, make things go wrong, spook animals, and generally pervade the area with a horrid feeling of being watched.

However, the stronger a Shade is, the more havoc it can wreak. Doors slam of their own accord. People slip and fall down stairs, see strange lights, or even see manifestations of the people the Shades had once been. And sometimes, the spirits even try to steal another person’s body. Such *possessions* can be temporary or permanent, depending on the nature of the spirit. But once it has possessed a person once, it can remain with them, taking them over again and again, each time have a stronger grip over the person’s body, until the person himself might find himself ejected… effectively dead, and left to go on to *his* next life!

|  |  |
| --- | --- |
| **Attributes** |  |
| Charisma | 4 |
| Tact | 3 |
| Intelligence | 4 |
| Awareness | 5 |
| Resolve | 7 |
| Courage | 4 |
| Luck | 3 |
| Charisma | 0 |
| **Eldritch** | 11 |
| **Hit Points** | 11 |
| **Basic Initiative** | +7 |
|  |  |
| **Skills** |  |
| Intimidation: | 6 |
| Stealth | 10 |
|  |  |
| **Powers** |  |
| Telekinesis | 5 |
| Possession | 6 |
| Drain Life | 7 |

Incorporeal

A Shade is incorporeal, and cannot be harmed by physical objects – except those that are runed or magical.

Because it is a spirit, it cannot be killed or destroyed, only cast out or banished. And the only way this can be done is with the Aegis Power.

Possession

The Shade may attempt to possess a living body, similar to the Domination ritual. This takes a single action. The Shade must spend 1 Eldritch and roll Resolve + Possession, opposed by the victim’s Resolve (+Sorcery) Saving Throw. If the Shade succeeds, he gains control of the victim’s body. Duration is 1 minute per success gained. If the Shade gains *more* successes than the victim’s total Resolve, it gains permanent control of the body, and the former owner is now effectively *dead*.

However, should the Shade be successfully Saved against, then it will not be able to attack the victim again for one day per success it failed by

.

### Outsider

Outsiders are foreigners to the material plane. Whether they be elemental spirits of flame, earth, air and water or unholy shadow demons, or celestial beings of shining light and purity, they are all Outsiders.

The types of Outsiders are legion. Indeed, tome upon tome of magical lore tries to classify their types and dispositions.

The truth is, they are fickle, strange and unbelievably dangerous.

Dealing with Outsiders is very much akin to making a deal with the devil.

Included below are several varieties of Outsider, given in basic form. Again, there is a huge variety of these creatures, even amongst their own kind. Further detail will be included in subsequent books.

#### Salamander

The Salamander is an elemental fire spirit, and legend has it the true creators of magma, volcanoes and the unquenchable heat beneath the earth’s crust.

Salamanders can take several forms when they enter the material realm, either a humanoid with scorched skin and flaming hair, or – more usually – the form of a fire wyrm. A huge lizard with a skin of hot coals. It is the second variety that we represent here.

Being fire spirits, Salamanders are unpredictable at the best of times, just as likely to roast and eat people as talk with them.

Hated and feared for the fire and destruction they bring, Salamanders are known to be virtually unstoppable in their unpredictable rampages.

#### Noctivagus

The Noctivagus is a shadow demon. A creature from the deep blackness. From the cold void.

These demons are known as cruel and terrible beasts, with a thirst for mortal flesh. But not only do they feast on the physical life of their victims, they also feast upon their spiritual life essence. Sowing terror and fear is sheer pleasure for the night walkers.

The Noctivagus is a tall, gangling creature, hunched and shambling much like an ape, with a hugely muscled back and shoulders. Its arms are far too long for its body, with immense claws and thick black hair. Its bat-like face is dominated by a large mouth lined with rows of teeth.

Despite its obvious physical strength, the true danger of the Noctivagus lies in its mastery of shadows. In the darkness they are uncatchable and fey, slipping from one shadow to the next, or shedding their physical form to walk through the material world as a shadow itself – only to emerge and prey upon the helpless once again.

Furthermore, they are masters of the Drain Life power, and use it as their primary means of gaining sustenance.

Ironically, the Noctivagus is a favourite for sorcerers to summon to do their bidding. With weak wills and greedy minds, they are easily pleased – and easily cowed.

#### Cireste

Cirestes are amongst the most powerful of Air Spirits. Long have they been the personifications of goodness as well as strength; though it is said a Cireste has many faces.

Cirestes can take either bird form or human. In bird form they are always birds of prey – eagles, hawks and falcons, etc. In human form they are magnificent, powerfully built men or woman with large, feathered wings, possessing an unearthly beauty that is capable of inspiring mortals to beatific awe or insane jealousy.

Cirestes are usually of good will to mortals, and disdain evildoers - though this is not a hard and fast rule. They can be indifferent, arrogant, evil or simply capricious, changing their mood from one day to the next.

Cirestes usually take form with some sort of armour and weapons. Their retribution is greatly feared throughout the lands of men, and it is said that they hold no equal in combat.

#### Nellix

The Nellix is a fey and capricious spirit, capable of great kindness and great cruelty in the same breath. They are water spirits of pools and lakes as well as the sea itself, but usually these areas are of magical significance (Confluences). Being spirits they have no actual form, but they can materialise in either animal or human shape. They usually do this to communicate with humans.

When they take animal form, it is of a creature that most closely approximates their nature. It could be a heron, a dove, a porpoise, or even a trout. It is always a creature related to water in some way.

