

# Legends and Lore

*A Fantasy Roleplaying System*



ONE  SYSTEM

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## INTRODUCTION

The fire is dying.

Embers crackle low beneath blackened logs, their glow just enough to hold back the dark. Around it sit a handful of figures—road-worn, blood-marked, silent in the way only survivors are. Steel rests close at hand. Eyes linger too long on the shadows beyond the light.

Somewhere in the distance, something howls.

No one speaks of it.

Instead, an old man leans forward, turning a coin between his fingers. Worn smooth. No face left on it. He studies it like it still holds meaning, then finally breaks the silence.

“Everyone thinks legends are born,” he says. “Chosen. Blessed. Destined.”

A faint smile touches his lips, though there is no warmth in it.

“They’re not.”

Across the fire, a woman tightens the strap on her gauntlet, dried blood cracking at the seams. A younger man stares into the flames like he’s trying to forget something. Another checks the edge of a blade that has seen too much use and not enough rest.

The old man flips the coin. It spins once in the air, catching the firelight—then disappears into his palm.

“Legends are made,” he continues. “Choice by choice. Mistake by mistake.”

The howl comes again. Closer now.

No one reaches for the fire.

“They’re built on the moments where you could turn back...” he says quietly, “...and don’t.”

The woman stands first. Then the others follow.

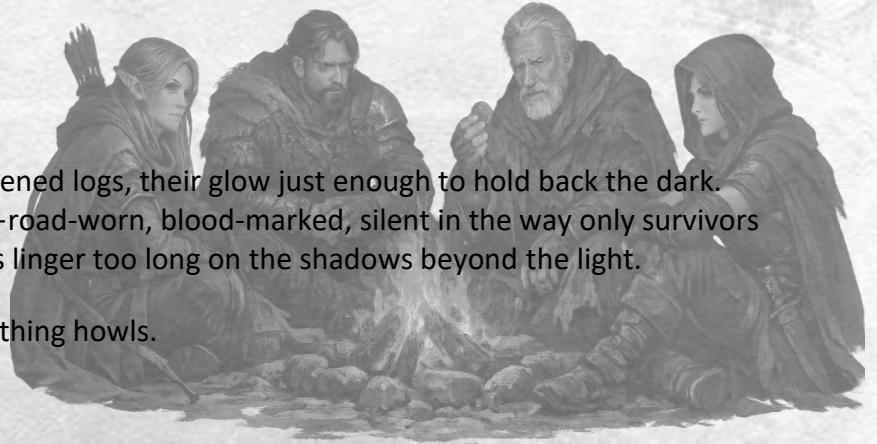
Steel is drawn. Packs are lifted. The fire is left to die.

The old man lingers only a moment longer, watching the last ember fade. Then he closes his hand around the coin and turns toward the dark.

“Come on,” he says. “Let’s see what kind of story this becomes.”

And just like that—

another Legend begins...



# WELCOME TO LEGENDS AND LORE

There are countless worlds beyond the one you know—worlds shaped by steel, shadow, and the quiet pull of fate. In these lands, kings rise and fall by the strength of their will, ancient powers stir beneath forgotten ruins, and ordinary people are called to do extraordinary things.

**Legends and Lore** is a fantasy roleplaying system built to tell those stories—your stories.

Here, you are not defined by your class, but by the choices you make. Every decision matters: the skills you carry from your past, the strengths you cultivate, the risks you take, and the edges you claim. Whether you are a cunning wanderer, a disciplined warrior, a seeker of hidden truths, or something entirely your own, your character is shaped step by step into a living part of the world.

This system is designed for clarity, flexibility, and meaningful play. With streamlined character creation, balanced attributes, and a focus on both narrative and tactical depth, it supports fast decision-making without sacrificing depth. Combat is dangerous, exploration is rewarding, and every challenge—social, physical, or mystical—has weight.

But more than anything, **Legends and Lore** is about the moments between the rules:

The tense silence before a blade is drawn.

The quiet exchange of words that changes everything.

The flicker of firelight as a story becomes a legend.

You will face monsters, uncover secrets, and test the limits of who your character is—and who they might become. Victory is never guaranteed, and failure is never the end of the story.

Gather your companions.

Choose your path.

Roll the dice.

Your legend begins now.

# TABLE OF CONTENTS

<b>INTRODUCTION:</b> Welcome to Legends and Lore.....	Page 3
<b>STEP ONE:</b> Background Skill.....	Page 6
<b>STEP TWO:</b> Attributes.....	Page 10
<b>STEP THREE:</b> Race and Subrace.....	Page 11
<b>STEP FOUR:</b> Edges and Flaws.....	Page 14
<b>STEP FIVE:</b> Path Selection.....	Page 25
<b>STEP SIX:</b> Skills and Languages.....	Page 62
<b>STEP SEVEN:</b> Spells and Powers.....	Page 68
<b>STEP EIGHT:</b> Craft Skill Formulae.....	Page 99
<b>STEP NINE:</b> Currency and Equipment.....	Page 112
<b>STEP TEN:</b> Finalize Your Character.....	Page 123
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<b>PANTHEON OF MYTHOS</b> .....	Page 68
<b>DIVINE POWERS</b> .....	Page 71
<b>ELDRITCH POWERS</b> .....	Page 78
<b>NECROTIC POWERS</b> .....	Page 85
<b>ARCANE SPELLS</b> .....	Page 92
<b>COMPANIONS AND FAMILIARS</b> .....	Page 124
<b>BOONS AND FATE CARDS</b> .....	Page 126
<b>GLOBAL SYSTEM RULES</b> .....	Page 127
<b>ADVANCEMENT</b> .....	Page 128
<b>COMBAT RULES</b> .....	Page 130
<b>CRIT CHARTS</b> .....	Page 137
<b>POISON</b> .....	Page 141
<b>TARGET NUMBERS</b> .....	Page 146
<b>RULE CLARIFICATIONS</b> .....	Page 147
<b>MONSTROUS ENCOUNTERS</b> .....	Page 152
<b>MONSTER RACES</b> .....	Page 153
<b>SUMMONED CREATURES</b> .....	Page 157

## STEP ONE: BACKGROUND SKILL

Choose one background skill which will start at rank 3.

- Artistry (INSTINCT)
- Astrology (MIND)
- Bartering (INSTINCT)
- Cartography (MIND)
- Carousing (PRESENCE)
- Connoisseur (MIND)
- Contortion (BODY)
- Cooking (MIND)
- Disguise (PRESENCE)
- Etiquette (PRESENCE)
- Falconry (INSTINCT)
- Folklore (MIND)
- Foraging (INSTINCT)
- Forgery (INSTINCT)
- Gambling (INSTINCT)
- Heraldry (MIND)
- Herbalism (MIND)
- Hunting/Fishing (INSTINCT)
- Husbandry (MIND)
- Legerdemain (BODY)
- Lip Reading (INSTINCT)
- Liturgy (MIND)
- Leadership (PRESENCE)
- Navigation (MIND)
- Occultism (MIND)
- Research (MIND)
- Seamanship (MIND)
- Sign Language (MIND)
- Storytelling (PRESENCE)



## **BACKGROUND SKILL DESCRIPTIONS**

Listed below are short descriptions of each of the background skill choices.

### **Artistry (INSTINCT)**

Artistry represents a creative skill or ability such as painting, calligraphy, sculpture, pottery, metallurgy, gem cutting, storytelling, prose and more.

### **Astrology (MIND)**

Astrology is the study of the movements and relative positions of celestial bodies interpreted as having an influence on human affairs and the natural world.

### **Bartering (INSTINCT)**

The Bartering skill represents a mastery of exchanging goods or services which could be for money or more likely for other goods or services.

### **Cartography (MIND)**

Cartography is the science and practice of drawing maps which includes using tools like a compass, caliper, rulers, measuring chains or ropes, astrolabes and quadrants.

### **Carousing (PRESENCE)**

Carousing is the act of excessive partying often involving alcohol and debauchery, the successful use of this skill might just turn the character into the life of the party.

### **Connoisseur (MIND)**

A Connoisseur is an expert judge in matters of taste, you might be a connoisseur of fine wines, tobacco, art, textiles, antiquities, rare foods or any number of different things.

### **Contortion (BODY)**

Contortion is the art of twisting and bending one's body into strange and unnatural positions, used as a form of entertainment or even to fit into small spaces and escape bonds

### **Cooking (MIND)**

Cooking is the practice or skill of preparing food by combining, mixing and heating ingredients. Includes knowledge of food preservation techniques, spices and cultural cuisine.

### **Disguise (PRESENCE)**

Disguise is a skill used as a means of altering one's appearance or concealing one's identity, includes cosmetics, wardrobe, mannerism and even accents.

**Etiquette (PRESENCE)**

The Etiquette skill is the knowledge and practice of what is considered polite behavior in general society or among members of a particular profession or group.

**Falconry (INSTINCT)**

Falconry is the sport of hunting with falcons or other birds of prey which includes the keeping and training of such birds.

**Folklore (MIND)**

Folklore includes the traditional beliefs, customs and stories of a community or region that has been passed through the generations by word of mouth.

**Foraging (INSTINCT)**

Foraging is the process of searching for food or resources, often wandering through natural environments or searching through the discarded waste of urban environments.

**Forgery (INSTINCT)**

Forgery is the action of forging or producing a copy of a document, seal, signature or even work of art, includes knowledge of the tools of the trade such as stamps, inks and seals.

**Gambling (INSTINCT)**

Gambling is the activity of playing games of chance for money or betting on the outcome of future events such as the results of races or games.

**Heraldry (MIND)**

Heraldry is the art and practice of creating, displaying and studying coats of arms and family histories involving specific symbols, colors and rules to identify individuals or families.

**Herbalism (MIND)**

Herbalism is the study or practice of the medicinal and therapeutic use of herbs and plants to maintain health and to prevent, alleviate or cure disease.

**Hunting/Fishing (INSTINCT)**

This skill covers the activity of hunting wild animals or catching fish for sport or food which also includes the necessary skills used to locate, stalk and track wild game.

**Husbandry (MIND)**

Husbandry is the care, cultivation and breeding of crops and animals which also includes the management and conservation of resources needed for these tasks.

**Legerdemain (BODY)**

Legerdemain is the skillful use of one's hands when performing any kind of conjuring trick such as sleight of hand, palming or picking pockets.

**Lip Reading (INSTINCT)**

Lip Reading is a skill that allows you to understand speech from observing a speaker's lip movements and facial expressions.

**Liturgy (MIND)**

Liturgy is the study and practice of the way that public religious groups worship which includes the customary repertoire of ideas, phrases and observances.

**Leadership (PRESENCE)**

Leadership is the art of motivating, influencing and directing a group of people to work together, willingly and effectively toward achieving a shared vision or goal.

**Navigation (MIND)**

Navigation is the process or activity of accurately ascertaining one's position and planning and following a route toward a desired location by using landmarks or celestial bodies.

**Occultism (MIND)**

Occultism is the study and practice of religious beliefs and phenomena that generally exist outside the boundaries of mainstream religion.

**Research (MIND)**

The Research skill is the systematic investigation into and study of materials and sources in order to establish facts and reach new conclusions.

**Seamanship (MIND)**

Seamanship is a broad term for the skill, proficiency and knowledge required to safely handle, navigate and maintain watercraft, including weather, rigging and maneuvering.

**Sign Language (MIND)**

Sign Language is a system of communication using visual gestures and signs to convey meaning which has its own unique grammar and syntax.

**Storytelling (PRESENCE)**

The Storytelling skill includes the activity and practice of writing, telling or reading stories designed to captivate an audience.

## STEP TWO: ATTRIBUTES

Choose from one of the three following stat blocks to assign to your five attributes:

Specialist: **[7, 5, 5, 5, 4]** or Dual Focus: **[6, 6, 5, 5, 4]** or Balanced: **[6, 5, 5, 5, 5]**

**BODY** (Strength, Agility, Endurance)

**INSTINCT** (Reaction, Intuition, Insight)

**MIND** (Knowledge, Reason, Understanding)

**PRESENCE** (Charisma, Appearance, Demeanor)

**SPIRIT** (Willpower, Wisdom, Energy)



## ATTRIBUTE RANGE & MODIFIERS

3-8 is the standard attribute range for all races. Edge bonuses will not allow an attribute to exceed 8.

Only the Paragon edge and magic items, powers or spells allow the attribute to exceed its racial max.

<b><u>3</u></b>	<b><u>4</u></b>	<b><u>5</u></b>	<b><u>6</u></b>	<b><u>7</u></b>	<b><u>8</u></b>	<b><u>9</u></b>	<b><u>10</u></b>
-2	-1	0	+1	+2	+3	+4	+5

## SECONDARY ATTRIBUTES

Secondary attributes can be calculated after your character is complete.

**HEALTH** (BODY x3)

**ENERGY** (SPIRIT x3)

**DEFENSE** (10 + INSTINCT modifier + ARMOR)

**RESOLVE** (10 + MIND modifier + SPIRIT modifier)

**POINT OF DEATH/POD** (HEALTH + 10)

**RECOVERY** (1 HEALTH per hour of rest)

**RENEWAL** (1 ENERGY per hour of rest)

**INITIATIVE** (INSTINCT modifier)

**MOVE** (BASE 6)

**ENCUMBRANCE** (BODY x 20 in lbs.)

## STEP THREE: RACE

Select your characters race.

### HUMAN

- Gain +1 to attribute of choice (max 8)
- +1 to RESOLVE
- Gain a plus one modifier to two different skills of choice



Humans are resilient, quick to learn and adapt to their surroundings and endlessly tenacious in their pursuit of life. There are many different cultural and biological variations of humans which makes for a wide variety of skin tones, hair and eye colorations and cultural practices. Humans are the most prominent of all races being present in almost all corners of the realm.

*Average Lifespan: 65 years, Average Height: 5' 10"*

### ELF

- Gain +1 to INSTINCT attribute (max 9)
- Pass without trace (ignore difficult terrain and leave no tracks)
- Nightvision



Elves are patient, observant and firmly rooted in their beliefs. They have learned over time to suppress their strong fey emotions which can make them seem cold, distant and even uncaring though this is largely untrue. Elven culture is loosely based on the preservation of nature, the patient pursuit of knowledge and perfection of whatever skill they might choose to pursue.

*Average Lifespan: 250 years, Average Height: 6'*

### DWARF

- +5 to HEALTH
- +1 to RESOLVE
- Darkvision
- -1 MOVE



Dwarves are known for being grumpy, stubborn and fiercely loyal, dedicated to their clan and family above all else. It is greed however that they often struggle with the most. Dwarves almost always have a fondness for gold, silver and gemstones that goes well beyond their trade value. Dwarves value hard work, well-crafted metal and are very fond of tradition and discipline.

*Average Lifespan: 150 years, Average Height: 4' 6"*

## STEP THREE: RACE

Select your characters race.

### HALFLING

- Luck (reroll one die roll of choice per day)
- +1 to DEFENSE
- Nightvision
- -1 MOVE



Halflings are known for their jovial nature, adventurous spirit and unique outlook on ownership and possession. Halfling culture revolves around taking chances and living each moment as if it is your last, however it is their seemingly endless optimism that often confounds the larger races. A wanderlust can come upon them at any time and often leads them away from home for years.

*Average Lifespan: 65 years, Average Height: 3' 6"*

### HALF-ELF

- Gain +1 to PRESENCE attribute (max 9)
- Gain a plus one modifier to two different skills of choice
- Nightvision



Half-elves often feel like outcasts not fully being accepted in elven or human society. Elves in particular tend to condemn the union of elves and men and consider it a betrayal by any who would consider it. Half-elves tend to have stronger emotions than humans and often seek out the elven practice of suppressing them (Tei Mei) to better fit in with both elves and humans.

*Average Lifespan: 125 years, Average Height: 5' 11"*

### HALF-ORK

- Gain +1 to BODY attribute (max 9)
- Gain +1 to RECOVERY
- Nightvision



Orks were once Elves who were corrupted long ago by a powerful dark force. They are often warlike and aggressive but are equally intelligent and despite commonly held beliefs they are not inherently evil by nature. Orks value strength and prowess in battle, they consider conquest a birthright and deadly combat the purest test of bravery and honor.

*Average Lifespan: 50 years, Average Height: 6' 5"*

## **STEP THREE: SUBRACE**

Select your characters subrace (subraces listed here are native to the realm of Mythos).

### **HUMAN**

Aramaen (Southerner, warm climate dwellers, brown skin, dark hair and eyes, sun worshipers)

Chan Doran (Far East natives, Asian, olive skin, advanced honor-based culture, isolationists)

Norwen (Northerner, tall and strong, blonde and red hair common, fair skinned)

Numerian (Easterners, tall and lanky, light brown skin, renaissance culture, civic minded)

Terran (Common Men, most populous, wide variety of appearance, found everywhere)

Zabuan (Deep South, black skin, hair and eyes, primitive culture, highly superstitious)

### **ELF**

Faewyn (Wild Elves, various shades of brown hair, green eyes common, mildly xenophobic)

Lorwyn (Moon Elves, rarest subrace, ivory skin and ebony hair common, prefer cold climates)

Solwyn (Sun Elves, rare subrace, brown skin and black hair common, prefer warm climates)

Sylvan (High Elves, most common, blonde and silver hair, fair skinned, reserved and patient)

Vaeryn (Dark Elves, rare subrace, ebony skin and silver hair, dwell underground, exiles)

### **DWARF**

Dewar (Hill Dwarves, surface dwellers, taller and thinner than Hylar, thrive in human society)

Einar (Deep Dwarves, dwell deep in the earth, xenophobic, pale skin, shortest of the dwarves)

Hylar (Mountain Dwarves, dwell below ground, isolationists, typically stubborn and greedy)

### **HALFLING**

Anori (Chosen Ones, most common, integrated into human, dwarf and elven societies, fair skin)

Romani (Rovers, nomadic tribes, tan skin, taller and thinner than Anori, tribal family culture)

Savarosi (Wildlings, rare, dwell in remote regions, primitive culture, xenophobic and combative)

### **HALF-ELF**

Terrawyn (Human traits predominant, can pass as human, most often found in human society)

EI-Terran (Elven traits predominant, can pass as an elf, most often found in elven society)

### **HALF-ORK**

Ashen (Grey skin tone, most common of the half-orks, mountain orks, warrior culture)

Ebon (Black skin tone, smallest of the half-orks, strong preference for night over day, stealthy)

Verdant (Green skin tone, rarest of the half-orks, woodland orks, isolationists but hostile)

## STEP FOUR: EDGES

Edges are unique characteristics or traits that set your character apart from others. Select one Lesser Edge from the list below (and one Greater Edge in the next section).

### LESSER EDGES

---

#### ANCIENT BLOODLINE

+1 to attribute max of choice, double lifespan and immunity to sickness and disease

#### ANIMAL COMPANION

Gain unusually intelligent and loyal normal animal companion size S or M

#### AQUATIC ADAPTATION

Gain ability to survive underwater (sight, breath, movement, pressure, etc.)

#### COLD RESISTANCE

Gain DR 5 against cold damage and extreme temperatures

#### COMBAT MASTERY

Gain +1 to Armed, Unarmed or Ranged Combat skill

#### DANGER SENSE

Gain ability to roll into INITIATIVE even when surprised

#### FAST HEALER

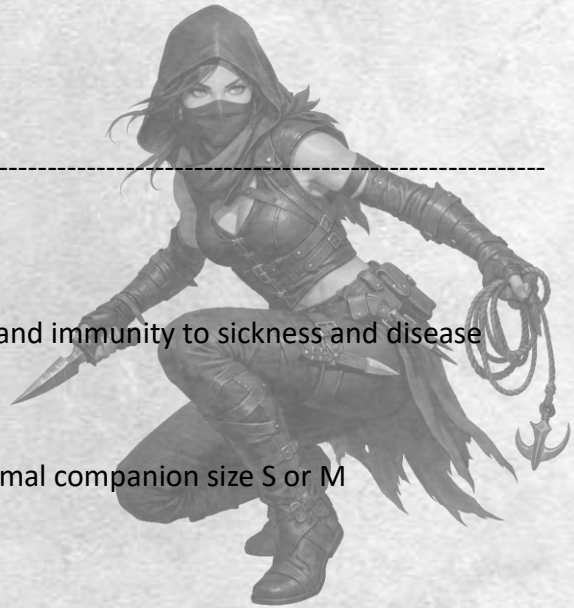
Gain +1 to RECOVERY and RENEWAL

#### FEARLESS

Gain immunity to fear and mind-influencing effects

#### FIRE RESISTANCE

Gain DR 5 against fire damage and extreme temperatures



**HARD TO KILL**

Gain +20 to POD

**HEIGHTENED SENSES**

Can see at great distances, hear a pin drop and identify someone by scent

**HIGHBORN**

Have recognizable surname, title (lord, lady) and gain 100<sup>x</sup> at the start of each episode

**IRON WILL**

Gain +3 to RESOLVE

**JACK-OF-ALL-TRADES**

Can default any skill (except Background skills) without penalty

**KEEN MIND**

Have unusually keen mind, gain +1 modifier to all MIND based skills

**LIGHT WEAPON SPECIALIZATION**

Gain +1 to Armed Combat skill and +3 to INITIATIVE when using light weapons

**LINGUIST**

Gain 6 bonus languages of choice (with literacy)

**MAGIC RESISTANCE**

Gain DR 5 against magical spells and powers

**NATURAL WEAPONS**

Gain +1 DV using Unarmed Combat and +2 to Athletics skill when climbing

**NIGHTVISION**

Gain Nightvision (Darkvision if you already have Nightvision)

**ONE WITH NATURE**

Gain weather sense, direction sense and +2 to the Survival skill

### **PHOTOGRAPHIC MEMORY**

Gain ability to instantly recall anything you have seen and committed to memory

### **POISON RESISTANCE**

Gain DR 5 against Poison damage and ingested toxins

### **POWER MASTERY**

Gain +1 modifier to Channeling skill

### **QUICKNESS**

Gain +3 to INITIATIVE and +1 MOVE

### **QUICK LEARNER**

Gain bonus starting Path ability or Spell from selected Path

### **ROGUES GAMBIT**

Can stealth and climb at full MOVE, Trap Sense 30' and reduce fall damage by 10'

### **SKILL SPECIALIST**

Gain +2 modifier to General Skill of choice

### **SPELL MASTERY**

Gain +1 modifier to Casting skill

### **STALWART**

Gain +5 HEALTH

### **STEADFAST**

Gain +5 ENERGY

### **STRIKING APPEARANCE**

Have unusually striking appearance, gain +1 to all PRESENCE based skill checks

### **WINDFALL**

Begin with bonus 1000<sup>X</sup> or lesser magic item (up to 1000<sup>X</sup> value/10<sup>G</sup>)

## STEP FOUR: EDGES

Edges are unique characteristics or traits to set your character apart from others. Select one Greater Edge from the list below (in addition to the Lesser Edge from the previous section). See page 144 for more info on some of the more complex Greater Edges.