Nellixes most often take human form in the shape of young maids (and less commonly as young men). They exude sensuality and desire, but also a strange sense of malevolence and eeriness.

Nellixes call others in to swim with them, or lure them away from the road, into dark woods and usually to their pool or stream. They lure sailors off their ships, and over to rock pools, or down into the depths of the water.

Quite often the Nellix will seduce his/her victim, and then, depending on their nature, may drown them, or keep them and refuse to allow them to leave. Due to their Enthralling nature, Nellix’s tend to have great power of their victims. If they say the victim cannot leave, the victim is unable to, even if he knows he must. His love of the Nellix overrides everything else, inexorable as the tide.

There are many stories of sailors being lured onto a Nellix’s island, and there kept as playthings and lovers for years, until the Nellixes finally tire of them and either cast them away or slay them. Nellixes are fond of music, and often have an instrument of some sort. Their music has been known to make men leap off ships and drown, or wander into woods and never be seen again. However, sometimes they will teach a mortal their music, and in that case, he will gain some of that hypnotic quality in his own music.

#### Dryad

The Dryad is a protector of the woods. A spirit that aids plants and animals, as well as those of good wills who enter the woods peacefully. The Dryad manifests in the form of a brown-skinned woman or girl, with hair like leaves. They are lithe and slim, swift-footed and unhindered by even the most tangled undergrowth. They may also take the form of an animal, and usually appear as a dull-coloured bird, a squirrel, or other non-predator.

Dryads can step into trees and live with them. Sometimes they do this to help the tree heal itself or get rid of diseases and parasites. Other times they do it to escape an attacker.

If the tree is felled, the Dryad will also die. Just as she will feel the pain of the tree as it is cut or broken.

Dryads can speak with animals, and are never attacked by them, unless the animal has been possessed by an evil spirit, or is demonic in its nature. Even Wargs and other “monstrous” animals will not attack a Dryad, even if starving to death.

Dryads are by their very nature exceptionally secretive, shy and as wild as an untamed animal. To see a Dryad is a rare event, and rarer still is the chance to speak with one. Occasionally, though, a Dryad will take a liking to a person, and will bestow him/her with gifts of the woods, or aid them with her magic. Sometimes they even take human lovers, and their children are truly unique in their love of the wild.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Salamander** | **Noctivagus** | **Cireste** | **Nellix** | **Dryad** |
| **Attributes** |  |  |  |  |  |
| Strength | 8/8 | 7/7 | 9 | 5 | 4 |
| Dexterity | 7 | 7 | 10 | 6 | 8 |
| Constitution | 9/9 | 6/6 | 9 | 6 | 4 |
| Charisma | 3 | 4 | 8 | 9 | 5 |
| Tact | 4 | 3 | 7 | 6 | 6 |
| Beauty | 1 | 1 | 10 | 10 | 8 |
| Awareness | 7 | 6 | 9 | 7 | 9 |
| Intelligence | 5 | 6 | 8 | 6 | 7 |
| Wisdom | 4 | 5 | 6 | 4 | 8 |
| Resolve | 9 | 6 | 10 | 8 | 7 |
| Courage | 8 | 6 | 9 | 6 | 6 |
| Luck | 7 | 6 | 9 | 8 | 7 |
| **Eldritch** | **42** | **24** | **35** | **18** | **30** |
| **HP** | **75** | **36** | **30** | **14** | **11** |
| **HR** | **3 (4)** | **2 (3)** | **2 (3)** | **3 (2)** | **2 (3)** |
| **Size** | **Huge** | **Large** | **Medium** | **Medium** | **Medium** |
| **Basic Initiative** | **+14** | **+13**  **(+28 in darkness)** | **+19** | **+13**  **(+21 in water)** | **+17** |
| **Challenge Level** | **High** | **Medium** | **High** | **Low** | **Low** |
|  |  |  |  |  |  |
| **Skills** |  |  |  |  |  |
| Athletics | 7/7 | 5 | 9 | 6 | 10 |
| Deception | 6 | 3 | 6 | 10 | 3 |
| Deduction | 5 | 6 | 8 | 9 | 6 |
| Diplomacy | 4 | 5 | 8 | 9 | 4 |
| Dodge | 6 | 7 | 10 | 6 | 7 |
| Hand to Hand | 8 | 7 | 8 | 4 | 3 |
| Intimidation | 10 | 8 | 7 | 6 | 3 |
| Melee: One Handed | - | 4 | 10 | 2 | 2 |
| Melee: Two Handed | - | 3 | 10 | - | - |
| Melee: Shield | - | - | 10 | - | - |
| Military | - | 2 | 7 | - | - |
| Observation | 7 | 6 | 9 | 7 | 9 |
| Ranged: Simple | - | - | 10 | - | 4 |
| Rogue | - | 2 | - | 4 | - |
| Stealth | 7 | 9 | 7 | 9 | 9 |
| Wilderness | 3 | - | - | 9 | 10 |
| Wrestling | 9 | 7 | 7 | 3 | 2 |
|  |  |  |  |  |  |
| **Paths** |  |  |  |  |  |
| Aeromancy | - | - | 10 | - | - |
| Pyromancy | 8/8 | - | - | - | - |
| Shadowmancy | - | 7/7 | - | - | - |
| Drain Life | - | 8 | - | - |  |
| Biomancy | - | - | - | 6 | 10 |
| One With Nature | - | - | - | 6 | 10 |
| Perceptus | 7 | 4 | 8 | 7 | 8 |
| Aegis | - | - | 8 | - | 7 |
| Focus: Blade | - | - | 10 | - | - |
| Fortis Mentis | 7 | 5 | 8 | 6 | 6 |
| Healing | - | - | 7 | 7 | 6 |
| Hydromancy | - | - | - | 9 | - |
| Occlusion | - | - | 6 | 8 | 5 |
| Illusion | - | - | - | 7 | 4 |
| Seer | - | - | - | 5 | 6 |

Universal Immunities and Vulnerabilities

Because they are not properly creatures of the material plane, all Outsiders are supernaturally resilient and can absorb damage that would destroy any creature of this realm.