## GREATER EDGES

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### AMBIDEXTERITY

Gain bonus attack action using off hand (one-handed weapons as a simple action)

### ANIMAL COMPANION

Gain unusually intelligent and loyal normal animal companion size L

### BLOOD MAGIC

Gain ability to trade HEALTH for ENERGY as a simple action

### CHANGELING

Change shape into humanoid of approximately the same size for 5 ENERGY

### DEAD SHOT

Reduce called shot penalty with ranged weapons by  $\frac{1}{2}$  and ignore partial cover

### DIVINE GRACE

Reroll all critical successes (once per round) against you and gain Celestial language



### EMPATHIC

Sense emotions of target within 60' and heal others by touch (1 HEALTH for 1 ENERGY)

### GENIUS

Gain ability to roll a Knowledge skill check for any subject regardless of background

### HEIRLOOM

Begin play with greater magic item (up to  $2000^x$  value/ $20^G$ )

### **INFERNAL LUCK**

Reroll all critical failures (once per round) and gain Infernal language

### **INHERITANCE**

Have a charter including a parcel of land, small town and a run-down keep or castle

### **INNATE ABILITY**

Chose starting spell or power as innate ability and unique Ability Use (SPIRIT) skill

### **KISS OF DEATH**

Gain ability to secrete poison from skin (DV 5 contact) and Immunity to Poison



PSIONIC

### **MEDIUM**

A medium can see and communicate with spirits and ghosts as well as see the invisible

### **NINE LIVES**

Character returns from past POD the next round with 1 HEALTH nine times before dying

### **NOBILITY**

Have famous surname, title (prince, princess) and gain 300<sup>x</sup> at the start of each episode



PSIONIC

### **PRECOGNITION**

Gain ability to roll two d20's for any skill check for 5 ENERGY

### **PROXY**

Select a second Lesser Edge as long as it does not duplicate your first (name or effect)

### **REGENERATION**

Regenerate 1 HEALTH per round until reaching POD

### **SHADOWSPAWN**

Gain +1 to Stealth and teleport up to MOVE as a simple action in low light conditions

### **SHAPESHIFTER**

Change into choice of an Ice Bear, Dire Wolf or Sabertooth for 5 ENERGY, full round

## SILVER TONGUE

Once per day turn a failed PRESENCE skill check into a success



## SIXTH SENSE

Always go first in INITIATIVE except against a natural 20 which results in a tie

## SPELL WEAVER

Once per level learn a spell or power from any domain (magic skill remains the same)

## SPIRIT GUIDE

Begin play with a magical animal familiar to guide the character along his path

## STRONG BODY

Gain +1 to BODY attribute (and max)

## STRONG INSTINCT

Gain +1 to INSTINCT attribute (and max)

## STRONG MIND

Gain +1 to MIND attribute (and max)

## STRONG PRESENCE

Gain +1 to PRESENCE attribute (and max)

## STRONG SPIRIT

Gain +1 to SPIRIT attribute (and max)

## SPIRIT GUIDE

Select animal familiar on page 119 or develop new animal with help from the gamemaster, gain all benefits as listed for the familiar bond, add +1 to each of the familiar's attributes, it also gains DR 5 magic resistance and can use Invisibility at will as a simple action



## TELEKINETIC

Move and manipulate objects with your mind (1 ENERGY per 5lbs, range 60')



## TELEPATHIC

Can read or send surface thoughts (1 ENERGY per round, per target, range 60')

## WEAPON MASTERY

Gain +2 DV with a single class of weapons

## STEP FOUR: FLAWS

Select a single option from the list below.

### **ADDICTION**

Have addiction to common substance, -1 to all actions when without

### **ALBINO**

Suffer -1 to actions in bright light and is vulnerable to sickness and disease

### **AMNESIA**

Character cannot remember his past; skills however remain intact

### **BLOOD RAGE**

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

### **BRANDED**

Character has been branded a criminal in a way that is difficult to hide

### **CODE OF CONDUCT**

Character follows an honor code which includes honesty and fair play

### **CONTAGIOUS**

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

### **CURSED**

Character has been cursed, suffer critical failure on a natural 1 or 2

### **DARK SECRET**

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

### **DARK SIDE**

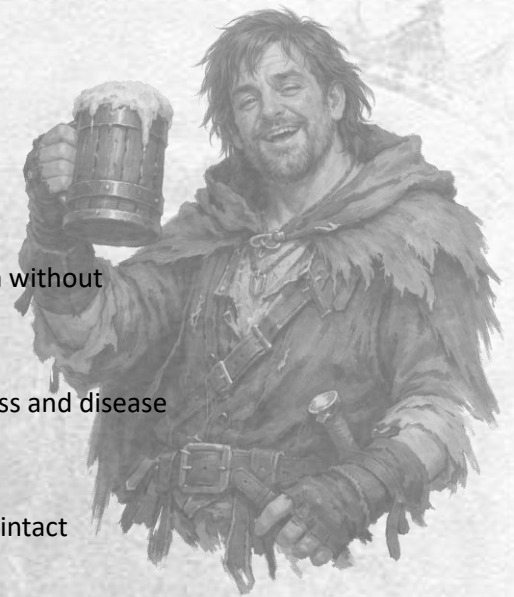
Character regularly struggles to contain his dark impulses

### **DEFORMITY**

Character has a physical deformity that is difficult to hide and sets him apart from others

### **DEPENDENT**

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



**DEVOTION**

Religious beliefs include daily prayer, tithing, witnessing, and observing tenets of the faith

**ENEMY**

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

**FAMOUS**

Character has a famous appearance or name and gets noticed wherever he goes

**FLASHBACKS**

Character has troubling flashbacks from a traumatic experience early in his or her life

**FRAIL**

Character suffers a -1 penalty to all BODY checks and to resist sickness or disease

**GAMBLER**

Character cannot resist a wager or bet on anything including physical challenges

**HABITUAL LIAR**

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

**HEAVY SLEEPER**

Character sleeps very soundly and is difficult to awaken

**HONORABLE**

Character always does the "right" thing, believes in fairness, honesty and justice

**HUNTED**

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

**INFAMOUS**

Character has developed a level of infamy early in his career, -1 to situational checks

**ISOLATIONIST**

Character does not like to be in crowds, even small ones, -1 to all actions

**JEALOUS**

Character is envious and jealous of others wealth and success, never satisfied

**KLEPTOMANIAC**

Has a tough time refraining himself from pocketing anything that might be remotely valuable

**LAZY**

Character is overweight and will avoid physical labor when at all possible

**LECHEROUS**

Character avidly pursues the opposite sex and has difficulty resisting advances

**LIMITED SENSE**

One of your key senses (sight, hearing or smell) is poor, -1 penalty to perception checks

**LOST LOVE**

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

**MAGICAL AFFLICTION**

Rare magical affliction makes character susceptible to silver, double DV from silver weapons

**MAKES ANIMALS UNEASY**

Only a well-trained animal will not be fearful and skittish around this character

**MERCIFUL**

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

**MULTIPLE PERSONALITIES**

Character has two vastly different and distinct personalities, one surfacing in times of stress

**MY WORD IS MY BOND**

Character will always keep his word even when that is not easy

**NAIVE**

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

**NARCISSIST**

Character is impeccably groomed and has an inflated view of their own appearance

**OATH**

Character has made a solemn promise regarding future actions or behaviors

**OBSESSION**

Character's thoughts are often dominated by a persistent idea, image or desire

**OLD DEBT**

Character owes powerful individual or group a significant sum of gold

**OLD INJURY**

Old injury resurfaces on critical failure roll, -1 to actions for one day

**ONE ARM**

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

**ONE EAR**

Character has only one ear, has a -1 to Perception checks (hearing)

**ONE EYE**

Character has only one eye, has a -1 to Perception checks (visual)

**ONE HAND**

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

**ONE LEG**

Character has a wooden leg, ½ normal movement rates

**OUT FOR JUSTICE**

Character obsessively seeks revenge against a powerful group

**OUTCAST**

Character has been rejected by society or a social group

**OVERCONFIDENT**

Character rarely hesitates and is certain that he can solve or overcome any problem

**PACT**

Character has a pact with a powerful unknown being, requires occasional obedience

**PARANOID**

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

**PERFECTIONIST**

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

**PHOBIA**

Character has an unnatural fear of something fairly common, -1 to all actions when present

**POWER HUNGRY**

Character desires wealth and/or power and will stop at nothing to get it

**PROUD**

Character is proud and struggles to compromise his own set of beliefs and morals

**RACIST**

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

**RECKLESS**

Character is headstrong and foolhardy with a certain disregard for consequences

**SCARRED**

Character has significant scars or tissue damage that is not easily concealable

**SELFISH**

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

**SICKNESS/DISEASE**

Character suffers from a rare incurable disease, on critical failure -1 to actions for one day

**SPITEFUL**

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

**SPOILED**

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

**SUSCEPTIBLE TO COLD**

Character suffers -1 to actions in 20°F weather or colder

**SUSEPTIBLE TO HEAT**

Character suffers -1 to actions in 90°F weather or warmer

**UNLUCKY**

Terrible things always seem to happen around this character, critical failure on 1 or 2

**UNUSUAL APPEARANCE**

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

**VOW**

Character has taken a vow such as silence, obedience, chastity, poverty, etc.

**WEAKNESS**

Character has a weakness to a specific damage type, take x2 DV from selected weakness

## STEP FIVE: PATHS

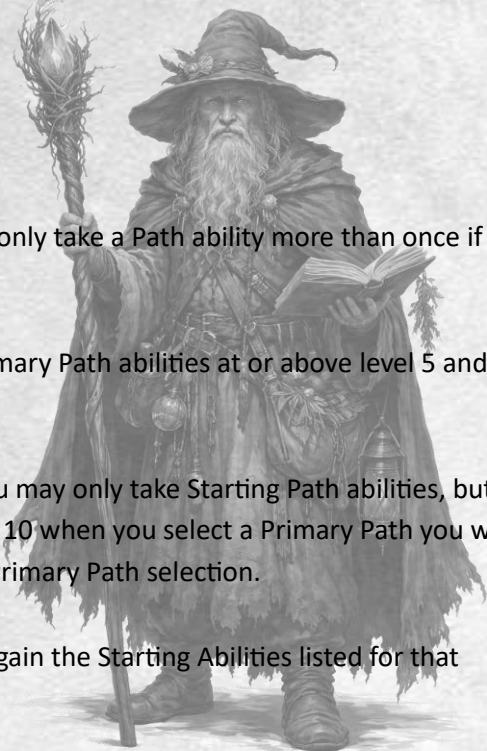
Choosing your Starting Path determines the shape of your characters growth and advancement including your abilities, powers, spells and even how others will perceive you. There are 35 different Starting Paths and an equal number of Primary and Advanced Paths. The chart on the following page will show you the advancement path of each one, for example from Acolyte at level one to Cleric at level five and finally Disciple at level 10. You may alternatively select a new Starting Path at level 5 and then at level 10 you will choose a new Primary path from either of your Starting Path selections.

At character creation you will refer to the Path description page for the Path that you have chosen and follow the following steps:

1. Look at the Path Prerequisites and make sure you meet the requirements. If the path requires that you have a flaw you do not already possess you may add or replace that flaw.
2. Starting Abilities will tell you what skills, spells or powers you begin with, non-magical paths often grant a selection from one of your starting path abilities though you only start with one if it is listed in your Starting Abilities.
3. Bonus equipment will also tell you what bonus items or equipment that you begin play with, be sure to record these in your inventory.

## IMPORTANT NOTES

- As you advance and select new Path abilities you can only take a Path ability more than once if it is specifically noted in the ability description.
- Starting Path abilities can be selected at any time, Primary Path abilities at or above level 5 and Advanced Path abilities at or above level 10.
- If you choose to select two different starting Paths you may only take Starting Path abilities, but you may select from either of your two Paths, at level 10 when you select a Primary Path you will be able to take Primary Path abilities only from your Primary Path selection.
- If you select a second Starting Path at level 5 you will gain the Starting Abilities listed for that Path, but you will not gain it's Bonus Equipment.
- New Path Abilities are available to select at each level increment on the Advancement Chart listed later in this book.



## STEP FIVE: PATHS

Choose one starting path from the list below. You will select a primary path at level 5 and your advanced path at level 10. You may select another starting path at level 5 and then a primary path at 10 from either.

STARTING PATHS	PRIMARY PATHS	ADVANCED PATHS
Acolyte	Cleric	Disciple
Alchemist	Enchanter	Warsmith
Apprentice	Wilder	Wizard
Aristocrat	Diplomat	Ambassador
Ascetic	Monk	Ascendant
Buccaneer	Swashbuckler	Corsair
Charlatan	Trickster	Shadowcaster
Cutpurse	Thief	Acrobat
Enforcer	Assassin	Slayer
Gambler	Gunslinger	Marksman
Heretic	Cultist	High Priest
Hunter	Archer	Sharpshooter
Initiate	Magus	Archmage
Lamplighter	Inquisitor	High Inquisitor
Mercenary	Fighter	Warrior
Minstrel	Bard	Troubadour
Neophyte	Witch/Warlock	Sorcerer
Novitiate	Spellblade	Warcaster
Outlaw	Rogue	Vigilante
Outrider	Scout	Pathfinder
Prophet	Herald	Harbinger
Pugilist	Pit Fighter	Gladiator
Savage	Barbarian	Reaver
Scribe	Scholar	Loremaster
Shaman	Druid	Archdruid
Soldier	Constable	Marshal
Squire	Knight	Cavalier
Swordsman	Blademaster	Bladesinger
Templar	Paladin	Champion
Tinker	Artificer	Innovator
Tracker	Bounty Hunter	Witch Hunter
Tunnel Rat	Dungeoneer	Wayfinder
Vanguard	Battle Master	Warlord
Watcher	Seeker	Sentinel
Woodsman	Ranger	Warden

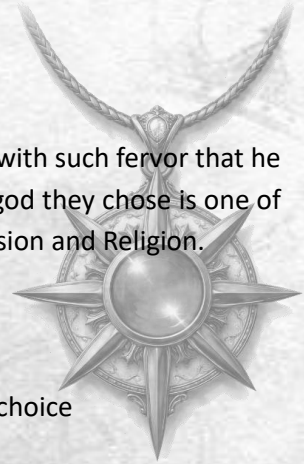
## PATH OF THE ACOLYTE

This path follows the progression of a true believer, one who is devoted to a god with such fervor that he is granted divine power. This path's abilities can vary depending on whether the god they chose is one of light or darkness. Primary skills include Channeling, Medicine, Perception, Persuasion and Religion.

**PREREQUISITE:** SPIRIT 6 and Devotion flaw (Arnos or Soros)

**STARTING ABILITIES:** Channeling skill and 3 Divine or Necrotic Starting Powers of choice

**BONUS EQUIPMENT:** Holy Symbol, Religious Tome, Healers Kit



### PATH ABILITIES

---

#### STARTING PATH: ACOLYTE

- Choose one Starting Power (can be purchased multiple times)
- Add SPIRIT attribute modifier to Heal or Harm power results
- Add +1 to Channeling skill
- Bonus attack action when using Armed or Ranged Combat skill
- +1 to Armed or Ranged Combat skill
- Gain +1 to choice of Medicine, Persuasion or Religion

#### PRIMARY PATH: CLERIC

- Choose one Primary Power (can be purchased multiple times)
- Gain choice of DR 5 Necrotic or Radiant damage
- Get a critical success on a 19-20 when using Channeling skill
- Suffer no penalties to use Powers when engaged in melee combat
- Get a critical success on a 19-20 when using Armed or Ranged Combat skill
- Gain rank and can ask for sanctuary at churches or temples

#### ADVANCED PATH: DISCIPLE

- Choose one Advanced Power (can be purchased multiple times)
- Reroll all critical failures using the Channeling skill
- Gain +1 to RESOLVE and RENEWAL
- You begin to attract zealous followers of your god
- Gain +1 to PRESENCE attribute
- Take ½ damage from all non-magical attacks

## PATH OF THE ALCHEMIST

This path follows the progression of a craftsman who has learned how to use magic to create potions, enchant magical items and forge rare metals. This path uses magical formulae to create wonderful items. Primary skills for this path include Knowledge, Arcana, Craft and Perception.



**PREREQUISITE:** MIND 6

**STARTING ABILITIES:** Craft (Alchemy) subskill and 3 Alchemy formulae of choice

**BONUS EQUIPMENT:** Alchemy Kit, one completed Potion from each of the formulae you chose

### PATH ABILITIES

---

#### STARTING PATH: ALCHEMIST

- Choose one Alchemy formulae of choice (can be purchased multiple times)
- Gain Craft (Enchanter) subskill and one Enchanting formulae
- Each episode begin with a completed potion from each of the formulae you know
- Reduce the cost of materials by  $\frac{1}{2}$  for Alchemy formulae
- Identify poisons using Knowledge and gain +1 DV to all poisons you create
- Gain +1 to choice of Craft, Knowledge or Arcana

#### PRIMARY PATH: ENCHANTER

- Choose one Enchanting formulae of choice (can be purchased multiple times)
- Gain Craft (Warmsmith) subskill and one Warsmith formulae
- Reduce the cost of materials by  $\frac{1}{2}$  for Enchanting formulae
- Temporarily enchant item with formulae you know for 5 ENERGY/1 hour
- Any weapon you use gains a +1 DV and is considered magical
- Can Dispel Magic (as the Arcane spell including ENERGY cost)

#### ADVANCED PATH: WARSMITH

- Choose one Warsmithing formulae of choice (can be purchased multiple times)
- Reduce the cost of material by  $\frac{1}{2}$  for Warsmithing formulae
- Can sense exotic metals and materials within one mile
- Reduce the downtime of all Craft skills by  $\frac{1}{2}$
- Gain DR 5 Magic against powers and spells
- Gain +1 to BODY attribute

## PATH OF THE APPRENTICE

This path follows the progression of a spellcaster who was trained by a Hedge Wizard in secret and has no association with a larger arcane organization. This path uses magical spells to produce amazing effects. Primary skills for this path include Casting, Arcana, Deception, Knowledge, Perception and Persuasion.



**PREREQUISITE:** MIND 6

**STARTING ABILITIES:** Casting skill and 3 Starting Arcane Spells of choice

**BONUS EQUIPMENT:** Spellbook, Ink and Quill set

### PATH ABILITIES

---

#### STARTING PATH: APPRENTICE

- Choose one Arcane Starting Spell (can be purchased multiple times)
- Aura Mask (TN 20)
- Add +1 to Casting skill
- Suffer no penalties to use Spells when engaged in melee combat
- Gain +1 to Armed or Ranged Combat skill
- Gain +1 to choice of Arcana, Knowledge or Deception

#### PRIMARY PATH: WILDER

- Choose one Arcane Primary Spell (can be purchased multiple times)
- Gain Craft (Spell Scroll) subskill
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)
- Cast spells without verbal or somatic components at -1 to skill check
- Can change the damage type of spells for +1 ENERGY
- Gain bonus attack using Armed or Ranged Combat skill

#### ADVANCED PATH: WIZARD

- Choose one Arcane Advanced Spell (can be purchased multiple times)
- Reroll all critical failures using the Casting skill
- Gain +1 to RESOLVE and RENEWAL
- Gain +1 to SPIRIT attribute
- Get a critical success on a 19-20 when using Casting skill
- If spell is countered by more than 5 can redirect spell to target in range

## PATH OF THE ARISTOCRAT

The path of the Aristocrat begins with wealth and privilege and follows his desire for the acquisition of power and influence over others. The primary skills for this path include Armed Combat, Knowledge, Deception, Intimidation, Persuasion and Religion.



**PREREQUISITE:** PRESENCE 6

**STARTING ABILITIES:** Gain +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Light riding horse, choice of masterwork weapon or armor and bonus 1,000<sup>x</sup>

### PATH ABILITIES

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#### STARTING PATH: ARISTOCRAT

- Gain bonus attack action with Armed or Ranged Combat skills
- Gain +1 to Ranged Combat skill
- Gain 2 bonus languages with literacy
- Gain 100<sup>x</sup> at the start of each episode
- Quick draw and ready weapon as a free action
- Gain +1 to choice of Deception, Persuasion or Knowledge

#### PRIMARY PATH: DIPLOMAT

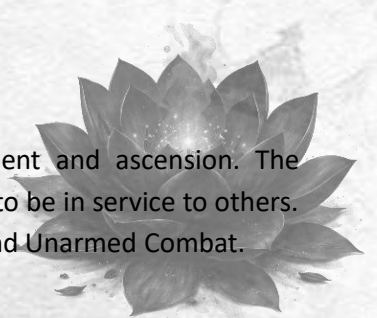
- Sneak Attack grants +5 DV when attacking with surprise
- Roll d20 once per episode for situationally relevant contact TN 12
- Gain +1 to all PRESENCE based skills
- Critical success using Armed or Ranged Combat skill on a 19-20
- Gain +3 INITIATIVE when using Armed or Ranged Combat skill
- Gain +1 MOVE

#### ADVANCED PATH: AMBASSADOR

- Gain writ of authority to speak on behalf of a kingdom or region of the realm
- Attract two loyal soldiers to serve you
- All Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- Evasion is ½ or no damage from AOE attacks
- Gain +1 to INSTINCT attribute
- Have modest estate, land and servants awarded you by powerful ally

## PATH OF THE ASCETIC

This path follows the progression of an ascetic monk towards enlightenment and ascension. The wandering monk is the cornerstone of this path, leaving the monastery behind to be in service to others. The primary skills of this path include Channeling, Athletics, Religion, Survival and Unarmed Combat.



**PREREQUISITE:** BODY 6 and Vow flaw (Asceticism)

**STARTING ABILITIES:** Channeling skill and 3 Divine or Necrotic Starting Powers of choice

**BONUS EQUIPMENT:** Prayer beads, incense, 3 candles

### PATH ABILITIES

---

#### STARTING PATH: ASCETIC

- Choose one Starting Power (can be purchased multiple times)
- Bonus attack action using Unarmed Combat skill
- Add +1 to Unarmed Combat skill
- Suffer no penalties to use Powers when engaged in melee combat
- Can use quarterstaff with Unarmed Combat skill
- Gain +1 to choice of Athletics, Religion or Unarmed Combat

#### PRIMARY PATH: MONK

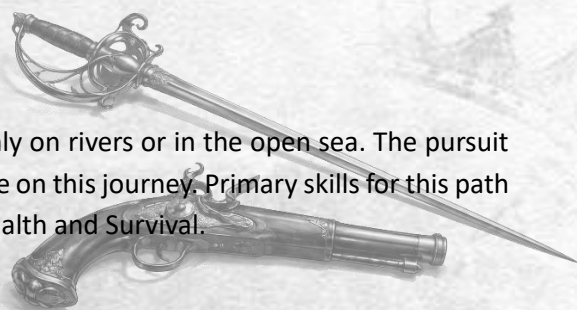
- Choose one Primary Power (can be purchased multiple times)
- Critical success using Unarmed Combat skill on a 19-20
- Blind Fighting reduces darkness penalty by 5 (-5 for total darkness)
- Unarmed attacks are considered magical
- Gain +3 INITIATIVE when using Unarmed Combat skill
- Gain +1 MOVE

#### ADVANCED PATH: ASCENDANT

- Choose one Advanced Power (can be purchased multiple times)
- Reroll all critical failures using the Unarmed Combat skill
- Unarmed Combat attacks ignore AR on a natural 15 or better
- Evasion is ½ or no damage from AOE attacks
- Gain +1 to SPIRIT attribute
- Use full round to make Unarmed Combat attack against all targets adjacent to you

## PATH OF THE BUCCANEER

This path follows a sailor, pirate and raider that operates mainly on rivers or in the open sea. The pursuit of adventure and wealth is the primary motivation for someone on this journey. Primary skills for this path include Armed Combat, Acrobatics, Athletics, Intimidation, Stealth and Survival.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** rapier, pistol, case (20 rounds)

### PATH ABILITIES

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#### STARTING PATH: BUCCANEER

- +1 to Ranged Combat skill
- Bonus attack action with Armed or Ranged Combat skill
- +1 DV using light weapons
- Quick draw and ready weapon as a free action
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to choice of Acrobatics, Stealth or Survival

#### PRIMARY PATH: SWASHBUCKLER

- No penalty to use Ranged Combat skill while in Melee
- Critical success using Armed or Ranged Combat skill on 19-20
- Gain +1 to all PRESENCE skills
- Gain +3 INITIATIVE when using Armed or Ranged Combat skill
- Gain +1 MOVE
- Can disengage from melee combat without attacks of opportunity

#### ADVANCED PATH: CORSAIR

- Evasion is  $\frac{1}{2}$  or no damage from AOE attacks
- Reroll all critical failures using the Armed or Ranged Combat skill
- Armed or Ranged combat attacks ignore AR on a natural 15 or better
- Gain small sailing vessel and crew
- Gain +1 to INSTINCT attribute
- Roll into Initiative even when surprised or asleep

## PATH OF THE CHARLATAN

This path follows the progression of an outlaw rogue who found a mentor to learn to cast spells. This path primarily focuses on deception and subterfuge to gain power and wealth. Primary skills for this path include Casting, Arcana, Armed Combat, Athletics, Deception, Stealth, Streetwise and Thievery.



**PREREQUISITE:** MIND 6

**STARTING ABILITIES:** Casting skill and 3 Starting Arcane Spells of choice

**BONUS EQUIPMENT:** Spellbook, thieves tools, marked cards and loaded dice

### PATH ABILITIES

---

#### STARTING PATH: CHARLATAN

- Choose one Arcane Starting Spell (can be purchased multiple times)
- Gain +1 to Armed or Ranged Combat skill
- Bonus attack with Armed or Ranged Combat skills
- Sneak Attack grants +5 DV when attacking with surprise
- Aura Mask (TN 20)
- Gain +1 to choice of Deception, Stealth or Thievery

#### PRIMARY PATH: TRICKSTER

- Choose one Arcane Primary Spell (can be purchased multiple times)
- Gain critical success with Armed or Ranged Combat skill on 19-20
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)
- Cast spells without verbal or somatic components at -1 to skill check
- Trade full round for complex attack action and complex starting spell
- Gain +1 MOVE

#### ADVANCED PATH: SHADOWCASTER

- Choose one Arcane Advanced Spell (can be purchased multiple times)
- Evasion is ½ or no damage from AOE attacks
- Gain +1 to SPIRIT attribute
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- If spell is countered by more than 5 can redirect spell to target in range
- Roll into Initiative even when surprised or asleep

## PATH OF THE CUTPURSE

This path follows the progression of a street rat and thief in his pursuit of wealth and influence. The journey for this path lies along the path of adventure using amazing acrobatic maneuvers. The primary skills of this path include Acrobatics, Athletics, Deception, Stealth, Streetwise and Thievery.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed and Ranged Combat skill (dagger) and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Thieves tools, 50' silk rope, grappling hook

### PATH ABILITIES

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#### STARTING PATH: CUTPURSE

- Reroll all critical failures using the Thievery skill
- Bonus attack action with Armed and Ranged Combat skills when using a dagger
- Failed pick pocket attempt must miss by more than 5 to be noticed
- Gain +2 to Acrobatics checks to escape bonds and slip through tight spaces
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to choice of Acrobatics, Stealth or Thievery

#### PRIMARY PATH: THIEF

- Gain 10' high jump, 20' long jump and reduce falling damage by 10'
- Critical success using a dagger on a 19-20
- Can climb and stealth at full MOVE rate
- Gain +3 INITIATIVE when using a dagger
- Gain +1 MOVE
- Can disengage from melee combat without attacks of opportunity

#### ADVANCED PATH: ACROBAT

- Evasion is ½ or no damage from AOE attacks
- Gain +1 to PRESENCE attribute
- Armed Combat attacks using dagger ignore AR on a natural 15 or better
- Reroll all critical failures with Armed or Ranged Combat when using a dagger
- Gain Spider Climb ability for 5 ENERGY
- Roll into Initiative even when surprised or asleep

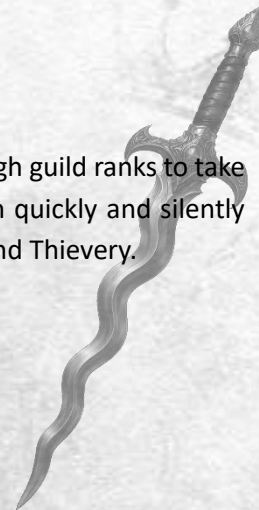
## PATH OF THE ENFORCER

This path follows the progression of a common thug and enforcer as he moves through guild ranks to take on the role of assassin and eventually a feared slayer of men. This path focuses on quickly and silently taking out enemies. Primary skills include Athletics, Deception, Stealth, Streetwise and Thievery.

**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** 3 vials of DR 5 injury poison, Disguise Kit



### PATH ABILITIES

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#### STARTING PATH: ENFORCER

- Quick draw and ready weapon as a free action
- Bonus attack action with Armed Combat and Ranged Combat skills
- Gain +1 to base MOVE
- Gain +1 to Ranged Combat skill
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to choice of Athletics, Stealth or Thievery

#### PRIMARY PATH: ASSASSIN

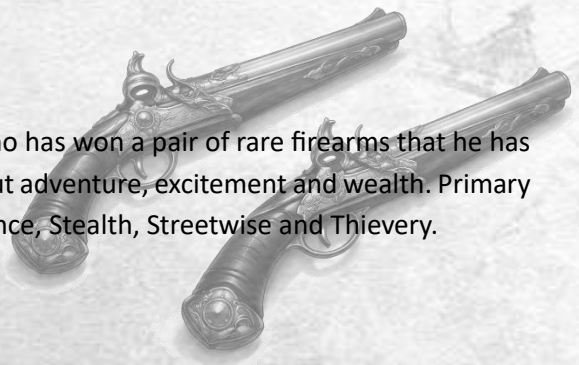
- Gain Nightvision or Darkvision if already have Nightvision
- Critical success using Armed or Ranged Combat on 18-20
- Can climb and stealth at full MOVE rate
- Gain +3 INITIATIVE when using Armed Combat
- Gain +5 DV against chosen enemy type (human, elf, dwarf, ork, etc.)
- Blind Fighting reduces darkness penalty by 5 (-5 for total darkness)

#### ADVANCED PATH: SLAYER

- Reduce called shot penalty from -10 to -5
- Gain +1 to INSTINCT attribute
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- Evasion is ½ or no damage from AOE attacks
- Hide in plain sight in low-light conditions for 5 ENERGY
- Can unerringly track any target that he has acquired a personal effect from

## PATH OF THE GAMBLER

This path follows the progression of a gambler and rogue who has won a pair of rare firearms that he has dedicated himself to mastering. The gambler usually seeks out adventure, excitement and wealth. Primary skills for this path are Ranged Combat, Deception, Performance, Stealth, Streetwise and Thievery.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Ranged Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Set of loaded dice, marked cards, 2 pistols, case (20 rounds)

### PATH ABILITIES

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#### STARTING PATH: GAMBLER

- Quick draw and ready weapons as a free action
- Bonus attack action using Ranged or Armed Combat skill
- Can roll 2d20 for any Gambling skill check keeping the best result
- No penalties to use ranged weapon in melee combat
- Gain +1 to Armed Combat skill
- Gain +1 to choice of Deception, Streetwise or Thievery

#### PRIMARY PATH: GUNSLINGER

- Reload firearms as a simple action
- Critical success using Ranged Combat skill on a 19-20
- Can disengage from melee combat without attacks of opportunity
- Gain +3 INITIATIVE when using Ranged Combat skill
- Gain +1 to MOVE
- Firearm attacks knock up to medium sized target prone on a natural 15 or better

#### ADVANCED PATH: MARKSMAN

- No range penalties out to maximum range of weapon
- Reroll all critical failures
- Ranged Combat attacks using a firearm ignore AR on a natural 15 or better
- Evasion is  $\frac{1}{2}$  or no damage from AOE attacks
- Reduce called shot penalty from -10 to -5
- Gain +1 to INSTINCT attribute

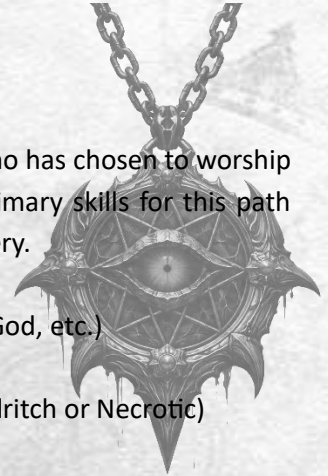
# PATH OF THE HERETIC

This path follows the progression of an outcast living on the fringes of society who has chosen to worship a powerful entity or Old God who falls outside of the accepted pantheon. Primary skills for this path include Channeling, Deception, Knowledge, Religion, Stealth, Survival and Thievery.

**PREREQUISITE:** SPIRIT 6 and Devotion flaw (Daemon Lord, Ancient Dragon, Old God, etc.)

**STARTING ABILITIES:** Channeling skill and 3 Starting Powers of choice (Divine, Eldritch or Necrotic)

**BONUS EQUIPMENT:** Crude Holy Symbol



## PATH ABILITIES

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### STARTING PATH: HERETIC

- Choose one Starting Power (can be purchased multiple times)
- Gain +1 to choice of Armed or Ranged Combat skill
- Gain bonus attack action with Armed and Ranged Combat skills
- Aura Mask (TN 20)
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to choice of Deception, Religion or Survival

### PRIMARY PATH: CULTIST

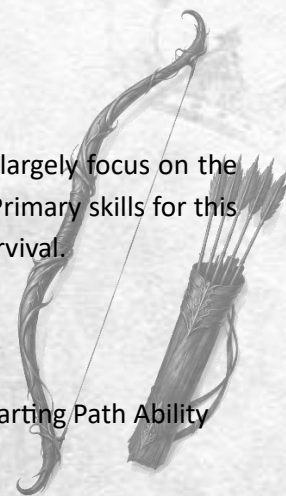
- Choose one Primary Power (can be purchased multiple times)
- Gain critical success using Armed or Ranged Combat on 19-20
- Suffer no penalties to use Powers when engaged in melee combat
- Gain +3 INITIATIVE when using Channeling skill
- Cast spells without verbal or somatic components at -1 to skill check
- Trade full round for complex attack action and complex starting spell

### ADVANCED PATH: HIGH PRIEST

- Choose one Advanced Power (can be purchased multiple times)
- Reroll all critical failures once using the Channeling skill
- Gain +1 to RESOLVE and RENEWAL
- You begin to attract zealous followers from across the realm
- Gain +1 to PRESENCE attribute
- Take ½ damage from non-magical attacks

## PATH OF THE HUNTER

This path follows the progression of a skilled hunter and archer. This path's abilities largely focus on the use of ranged weapons, most commonly the longbow, shortbow or even crossbow. Primary skills for this path would include Ranged Combat, Athletics, Acrobatics, Perception, Stealth and Survival.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Ranged Combat skill (bow or crossbow) and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Bow or Crossbow of choice, quiver with 20 arrows

### PATH ABILITIES

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#### STARTING PATH: HUNTER

- Quick draw and ready weapon as a free action
- Bonus attack action using Ranged Combat skill
- +1 to Armed Combat skill
- No penalties to use ranged weapon in melee combat
- +1 DV with ranged weapon of choice
- Gain +1 to choice of Athletics, Perception or Survival

#### PRIMARY PATH: ARCHER

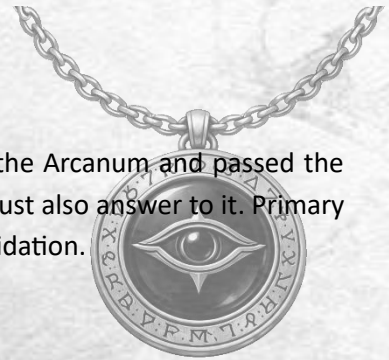
- Bonus attack action using Armed Combat skill
- Critical success using Ranged Combat skill on a 19-20
- Can disengage from melee combat without attacks of opportunity
- Gain +3 INITIATIVE when using Ranged Combat skill
- No range penalties out to maximum range of weapon
- Gain +1 MOVE

#### ADVANCED PATH: SHARPSHOOTER

- Additional bonus attack action at -2 using Ranged Combat skill
- Reroll all critical failures using the Ranged Combat skill
- Ranged Combat attacks ignore AR on a natural 15 or better
- Gain +1 to INSTINCT attribute
- Reduce called shot penalty from -10 to -5
- Restore HEALTH with ENERGY once per day at 1/2

# PATH OF THE INITIATE

This path follows the progression of an arcane spellcaster who graduated the Arcanum and passed the trials to gain the rank of Initiate. This path has access to the Arcanum and must also answer to it. Primary skills for this path include Casting, Knowledge, Arcana, Perception and Intimidation.



**PREREQUISITE:** MIND 6 and Oath Flaw (Magi)

**STARTING ABILITIES:** Casting skill and 3 Starting Arcane Spells of choice

**BONUS EQUIPMENT:** Spellbook, Ink and Quill set, Magus Robes (white), Magus Medallion

## PATH ABILITIES

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### **STARTING PATH: INITIATE** (White Robes)

- Choose one Arcane Starting Spell (can be purchased multiple times)
- Aura Mask (TN 20)
- Add +1 to Casting skill
- Suffer no penalties to use Spells when engaged in melee combat
- Gain +1 to Armed, Ranged or Unarmed Combat skill
- Gain +1 to choice of Arcana, Knowledge or Perception

### **PRIMARY PATH: MAGUS** (Black Robes)

- Choose one Arcane Primary Spell (can be purchased multiple times)
- Gain +3 to INITIATIVE when using the Casting skill
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)
- Magi medallion allows long distance communication with other Magi
- Gain +1 modifier to the Armor spell (4)
- Gain rank and can request assistance at any tower in the realm

### **ADVANCED PATH: ARCHMAGE** (Red Robes)

- Choose one Arcane Advanced Spell (can be purchased multiple times)
- Reroll all critical failures using the Casting skill
- Gain +1 to SPIRIT attribute
- Gain +1 to RESOLVE and RENEWAL
- Get a critical success on a 19-20 when using Casting skill
- If spell is countered by more than 5 can redirect spell to target in range

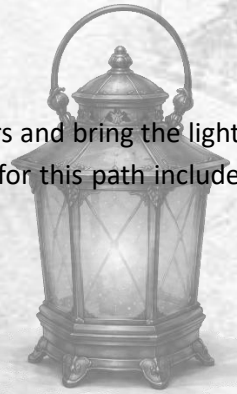
## PATH OF THE LAMPLIGHTER

This path follows a rogue cleric who acts as a spy and inquisitor to seek out evil doers and bring the light of truth to those who practice dark magic and worship the dark one. Primary skills for this path include Channeling, Deception, Religion, Perception, Stealth, Streetwise and Thievery.

**PREREQUISITE:** SPIRIT 6 and Devotion flaw (Arnos)

**STARTING ABILITIES:** Channeling skill and 3 Divine Starting Powers of choice

**BONUS EQUIPMENT:** Holy symbol, hooded lamp, thieves tools, manacles (TN 20)



### PATH ABILITIES

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#### STARTING PATH: LAMPLIGHTER

- Choose one Starting Divine Power (can be purchased multiple times)
- +1 to choice of Armed or Ranged Combat skill
- Sneak Attack grants +5 DV when attacking with surprise
- Aura Mask (TN 20)
- Bonus attack action when using Armed or Ranged Combat skill
- Gain +1 to choice of Deception, Perception or Religion

#### PRIMARY PATH: INQUISITOR

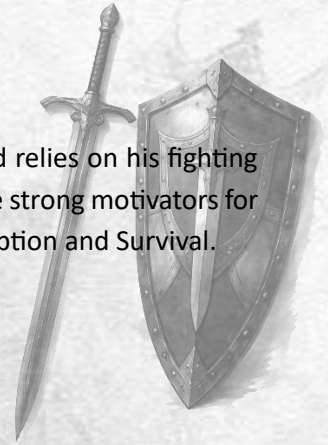
- Choose one Primary Divine Power (can be purchased multiple times)
- Critical success using Armed or Ranged Combat skill on a 19-20
- Gain +1 to all INSTINCT skills
- Gain +3 INITIATIVE with Armed or Ranged Combat skill
- Suffer no penalties to use Powers when engaged in melee combat
- Trade full round for complex attack action and complex starting spell

#### ADVANCED PATH: HIGH INQUISITOR

- Choose one Advanced Divine Power (can be purchased multiple times)
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- Gain +1 to PRESENCE attribute
- Take ½ damage from Necrotic damage type
- Attract two loyal templar fighting men to serve you
- Gain +1 to RESOLVE and RENEWAL

# PATH OF THE MERCENARY

This path follows the progression of a lone wolf who works as a sword for hire and relies on his fighting skills to not only survive but to acquire wealth and status. Wealth and reputation are strong motivators for this path's hero. Primary skills include Armed Combat, Athletics, Intimidation, Perception and Survival.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Standard Light or Medium Armor

## PATH ABILITIES

---

### STARTING PATH: MERCENARY

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed, Ranged or Unarmed Combat skill
- Gain +1 to Ranged and Unarmed Combat Skill
- Gain +1 to RECOVERY
- Reduce action penalty for wearing armor by 1
- Gain +1 to choice of Athletics, Perception or Survival

### PRIMARY PATH: FIGHTER

- Gain +1 DV with weapon of choice
- Critical success using Armed Combat skill on a 19-20
- Gain +10 POD
- Gain +3 INITIATIVE with all Combat skills
- Gain +1 to Parry free action
- Gain +1 MOVE

### ADVANCED PATH: WARRIOR

- Restore HEALTH with ENERGY once per day at 1/1
- Gain +1 to INSTINCT attribute
- Take ½ damage from choice of piercing, bludgeoning or slashing attacks
- Additional bonus attack action at -2 using Armed, Ranged or Unarmed Combat skill
- Critical success using Ranged or Unarmed Combat skill on a 19-20
- Armed Combat attacks ignore AR on natural 15 or better

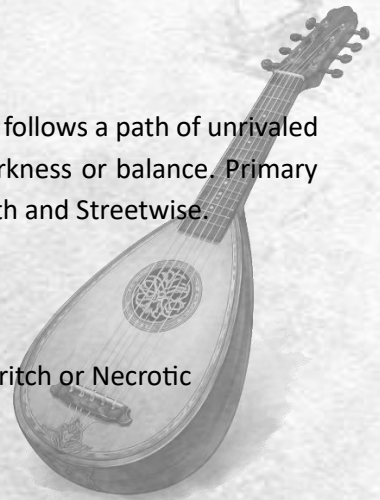
# PATH OF THE MINSTREL

This path follows the progression of a wandering musician and storyteller who follows a path of unrivaled diversity and potential. This path might find its inspiration from the light, darkness or balance. Primary skills of this path include Athletics, Deception, Knowledge, Performance, Stealth and Streetwise.