That being said, they also come with their own peculiar vulnerabilities.

All Outsiders count as one HR level higher than they actually are when being attacked by mundane (non-magical) weapons. This is included in their statistics in parentheses.

When attacked by magical or runed weapons, they do not gain this bonus.

Salamander

**Natural Attacks:**

**Claws:**

Strike: Dexterity + Hand to Hand

Damage: Strength + Claws (+8), HR 3

**Teeth:**

Strike: Dexterity + Hand to Hand (-4)

Damage: Strength + Teeth (+6/+6), HR 3

Note: This attack cannot be Parried, only Dodged.

If the strike is successful, the Salamander can begin a Wrestle.

**Tail:**

Strike: Dexterity + Hand to Hand (-2)

Damage: Strength + Teeth (+6/+6), HR 3

Note: This attack cannot be Parried, only Dodged.

This attack causes *Knockdown.*

**Breath:**

Strike: Dexterity Pyromancy (-2)

Damage: Resolve + Pyromancy, HR 3

Note: This attack cannot be Parried, only Dodged.

This attack can only be made once per 4 rounds.

**Vulnerable to Water and Cold**

Salamanders find water and cold hideously painful. It quenches their natural heat – and enough of it can kill them.

If doused in water, Salamanders take damage. For every Size category of the immersion, the Salamander will take +2/+2 damage, which can only be Absorbed half.

Tiny = a cupful of water (this only does +1/+1)

Small = a bucketful of water (+2/+2 damage).

Medium = a quarter of the body immersed in water (+4/+4).

Large = half the body immersed in water (+6/+6).

Huge = three quarters of the body immersed in water (+8/+8).

Gargantuan = the whole body immersed in water (+10/+10).

Furthermore, the Salamander takes double damage from all cold sources.

**Fire Elemental**

The Salamander is truly a creature of flame. It radiates heat at all times, and at no cost may use the Pyromancer spell Radiate Heat.

Salamanders are immune to any form of fire attack.

Noctivagus

**Natural Attacks:**

**Claws:**

Strike: Dexterity + Hand to Hand

Damage: Strength + Claws (+6), HR 2

**Teeth:**

Strike: Dexterity + Hand to Hand (-2)

Damage: Strength + Teeth (+8), HR 3

Note: This attack can be Parried but suffers a penalty of -2.

**Vulnerable to Light**

The Noctivagus can’t stand the presence of bright lights. Light and heat *burns* them.

The Pyromancy spells of light (Glow and Blinding Flash) will hurt them. The Noctivagus take double damage from all light spells, and have to make double the number of successes to prevent themselves being blinded by bright light attacks.

That being said, their usual attack is to destroy all light sources with Shadowmancy.

**Creature of the Shadows**

The Noctivagus belongs in the darkness. It radiates an aura of darkness that tends to dim lights and cool sources of heat.

It may Shadow Step (as per the Shadowmancy spell) at no cost and may also take Shadow Form at no cost.

In complete darkness, the Noctivagus is supernaturally fast, and may add its Shadowmancy die to Initiative checks.

Cireste

**Vulnerable to Iron**

Even the touch of this metal will burn a Cireste’s skin. Iron objects ignore Cirestes’ immunities, and if in skin contact with iron a Cireste will take from 1-3 points of damage per round, depending on how much of their body is in contact with it. Against weapons made of Iron, Cirestes are -1 HR, and they do not get their Outsider Resilient HR bonus.

**One With the Winds**

On all Athletics-based rolls, Cirestes may add their Aeromancy die without cost.

Nellix

**Soul Garments**

The Nellix is somehow intrinsically bound to the robes it wears. Usually these are mere shifts of pale material, all but unremarkable. But if captured by another, it gives them power of the Nellix.

Those who hold the Nellix’s clothing become their master. This functions much as the Domination power, with the Nellix forced to obey, or make an Opposed Resolve + Sorcery check to disobey.

If the garment is destroyed, the Nellix also dies. Quite why this happens is a mystery.

As such, the Nellixes are usually willing to make a bargain rather than lose their precious garments. And they are also extremely cautious about what they do with their clothing.

Having a Nellix’s clothing enhances one’s own magnetic charm, giving one +1/+0 on all Social Interaction rolls. Furthermore, one’s Beauty increases by +1 so long as one wears the garment.

**Enthralling**

Nellixes are naturally enthralling to mankind, almost hypnotically beautiful and graceful in everything they do. As such, a Nellix may always add its Enthral die to all Social interaction rolls it makes.