**PREREQUISITE:** PRESENCE 6

**STARTING ABILITIES:** Performance (Channeling) and 3 powers from Divine, Eldritch or Necrotic

**BONUS EQUIPMENT:** Musical Instrument



## PATH ABILITIES

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### STARTING PATH: MINSTREL

- Choose one Starting Power (can be purchased multiple times)
- +1 to choice of Armed or Ranged combat skill
- Add +1 to Performance (Channeling) skill
- Suffer no penalties to use Powers when engaged in melee combat
- Bonus attack using choice of Armed or Ranged combat skill
- Gain +1 to choice of Performance, Knowledge or Stealth

### PRIMARY PATH: BARD

- Choose one Primary Power (can be purchased multiple times)
- Have a gift for oratory, gain +1 to all PRESENCE skills
- Gain 6 bonus languages with literacy
- Gain +1 to base MOVE
- Critical success using Armed or Ranged Combat skill on a 19-20
- Can disengage from melee combat without attacks of opportunity

### ADVANCED PATH: TROUBADOUR

- Choose one Advanced Power (can be purchased multiple times)
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to INSTINCT attribute
- Can command the attention of all within earshot for 3 ENERGY
- Roll Athletics check for AOE attacks success is ½ damage
- Use Knowledge skill to grant +1 to self and allies against non-humanoid foe (TN 16)

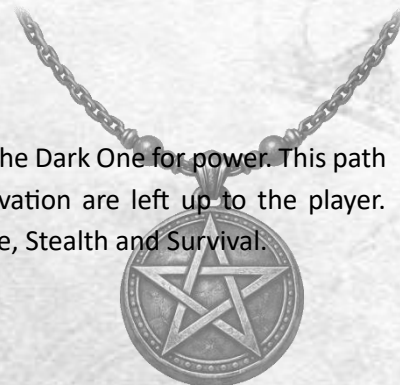
## PATH OF THE NEOPHYTE

This path follows the progression of a commoner who made a pact with the Dark One for power. This path focuses largely on the acquisition of power though its goals and motivation are left up to the player. Primary skills for this path include Casting, Arcana, Deception, Knowledge, Stealth and Survival.

**PREREQUISITE:** Pact Flaw (Dark One)

**STARTING ABILITIES:** Casting skill and 3 Starting Arcane Spells of choice

**BONUS EQUIPMENT:** Begin with standard Familiar of choice



### PATH ABILITIES

---

#### STARTING PATH: NEOPHYTE

- Choose one Arcane Starting Spell (can be purchased multiple times)
- Aura Mask (TN 20)
- Add +1 to Casting skill
- Suffer no penalties to use Spells when engaged in melee combat
- Gain +1 to choice of Armed, Ranged or Unarmed Combat skill
- Gain +1 to choice of Deception, Knowledge or Survival

#### PRIMARY PATH: WITCH/WARLOCK

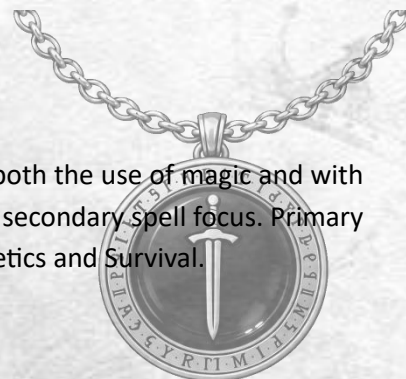
- Choose one Arcane Primary Spell (can be purchased multiple times)
- Gain +3 to INITIATIVE when using the Casting skill
- Gain the Craft (Alchemy) subskill and 3 formulae of choice
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)
- Cast spells without verbal or somatic components at -1 to skill check
- Gain bonus attack with Armed, Ranged or Unarmed Combat skill

#### ADVANCED PATH: SORCERER

- Choose one Arcane Advanced Spell (can be purchased multiple times)
- Reroll all critical failures using the Casting skill
- Gain +1 to PRESENCE attribute
- Gain +1 to RESOLVE and RENEWAL
- Get a critical success on a 19-20 when using Casting skill
- If spell is countered by more than 5 can redirect spell to target in range

## PATH OF THE NOVITIATE

This path follows the progression of a rare specialist Magus who trains in both the use of magic and with armed or ranged combat. Traditionally this path focuses on combat with a secondary spell focus. Primary skills for this path include Armed or Ranged Combat, Casting, Arcana, Athletics and Survival.



**PREREQUISITE:** MIND 6 and Oath Flaw (Magi)

**STARTING ABILITIES:** Casting skill and 3 Starting Arcane Spells of choice

**BONUS EQUIPMENT:** Magus Medallion, Surcoat (white), Magi Medallion

### PATH ABILITIES

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#### **STARTING PATH: NOVITIATE** (white surcoat)

- Choose one Arcane Starting Spell (can be purchased multiple times)
- Gain +1 to Armed or Ranged Combat skill
- Bonus attack with choice of Armed or Ranged Combat skill
- Suffer no penalties to use Spells when engaged in melee combat
- Aura Mask (TN 20)
- Gain +1 to choice of Arcana, Athletics or Survival

#### **PRIMARY PATH: SPELLBLADE** (black surcoat)

- Choose one Arcane Primary Spell (can be purchased multiple times)
- Gain critical success with Armed or Ranged Combat skill on 19-20
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)
- Magi medallion allows communication with other Magi medallions
- Trade full round for complex attack action and complex starting spell
- Gain rank and can request assistance from any tower in the realm

#### **ADVANCED PATH: WARCASTER** (red surcoat)

- Choose one Arcane Advanced Spell (can be purchased multiple times)
- Gain +1 to BODY attribute
- Reroll all critical failures using the Armed or Ranged Combat skill
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- If spell is countered by more than 5 can redirect spell to target in range
- Gain DR 5 against magical spells or powers

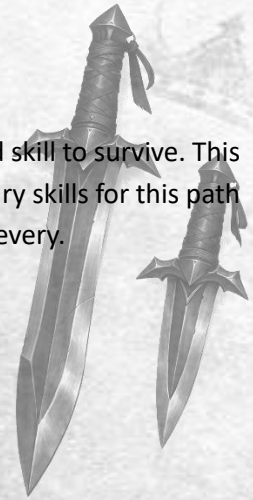
# PATH OF THE OUTLAW

This path follows the progression of an outlaw and renegade that relies on his wit and skill to survive. This path defines its own goals but tends to end up fighting for a lost cause or ideal. Primary skills for this path include Armed Combat, Athletics, Deception, Persuasion, Stealth, Streetwise and Thievery.

**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Thieves tools



## PATH ABILITIES

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### STARTING PATH: OUTLAW

- +1 to Ranged Combat skill
- Bonus attack action with Armed and Ranged Combat skills
- Gain +10 to POD
- Gain +1 MOVE
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to choice of Stealth, Streetwise or Thievery

### PRIMARY PATH: ROGUE

- Gain +1 to DEFENSE when wearing Light Armor
- Critical success using Armed Combat skill on a 19-20
- Can climb and stealth at full MOVE rate
- Gain +3 INITIATIVE using Armed and Ranged Combat skills
- Gain +1 to all PRESENCE skills
- Can disengage from melee combat without attacks of opportunity

### ADVANCED PATH: VIGILANTE

- Roll Athletics check for AOE attacks success is ½ damage
- Restore HEALTH with ENERGY once per day at 1/1
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- Fame finds you shelter and assistance in most large cities
- Gain +1 to INSTINCT attribute
- Roll into INITIATIVE even when surprised or asleep

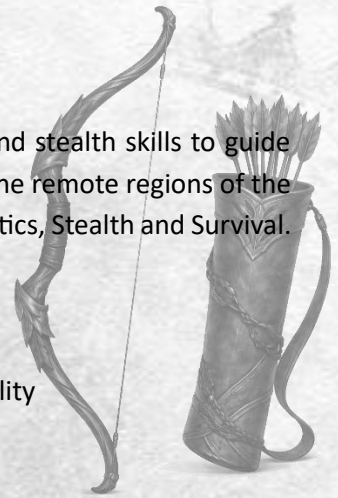
# PATH OF THE OUTRIDER

This path follows the progression of an outrider and scout who uses survival and stealth skills to guide people through the wild. Pathfinders are in high demand when journeying into the remote regions of the realm. Primary skills for this path include Ranged Combat, Animal Handling, Athletics, Stealth and Survival.

**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Ranged Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Well-trained Light Riding Horse and tack



## PATH ABILITIES

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### STARTING PATH: OUTRIDER

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed and Ranged Combat skills
- +1 to Armed Combat skill
- Can sense weather and direction and can ignore difficult terrain penalties
- Can disengage from melee combat without attacks of opportunity
- Gain +1 to choice of Animal Handling, Stealth or Survival

### PRIMARY PATH: SCOUT

- Sneak Attack grants +5 DV when attacking with surprise
- Critical success using Ranged Combat skill on a 19-20
- Gain +1 to DEFENSE when wearing Light Armor
- Gain +3 INITIATIVE when using Armed or Ranged Combat skills
- Can climb and stealth at full MOVE rate
- Gain +1 MOVE

### ADVANCED PATH: PATHFINDER

- Can use camouflage to hide in plain sight when in the wild
- Reroll all critical failures using the Ranged Combat skill
- Ranged Combat attacks ignore AR on a natural 15 or better
- Reduce overland travel by up to ½ when leading a party
- Gain +1 to INSTINCT attribute
- Roll into Initiative even when surprised or asleep

## PATH OF THE PROPHET

This path follows a prophet of one of the three gods who has been gifted with a divine purpose he must share with the world. This usually involves spreading the word of his god and recruiting new followers. Primary skills of this path include Channeling, Deception, Persuasion, Religion and Streetwise.



**PREREQUISITE:** SPIRIT 6 and Devotion flaw (Arnos, Mythos or Soros)

**STARTING ABILITIES:** Channeling skill and 3 Divine, Eldritch or Necrotic Starting Powers of choice

**BONUS EQUIPMENT:** Holy Symbol, Religious Tome, Healers Kit

### PATH ABILITIES

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#### STARTING PATH: PROPHET

- Choose one Starting Power (can be purchased multiple times)
- Have a gift for oratory, gain +1 to all PRESENCE skills
- Add +1 to Channeling skill
- Suffer no penalties to use Powers when engaged in melee combat
- Gain +1 with choice of Armed, Ranged or Unarmed Combat skill
- Gain +1 to choice of Deception, Persuasion or Religion

#### PRIMARY PATH: HERALD

- Choose one Primary Power (can be purchased multiple times)
- Can command the attention of all within earshot for 3 ENERGY
- Get a critical success on a 19-20 when using Channeling skill
- Fame will find you shelter and assistance in almost any large city
- Can understand and speak any language (does not include literacy)
- Gain bonus attack action with Armed, Ranged or Unarmed Combat skill

#### ADVANCED PATH: HARBINGER

- Choose one Advanced Power (can be purchased multiple times)
- Reroll all critical failures using the Channeling skill
- Gain +1 to RESOLVE and RENEWAL
- You begin to attract loyal followers from across the realm
- Gain +1 to PRESENCE attribute
- Take ½ damage from all non-magical attacks

## PATH OF THE PUGILIST

This path follows a gifted brawler and grappler who is usually employed as a ruffian or brute of some sort. Fighting in the pits and eventually fighting for gold as a gladiator is this path's final destination. Primary skills of this path include Unarmed Combat, Athletics, Intimidation, Performance and Streetwise.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** Gain +1 to Unarmed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Banded Gauntlets (+1 DV Unarmed Combat)

### PATH ABILITIES

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#### STARTING PATH: PUGILIST

- Gain +1 to DEFENSE wearing light or no armor
- Bonus attack action using Unarmed Combat skill
- Gain +1 DV to Unarmed attacks including Grappling skill checks
- Gain +1 to Ranged Combat skill
- Gain bonus attack action using Ranged Combat skill
- Gain +1 to choice of Athletics, Intimidation or Performance

#### PRIMARY PATH: PIT FIGHTER

- Unarmed attacks are considered magical attacks
- Critical success using Unarmed Combat skill on a 19-20
- Unarmed attacks knock target prone on natural 15 or better
- Gain +3 INITIATIVE when using Unarmed Combat skill
- Gain +1 MOVE
- Gain +10 POD

#### ADVANCED PATH: GLADIATOR

- Additional bonus attack action at -2 using Unarmed Combat skill
- Reroll all critical failures using the Unarmed Combat skill
- Unarmed Combat attacks ignore AR on a natural 15 or better
- Restore HEALTH with ENERGY once per day at 1/1
- Use a light weapon with Unarmed Combat skill for bonus weapon DV
- Gain +1 to PRESENCE attribute

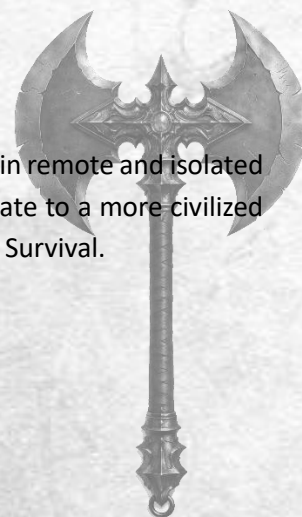
## PATH OF THE SAVAGE

This path follows the progression of a so-called savage barbarian traditionally raised in remote and isolated regions of the realm. This path usually includes the character attempting to acclimate to a more civilized lifestyle. Primary skills include Animal Handling, Athletics, Intimidation, Stealth and Survival.

**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** standard light armor, Heavy Weapon of choice



### PATH ABILITIES

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#### STARTING PATH: SAVAGE

- +1 to Ranged Combat skill
- Bonus attack action using Armed, Ranged and Unarmed Combat skills
- Rage grants +2 DV for 6 rounds for 5 ENERGY
- +1 to Unarmed Combat skill
- Quick draw and ready weapon as a free action
- Gain +1 to choice of Animal Handling, Athletics or Survival

#### PRIMARY PATH: BARBARIAN

- Gain +1 to DEFENSE wearing Light or no Armor
- Critical success using Armed, Ranged or Unarmed Combat skill on a 19-20
- Gain +3 INITIATIVE using Armed Combat skill
- Rage also grants +2 to RESOLVE
- Gain +10 POD
- Gain +1 MOVE

#### ADVANCED PATH: REAVER

- Gain DR 5 against magical spells and powers
- Gain +1 to INSTINCT attribute
- Armed Combat attacks ignore AR on a natural 15 or better
- Rage also grants DR 5 against non-magical attacks for 6 rounds
- Sweep all enemies in front of you with two-handed weapon as full round action
- Restore HEALTH with ENERGY once per day at 1/1

## PATH OF THE SCRIBE

The path of the scribe eventually leads to becoming a Loremaster, a highly respected scholar and keeper of knowledge. The endless pursuit of knowledge and defense of the realm are often this path's primary goals. The primary skills for this path include Knowledge, Arcana, Craft, Medicine and Religion.



**PREREQUISITE:** MIND 6

**STARTING ABILITIES:** Craft (Spell Scroll) skill and 3 starting spell formulae (3 finished scrolls)

**BONUS EQUIPMENT:** Spellbook, Ink and Quill set, 3 blank scrolls

### PATH ABILITIES

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#### STARTING PATH: SCRIBE

- Choose one Arcane Starting Spell Formulae (can be purchased multiple times)
- Gain Craft (Alchemy) subskill and one Alchemy formulae
- Gain 6 bonus languages with literacy
- Can use MIND modifier in place of INSTINCT for DEFENSE
- Can use MIND modifier for Armed, Ranged or Unarmed Combat skills
- Gain +1 to choice of Knowledge, Arcana or Craft

#### PRIMARY PATH: SCHOLAR

- Choose one Arcane Primary Spell Formulae (can be purchased multiple times)
- Gain Craft (Enchanting) subskill and one Enchanting formulae
- Gain bonus attack action with choice of Armed, Ranged or Unarmed Combat skill
- Temporarily enchant item with formulae you know for 5 ENERGY/1 hour
- Can use MIND modifier in place of INSTINCT for INITIATIVE
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)

#### ADVANCED PATH: LOREMASTER

- Choose one Arcane Advanced Spell Formulae (can be purchased multiple times)
- Choose one Divine or Necrotic Starting Power (can be purchased multiple times)
- Critical success with choice of Armed, Ranged or Unarmed Combat on 19-20
- Gain +1 to BODY attribute
- If spell is countered by more than 5 can redirect spell to target in range
- All Armed, Ranged or Unarmed Combat attacks ignore AR on a natural 15 or better

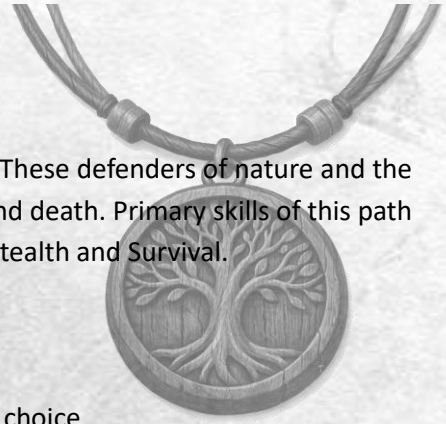
# PATH OF THE SHAMAN

This path follows the progression of a shaman into druid and beyond. These defenders of nature and the realm follow Mythos and strive to protect the natural balance of life and death. Primary skills of this path include Channeling, Animal Handling, Athletics, Knowledge, Religion, Stealth and Survival.

**PREREQUISITE:** SPIRIT 6 and Devotion flaw (Mythos)

**STARTING ABILITIES:** Channeling skill and 3 Eldritch Starting Powers of choice

**BONUS EQUIPMENT:** Talisman (Holy Symbol), Medicine Bag (Healers Kit)



## PATH ABILITIES

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### STARTING PATH: SHAMAN

- Choose one Starting Eldritch Power (can be purchased multiple times)
- Choose totem animal (speak with that animal type)
- Add +1 to Channeling skill
- Suffer no penalties to use Powers when engaged in melee combat
- Gain +1 to Armed, Unarmed or Ranged Combat skill
- Gain +1 to choice of Animal Handling, Religion or Survival

### PRIMARY PATH: DRUID

- Choose one Primary Eldritch Power (can be purchased multiple times)
- Gain weather sense, direction sense and ignore difficult terrain penalties
- Get a critical success on a 19-20 when using Channeling skill
- Bonus attack action when using Armed, Unarmed or Ranged Combat skills
- Gain +1 to all attributes when Wild Shaped into totem animal type
- Gain +1 MOVE

### ADVANCED PATH: ARCHDRUID

- Choose one Advanced Eldritch Power (can be purchased multiple times)
- Reroll all critical failures using the Channeling skill
- Gain +1 to RESOLVE and RENEWAL
- Gain +1 to INSTINCT attribute
- Gain spirit animal familiar of your chosen totem animal
- Take ½ damage from all Elemental damage types

# PATH OF THE SOLDIER

This path follows a soldier who rises through the ranks to become a constable and finally a marshal of the realm holding the authority to enforce laws and punish those who break them. The primary skills of this path include Armed Combat, Athletics, Perception, Streetwise and Survival.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Surcoat, standard light or medium armor, rank badge

## PATH ABILITIES

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### STARTING PATH: SOLDIER

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed, Ranged and Unarmed Combat skills
- +1 to Ranged and Unarmed Combat skills
- +1 to Armed Combat skill with ally in adjacent square
- Reduce action penalty for wearing armor by 1
- Gain +1 to choice of Athletics, Streetwise or Survival

### PRIMARY PATH: CONSTABLE

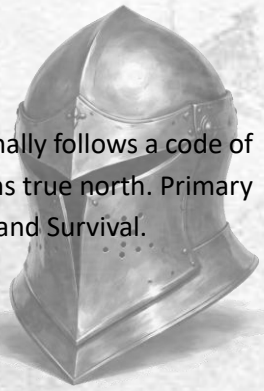
- Gain +1 DEFENSE when using a Shield
- Critical success using Armed or Ranged Combat skill on a 19-20
- Gain +3 INITIATIVE with all combat skills
- Writ of Authority (lesser - regional)
- Gain +10 to POD
- Gain +1 MOVE

### ADVANCED PATH: MARSHAL

- Restore HEALTH with ENERGY once per day at 1/1
- Gain +1 to INSTINCT attribute
- Armed Combat attacks ignore AR on natural 15 or better
- Writ of Authority (greater - realm)
- Attract a loyal posse at your command
- Additional bonus attack action at -2 using Armed or Ranged Combat skill

# PATH OF THE SQUIRE

This path follows a loyal squire through knighthood and beyond. The knight traditionally follows a code of conduct relating to his honor or pride. Defense of king or country is usually this path's true north. Primary skills for this path include Armed Combat, Animal Handling, Athletics, Performance and Survival.



**PREREQUISITE:** BODY 6 and Code of Conduct flaw

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Light warhorse with tack, standard medium armor, shield

## PATH ABILITIES

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### STARTING PATH: SQUIRE

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed, Unarmed or Ranged Combat skills
- Gain +1 to DEFENSE when using a Shield
- Reduce armor related action penalty by 1
- Gain +1 to Unarmed and Ranged Combat skills
- Gain +1 to choice of Animal Handling, Athletics or Survival

### PRIMARY PATH: KNIGHT

- Gain +1 DV with weapon of choice
- Critical success using Armed Combat skill on a 19-20
- Gain a parcel of land, modest estate and servants
- Gain +3 INITIATIVE with all Combat skills
- Gain +10 POD
- Gain +1 MOVE

### ADVANCED PATH: CAVALIER

- Restore HEALTH with ENERGY once per day at 1/1
- Gain +1 to PRESENCE attribute
- Armed Combat attacks ignore AR on natural 15 or better
- Gain loyal and fearless Heavy Warhorse with tack
- Gain a high degree of fame that follows you wherever you go
- Additional bonus attack action at -2 using Armed Combat skill

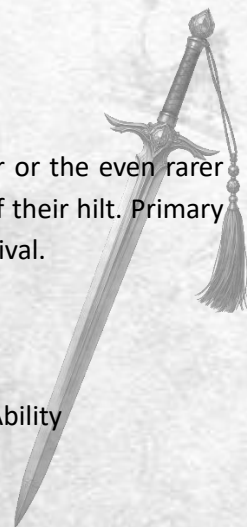
## PATH OF THE SWORDSMAN

This path follows a gifted swordsman who will train to become an elite Blademaster or the even rarer Bladesinger. This path measures its progress in knots tied off of a tassel on the end of their hilt. Primary skills for this path include Armed Combat, Acrobatics, Athletics, Performance and Survival.

**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill (blades) and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** sword of choice, sword tassel, brace of daggers (6)



### PATH ABILITIES

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#### STARTING PATH: SWORDSMAN

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed and Ranged Combat skills (blades)
- Gain +1 DV when using a bladed weapon
- Gain +1 to Parry action
- +1 to Ranged Combat skill (blades)
- Gain +1 to choice of Acrobatics, Athletics or Performance

#### PRIMARY PATH: BLADEMASTER

- All bladed weapons are considered magical in your hands
- Critical success using Armed or Ranged Combat (blades) on a 19-20
- Armed Combat attacks (blades) grant +1 to the next attack on natural 15 or better
- Gain +3 INITIATIVE with Armed and Ranged Combat (blades)
- Gain +10 POD
- Gain +1 MOVE

#### ADVANCED PATH: BLADESINGER

- Restore HEALTH with ENERGY once per day at 1/1
- Reroll all critical failures using Armed or Ranged Combat (blades)
- Armed or Ranged Combat attacks (blades) ignore AR on natural 15 or better
- Take ½ damage from piercing or slashing damage
- Additional bonus attack action at -2 using Armed or Ranged Combat skill (blades)
- Gain +1 to INSTINCT attribute

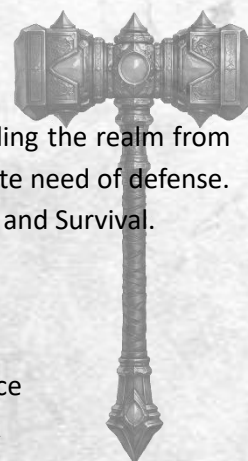
## PATH OF THE TEMPLAR

This path follows a holy warrior through his journey to prove his devotion by defending the realm from enemies of his god. The Paladin rises up when the church or its people are in desperate need of defense. Primary skills of this path include Armed Combat, Animal Handling, Athletics, Religion and Survival.

**PREREQUISITE:** BODY 6 and Devotion Flaw (Arnos or Soros)

**STARTING ABILITIES:** Channeling skill and 3 Starting Divine or Necrotic Powers of choice

**BONUS EQUIPMENT:** Standard Medium armor, holy symbol, heavy warhorse and tack



### PATH ABILITIES

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#### STARTING PATH: TEMPLAR

- Choose one Divine or Necrotic Starting Power (can be purchased multiple times)
- Gain +1 to Armed Combat skill
- Bonus attack action with Armed Combat skill
- Suffer no penalties to use Powers when engaged in melee combat
- Reduce action penalty for wearing armor by 1
- Gain +1 to choice of Animal Handling, Athletics or Religion

#### PRIMARY PATH: PALADIN

- Choose one Divine or Necrotic Primary Power (can be purchased multiple times)
- Gain critical success with Armed Combat skill on 19-20
- Gain +1 DV when using any Bludgeoning weapon
- Gain +3 INITIATIVE with Armed Combat skill
- Gain +10 to POD
- Trade full round for complex attack action and complex starting spell

#### ADVANCED PATH: CHAMPION

- Choose one Divine or Necrotic Advanced Power (can be purchased multiple times)
- Additional bonus attack action at -2 using Armed Combat skill
- Gain +1 to PRESENCE attribute
- Armed Combat attacks ignore AR on a natural 15 or better
- Take ½ damage from non-magical attacks
- Restore HEALTH with ENERGY once per day at 1/1

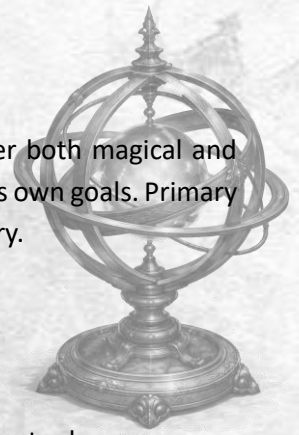
## PATH OF THE TINKER

This path follows the progression of an inventor and craftsman that seeks to master both magical and advanced crafts. The Tinker lives to create and invent new items and tools to further his own goals. Primary skills of this path include Craft (Artificing), Knowledge, Arcana, Streetwise and Thievery.

**PREREQUISITE:** MIND 6

**STARTING ABILITIES:** Craft (Artificing) subskill and 3 Artificing formulae of choice

**BONUS EQUIPMENT:** Artificing Kit, one finished product from known formulae, thieves tools



### PATH ABILITIES

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#### STARTING PATH: TINKER

- Choose one Artificing formulae of choice (can be purchased multiple times)
- Gain Craft (Alchemy) subskill and one Alchemy formulae
- Gain +1 to choice of Armed or Ranged Combat skill
- Gain +3 INITIATIVE when using self-crafted weapons
- Reduce the cost of materials by  $\frac{1}{2}$  for Artificing formulae
- Gain +1 to choice of Craft, Knowledge or Arcana

#### PRIMARY PATH: ARTIFICER

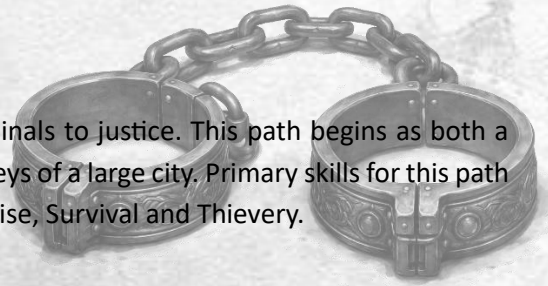
- Choose one Alchemy formulae of choice (can be purchased multiple times)
- Gain Craft (Enchanting) subskill and one Enchanting formulae
- Reduce the cost of materials by  $\frac{1}{2}$  for Alchemy formulae
- Temporarily enchant item with formulae you know for 5 ENERGY/1 hour
- Bonus attack with choice of Armed or Ranged Combat skill
- Gain +1 to DV of firearms

#### ADVANCED PATH: INNOVATOR

- Choose one Enchanting formulae of choice (can be purchased multiple times)
- Gain Craft (Warmsmithing) subskill and one Warsmithing formulae
- Reduce the cost of material by  $\frac{1}{2}$  for Enchanting formulae
- Reduce the downtime of all Craft skills by  $\frac{1}{2}$
- Reduce the cost of material by  $\frac{1}{2}$  for Warsmithing formulae
- Gain +1 to BODY attribute

## PATH OF THE TRACKER

This path follows a tracker of men usually hired to bring criminals to justice. This path begins as both a skilled tracker and fighter whether in the wild or in the dark alleys of a large city. Primary skills for this path include Armed Combat, Athletics, Perception, Stealth, Streetwise, Survival and Thievery.



**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Manacles (TN 20), thieves tools, choice of net or bola

### PATH ABILITIES

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#### STARTING PATH: TRACKER

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed or Ranged Combat skill
- Suffer no penalty to deal non-lethal damage
- +1 to Ranged Combat skill
- Sneak Attack grants +5 DV when attacking with surprise
- Gain +1 to choice of Athletics, Stealth or Survival

#### PRIMARY PATH: BOUNTY HUNTER

- Can use Detect Magic as the spell/power for 1 ENERGY
- Critical success using Armed or Ranged Combat skill on a 19-20
- Armed or Ranged attacks reduce move by  $\frac{1}{2}$  for one round on natural 15 or better
- Gain +3 INITIATIVE when using Armed or Ranged Combat skill
- Can unerringly track any target that he has acquired a personal effect from
- Gain +1 MOVE

#### ADVANCED PATH: WITCH HUNTER

- Gain DR 5 against magical powers or spells
- Reroll all critical failures using the Armed or Ranged Combat skills
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- Gain +1 to INSTINCT attribute
- Restore HEALTH with ENERGY once per day at 1/1
- Roll into Initiative even when surprised or asleep

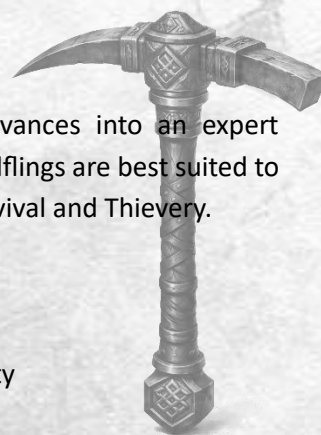
## PATH OF THE TUNNEL RAT

This path represents the rat catcher, mine sweeper and tunnel rat that advances into an expert dungeoneer and Wayfinder in the tunnels deep below the earth. Dwarves and Halflings are best suited to this path. Primary skills include Armed Combat, Acrobatics, Athletics, Stealth, Survival and Thievery.

**PREREQUISITE:** BODY 6 and Halfling or Dwarf race

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Thieves tools, hammer, 10 pitons, 50' silk rope, torch



### PATH ABILITIES

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#### STARTING PATH: TUNNEL RAT

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed, Unarmed or Ranged Combat skill
- Gain +2 to Acrobatics checks to escape bonds and slip through tight spaces
- Can flawlessly sense direction and distance and gain Blind Sense (30')
- Gain +1 to Ranged and Unarmed Combat skills
- Gain +1 to choice of Athletics, Stealth or Survival

#### PRIMARY PATH: DUNGEONEER

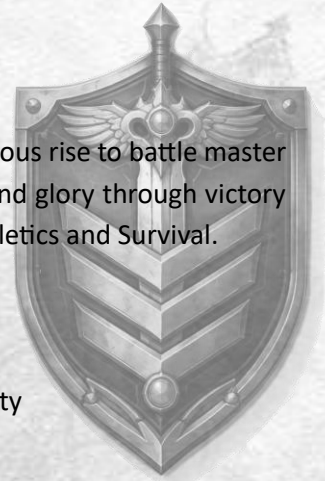
- Sneak Attack grants +5 DV when attacking with surprise
- Critical success using Armed Combat skill on a 19-20
- Can pass through an opponent's square if they are size M or larger
- Gain +3 INITIATIVE when using Armed Combat skill
- Can climb and stealth at full MOVE rate
- Gain +1 MOVE

#### ADVANCED PATH: WAYFINDER

- Use Detect Magic as the spell/power for 1 ENERGY
- Reroll all critical failures using the Armed Combat skill
- Armed Combat attacks ignore AR on a natural 15 or better
- Gain Spider Climb ability for 5 ENERGY
- Gain +1 to INSTINCT attribute
- Roll into Initiative even when surprised or asleep

# PATH OF THE VANGUARD

This path follows a vanguard leading fellow soldiers into battle and tracks his glorious rise to battle master and warlord in command of entire armies of men. This path seeks both power and glory through victory in battle. Primary skills include Armed Combat, Knowledge, Animal Handling, Athletics and Survival.



**PREREQUISITE:** MIND 6

**STARTING ABILITIES:** +1 to Armed Combat skill and choice of 1 Starting Path Ability

**BONUS EQUIPMENT:** Branded surcoat, rank badge, standard medium armor

## PATH ABILITIES

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### STARTING PATH: VANGUARD

- Quick draw and ready weapon as a free action
- Bonus attack action using Armed or Ranged Combat skill
- Reduce action penalty for wearing armor by 1
- Gain +1 to Ranged Combat skill
- Gain +3 INITIATIVE with Armed or Ranged Combat skill
- Gain +1 to choice of Knowledge, Athletics or Survival

### PRIMARY PATH: BATTLE MASTER

- Gain +1 DV with weapon of choice
- Critical success using Armed or Ranged Combat skill on a 19-20
- Gain +1 DEFENSE when using a Shield
- Grant single ally within 30' +1 to his next attack action for 3 ENERGY as simple action
- Gain +10 to POD
- Gain +1 MOVE

### ADVANCED PATH: WARLORD

- Restore HEALTH with ENERGY once per day at 1/1
- Gain +1 to MIND attribute
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- You begin to attract loyal fighting men from across the realm
- Grant all allies within 60' +1 to their next action for 5 ENERGY as simple action
- Additional bonus attack action at -2 using Armed or Ranged Combat skill

## PATH OF THE WATCHER

This path follows one who is devoted to uncovering magical lore, artifacts and history not only for the sake of knowledge but to keep the realm safe. The Seekers are an independent faction of the Magi. Primary skills for this path include Casting, Knowledge, Arcana, Religion and Survival.



**PREREQUISITE:** MIND 6 and Oath flaw (Magi)

**STARTING ABILITIES:** Casting skill and 3 Starting Arcane Spells of choice

**BONUS EQUIPMENT:** Spellbook, Ink and Quill set, Journal, Magus Robes (white), Magi Medallion

### PATH ABILITIES

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#### **STARTING PATH: WATCHER** (white robes)

- Choose one Arcane Starting Spell (can be purchased multiple times)
- Aura Mask (TN 20)
- Add +1 to Casting skill
- Suffer no penalties to use Spells when engaged in melee combat
- Gain +1 to all INSTINCT skills
- Gain +1 to choice of Arcana, Knowledge or Religion

#### **PRIMARY PATH: SEEKER** (black robes)

- Choose one Arcane Primary Spell (can be purchased multiple times)
- Gain bonus attack action with Armed, Ranged or Unarmed Combat skill
- Counterspell (used as a reaction, range 60', ENERGY cost equal to spell cast)
- Magi medallion allows long distance communication with other Magi
- Gain +5 to casting check when using Detect Magic
- Gain +1 to choice of Armed, Ranged or Unarmed Combat skill

#### **ADVANCED PATH: SENTINEL** (red robes)

- Choose one Arcane Advanced Spell (can be purchased multiple times)
- Gain +1 to SPIRIT attribute
- Gain +5 to casting check when using Dispel Magic
- Gain +1 to RESOLVE and RENEWAL
- Get a critical success on a 19-20 when using Casting skill
- If spell is countered by more than 5 can redirect spell to target in range

## PATH OF THE WOODSMAN

This path follows the solitary woodsman as he ranges into the wild and beyond to protect and defend his people as well as the delicate balance of the natural world. Primary skills include both Armed and Ranged Combat, Channeling, Animal Handling, Athletics, Stealth and Survival.

**PREREQUISITE:** BODY 6

**STARTING ABILITIES:** Channeling skill and 3 Starting Eldritch Spells of choice

**BONUS EQUIPMENT:** Bow of choice, quiver with 20 arrows



### PATH ABILITIES

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#### STARTING PATH: WOODSMAN

- Choose one Eldritch Starting Power (can be purchased multiple times)
- Quick draw and ready weapon as a free action
- Bonus attack action using Armed or Ranged Combat skill
- +1 to Armed and Ranged Combat skills
- Gain S or M size intelligent and loyal animal companion
- Gain +1 to choice of Animal Handling, Stealth or Survival

#### PRIMARY PATH: RANGER

- Choose one Eldritch Primary Power (can be purchased multiple times)
- Critical success using Armed or Ranged Combat skill on a 19-20
- Gain +5 DV against chosen enemy type (goblins, orks, undead, etc.)
- Gain +3 INITIATIVE when using Armed or Ranged Combat skill
- Trade full round for complex attack action and complex starting spell
- Gain +1 MOVE

#### ADVANCED PATH: WARDEN

- Choose one Eldritch Advanced Power (can be purchased multiple times)
- Reroll all critical failures using the Armed or Ranged Combat skill
- Armed or Ranged Combat attacks ignore AR on a natural 15 or better
- Gain additional bonus attack action using Armed or Ranged Combat skill
- Gain +1 to INSTINCT attribute
- Restore HEALTH with ENERGY once per day at 1/1

## STEP SIX: SKILLS

Choose 10 skills at rank 1 at character creation. Skills cannot have a higher rank than 1 + your level.

**Maximum total skill bonus cannot exceed +10. Defaultable skills are at -3.**

### GENERAL SKILLS

Acrobatics (BODY)

Animal Handling (INSTINCT)

Arcana (MIND)

Athletics (BODY)

Craft (MIND)

Deception (PRESENCE)

Intimidation (PRESENCE)

Knowledge (MIND)

Medicine (MIND)

Perception (INSTINCT)

Performance (PRESENCE)

Persuasion (PRESENCE)

Religion (MIND)

Stealth (BODY)

Streetwise (INSTINCT)

Survival (INSTINCT)

Thievery (BODY)

### MAGIC SKILLS

Casting (MIND)\*

Channeling (SPIRIT)\*

### COMBAT SKILLS

Armed Combat (BODY)

Ranged Combat (BODY)

Unarmed Combat (BODY)

### CRAFT SUBSKILLS

Craft (Alchemy)\*\*

Craft (Artificing)\*\*

Craft (Enchanting)\*\*

Craft (Spell Scroll)\*\*

Craft (Warmsmithing)\*\*

\*\*Craft subskills may not be purchased at character creation they are instead rewarded through character paths.



\*Casting and Channeling skills may not be purchased at character creation they are instead rewarded through character paths.

## STEP SIX: LANGUAGES

Gain one free language (without literacy) at character creation. You may also gain **two bonus languages or literacies** per point of your MIND attribute modifier. You may also trade one of your ten starting skills for 2 bonus languages or literacies. After creation you may spend a skill rank for two languages/literacies.

### LANGUAGES

Common Tongue (Western Regional Language)

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Valerian (Northern Regional Language)

Accordian (Eastern Regional Language)

Chan Doran (Far Eastern Regional Language)

Aramaen (Southern Regional Language)

Zabuan (Far Southern Regional Language)

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Abyssal

Arcane

Celestial

Colossal

Draconic

Druidic

Dwarven

Elven

Fel

Fey

Goblin

Halfling

Infernal

Mythic

Oceanic

Orkish

Primordial

Thieves Cant

Undercommon



## GENERAL SKILL DESCRIPTIONS

Listed below are short descriptions for each General, Magic and Combat skill choice. **D** = Defaultable.

### **Acrobatics (BODY)**

The Acrobatics skill is used to perform feats of grace and agility including walking a tight rope, swinging across a chasm on a rope or reducing damage from a fall. Acrobatics can also be used for contortion and slipping bonds. If a character has both the Acrobatics and Athletics skill he will add +1' to his jumping distances as laid out in Athletics.

### **Animal Handling (INSTINCT) D**

Animal Handling covers the techniques, skills and knowledge used to safely interact with, restrain, transport and manage animals, such as riding a horse. This skill also includes managing livestock and the care of such animals.

### **Arcana (MIND)**

Arcana represents knowledge of all magical phenomenon including spell or power effects, casting and channeling techniques, ancient curses, the use and attunement of magical items, the different types of enchantments and so on.

### **Athletics (BODY) D**

Athletics is used for climbing, jumping, swimming, running and so on. A person can jump their height + 6" as a base. Vertically ½ their height. You will then add one inch for each increment over the target number. Also see Acrobatics for a bonus to this skill.

### **Craft (MIND)**

The Craft skill is used to create or build something using raw materials and ingenuity. It covers a wide range of craftsmen like artists, blacksmiths, calligraphers, carpenters, jewelers, locksmiths, masons, tailors and weavers. The specialized Craft Subskills listed below are separate from this skill and are granted by specific Path selections.

- **Craft (Alchemy):** Create things like Acid, elixirs, poisons and potions
- **Craft (Artificing):** Create futuristic inventions like firearms and air ships
- **Craft (Enchanting):** Enchant magical items, weapons and armor
- **Craft (Spell Scroll):** Create scrolls that can unleash magic spells
- **Craft (Warmsmithing):** Forge armor and weapons made of rare metals and ores

**Deception (PRESENCE) D**

Deception is the art of convincing someone to accept as true something that is false, such as talking your way past the guards or pretending to be someone you are not. It also includes using disguises. Deception can add +1 to Performance when acting.

**Intimidation (PRESENCE) D**

You can use Intimidation to get someone to do something they do not want to by means of verbal threats, force of will and imposing body language or presence. This skill will be modified situationally each time to determine your target number.

**Knowledge (MIND) D**

The Knowledge skill covers a broad range of facts, information and skills acquired by a person through experience or education; it is the theoretical or practical understanding of a subject. In the Legends system each character will make a Knowledge check when attempting to recall information on a particular subject that is appropriate to that characters background, experience and education. It will be up to the GM and player to determine together whether the skill check is appropriate for the character to know and for the situation at hand.