Dryad

**Vulnerable to Fire**

Fire. Being a creature of elemental wood, leaves, etc., the Dryad is particularly “combustible” and cannot Absorb fire damage at all. They hold a great terror of fire, and a loathing for those who use them.

**Animal Kin**

Dryads in animal form have only the stats of the animal, but may still use their full repertoire of powers.

**One With the Woods**

On all Athletics-based rolls in the woods, Dryads may add their Biomancy die to the check.

### 

### Dragon

Nothing inspires more dread or awe than a Dragon.

Dragons are undeniably the most powerful creature in any fantasy setting. Nearly immortal, growing stronger and larger with age, they can reach incredible size and stupendous strength. Their hide grows thicker and thicker, until it cannot be pierced by even a Ballista, whilst their claws and fangs can cut through wood, steel and flesh with ease. They can breathe gouts of fire that lay waste to armies, melt castle towers and incinerate even the greatest of heroes.

And they are amongst the most intelligent and magically gifted creatures in existence. Couple this with an enormous life span, and Dragons become true world shakers, knowing ancient magicks that lesser races have long since forgotten, honing their powers to *perfection*, and leaving all lesser species in the mire of ignorance.

Dragons are naturally quite covetous of valuables, seeking to hoard gold, jewels, magic and any precious items. Many of these things are gathered over millennia, and have their own stories that the Dragon knows inside and out. Should even a single piece go missing, the great beast would know immediately.

Though they have a reputation as evil, monstrous things, Dragons are not all bad. Sure there are many bad ones, just as there are many wicked humans, but much of the time it is simply that the Dragon is *different.* It thinks of mortals much as men might think of bugs (*edible* bugs). Dragons have different perspectives. As the very top of the food chain, they are relatively uncaring of the mere morsels that also happen to live in the world.

That being said, there have been many instances where Dragons have deigned to assist mankind, or even enjoyed their company. There are Dragons that have had human companions and friends, and even those rare few who have fought side by side with mortals as their allies.

In terms of size, Dragons change drastically for their first few hundred years until they reach maturity. From the age of 0 to around 50, they grow from the size of a cat to the size of a cart. From around 50 to 100 they double that size again, reaching around fifteen metres long. From around 100 to 200 they grow to around thirty metres long. And when they reach around 300 they grow truly huge at around fifty metres long. Thereafter, they still grow and grow. At 500 years old they can reach some eighty metres long. At a thousand years old, they might be over a hundred metres in length.

Fortunately for humankind, older Dragons tend to hibernate, spending years, sometimes decades, slumbering in their secret places, surrounding by their accumulated treasure. Foolish is the man who would disturb them.

Dragons in recent ages have grown few, partly because they breed so slowly, and their eggs take a long time to incubate. They are also highly territorial, and tend to chase off even their own children, sometimes killing them.

These factors alone prevented Dragons from dominating the world, and relegated them instead to a terrifying rarity.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Baby** | **Juvenile** | **Young** | **Mature** | **Adult** | **Elder** |
| **Attributes** |  |  |  |  |  |  |
| Strength | 5 | 7, 7 | 8, 8 | 10, 10, 5 | 10, 10, 7 | 10, 10, 9 |
| Dexterity | 6 | 6 | 7 | 8 | 8 | 8 |
| Constitution | 6 | 7, 7 | 9, 9 | 10, 10, 7 | 10, 10, 8 | 10, 10, 10 |
| Charisma | 3 | 5 | 6 | 7 | 9 | 10 |
| Tact | 4 | 5 | 6 | 6 | 9 | 10 |
| Beauty | 3 | 3 | 3 | 3 | 3 | 3 |
| Awareness | 7 | 7 | 7 | 7 | 8 | 9 |
| Intelligence | 6 | 7 | 9 | 10 | 10, 3 | 10 |
| Wisdom | 4 | 5 | 6 | 7 | 8 | 9 |
| Resolve | 6 | 7 | 9 | 9 | 10 | 10 |
| Courage | 5 | 5 | 8 | 8 | 9 | 10 |
| Luck | 6 | 6 | 7 | 7 | 9 | 10 |
| Eldritch | 15 | 25 | 35 | 45 | 55 | 70 |
| **HP** | 12 | 30 | 40 | 50 | 75 | 90 |
| **HR** | 1 | 2 | 3 | 3 | 4 | 4 |
| **Size** | Small | Large | Large | Huge | Massive | Gargantuan |
| **Basic Initiative** | +13 (+11) | +13 (+15) | +14 (+16) | +15 (+19) | +16 (+25) | +17 (+26) |
|  |  |  |  |  |  |  |
| **Skills** |  |  |  |  |  |  |
| Athletics | 7 | 6, 6 | 7, 7 | 8, 8 | 10, 9 | 10, 10 |
| Deception | 2 | 5 | 6 | 8 | 10 | 10 |
| Diplomacy | 2 | 6 | 7 | 9 | 9 | 10 |
| Intimidation | 2 | 7 | 8 | 10 | 10 | 10 |
| Observation | 6 | 7 | 8 | 9 | 10 | 10 |
| Perform | 0 | 3 | 5 | 6 | 7 | 8 |
| Rogue | 3 | 4 | 6 | 6 | 7 | 8 |
| Seduction | 0 | 0 | 0 | 0 | 0 | 0 |
| Sorcery | 3 | 6 | 7 | 9 | 10 | 10 |
| Stealth | 6 | 6 | 5 | 5 | 4 | 2 |
| Wilderness | 3 | 6 | 7 | 9 | 10 | 10 |
| Hand to Hand | 5 | 7 | 8 | 10 | 10, 4 | 10, 7 |
| Dodge | 5 | 6 | 7 | 8 | 9 | 9 |
| Wrestling | 4 | 6 | 9 | 10 | 10 | 10 |
| Melee: One Handed | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  |  |  |  |  |  |
| **Powers** |  |  |  |  |  |  |
| Fire Breath | 4 | 7 | 8 | 9 | 10 | 10, 5 |
| Hypnotic Gaze | 0 | 6 | 7 | 9 | 10 | 10, 5 |
| Pyromancy | 0 | 6 | 8 | 9 | 10 | 10, 5 |
| Shadowmancy | 0 | 5 | 6 | 8 | 9 | 10 |
| Aeromancy |  | 6 | 7 | 9 | 10 | 10, 5 |
| Perceptus | 0 | 0 | 6 | 8 | 9 | 10, 5 |
| Seer | 0 | 0 | 0 | 6 | 8 | 10 |
| Enthral | 2 | 4 | 6 | 8 | 10 | 10, 5 |
| Fortis Mentis | 0 | 5 | 7 | 8 | 9 | 10, 4 |
| Entropy | 0 | 0 | 4 | 6 | 8 | 10 |
|  |  |  |  |  |  |  |
| Attacks |  |  |  |  |  |  |
| Bite | +6 HR 2 | +8, HR 2 | +10, HR 3 | +10, HR 4 | +10, HR 5 | +10, HR 5 |
| Claws | +4, HR 2 | +6, HR 2 | +8, HR 2 | +8, HR 3 | +8, HR 4 | +8, HR 4 |
| Tail | +6, HR 1 | +6, HR 1 | +7, HR 1 | +8, HR 2 | +8, HR 3 | +8, HR 3 |
| Breath | HR 2 | HR 3 | HR 3 | HR 3 | HR 4 | HR 5 |

**Vulnerabilities:**

None.

**Hypnotic Gaze:**

A Dragon’s gaze can be truly hypnotic, terrifying “prey” with its intense stare and rooting them helplessly to the spot. When using Hypnotic Gaze, the Dragon must spend an Eldritch point and roll Charisma + Hypnotic Gaze, opposed by the victim’s Resolve (+Sorcery) Saving Throw. Every success the Dragon gains forces the victim to remain stationary for 1 round. If they are attacked, then they may make another check to break out of the gaze. If they are struck (injured or not), then the hypnotism is immediately broken.

**Flight:**

Dragons can fly at will. Roll Dexterity + Athletics as per any movement**Fire Breath:**

Strike: Dex + Athletics.

Damage: Constitution + Fire Breath (HR depends on Dragon age)

Range:

Baby: Two metres, six feet, a cone two feet wide at its end.

Juvenile: Ten metres, a cone three metres wide at its end.

Young: Twenty metres, a cone four metres wide at its end.

Mature: Forty metres, a cone seven metres wide at its end.

Adult: Sixty metres, a cone ten metres wide at its end.

Elder: Eighty metres, a cone fifteen metres wide at its end.

Fire Breath can be performed once every four rounds.

**Equipment:**

Whatever they may have acquired. Young Dragons have relatively few treasures, whilst Elder Dragons have the wealth of empires heaped at their feet.

# C:\Users\7\Documents\Pictures\Concept Art\Purchased Artwork\Lucas Graciano\FINAL IMAGES\smaller file sizes\2_Ishkarii torso_final02.jpg -12- Advantages and Disadvantages

## Advantages

### 

### Level 1

Patient

The character is particularly patient, and takes longer to get frustrated with his failures.

Normally when a character fails an action, each subsequent attempt is at -1. A character with the “Patient” Advantage may make the first re-attempt with no penalty. However each subsequent attempt will incur the penalty.

### Level 2

Hardened Constitution

The character’s guts are hardened to the effects of liquor.

He gains +1/+1 on all checks to resist getting drunk or drugged.

Machine

The character is like a machine, and can endure what would kill most men.

The character may ignore the first fatigue check he is required to make.

### Level 3

Analytical

The character is particularly logical.

+1/+0 on all rolls where Intelligence may be used to assess situations.

This is *not* on all rolls based on Intelligence, but is to do with understanding or figuring out certain things. This bonus cannot be used for Powers.

Light Sleeper

The character sleeps very lightly, and is easily awoken by, say, the soft tread of an approaching assassin…

The character receives +1/+0 to all Perception checks related to waking, or noticing something whilst asleep. Additionally, he may always make a Perception check to notice someone or something moving around him, unless drugged or otherwise incapacitated.

Strong Right Arm

The character is particular strong with his right arm (or left arm if desired).

On all Strength-based rolls involved with just that arm, the character gains +1/+0 (this includes damage when using weapons with just that arm).

Strong Legs

The character has legs of iron. When making Strength or Constitution checks for actions involving his legs, such as lifting, climbing, or even leg wrestling moves, the character gains +1/+0.

Born Leader

The character is a born leader. On all Command checks where the character is *leading* or attempting to lead others, he gains +1/+0.

Sense of Balance

The character is like a monkey, and can balance on a tightrope.

+1/+0 to all Dexterity checks having to do with balance – e.g. walking along the top of a fence, running along a gangplank, balancing on a window ledge, etc.