**Medicine (MIND)**

Medicine covers the art of first aid, diagnosis, medicine and treatment. A successful skill check will immediately prevent further bleeding damage (stabilize the patient) and heal an immediate point of damage plus the characters BODY attribute modifier. Medicine can also be used by a Skilled Healer (see lesser edges) to treat poison, sickness and disease with the appropriate amount of time and access to resources such as medicinal herbs and plants. A character in a controlled environment being treated by someone with this skill gains +1 to his RECOVERY attribute per rest period.

**Perception (INSTINCT) D**

Perception covers the five basic senses: hearing, sight, smell, taste and touch. It can be modified by the environment such as darkness, fog, loud noises or strong odor. The amount of light, for example, can provide a penalty up to -10 for full darkness.

**Performance (PRESENCE) D**

Performance covers a wide variety of uses such as acting, comedy, dancing, musical instruments, oratory or singing. It measures the skill and quality of the performance and performer as well as how engaged the audience becomes or how much coin he earns.

**Persuasion (PRESENCE) D**

This skill is used to convince someone to do or believe something they might not otherwise be likely to do or believe. It is typically used to change an individual or groups mind by using bargaining, charm or logic. This skill also covers bartering or negotiation and seduction. Persuasion checks usually are compared to the targets RESOLVE.

**Religion (MIND)**

Religion covers knowledge of the various religious beliefs and customs that dominate the realms. It covers religious history, common practices and rituals as well as current beliefs and laws. This skill could apply to popular expansive religions as well as smaller cults or heretical groups.

**Stealth (BODY) D**

The Stealth skill covers moving silently, hiding in shadows and shadowing a mark. Stealth is usually opposed by using the Perception skill and modified by environmental factors. A characters MOVE is at ½ normal rate while stealthing though he can attempt a full move at a -3 penalty. Stealth can also be used to get into position for a sneak attack.

**Streetwise (INSTINCT)**

The Streetwise skill covers how to gather information and survive on the streets. Where to find a safe spot to sleep, how to locate the black market, the best places to beg for food and places to avoid. Appraisal and the sale of stolen goods, street etiquette and communication are also common uses of this skill.

**Survival (INSTINCT)**

The Survival skill is used to traverse and survive in hostile environments such as the wild places of the realm. It is most often used to find food, water or shelter. It is also used to track wild game, find a safe path, predicting the weather, hunting and the like. The identification of poisonous, edible or medicinal plants and their use is also included in this important skill.

**Thievery (BODY)**

The Thievery skill covers picking locks or someone's pockets, spotting and disabling traps and various sleight-of-hand techniques used for subterfuge or distraction. This skill is most often opposed with the Perception skill or by the quality of the lock or trap that the character is attempting to thwart. Opening locks require that the character be in possession on thieves' tools whether improvised or manufactured.

## MAGICAL SKILL DESCRIPTIONS

### **Casting (MIND)**

Casting is the skill used to weave magical energy called mana (or simply the weave) into complex patterns to produce powerful magical effects. The Casting skill requires that the character both speak clearly (verbal component) and be able to use gestures (somatic component). A caster must always have at least one hand free to be able to cast spells. Although this skill can be learned by anyone with a keen enough mind its secrets are closely guarded by those who practice it and they treat “wilders” harshly. A base TN of 10 is required for the successful casting of any spell.

### **Channeling (SPIRIT)**

Channeling is used to direct the flow of powerful divine (eldritch or necrotic) energy granted to the user by a higher power. The Channeling skill requires that the character be able to speak short blessings or prayers clearly (verbal component only). Only those who have taken a vow or pact are granted access to this powerful skill. Powers granted in this way can be revoked if the character disobeys the will of his patron or breaks his oath in any way. A base TN of 10 is required for the successful channeling of any power.

## COMBAT SKILL DESCRIPTIONS

### **Armed Combat (BODY) D**

The Armed Combat skill is used when fighting with any kind of melee weapon. You may choose to use a Parry action with almost all melee weapons.

### **Ranged Combat (BODY) D**

The Ranged Combat skill is used when fighting with any type of ranged weapon. This includes slings, thrown weapons, bows, crossbows and firearms. You cannot use the Parry action with most ranged weapons.

### **Unarmed Combat (BODY) D**

The Unarmed Combat skill is used when fighting with only your own body. This skill can represent grappling, brawling or martial arts. You can use the Parry action unarmed but against a weapon attack you can suffer its base damage value on a successful attempt.

## STEP SEVEN: SPELLS AND POWERS

You will choose spells or powers based on your path selection and current level. At character creation you may select spells or powers from the Starting Spell or Powers list, at level 5 you may begin to make your selection from the Primary list and at level 10 you may select from the Advanced list. There are three categories of Powers: Divine, Eldritch and Necrotic. Your path and chosen deity will dictate which of these power lists you may choose from. Spells are selected from the Arcane list and may or may not require a patron depending on your path selection. **Spells and Powers all have a TN 10 for success.**

## CANTRIPS

Channelers and Casters both use cantrips which are lesser magical prayers or incantations that produce minor magical effects. Cantrips will most often use a simple action though the GM may decide a complex action is required in certain situations. You do not have to purchase cantrips individually you will have access to all the cantrips listed before your power or spell list based on your path selection.

## THE PANTHEON OF MYTHOS

The pantheon of Mythos is made up of three equally powerful and influential deities. Each of these gods represent a specific ethos and theology. More basically, they represent the light (Arnos), darkness (Soros) and natural balance (Mythos). The Mythic religion consists of just three gods, although some choose to directly follow powerful servants of one of the Trinity such as angels, demons, eternal and the forsaken.

### ARNOS (THE CREATOR)

Arnos grants access to **DIVINE** Powers

Also called The Lord of Light, Lightbringer, Lord of the Dawn and The All Father

Served by the Seraph (angels), the Eternal and the race of men

Followers of Arnos typically wear white and gold and prefer blunt weapons

### MYTHOS (THE EARTH MOTHER)

Mythos grants access to **ELDRITCH** Powers

Also called Gaea, Terra, the Arbiter and the Sylvan Queen

Served by the Elemental Lords, the Immortal and the race of elves

Followers of Mythos typically wear green and brown and prefer the longsword or longbow

### SOROS (THE DARK ONE)

Soros grants access to **NECROTIC** Powers

Also called: The Lord of Darkness, Deathbringer, God of the Fallen and the Father of Lies

Served by all Undead, the Forsaken and the race of orks

Followers of the Dark One wear black and silver and prefer bladed weapons

## **DEMIGODS AND OTHER POWERFUL ENTITIES**

Listed below are powerful entities with god-like power who seek to gain influence or control over the realm of Mythos. They are not directly beholden to one of the three primary gods of Mythos but rather seek to undermine, replace or keep alliances previously made with them. Some of these beings are bound to the material plane while others are locked behind the divine gate. These beings are not necessarily meant to be direct threats for the player characters but rather to introduce those pulling the strings.

### **ARDRA (THE DRAGON QUEEN)**

Also called the Mother of Dragons, the Infernal Queen and Wurmheart  
Served by Dragons and Wyvern as well as the Kobold and Goblin races  
Followers of Ardra typically wear red and yellow and prefer blunt weapons

### **AZAMEL (LORD OF THE DAEMON)**

Also called the Hellfire King, Lord of the Abyss and Doombringer  
Served by the Daemon (demons), Hellspawn and the races of men  
Followers of Azamel typically wear red and black and prefer heavy weapons

### **CASTIEL (GOD OF THE FALLEN)**

Also called the Fatebound God, the Starfall and the Arcacian  
Served by the Fallen Angels, Shadowspawn and the races of men  
Followers of Castiel typically wear white and gold and prefer swords

### **GRYN (THE GOBLYN KING)**

Also called the Mayor of Gobblesnop, the Laughing God and Prince of the Deep  
Served by Goblins, Hobgoblins and Bugbears  
Followers of Gryn typically wear green and prefer any weapon they can find

### **ISOLDE (GODDESS OF WINTER)**

Also called the Ice Queen, the Stormbringer and the Lady of Winter  
Served by Frost Giants, Yeti, Wendigo and the race of men  
Followers of Isolde wear white and prefer staves and spears

### **LUNA (GODDESS OF THE MOON)**

Also called the Outcast Queen, the Chained Goddess and the Daughter of Light  
Served by the Lycan, Changelings and the races of men  
Followers of Luna typically wear silver and black and prefer magic over weapons

### **MALLENROH (QUEEN OF SHADOWS)**

Also called Lady of the Night, Mistress of the Fel and Daughter of Darkness  
Served by Fel creatures, the Undead and the races of men  
Followers of Mallenroh wear black and prefer light weapons

### **NERGAL (GOD OF SICKNESS AND DISEASE)**

Also called the Crippled God, the Plaguelord and the God of Suffering  
Served by Mummy's, Plaguebearers and the race of men  
Followers of Nergal wear yellow and red and prefer light weapons

### **OLEANDER (GOD OF SECRETS)**

Also called the Pale God, the Faceless God and the Prince of Deception  
Served by Changelings, Doppelgangers and the races of men  
Followers of Oleander wear white and wear nondescript masks



### **PHAEDRA (QUEEN OF THE FEY)**

Also called the Dark Fairy, the Imposter Queen and the Archfey Goddess  
Served by Fey creatures, magical beasts and the race of elves  
Followers of Phaedra wear dark colors and prefer swords and bows

### **SEKT (THE SERPENT QUEEN)**

Also called the Lady of the Desert, the Viper and the Goddess of Sorcery  
Served by the Yuan Ti, the Serpent Brotherhood and the race of men  
Followers of Sekt wear gold and black and prefer poison as their weapon

### **THE FATES (GODDESSES OF FATE AND DESTINY)**

Also called the Three Who Are One, Past, Present and Future and the Sisters of Fate  
Served by the Celestial Court, the Circle of Hell and the race of halflings  
Followers of the Fates wear black and gold and prefer magic as their weapon

### **THOON (THE OLD ONE)**

Also called the Lord of Madness, the Mindflayer and the Nameless Terror  
Served by Aberrations and Abominations (Old Ones) as well as the races of men  
Followers of Thoon wear grey and prefer flails, whips or spiked chains

*\*These are just a few examples of the countless powerful beings who seek to influence the realm, and you are encouraged to introduce your own ideas and ancient threats.*

## STEP SEVEN: DIVINE POWERS

Divine powers are granted by Arnos and represent the power of light and devotion to all that is holy and good. Powers can be withheld from the caster if he acts against his gods wishes until he has atoned for his sins. The sunrise/sunset duration lasts until the next sunrise or sunset, whichever comes first. Ritual spells take a full round to use. Powers require the caster to speak short prayers or blessings. T (Type), R (Range), D (Duration) and A (Action). ENERGY denotes the cost required to use or channel the power.

### DIVINE CANTRIPS

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**AMPLIFY** (T: instant, R: 30', D: concentration, A: simple)

Amplify the sound produced by individual or target within range (i.e., voice or song)

**CLEANSE** (T: instant, R: touch, D: permanent, A: simple)

Clean object or individual to remove dirt, stains and odor

**DIAGNOSE** (T: instant, R: touch, D: instant, A: complex)

Determine the exact nature of an ailment or wound target is suffering from

**GUIDANCE** (T: instant, R: 30', D: special, A: simple)

Grant target +1 to skill check (must possess same skill at a higher rank than target)

**ILLUMINATION** (T: instant, R: 30', D: sunrise/sunset, A: simple)

Orb of soft light, 10' radius, hovers and moves using some or all of your MOVE

**LINK** (T: instant, R: touch, D: instant, A: simple)

Can link with another willing channeler and transfer ENERGY between them

**POSTPONE** (T: ritual, R: touch, D: sunrise/sunset, A: full round)

Delay the onset of the effects of poison, sickness or disease (one use per target)

**REPEL** (T: instant, R: 30', D: concentration, A: simple)

Use holy symbol to keep undead or outsiders from approaching within 10 feet of you

**STABILIZE** (T: instant, R: touch, D: permanent, A: simple)

Heals 1 HEALTH, closes wounds and prevents further bleeding (one use per target)

**SUSTENANCE** (T: instant, R: touch, D: sunrise/sunset, A: simple)

Chill, warm or flavor food and drink, can also preserve food for duration of power

## DIVINE STARTING POWERS

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**ARMOR** (T: instant, R: self, D: sunrise/sunset, A: simple)

Gain AR 3, no weight or encumbrance penalties (does not stack)

ENERGY COST: 3

**BANE** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Target suffers -2 to all rolls made within 30' of channeler

ENERGY COST: 3

**BLESSING** (T: instant, R: 50', D: instant, A: simple)

Grant single target +1 to their next action

ENERGY COST: 1

**CATS GRACE** (T: instant, R: self, D: sunrise/sunset, A: simple)

Gain 10' high jump, 20' long jump and reduce falling damage by 10'

ENERGY COST: 3

**COMMAND** (T: instant, R: 60', D: instant, A: complex)

One word command target will obey if possible, RESOLVE to resist

ENERGY COST: 3

**COMPEL TRUTH** (T: instant, R: touch, D: instant, A: complex)

Compels the target to answer honestly the next question posed to him

ENERGY COST: 3

**CURE WOUNDS** (T: instant, R: touch, D: instant, A: complex)

Heal 5 HEALTH + SPIRIT attribute modifier

ENERGY COST: 3

**DAYLIGHT** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Hovering orb of light generates a 30' radius of daylight

ENERGY COST: 1

**DAZE** (T: instant, R: 60', D: instant, A: complex)

Target is stunned for 1 round and unable to initiate any actions

ENERGY COST: 3

**DETECT EVIL** (T: instant, R: 60', D: instant, A: simple)

Detect the presence of inherently evil beings

ENERGY COST: 1



**DETECT MAGIC** (T: instant, R: 30', D: instant, A: complex)

Read aura of objects or beings, includes effects, type of magic and its relative strength

ENERGY COST: 1

**MEND** (T: instant, R: touch, D: instant, A: complex)

Repairs non-living material that can fit in 5' cube, single target, non-magical

ENERGY COST: 3

**PRAYER** (T: ritual, R: 60', D: sunrise/sunset, A: full round)

Target rerolls all critical failures for the duration of the power

ENERGY COST: 3

**PROTECTION FROM EVIL** (T: instant, R: self, D: sunrise/sunset, A: complex)

Evil creatures or outsiders suffer 1 HEALTH per round, 30' radius centered on caster

ENERGY COST: 3

**PROVISIONS** (T: ritual, R: 30', D: sunrise/sunset, A: full round)

Create basic and life sustaining food and water for up to 10 people

ENERGY COST: 3

**RAY OF LIGHT** (T: instant, R: 100', D: instant, A: complex)

Ray or beam of light that deals radiant DV 5 damage

ENERGY COST: 1

**SANCTUARY** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Target is invisible to any with hostile intentions towards them, RESOLVE check to attack

ENERGY COST: 3

**SMITE** (T: instant, R: self, D: instant, A: simple)

Next successful melee or ranged attack deals +5 DV radiant damage

ENERGY COST: 3

**SOOTHING WORD** (T: instant, R: 30', D: sunrise/sunset, A: complex)

All within 30' must make RESOLVE checks to take aggressive actions unless provoked

ENERGY COST: 3

**TURN UNDEAD** (T: instant, R: 60', D: instant, A: complex)

Deals 10 DV against any undead in a 30' radius of the channeler

ENERGY COST: 3

## DIVINE PRIMARY POWERS

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**ANCHOR** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Target cannot leave the ground or transport in any way other than basic movement

ENERGY COST: 5

**BANISH** (T: instant, R: 60', D: permanent, A: complex)

Return summoned outsider to their home plane, TN equal to the power level of the target

ENERGY COST: 5

**BOOST ATTRIBUTE** (T: instant, R: touch, D: concentration, A: complex)

Single targets selected attribute is increased to an 8 for the duration of the power

ENERGY COST: 5

**CURE SICKNESS/DISEASE** (T: ritual, R: touch, D: permanent, A: full round)

Cure sickness and disease on successful casting check against TN potency of ailment

ENERGY COST: 5

**DEATH WARD** (T: instant, R: 30', D: sunrise/sunset, A: complex)

The next time target would be reduced below 0 HEALTH instead have 1 HEALTH

ENERGY COST: 5

**DISPEL MAGIC** (T: instant, R: 60', D: permanent, A: complex)

Attempt to dispel magic effect or item, casting TN equal to type and strength of magic

ENERGY COST: 5

**DIVINATION** (T: ritual, R: self, D: instant, A: full round)

Can ask single question of the GM (i.e. your patron) and answer must be yes or no

ENERGY COST: 5

**FLAME STRIKE** (T: instant, R: 100', D: instant, A: complex)

Call down holy fire in 10' radius for base DV 10 radiant damage

ENERGY COST: 5

**HASTE** (T: instant, R: 30', D: instant, A: complex)

Target gains a bonus complex action to be used on his next turn

ENERGY COST: 5

**HEAL** (T: instant, R: touch, D: instant, A: complex)

Heal 10 HEALTH + SPIRIT attribute modifier

ENERGY COST: 5

**HOLD PERSON** (T: instant, R: 60', D: concentration, A: complex)

Humanoid target cannot physically move but can speak, spell ends if harmed in any way

ENERGY COST: 5

**LEVITATION** (T: instant, R: touch, D: concentration, A: complex)

Target can move up or down at base MOVE, will not fall while active

ENERGY COST: 5

**MEDIUM** (T: ritual, R: special, D: instant, A: full round)

Summon spirit with personal effect to speak through the caster, ask 3 questions

ENERGY COST: 5

**NEUTRALIZE POISON** (T: ritual, R: touch, D: permanent, A: full round)

Neutralize poison on successful casting check against TN potency of poison

ENERGY COST: 5

**RESIST DAMAGE** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Grant target DR 5 against damage type of choice

ENERGY COST: 3

**SENDING** (T: ritual, R: special, D: instant, A: full round)

Send a short message (20 words or less) to known target on the same plane of existence

ENERGY COST: 3

**SPEAK WITH THE DEAD** (T: ritual, R: 30', D: instant, A: full round)

Can speak to and ask 3 questions of a mostly intact dead body

ENERGY COST: 5

**SUPPRESSION** (T: ritual, R: touch, D: sunrise/sunset, A: full round)

Temporarily remove mental or emotional trauma including induced flaws from target

ENERGY COST: 5

**TONGUES** (T: instant, R: self, D: concentration, A: complex)

Can understand and speak any language (does not include reading/writing)

ENERGY COST: 5

**WALK ON WATER** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target can walk on water, snow, sand or ice as if on solid ground

ENERGY COST: 5

## DIVINE ADVANCED POWERS

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**ANIMATE WEAPON** (T: instant, R: 60', D: concentration, A: complex)

Caster animates weapon to fight for him, uses casters MOVE and Armed Combat skill

ENERGY COST: 10

**DIVINE INTERVENTION** (T: ritual, R: special, D: instant, A: full round)

Ask for divine intervention in dire circumstance, TN 30 on channeling check or power fails

ENERGY COST: 20

**ENTHRALL** (T: instant, R: 100', D: concentration, A: complex)

All within earshot of caster hear and believe the caster words as truth

ENERGY COST: 10

**FIRE STORM** (T: instant, R: 100', D: instant, A: complex)

Storm of holy fire in 20' radius dealing base DV 15 radiant damage

ENERGY COST: 10

**GREATER DISPEL MAGIC** (T: instant, R: 100', D: permanent, A: complex)

Dispel all magic within 20' radius, casting TN equal to type and strength of magic

ENERGY COST: 10

**HALLOW** (T: ritual, R: special, D: permanent, A: full round)

Makes area up to 100' feet in diameter sacred ground, undead and outsiders cannot enter

ENERGY COST: 20

**HOLY WEAPON** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target weapon is magical and deals +10 DV against inherently evil targets

ENERGY COST: 10

**INVULNERABILITY** (T: ritual, R: self, D: concentration, A: full round)

Caster is immune to non-magical attacks and has DR 5 against spells and powers

ENERGY COST: 20

**LOCATE** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Can locate object or person with proper name or personal effect, direction and distance

ENERGY COST: 10

**MASS HEAL** (T: instant, R: 60', D: instant, A: complex)

Heal 10 HEALTH + SPIRIT attribute modifier to all within a designated 30' radius

ENERGY COST: 10

**MIRACLE** (T: instant, R: 60', D: instant, A: complex)

Grant +10 to the targets next skill check

ENERGY COST: 10

**MOUNT** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Caster summons noble Pegasi to serve him

ENERGY COST: 10

**PLANAR SHIFT** (T: ritual, R: 60', D: instant, A: full round)

Transport yourself and additional targets for +5 ENERGY each to another plane

ENERGY COST: 30

**RECALL** (T: ritual, R: special, D: instant, A: full round)

Teleport up to 10 targets to a pre-designated location, cast to set location (limit one)

ENERGY COST: 10

**REGENERATION** (T: instant, R: touch, D: instant, A: complex)

Regrow lost limbs or appendages in 1 hour, one casting per limb or appendage

ENERGY COST: 10

**REMOVE CURSE** (T: ritual, R: 60', D: permanent, A: full round)

Remove curse from target or area, TN set by strength and area effected

ENERGY COST: 10

**RESURRECTION** (T: ritual, R: touch, D: permanent, A: full round)

Target is brought back from beyond POD, lose 1 BODY permanently, less than 24 hours dead

ENERGY COST: 30

**STORM OF WRATH** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Summons slow building deadly storm over 5-mile area, appropriate to climate and region

ENERGY COST: 20

**SUMMON ALLY** (T: ritual, R: 60', D: sunrise/sunset, A: full round)

Summons celestial ally to fight for and defend the caster until the spell ends

ENERGY COST: 10

**TRUE SIGHT** (T: instant, R: self, D: sunrise/sunset, A: complex)

Grants Darkvision, see invisible, see through illusions, spot hidden objects or doors

ENERGY COST: 10

## STEP SEVEN: ELDRITCH POWERS

Eldritch powers are granted by Mythos and represent the power of nature and the balance between light and darkness. Powers can be withheld from the caster if he acts against his gods wishes until he has atoned for his sins. The sunrise/sunset duration lasts until the next sunrise or sunset, whichever comes first. Ritual spells take a full round to use. Powers require the caster to speak short prayers or blessings. T (Type), R (Range), D (Duration) and A (Action). ENERGY denotes how much is used to channel the power.