### Level 4

Double Jointed

The character can pop joints out and bend limbs in ways that should be agonizing.

+1/+1 on all Dexterity based checks involved with escaping wrestling holds or slipping through small areas.

Lady Killer

The character is irresistibly charming to the opposite sex.

+1/+0 on all Charisma based checks with the opposite sex.

Born Liar

The character can lie with conviction, and is so good he sometimes convinces himself.

+1/+0 on Tact checks when lying.

### Level 5

Innate Skill

The character is just naturally good at something. It could be running, fighting, shooting or playing the banjo.

Choose a single skill. The character receives +1/+1 when using this skill.

### Level 6

Contortionist

The character has learnt to twist himself in strange and difficult positions, popping joints out of socket, bending over backwards, fitting through tight spaces.

+2/+2 on all Dex based checks to escape bonds or fight through tight spaces – such as slipping out of handcuffs or straightjackets, escaping wrestling locks, getting out a window, etc.

One In A Million

The character tends to someone just not get hit as much as others. Things that should kill him just don’t!

The character may roll his Luck instead of Constitution for Absorb checks.

Talent for Survival

The character has a knack at staying alive. He can sniff out food by instinct alone, and somehow always knows the best place to camp, or just what sticks to use to make a fire.

The character can re-roll one Wilderness, Investigation or Streetwise check per day, when related to survival – such as locating food, pitching a tent, finding drinking water, and so on.

### Level 7

Ambidexterity

The character is equally skilled with both hands, and can use either to write or fight. This means he no longer has any penalties for using a weapon in his off hand, and when using two weapons he only has -2 on the rolls, rather than -4.

Blind Fighter

The character is skilled in fighting in the dark. When blinded, his penalties are halved. This includes being blinded by Pyromancy, or being totally unable to see.

Normally the penalty for fighting totally blind is -10. In his case it would be -5.

Thick Skull

The character is thick in the head, for better rather than worse. He can take a punch like a brick wall, and tends to break fists with his face.

+1/+0 to all Absorb checks related to the head. Furthermore, the character gains +1 on Constitution checks related to going unconscious!

### Level 8

Nine Lives

The character is blessed somehow and when he *really* needs it can pull the most amazing things out of the hat to save himself.

The character can have 3 re-rolls per Campaign. These can be used to re-roll *anything*, including a Bungle or a failed Luck re-roll.

### Level 10

The Devil’s Own

It has been said that the Devil looks after his own. Whether that’s true or not, the character *does* have an absurd amount of luck. Somehow, he always manages to win, and survive through messes that would kill any other person.

The character gains +1/+0 on *all* rolls involving the Luck attribute. This applies when rolling to recover Luck, when making Luck checks, and even on a re-roll gained from using Luck.

## 

## Disadvantages

### 

### Level 2

Annoying

The character has a problem with social interaction – he’s just really good at getting under people’s skin and irritating them.

-1 on all social interaction rolls.

Far-Sighted

The character doesn’t see so well up-close.

-1 on all Awareness-based checks for sight at distances within five metres.

Hoarse Voice

The character’s voice is hoarse and scratchy, and he can’t shout very loudly.

-1 on any roll that requires shouting (such as Command checks to rally troops).

### Level 3

Awkward

The character is bad with women and feels uncomfortable around them.

-1 on all Social rolls with women.

Body Scars

The character’s body is hideously disfigured, whether by burns, lacerations or some form of torture. When these scars are visible, his Beauty counts as -2, but he also gains a bonus of +1/+0 to Intimidation checks.

Fatal Attraction

The character is easily seduced by members of the opposite sex.

-1 on all rolls to resist Seduction attempts.

Headaches

The character regularly gets splitting headaches.

Every day must make a Constitution check -2 or suffer the headache for the rest of the day. This results in -1 to all Wisdom checks and -1 on all Awareness checks for that day.

Missing Teeth

The character is missing a good chunk of his front teeth. This means not only does he have a hard time biting things, but he also looks like a pirate, and repels most people, and especially women, like oil repelling water.

-1 Beauty and -1 on Social rolls based around a first impression.

Nervous

Character is unduly nervous, and frightened of every shadow.

-1 on all Courage checks for fear.

### Level 4

Angry

The character gets angry easily.

-2 on Wisdom checks to resist being provoked.

Bad Back

The character has a back that easily goes out, and is a regular source of discomfort.

The character suffers -1 on all checks to lift heavy objects.

Also, the character must make a Courage check daily to suffer through his pain and get a good night’s sleep. If he fails he will be tired and crotchety, suffering -1 on all social interaction rolls, and if he Bungles then he will be so tired that he suffers -1 on *all* rolls.

Badly-Healed Jaw

The character broke his jaw really badly once, and it never set properly.

-1 on Absorb checks for the jaw.

Brutally Honest

The character is bluntly honest, to the point of insulting others. He sees no point in mincing words or trying to soften the impact. It is what it is! And so, he’s going to tell it like it is. If you’re fat…well, you’re just *fat* man!

This must be role-played, but it also gives the character -1 on all Tact rolls (not including Power rolls).

Drinker

The character is an alcoholic, and will get drunk at every opportunity.

When faced with available liquor, the character must make a Wisdom check at -2 or get stuck into it. This can naturally result in getting drunk.

Eerie Presence

There is something creepy about the character. Maybe it’s the way he smiles, or that odd light in his eyes when he looks at you…either way, there’s something decidedly unnerving about him.