### ELDRITCH CANTRIPS

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**AFFINITY** (T: instant, R: self, D: concentration, A: simple)

Natural animals or beasts will accept channeler as potentially non-threatening or ally

**AIR** (T: instant, R: 100', D: concentration, A: simple)

Redirect the wind including speed and intensity, create gust of wind to knockback (push) 5'

**AWARENESS** (T: instant, R: self, D: instant, A: simple)

Identify natural fauna or flora including helpful or harmful characteristics and traits

**COMMUNE** (T: instant, R: self, D: instant, A: simple)

Know direction and distance to known location, predict weather for the next 24 hours

**EARTH** (T: instant, R: 30', D: concentration, A: simple)

Move or reshape earth (dirt, sand or clay) in a 5' cube area per round

**FIRE** (T: instant, R: 30', D: concentration, A: simple)

Increase or decrease the intensity of flame, spark, shape or move flame up to 5' per round

**LINK** (T: instant, R: touch, D: instant, A: simple)

Can link with another willing channeler and transfer ENERGY between them

**PROVISION** (T: instant, R: special, D: concentration, A: simple)

Sense and identify the nearest source of sustainable food and water in the wild

**TREK** (T: instant, R: self, D: concentration, A: simple)

Can increase overland movement rate of small group when moving through the wild

**WATER** (T: instant, R: 30', D: special, A: simple)

Control water inside 5' cube area, move, shape, part or redirect its flow and current

## ELDRITCH STARTING POWERS

---

**ARMOR** (T: instant, R: self, D: sunrise/sunset, A: simple)

Gain AR 3, no weight or encumbrance penalties (does not stack)

ENERGY COST: 3

**CALL OF THE WILD** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Caster summons nearby animals to come to his aid, understand simple commands

ENERGY COST: 3

**CHAMELEON** (T: instant, R: self, D: concentration, A: complex)

Caster blends into his surroundings and is invisible, move at ½ or can be noticed

ENERGY COST: 3

**CLOUD OF FOG** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Summon thick cloud of mist and fog, covers 30' radius, -5 visibility inside the cloud

ENERGY COST: 3

**CURE WOUNDS** (T: instant, R: touch, D: instant, A: complex)

Heal 5 HEALTH + SPIRIT attribute modifier

ENERGY COST: 3

**ENTANGLE** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Targets MOVE is reduced to 0 and -2 to skill checks, Athletics check to break free

ENERGY COST: 3

**HEIGHTENED SENSES** (T: instant, R: self, D: sunrise/sunset, A: simple)

Caster gains nightvision, distance vision, enhanced hearing and tracking scent

ENERGY COST: 1

**MESSENGER** (T: ritual, R: special, D: special, A: full round)

Summons small animal (bird) to carry message (scroll) over long distances

ENERGY COST: 3

**PASS WITHOUT TRACE** (T: instant, R: touch, D: sunrise/sunset, A: simple)

Target gains +1 MOVE, leaves no tracks and ignores difficult terrain

ENERGY COST: 3

**POISON DART** (T: instant, R: 60', D: instant, A: complex)

Caster shoots small thorn-like dart at target, DV 5 Poison (Injury)

ENERGY COST: 3



**PURIFY** (T: instant, R: touch, D: instant, A: complex)

Purify food or water, clean soiled equipment, clothing and even people

ENERGY COST: 1

**SHEET OF ICE** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Covers the ground in a sheet of ice in a 10' radius, considered difficult terrain (can melt)

ENERGY COST: 3

**SHELTER** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Caster forms and shapes the wild to provide adequate shelter for up to 10 people

ENERGY COST: 3

**SHILLELAGH** (T: ritual, R: self, D: sunrise/sunset, A: full round)

Branch becomes MW quarterstaff, acts as magical weapon and is unbreakable

ENERGY COST: 3

**SHOCK BOLT** (T: instant, R: 60', D: instant, A: complex)

Bolt of lightning deals DV 5 lightning damage to single target

ENERGY COST: 1

**SPEAK WITH ANIMALS** (T: instant, R: self, D: sunrise/sunset, A: complex)

Caster can speak with animals including magical beasts

ENERGY COST: 3

**SPEAK WITH PLANTS** (T: instant, R: self, D: sunrise/sunset, A: complex)

Caster can speak with plants including plant-based creatures

ENERGY COST: 3

**SWARM** (T: instant, R: 60', D: concentration, A: complex)

10' radius of biting and stinging insects, -1 to actions and 1 HEALTH per round inside

ENERGY COST: 3

**TREMORS** (T: instant, R: 60', D: instant, A: complex)

All targets in a 20' radius circle resist or fall prone, area is difficult terrain until next turn

ENERGY COST: 3

**WHIPLASH** (T: instant, R: 60', D: instant, A: complex)

Vine like whip grabs size M or smaller target and moves/pulls 10' towards channeler

ENERGY COST: 3

## ELDRITCH PRIMARY POWERS

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**AQUATIC ADAPTATION** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target can breathe water, swim at base MOVE, resist cold and pressure of the depths, etc.

ENERGY COST: 5

**ANIMAL GROWTH** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Increase target animals size category by 1 tier including BODY and PRESENCE attributes

ENERGY COST: 5

**BURROW** (T: instant, R: self, D: concentration, A: complex)

Caster can burrow through earth, rock and even stone at ½ normal MOVE

ENERGY COST: 5

**CALL LIGHTNING** (T: ritual, R: 100', D: instant, A: full round)

Call down bolt of lightning (outside) 5' radius for DV 10 damage

ENERGY COST: 5

**CHARM ANIMAL** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Target animal will defend or protect channeler including risking its own life

ENERGY COST: 3

**COMMUNE WITH NATURE** (T: ritual, R: self, D: instant, A: full round)

Caster can ask three questions of the natural region he is in, roughly 1 mile radius

ENERGY COST: 5

**CURE SICKNESS/DISEASE** (T: ritual, R: touch, D: permanent, A: full round)

Cure sickness and disease on successful casting check against TN potency of ailment

ENERGY COST: 5

**DISPEL MAGIC** (T: instant, R: 60', D: permanent, A: complex)

Attempt to dispel magic effect or item, casting TN equal to type and strength of magic

ENERGY COST: 5

**ELEMENTAL WEAPON** (T: instant, R: touch, D: concentration, A: complex)

Grants weapon + DV 5 fire, cold or lightning damage

ENERGY COST: 3

**GUST OF WIND** (T: instant, R: 100', D: instant, A: complex)

Strong blast of wind strikes single target for base DV 10 damage and knockback 10'

ENERGY COST: 3

**HEAL** (T: instant, R: touch, D: instant, A: complex)

Heal 10 HEALTH + SPIRIT attribute modifier

ENERGY COST: 5

**HEAT METAL** (T: instant, R: 60', D: concentration, A: complex)

Target heats metal object in range, DV 5 each round in contact with the item

ENERGY COST: 3

**NEUTRALIZE POISON** (T: ritual, R: touch, D: permanent, A: full round)

Neutralize poison on successful casting check against TN potency of poison

ENERGY COST: 5

**PIT TRAP** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Caster creates a hidden 20' wide and 20' deep pit in the earth, d20 fall damage (no AR)

ENERGY COST: 5

**PLANT GROWTH** (T: instant, R: 30', D: permanent, A: complex)

Increase plant growth in a 30' radius including underbrush, foliage, trees or crops

ENERGY COST: 5

**RESIST DAMAGE** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Grant target DR 5 against damage type of choice

ENERGY COST: 3

**SPIDER CLIMB** (T: instant, R: self, D: sunrise/sunset, A: complex)

Caster and climb and stick to horizontal and vertical surfaces at base MOVE

ENERGY COST: 5

**THUNDERCLAP** (T: instant, R: special, D: instant, A: complex)

Sonic blast deals DV 5 in 5' radius centered on channeler and stunned for 1 round

ENERGY COST: 5

**WALK ON WATER** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target can walk on water, snow, sand or ice as if on solid ground

ENERGY COST: 3

**WILD SHAPE** (T: ritual, R: self, D: concentration, A: full round)

Caster can transform into a size S, M or L natural animal of choice

ENERGY COST: 5

## ELDRITCH ADVANCED POWERS

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**ALTER TERRAIN** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Can alter the terrain in your line of sight up to 5 miles distant

ENERGY COST: 20

**AWAKEN** (T: ritual, R: touch, D: permanent, A: full round)

Caster can awaken a non-sentient animal or plant, if resisted cannot attempt again

ENERGY COST: 20

**CONTROL WEATHER** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Caster can manipulate the weather in a 5-mile radius centered on his location

ENERGY COST: 10

**DEAD ZONE** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Create 30' radius magic dead zone (this includes the channeler)

ENERGY COST: 20

**GREATER DISPEL MAGIC** (T: instant, R: 100', D: permanent, A: complex)

Dispel all magic within 20' radius, casting TN equal to type and strength of magic

ENERGY COST: 10

**GREATER WILD SHAPE** (T: ritual, R: self, D: concentration, A: full round)

As Wild Shape primary power except down to size T and up to size H

ENERGY COST: 10

**GRIFFON** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Caster summons stoic griffon mount to serve him

ENERGY COST: 10

**ICE STORM** (T: ritual, R: special, D: concentration, A: full round)

Hailstorm of ice falls in 30' radius dealing DV 10 damage, area becomes difficult terrain

ENERGY COST: 10

**LIGHTNING STORM** (T: instant, R: 100', D: concentration, A: complex)

Summons storm clouds outside, each round a bolt targets an enemy in range as Call Lightning

ENERGY COST: 10

**LOCATE** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Can locate object or person with proper name or personal effect, direction and distance

ENERGY COST: 10

**MIASMA** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Summons 30' radius cloud of fear, -2 visibility, resist or flee away from cloud (cannot reenter)

ENERGY COST: 10

**NATURAL DISASTER** (T: ritual, R: special, D: concentration, A: full round)

Caster unleashes earthquake, tsunami, tornado or other natural disaster, base DV 20 damage

ENERGY COST: 20

**PLANAR SHIFT** (T: ritual, R: 60', D: instant, A: full round)

Transport yourself and additional targets for +5 ENERGY each to another plane

ENERGY COST: 30

**REGENERATION** (T: instant, R: touch, D: instant, A: complex)

Regrow lost limbs or appendages in 1 hour, one casting per limb or appendage

ENERGY COST: 10

**RIDE THE WIND** (T: instant, R: 30', D: concentration, A: complex)

Caster and up to four allies can fly at x2 base MOVE, only caster can maneuver the group

ENERGY COST: 10

**SACRED GROVE** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Sense the nearest grove, can travel between them instantly, protected area (i.e., Dryad)

ENERGY COST: 10

**SUMMON ELEMENTAL** (T: ritual, R: 60', D: sunrise/sunset, A: full round)

Caster summons a H size elemental of fire, air, earth or water

ENERGY COST: 10

**SUMMON FEY** (T: ritual, R: 60', D: sunrise/sunset, A: full round)

Caster summons a host of fey creatures to come to his aid in a time of need

ENERGY COST: 10

**WALL OF THORNS** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Create 100' of wall (split between length/height) of poisonous DV 5 thorny branches and vines

ENERGY COST: 10

**WILDFIRE** (T: instant, R: 100', D: instant, A: complex)

Caster ignites 20' radius of magical fire dealing base DV 15 fire damage

ENERGY COST: 10

## STEP SEVEN: NECROTIC POWERS

Necrotic powers are granted by Soros and represent the power of chaos, evil and the darkness within. Powers can be withheld from the caster if he acts against his gods wishes until he has atoned for his sins. The sunrise/sunset duration lasts until the next sunrise or sunset, whichever comes first. Ritual spells take a full round to use. Powers require the caster to speak short prayers or blessings. T (Type), R (Range), D (Duration) and A (Action). ENERGY denotes how much is used to channel the power.

### NECROTIC CANTRIPS

---

**AMPLIFY** (T: instant, R: 30', D: concentration, A: simple)

Amplify the sound produced by individual or target within range (i.e., voice or song)

**DIAGNOSE** (T: instant, R: touch, D: instant, A: complex)

Determine the exact nature of an ailment or wound target is suffering from

**FEIGN** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target appears for all intents and purposes to be dead

**ILLUMINATION** (T: instant, R: 30', D: sunrise/sunset, A: simple)

Orb of soft light, 10' radius, hovers and moves using some or all of your MOVE

**LINK** (T: instant, R: touch, D: instant, A: simple)

Can link with another willing channeler and transfer ENERGY between them

**MIMICRY** (T: instant, R: 60', D: instant, A: simple)

Mimic and place a sound or noise you have heard before within the range of the power

**PRESERVATION** (T: ritual, R: touch, D: special, A: full round)

Channeler perfectly preserves a dead body for a period of 1 month

**SECRET** (T: instant, R: touch, D: instant, A: simple)

Learn one random secret that target would not want anyone to know (one attempt per target)

**SHROUD** (T: instant, R: self, D: concentration, A: simple)

Channelers face is forgotten seconds after it is seen making identification nearly impossible

**STABILIZE** (T: instant, R: touch, D: permanent, A: simple)

Heals 1 HEALTH, closes wounds and prevents further bleeding (one use per target)

## NECROTIC STARTING POWERS

---

**ARMOR** (T: instant, R: self, D: sunrise/sunset, A: simple)

Gain AR 3, no weight or encumbrance penalties (does not stack)

ENERGY COST: 3

**BREAK** (T: instant, R: touch, D: instant, A: complex)

Damages non-living material that can fit in 5' cube, single target, non-magical

ENERGY COST: 3

**CAUSE WOUNDS** (T: instant, R: touch, D: instant, A: complex)

Deal 5 DV HEALTH + SPIRIT attribute modifier

ENERGY COST: 3

**CHAOS** (T: instant, R: 60', D: concentration, A: complex)

30' radius centered on caster, all within attack the closest target regardless of alliance

ENERGY COST: 3

**CONTROL UNDEAD** (T: instant, R: 60', D: instant, A: complex)

Caster takes control of any mindless undead within a 30' radius

ENERGY COST: 3

**CURSE** (T: instant, R: 50', D: instant, A: simple)

Grant single target -1 to their next action

ENERGY COST: 1

**DARKNESS** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Caster designates a 30' radius of full darkness withing range of the power

ENERGY COST: 3

**DARKVISION** (T: instant, R: self, D: sunrise/sunset, A: complex)

Caster gains Darkvision for the duration of the power

ENERGY COST: 1

**DAZE** (T: instant, R: 60', D: instant, A: complex)

Target is stunned for 1 round and unable to initiate any actions

ENERGY COST: 3

**DETECT MAGIC** (T: instant, R: 30', D: instant, A: complex)

Read aura of objects or beings, includes effects, type of magic and its relative strength

ENERGY COST: 1



**FALSE LIFE** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target undead creature appears alive and healthy though mental acuity is not changed

ENERGY COST: 1

**FEAR** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Target cannot approach within 10' of caster, suffers -2 to actions taken against the caster

ENERGY COST: 3

**MASQUE** (T: instant, R: self, D: sunrise/sunset, A: complex)

Caster changes his physical appearance and voice, TN 16 to duplicate specific individual

ENERGY COST: 3

**RAY OF DARKNESS** (T: instant, R: 100', D: instant, A: complex)

Ray or beam of darkness that deals necrotic DV 5 damage

ENERGY COST: 1

**REANIMATE** (T: ritual, R: 30', D: sunrise/sunset, A: full round)

Animate size S or M skeleton or dead body (zombie) under your control

ENERGY COST: 3

**SHADOW DEMON** (T: ritual, R: 30', D: sunrise, A: complex)

Summons shadow demon servant to perform simple tasks (dispelled by sunlight)

ENERGY COST: 3

**SILENCE** (T: instant, R: 100', D: concentration, A: complex)

Caster creates a 10' radius area of silence, can move area using part of his own base MOVE

ENERGY COST: 3

**SMITE** (T: instant, R: self, D: instant, A: simple)

Next successful melee or ranged attack deals +5 DV necrotic damage

ENERGY COST: 3

**SUGGESTION** (T: instant, R: 30', D: sunset/sunrise, A: complex)

Target takes single sentence suggestion from caster, +5 to RESOLVE if against own self-interest

ENERGY COST: 3

**VEIL OF DEATH** (T: instant, R: self, D: concentration, A: complex)

Channeler becomes invisible to undead creatures unless he takes an aggressive action

ENERGY COST: 3

## NECROTIC PRIMARY POWERS

---

**AFFLICTION** (T: instant, R: touch, D: sunrise/sunset, A: complex)

Target is at -2 to all actions and cannot recover HEALTH or ENERGY until the power ends

ENERGY COST: 5

**ANIMATE DEAD** (T: ritual, R: 100', D: sunrise/sunset, A: full round)

Animate up to 6 skeletons or dead bodies (zombies) under your control inside a 30' radius

ENERGY COST: 5

**BLIGHT** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Plant life within 60' of you begins to sicken and die the longer you are near it

ENERGY COST: 5

**CREEPING DEATH** (T: instant, R: 100', D: concentration, A: complex)

Summon black cloud in 5' square, DV 10 Necrotic, grows to include adjacent squares each round

ENERGY COST: 5

**CURE SICKNESS/DISEASE** (T: ritual, R: touch, D: permanent, A: full round)

Cure sickness and disease on successful casting check against TN potency of ailment

ENERGY COST: 5

**DEATH WARD** (T: instant, R: 30', D: sunrise/sunset, A: complex)

The next time target would be reduced below 0 HEALTH instead have 1 HEALTH

ENERGY COST: 5

**DECREASE ATTRIBUTE** (T: instant, R: touch, D: concentration, A: complex)

Target has selected attribute decreased to a 3 for the duration of the power

ENERGY COST: 5

**DISPEL MAGIC** (T: instant, R: 60', D: permanent, A: complex)

Attempt to dispel magic effect or item, casting TN equal to type and strength of magic

ENERGY COST: 5

**DIVINATION** (T: ritual, R: self, D: instant, A: full round)

Can ask single question of the GM (i.e. your patron) and answer must be yes or no

ENERGY COST: 5

**FATIGUE** (T: instant, R: touch, D: instant, A: complex)

Target loses DV 10 ENERGY on touch attack

ENERGY COST: 5

**HARM** (T: instant, R: touch, D: instant, A: complex)

Target takes base DV 10 HEALTH necrotic damage

ENERGY COST: 5

**HEAL** (T: instant, R: touch, D: instant, A: complex)

Heal 10 HEALTH + SPIRIT attribute modifier

ENERGY COST: 5

**MEDIUM** (T: ritual, R: special, D: instant, A: full round)

Summon spirit with personal effect to speak through the caster, ask 3 questions

ENERGY COST: 5

**NEUTRALIZE POISON** (T: ritual, R: touch, D: permanent, A: full round)

Neutralize poison on successful casting check against TN potency of poison

ENERGY COST: 5

**RESIST DAMAGE** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Grant target DR 5 against damage type of choice

ENERGY COST: 3

**SENDING** (T: ritual, R: special, D: instant, A: full round)

Send a short message (20 words or less) to known target on the same plane of existence

ENERGY COST: 3

**SHADOW STEP** (T: instant, R: self, D: instant, A: simple)

Teleport instantly up to base MOVE away in low-light conditions

ENERGY COST: 5

**SPEAK WITH THE DEAD** (T: ritual, R: 30', D: instant, A: full round)

Can speak to and ask 3 questions of a mostly intact dead target

ENERGY COST: 5

**SUMMON GREATER UNDEAD** (T: ritual, R: 100', D: sunrise (night only), A: full round)

Summons 3 Ghouls (1-10), 2 Wights (11-16), 1 Ghost (17-18) or 1 Vampire Spawn (19-20)

ENERGY COST: 5

**TONGUES** (T: instant, R: self, D: concentration, A: complex)

Can understand and speak any language (does not include reading/writing)

ENERGY COST: 5

## NECROTIC ADVANCED POWERS

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**AURA OF DEATH** (T: instant, R: self, D: concentration, A: complex)

Anyone within 5' of caster takes 5 DV Necrotic per round

ENERGY COST: 10

**CLONE** (T: ritual, R: self, D: sunrise/sunset, A: full round)

Create clone of yourself, no magical ability, level 0 but has your basic memories, limit of one

ENERGY COST: 20

**CLOUDKILL** (T: instant, R: 100', D: concentration, A: complex)

Black cloud in 20' radius, DV 15 Necrotic to all caught inside the area of effect

ENERGY COST: 10

**COMMAND UNDEAD** (T: instant, R: 60', D: concentration, A: complex)

Caster can command any undead creature not created by him to do as he wishes

ENERGY COST: 10

**DRAIN LIFE** (T: instant, R: touch, D: instant, A: complex)

Target takes 10 DV necrotic damage and channeler heals ½ of the damage dealt

ENERGY COST: 10

**ENTHRALL** (T: instant, R: 100', D: concentration, A: complex)

All within earshot of caster hear and believe the caster words as truth

ENERGY COST: 10

**GREATER CURSE** (T: ritual, R: 60', D: permanent, A: full round)

Target gains random flaw, random attribute reduced by 1, critically fail on a 1 or 2

ENERGY COST: 20

**GREATER DISPEL MAGIC** (T: instant, R: 100', D: permanent, A: complex)

Dispel all magic within 20' radius, casting TN equal to type and strength of magic

ENERGY COST: 10

**LOCATE** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Can locate object or person with proper name or personal effect, direction and distance

ENERGY COST: 10

**NIGHTMARE** (T: ritual, R: 100', D: sunrise/sunset, A: full round)

Caster summons demonic nightmare mount to serve him

ENERGY COST: 10

**PLANAR SHIFT** (T: ritual, R: 60', D: instant, A: full round)

Transport yourself and additional targets for +5 ENERGY each to another plane

ENERGY COST: 30

**POSSESSION** (T: instant, R: 30', D: concentration, A: complex)

Caster leaves his body behind and possesses another using his own actions to puppet the target

ENERGY COST: 10

**RAISE THE DEAD** (T: ritual, R: 100', D: sunrise (night only), A: full round)

Raise all the dead buried or otherwise within a 30' radius to serve at your command

ENERGY COST: 10

**REGENERATION** (T: instant, R: touch, D: instant, A: complex)

Regrow lost limbs or appendages in 1 hour, one casting per limb or appendage

ENERGY COST: 10

**REMOVE CURSE** (T: ritual, R: 60', D: permanent, A: full round)

Remove curse from target or area, TN set by strength and area effected

ENERGY COST: 10

**RESURRECTION** (T: ritual, R: touch, D: permanent, A: full round)

Target is brought back from past POD, lose 1 BODY permanently, less than 24 hours dead

ENERGY COST: 30

**SHADOWSPAWN** (T: ritual, R: self, D: concentration, A: full round)

Caster turns into solid shadow, pass through cracks, flight at MOVE, vulnerable to daylight

ENERGY COST: 20

**SOUL JAR** (T: ritual, R: touch, D: permanent, A: full round)

Place soul of target dead less than 1 hour into 100<sup>x</sup> jar, break jar to place in empty vessel

ENERGY COST: 20

**UNHALLOW** (T: ritual, R: special, D: permanent, A: full round)

Area up to 100' feet in diameter is desecrated ground, area dark and at -2 if not Soros protected

ENERGY COST: 20

**VESSEL** (T: ritual, R: touch, D: permanent, A: full round)

Caster prepares empty vessel (dead body) for transfer of a soul (see SOUL JAR above)

ENERGY COST: 20

## STEP SEVEN: SPELLS

Arcane spells are cast using complex verbal and somatic components. A caster needs to be able to speak and gesture to cast spells and he must always have one hand free. Anyone with a keen mind can learn to cast arcane spells with the right training and enough time. The sunrise/sunset duration lasts until the next sunrise or sunset, whichever comes first. Ritual spells take a full round to use. T (Type), R (Range), D (Duration) and A (Action). ENERGY denotes how much is used to cast the spell.