Character receives -1 on all rolls to interact with people.

Enemy

Level: 4 to 10

The character has an enemy – someone who’s coming for his blood, his money, or his hide (literally).

The strength and dangerousness of the enemy depends upon the severity of the flaw the character takes. A four-point Enemy flaw would perhaps be a local gang, a pack of cannibals, brigands or anarchists who’re after him. An eight-point enemy would be a large group, or a seriously dangerous one – a powerful lord, a general, a dangerous sorcerer. A ten-point enemy might be a king, baron, or a cabal of sorcerers. Whoever they are, there are probably many of them, and they are really, really dangerous.

(This relies entirely upon the back story created by the character and/or Narrator, but is a fantastic tool for any adventure, and can even be the catalyst for a whole campaign.)

Harrowed

The character has been jaded and frayed by his experiences – like a shell-shocked soldier.

Character must make a Courage check when bad or potentially bad things happen or he’ll be stunned and horrified, and count as Stunned (-1 on all rolls per level the check fails by). Each round the character may remove a single -1 penalty and make a check to overcome his penalties.

Nightmares

The character is plagued by nightmares most nights. For every night of sleep, he must make a Courage check (alternately, he can spend a point, which is spent for the whole day).

If he fails the check, then he is fatigued by having had a restless night and suffers -1 to all rolls for that day.

Partial Amnesia

The character can’t remember an important part of his life. It may be that he has angered an important lord, killed somebody – anything. He just woke up one day in another place, having no recollection of several days, weeks, months or years (Narrator’s discretion).

This usually means he has suffered some sort of trauma during the blocked-out time. It must be cleverly factored into the game by the Narrator (be as devious as you wish – but remember it is Level 4 Disadvantage).

Short-Sighted

The character has difficulty seeing at a distance.

-1 on all Awareness-based checks for sight at a distance greater than ten metres.

Smoker

The character enjoys a pipe or some other form of smoking. Unfortunately, this means his lungs are not what they used to be, and he swiftly tires and loses his breath.

The character receives -1 on all Constitution-based Athletics checks.

Weak Stomach

The character can’t handle the sight of blood.

Make a Constitution check or feel sick at the sight of blood or gore (with a -1 to -4 penalty for seriously bad blood and gore). A Bungle means the character throws up.

Feeling sick gives -2 on all rolls.

### Level 5

Callous

The character is harsh to the point of brutality.

-1 on Morality checks.

-1 on Social interaction rolls based on trust and friendship.

+1/+0 on Intimidation rolls.

Addiction

The character is addicted to some sort of drug. He will need to partake of this substance at least several times per week. If he doesn’t get his fix, he will start to suffer serious withdrawals.

An Extended Courage check must be made, with one roll permitted per day. Each day beyond the first gives a penalty of -1 to the roll.

Every time the character fails his Courage check, he is afflicted by terrible withdrawal symptoms, and suffers -1 per level the check is failed by, to all rolls for that day.

If the character manages to make 20 cumulative successes on the Extended Courage check then he beats off the addiction.

If the character ever gets to -10 on all rolls, he goes into a coma. If he gets to -21 he dies.

Faced with these agonising withdrawals, the character will wind up doing almost *anything* to get another dose of the drug. This requires role playing. When given an opportunity to get the drug, such as by stealing, etc., the character must make a Wisdom check to control himself.

This condition can definitely result in lost Morality.

Bad with Words

The character stutters, uses the wrong words, accidentally insults or angers people, and generally makes a fool of himself and his companions.

Character receives -1 on all Tact checks.

Glass Jaw

The character is easily rocked by a blow to the head.

-1 on all Absorb checks for blows to the head, and -1 on any Constitution-based checks for getting knocked unconscious.

Greedy

The character lusts after money, power…and anything shiny.

When faced with an opportunity to gather a desirable object the Greedy character must make a Wisdom check, with a -2. In addition, any appropriate situations that would normally result in a Wisdom check for greed are rolled at -2.

Hideous Scarring

The character is hideously scarred on the face – so much so that he is quite disfigured.

His beauty cannot be above 3.

Missing Fingers

The character is missing at least three of the fingers on one hand, making it difficult for him to grip things with any ease.

-1 on any Dex or Str checks based on grip (such as climbing a ladder, striking with an axe, grappling, etc.).

Soft Hearted

The character can’t resist a worthy cause or a poor victim – particularly little kids or cute girls with long eyelashes!

When faced with an innocent person in need of help, the character must make a Wisdom check -2 or feel that he absolutely *has* to do something! Should he fail the Wisdom check, and still decide not to help, he must make a Morality check with a +2/+2 on the roll (this is actually a penalty – so if his Morality is 11, and he ends up rolling a 6 and a 3, that would be a 9. But with a +2 on each die, he gets 13 – a failure!).

Throwback

The character’s features resemble that of a caveman, with a nasty monobrow, protruding forehead and huge jaws.

Beauty cannot be above 2.

Trusting

The character is an easy mark, and is naive enough to trust most others at their word, and at face value. This makes him easy to con and trick.

-1 on all Deduction checks.

### Level 6

Amnesia

The character has a total memory loss of most of his life, no doubt blocking out some incredibly traumatic experience.

He has skills he can’t account for, and does things automatically, though he doesn’t know why.

The character has a Knowledge of 0, and can only gain levels in it through Experience.

Lavish Lifestyle

The character enjoys his creature comforts and “little luxuries,” and simply can’t do without them. He spends lavishly and truly can’t help himself!

If he tries to resist spending his money he must make Wisdom checks (with penalties for increased duration).

Small Ribcage

The character has a smaller ribcage than is normal. This means he finds it more difficult to catch his breath, as the ribs press heavier against the lungs.

-1 on all Constitution-based checks.

Thick

This character is just bloody stupid. It takes a long time for something to get through.

-1 on all Intelligence-based checks.

Weak Heart

The character has a dodgy ticker, ready to give up at any moment. This prevents him from serious exercise, and also can start to pack up in times of stress or fear.

-2 on all Constitution-based Athletics checks.

Additionally, in times of stress and at the Narrator’s discretion, the character must roll a Constitution check with a penalty of -2 or have his heart start straining painfully. This is almost paralysing in nature, and effectively Exhausts the character, giving him -1 on all rolls per level the check was failed by. This recovers as per normal Exhaustion.

### Level 7

Coward

The character is chicken shit, and runs at the first sign of trouble.

Any time he succeeds on a Courage check, he must roll again.

Night Curse

Nightmare – recurring – lack of sleep and can have the wound gained in the nightmare appear on him body!

Every night the character must make a Courage check with a penalty of -2. If he fails, then he counts as Fatigued throughout the next.

Obese

The character is incredibly overweight.

Not only does his belt start falling down all the time (requiring constant hitching up), but the character’s Beauty suffers a -1, and all Constitution checks suffer a -1. Furthermore, he will need to make Constitution checks for fatigue twice as regularly as others, and will be the constant butt of harsh jokes and derision.

Paranoid

The character is losing his battle to stay sane, and is quite sure danger is around every corner and lurking in every shadow – which may actually be true much of the time.

In any tense or possibly threatening situation, the character must make a Courage check with a penalty of -3 or be overcome with terror and suspicion. This results in the character receiving a penalty of -1 to all rolls. It also means the character quite usually finds it difficult to sleep. Roll a Courage check every night – with a -2 (or higher if the area is eerie or unsafe), or the character will be unable to do more than doze.

He will suffer from penalties for Insomnia (as detailed in the Combat section).

Too Honest

The character is honest to a flaw. For whatever reason, he cannot lie, deceive, or walk around the truth in any way. His only way of not giving someone the information asked is to tell them he doesn’t want to answer, or simply not answer.

This can only be role-played.

Unlucky

The character is distinctly unlucky. Bad stuff happens all the time…

On a roll of a potential Bungle (a “1” and no successes) the character may not make a Luck check to prevent it being a Bungle. It is *always* a Bungle!

### Level 8

Limp

The character injured his leg really badly once, and it’s never quite healed properly. Now it hurts fiercely whenever he walks, preventing him from moving at any thing more than, well, limping speed.

-4 on all Dexterity based checks involving use of the legs – this includes Hand to Hand and Wrestling, due to the lack of stability the character has.

One Eye

The character has the misfortune to be missing one eye. How it got to be lost is a matter between the player and Narrator, and could make for an interesting story (even tying in to other flaws, such as “Enemy”), or he could have just managed to poke it out with a sharp stick, either way.

In any case, the character receives -4 on any sight-based Perception or Awareness check.

Watch out for losing the other one…

Weak Willed

The character is weak willed, and gives up easily.

Any time the character uses Resolve to get +2/+2 to a roll, he only gets +1/+1 instead.

### Level 9

Leper

The character is afflicted with leprosy, which makes him lose feeling in his body, and makes him unable to properly heal. Even worse, he must constantly cover up, and will be rejected by all of normal society (no one wants to get his disease!).

This is a gradual decaying process, and quite painful.

The character must make a Courage check daily with a -1 or suffer from fatigue, due to being unable to sleep (giving him a -1 on social interaction rolls due to irritableness, and -1 on concentration based rolls). If he Bungles the check then he suffers -1 on all rolls.

On all Healing checks, he can roll half as often as others.

Magical Healing heals half the amount that it would normally.

Due to his numbness, he suffers -1 on all rolls that require sensitivity of touch.

His Beauty will reduce by -1 per six months of the affliction.

Missing Limb

The character is missing most of an arm or leg. All that’s left is either a stump or nothing at all! Either way, it gives the character no use at all.

For a missing leg (bad choice!) the character can only hop or use crutches. Either way, all Athletics checks are halved. All Martial skill checks are also halved. You can’t fight if you can’t move.

For a missing arm, there is simply no possible use of the limb, and the character has -4 to all Wrestling and Hand to Hand checks.

### Level 10

Blind

The character either has no eyes, or they have been ruined in some way. He can only move slowly, or he risks colliding with things, and has -10 on every roll that involves eyesight – which is most things. Ranged attacks are made at -20.

Good luck.

Sticky End

The character is fated to die. He is so sure of this, so certain in his gut, that nothing can persuade him otherwise – even if he laughs at it himself, he will *know*.

However, fate is a fickle thing.

The Narrator can force the character to re-roll a single successful check once every Event. This is always something of *incredible* importance. Such as diving for a ledge across a massive canyon, or dodging a giant’s club. The Narrator must take care not to *over* use Stick End. It should only happen once every so often, when the character’s life is really on the line. And it should be role played to the hilt! The character can feel the threads of his fate slipping through the hands of the Weavers…and he is afraid.

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