### ARCANE CANTRIPS

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**AMPLIFY** (T: instant, R: 30', D: concentration, A: simple)

Amplify the sound produced by individual or target within range (i.e., voice or song)

**CIPHER** (T: instant, R: touch, D: permanent, A: complex)

Change written language into secret code only intended recipient can accurately translate

**EFFECTS** (T: instant, R: 30', D: instant, A: simple)

Create a minor harmless sensory effect (a sound, smell, taste, touch or visual)

**FLOAT** (T: instant, R: 30', D: concentration, A: complex)

Slowly move or float small objects through the air (up to 5 lbs.)

**ILLUMINATION** (T: instant, R: 30', D: sunrise/sunset, A: simple)

Orb of soft light, 10' radius, hovers and moves using some or all of your MOVE

**LINK** (T: instant, R: touch, D: instant, A: simple)

Can link with another willing caster and transfer ENERGY between them

**MARK** (T: instant, R: touch, D: sunrise/sunset, A: simple)

Make a small mark or symbol on an object, can be visible or invisible to all but caster

**PHANTASM** (T: instant, R: self, D: concentration, A: complex)

Create a small illusory image from memory that can fit in the palm of your hand

**SCRIBE** (T: instant, R: 30', D: concentration, A: complex)

Animate a quill to write what you say or take dictation from across the room

**SIGN** (T: instant, R: self, D: concentration, A: simple)

Translates the arcane language into gestures that only others with this ability can understand

## ARCANE STARTING SPELLS

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**ARCANE MISSILE** (T: instant, R: 100', D: instant, A: complex)

Summons three glowing missiles that deal DV 5 Piercing damage each

ENERGY COST: 3

**ARMOR** (T: instant, R: self, D: sunrise/sunset, A: simple)

Gain AR 3, no weight or encumbrance penalties (does not stack)

ENERGY COST: 3

**CHARM PERSON** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Target humanoid believes caster is close friend and ally

ENERGY COST: 3

**CLOUD OF FOG** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Summon thick cloud of mist and fog, covers 30' radius, -5 visibility inside the cloud

ENERGY COST: 3

**DETECT MAGIC** (T: instant, R: 30', D: instant, A: complex)

Read aura of objects or beings, includes effects, type of magic and its relative strength

ENERGY COST: 1

**EXPEDITIOUS RETREAT** (T: instant, R: self, D: instant, A: reaction)

Caster immediately takes a move action and does not provoke attacks of opportunity

ENERGY COST: 1

**FAMILIAR** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Caster summons basic animal familiar; bonding is 10 ENERGY and 1 hour for permanency

ENERGY COST: 3

**FEATHER FALL** (T: instant, R: self, D: instant, A: reaction)

Caster gently falls from any height; spell ends when the caster touches the ground

ENERGY COST: 1

**FIRE BOLT** (T: instant, R: 100', D: instant, A: complex)

Bolt of flame that deals DV 5 fire damage

ENERGY COST: 1

**INVISIBILITY** (T: instant, R: self, D: concentration, A: complex)

Caster turns invisible until he takes an aggressive action of any kind

ENERGY COST: 3

**MAGIC WEAPON** (T: instant, R: self, D: sunrise/sunset, A: simple)

Caster encases weapon in fire, cold or lightning for bonus +5 DV magical damage

ENERGY COST: 3

**MASQUE** (T: instant, R: self, D: sunrise/sunset, A: complex)

Caster changes his physical appearance and voice, TN 16 to duplicate specific individual

ENERGY COST: 3

**MIRROR IMAGE** (T: instant, R: 60', D: concentration, A: complex)

Caster creates two illusory images of himself within range, duplicate his actions and effects

ENERGY COST: 3

**OSMOSIS** (T: instant, R: touch, D: instant, A: complex)

Caster instantly absorbs all information from a book/tome as if he just read it in full

ENERGY COST: 1

**RAY OF FROST** (T: instant, R: 100', D: instant, A: complex)

Ray of frost energy that deals DV 5 cold damage

ENERGY COST: 1

**SHIELD** (T: instant, R: self, D: instant, A: reaction)

Caster gains DR 5 from successful attack against him, can choose to activate or not

ENERGY COST: 1

**SLUMBER** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Targets within a 10' radius resist or fall into deep slumber, can be awakened

ENERGY COST: 3

**UNSEEN SERVANT** (T: ritual, R: 30', D: sunrise/sunset, A: full round)

Caster summons invisible or ghostly looking servant to perform simple tasks

ENERGY COST: 3

**WARD** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Caster sets 30' radius area which will trigger alarm if anything unwanted enters

ENERGY COST: 3

**WEB** (T: instant, R: 60', D: sunrise/sunset, A: complex)

Caster summons magical web in 10' radius, all inside have MOVE 0 and -1 to all actions

ENERGY COST: 3

## ARCANE PRIMARY SPELLS

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**ANCHOR** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Target cannot leave the ground or transport in any way other than basic movement

ENERGY COST: 5

**ANIMATE OBJECT** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Animate non-magical object that would fit inside a 10' cube, simple tasks only

ENERGY COST: 5

**CONE OF COLD** (T: instant, R: 30', D: instant, A: complex)

Caster shoots 30' cone of cold dealing 10 DV cold damage

ENERGY COST: 5

**CHARM MONSTER** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Target monstrous creature believes caster is close friend and ally

ENERGY COST: 5

**DEEP POCKETS** (T: ritual, R: self, D: instant, A: full round)

Caster opens dimensional pocket which can store up to 200 lbs., one foot opening

ENERGY COST: 3

**DISPEL MAGIC** (T: instant, R: 60', D: permanent, A: complex)

Attempt to dispel magic effect or item, casting TN equal to type and strength of magic

ENERGY COST: 5

**FABRICATE** (T: ritual, R: 30', D: permanent, A: full round)

Convert raw materials into products of the same material, finished product must fit in 10' cube

ENERGY COST: 5

**FIREBALL** (T: instant, R: 100', D: instant, A: complex)

Caster shoots 20' radius fireball dealing 10 DV fire damage

ENERGY COST: 5

**HASTE** (T: instant, R: 30', D: instant, A: complex)

Target gains a bonus complex action to be used on his next turn

ENERGY COST: 5

**ILLUSION** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Caster creates illusion in 20' radius space, includes sight, sound and smell

ENERGY COST: 5

**KNOCK** (T: instant, R: touch, D: instant, A: complex)

Caster instantly opens any non-magical lock (TN 10) or magical lock (TN 20)

ENERGY COST: 5

**LIGHTNING BOLT** (T: instant, R: 100', D: instant, A: complex)

Caster directs lightning bolt at 5' radius for 10 DV lightning damage

ENERGY COST: 5

**READ OBJECT** (T: ritual, R: touch, D: instant, A: full round)

Caster gains detailed information about object read including history and magical properties

ENERGY COST: 5

**RESIST DAMAGE** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Grant target DR 5 against damage type of choice

ENERGY COST: 3

**SCRYING** (T: ritual, R: special, D: concentration, A: full round)

Caster can spy on target he has a personal effect for, visual and audio observation

ENERGY COST: 5

**SENDING** (T: ritual, R: special, D: instant, A: full round)

Send a short message (20 words or less) to known target on the same plane of existence

ENERGY COST: 3

**SPHERE OF PROTECTION** (T: instant, R: special, D: sunrise/sunset, A: complex)

Creates 20' magical sphere, willing targets inside, 100 HEALTH, own air supply, casters MOVE

ENERGY COST: 5

**SUMMONING** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Caster summons creatures to fight for him, type of creatures will be appropriate to location

ENERGY COST: 5

**TELEPORT** (T: instant, R: special, D: instant, A: simple)

Caster can instantly transport himself up to base MOVE as a simple action

ENERGY COST: 3

**TONGUES** (T: instant, R: self, D: concentration, A: complex)

Can understand and speak any language (does not include reading/writing)

ENERGY COST: 5

## ARCANE ADVANCED SPELLS

---

**ARCANE TOWER** (T: ritual, R: LOS, D: sunrise/sunset, A: full round)

Summons 30' stone tower into unoccupied location, well stocked with basic provisions

ENERGY COST: 10

**ASTRAL FORM** (T: ritual, R: self, D: concentration, A: full round)

Character leaves body behind to take astral form, ethereal state, fly at up to 5x normal MOVE

ENERGY COST: 20

**DEATH KNELL** (T: instant, R: 100', D: instant, A: complex)

Target has HEALTH reduced to 0 (only works on targets with less than 100 HEALTH)

ENERGY COST: 20

**ENTHRALL** (T: instant, R: 100', D: concentration, A: complex)

All within earshot of caster hear and believe the caster words as truth

ENERGY COST: 10

**FEEBLEMIND** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Targets MIND and PRESENCE attributes are reduced to 1

ENERGY COST: 10

**FLY** (T: instant, R: self, D: concentration, A: complex)

Caster can fly at 2x his base MOVE rate

ENERGY COST: 10

**FORGET** (T: instant, R: 30', D: instant, A: complex)

Target loses all memory of the last 1 to 24 hours, chosen at time of casting

ENERGY COST: 10

**GREATER DISPEL MAGIC** (T: instant, R: 100', D: permanent, A: complex)

Dispel all magic within 20' radius, casting TN equal to type and strength of magic

ENERGY COST: 10

**GREATER ILLUSION** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Caster creates illusion in 20' radius space, includes sight, sound, smell, taste and touch

ENERGY COST: 10

**LOCATE** (T: ritual, R: special, D: sunrise/sunset, A: full round)

Can locate object or person with proper name or personal effect, direction and distance

ENERGY COST: 10

**METEOR SWARM** (T: instant, R: 100', D: instant, A: complex)

Caster calls down exploding orbs in 20' radius for DV 15 fire damage and knockback 10'

ENERGY COST: 10

**PLANAR SHIFT** (T: ritual, R: 60', D: instant, A: full round)

Transport yourself and additional targets for +5 ENERGY each to another plane

ENERGY COST: 30

**POLYMORPH** (T: instant, R: 30', D: sunrise/sunset, A: complex)

Caster transforms target, keeps new forms attributes, reverts to self at 0 HEALTH fully healed

ENERGY COST: 10

**PORTAL** (T: ritual, R: 30', D: concentration, A: full round)

Opens 10-foot oval shaped portal to location you have been, random location if unfamiliar

ENERGY COST: 20

**PROBE** (T: instant, R: 30', D: instant, A: complex)

Search targets memories for a single topic chosen at time of casting

ENERGY COST: 10

**PUPPET** (T: instant, R: 30', D: concentration, A: complex)

Caster takes control of targets body; spell ends if asked to harm self or loved ones

ENERGY COST: 10

**REPLICATION** (T: special, R: special, D: special, A: special)

Duplicate any spell or power using the same statistics with the exception of energy cost

ENERGY COST: 5 + the cost of duplicated spell or power

**SUMMON HORROR** (T: ritual, R: 100', D: sunrise/sunset, A: full round)

Summons an ancient horror that will kill everything in sight including the caster if not careful

ENERGY COST: 20

**TIME STOP** (T: instant, R: special, D: special (5 rounds), A: complex)

Caster stops time for all but himself, cannot directly influence living things in any way

ENERGY COST: 20

**WALL OF FORCE** (T: instant, R: 100', D: sunrise/sunset, A: complex)

Caster creates 100' of wall (divided between length and height) made of invisible force

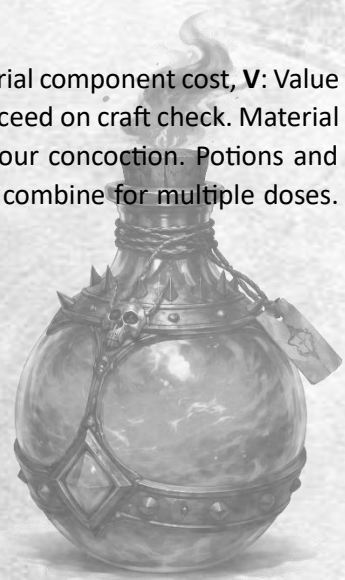
ENERGY COST: 10

## CRAFT SKILL FORMULAE

ALCHEMY	ARTIFICING	ENCHANTING	WARSMITHING
[2] Acid, Weak	[2] Air Mask	[2] Accuracy	[2] Adamantium
[2] Acid, Strong	[X] Air Ship	[3] Animation	[3] Aetherium
[3] Alchemist Fire	[3] Astrolabe	[4] Aquatic	[4] Arcanite
[4] Antidote	[4] Black Powder	[5] Attribute Boost	[5] Ballista plans
[5] Anti-Toxin	[5] Bladed Boots	[6] Chameleon	[5] Battering Ram plans
[6] Aquatic Potion	[6] Bladed Bracer/Glove	[7] Courage	[6] Blasting Pot
[7] Beast Blood Potion	[7] Booms skull	[8] Darkness	[7] Bloodstone
[8] Cats Eye Potion	[8] Chronometer	[9] Darkvision	[8] Cannon plans
[9] Cats Grace Potion	[9] Climbing Resin	[10] Elemental Melee	[8] Catapult plans
[10] Chameleon Potion	[10] Electrostatic Rod	[10] Elemental Ranged	[9] Celestial Cloth
[11] Courage Potion	[11] Elemental Fiber Cloth	[11] Explosive	[10] Chitinous
[12] Dead Ale	[12] Fire Sticks	[12] Flying	[11] Cold Iron
[13] Druids Fertilizer	[13] Firearm, Longarm	[13] Holding	[12] Crysteel
[14] Elemental Flask	[14] Firearm, Pepperbox	[14] Invisibility	[13] Daemon Hide
[15] Elixir of Death	[15] Firearm, Pistol	[15] Knockback	[14] Darkwood
[16] Elixir of Life	[16] Firearm, Scattergun	[16] Life Drain	[15] Dragonscale
[17] Endurance Potion	[17] Fireworks	[17] Light	[16] Felweave
[18] Energy Potion	[18] Flame Resin	[18] Luck	[16] Feyweave
[19] Growth Potion	[19] Flash Powder	[19] Magic Resistance	[17] Harpoon
[20] Haste Potion	[20] Glass Cutter	[20] Nightvision	[18] Hearthstone
[21] Health Potion	[21] Glow Stick	[21] Passage	[19] Heartwood
[22] Intuition Potion	[22] Heliograph	[22] Power Drain	[20] Ironwood
[23] Invisibility Potion	[23] Helmet Lamp	[23] Power Storage	[21] Lunar Steel
[24] Invulnerability Potion	[XX] Horseless Carriage	[24] Protection	[22] Mithril
[25] Kings Blood Potion	[24] Ice Box	[25] Range	[23] Obsidium
[26] Love Potion	[25] Invisible Ink	[25] Reduced Weight	[24] Orichalcum
[27] Luck Potion	[26] Jamming Glue	[26] Regeneration	[25] Polarite
[28] Poison, Mild	[27] Lodestone Compass	[27] Replenishment	[26] Psionite
[28] Poison, Moderate	[28] Luminous Dust	[28] Resistance	[27] Pyronite
[28] Poison, Deadly	[29] Magnifying Glass	[28] Returning	[28] Quicksilver
[29] Polymorph Potion	[XX] Mechanical Familiar	[29] Sharpness	[29] Siege Tower plans
[30] Power Potion	[30] Prosthetics	[30] Silence	[30] Solarium
[31] Regeneration Potion	[31] Repeating Crossbow	[31] Skill Boost	[31] Soulfire
[32] Resistance Potion	[32] Sleeping Gas	[32] Slayer	[32] Spidersilk
[33] Shrink Potion	[33] Smoke Powder	[33] Soul Eater	[33] Starforged
[34] Sleeping Draught	[34] Snowshoes	[34] Speed	[34] Stormforged
[35] Spider Climb Potion	[35] Spectacles	[35] Teleportation	[35] Sylvan Steel
[36] Strength Potion	[36] Springblade	[36] Transforming	[36] Terrestrialium
[37] Sustenance Potion	[37] Spyglass	[37] Translation	[37] Tortoise Shell
[38] Tongues Potion	[38] Steel Fiber Cloth	[38] Unbreakable	[38] Trebuchet plans
[39] Truth Serum	[39] Storm Glass	[39] Warding	[39] Vordidium
[40] Wolfs Blood Potion	[40] Waterproof Cloak	[40] Weatherproof	[40] Wolf Hide

## STEP EIGHT: ALCHEMY FORMULAE

Alchemy formula can be crafted without a proper lab at a -2 penalty. **M**: Material component cost, **V**: Value or resale price, **DT**: Downtime required to craft and **TN**: Target number to succeed on craft check. Material component cost includes the cost of an appropriate vial or container for your concoction. Potions and other concoctions are all one use each, you may craft multiple potions and combine for multiple doses. *Note: Custom orders are at x2 cost (i.e., Value x2).*



**ACID, WEAK** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 20 minutes, TN: 12)

DV 5, deals damage for 2 additional rounds, ignores hardness

**ACID, STRONG** (M: 5<sup>S</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 14)

DV 10, deals damage for 2 additional rounds, ignores hardness

**ALCHEMIST FIRE** (M: 3<sup>S</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 14)

DV 10, 5' radius splash, continues to deal damage for 2 additional rounds, catch items on fire

**ANTIDOTE** (M: 2<sup>S</sup>, V: 2<sup>G</sup>, DT: 10 minutes, TN: 16)

Neutralizes non-magical poisons, each is unique to the type of poison it will neutralize

**ANTI-TOXIN** (M: 3<sup>S</sup>, V: 5<sup>G</sup>, DT: 20 minutes, TN: 16)

Cures non-magical sickness and disease, each is unique to the type of sickness or disease cured

**AQUATIC POTION** (M: 2<sup>S</sup>, V: 2<sup>G</sup>, DT: 20 minutes, TN: 14)

User gains aquatic adaptation for 1-hour, physical changes include gills and webbed feet

**BEAST BLOOD POTION** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User gains bite and claw attack at base 2 DV + BODY modifier, elongated canine teeth and claws

**CATS EYE POTION** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User gains nightvision for 1-hour, eyes become reflective with vertically elongated pupils

**CATS GRACE POTION** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User can leap or fall up to 20' and climb sheer surfaces without penalty, lasts for 1-hour

**CHAMELEON POTION** (M: 2<sup>S</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains invisibility when not moving or moving at ½ normal rate, lasts for 1-hour

**COURAGE POTION** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User erases any fear and becomes immune for 1-hour duration

**DEAD ALE** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User appears dead for 1-hour, flavor and consistency of ale

**DRUID'S FERTILIZER** (M: 2<sup>S</sup>, V: 3<sup>G</sup>, DT: 20 minutes, TN: 14)

Potent smelling liquid, 1 years' worth of growth in 10 minutes for plants, 5' radius coverage

**ELEMENTAL FLASK** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User ignores the effects of normal temperature extremes, lasts for 1-hour

**ELIXIR OF DEATH** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 3 hours, TN: 18)

User has no POD for the next 24 hours

**ELIXIR OF LIFE** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 4 hours, TN: 22)

User halts the aging process for 1d20 years per use

**ENDURANCE POTION** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains +1 to BODY attribute for 1-hour, can exceed racial maximum

**ENERGY POTION** (M: 3<sup>S</sup>, V: 2<sup>G</sup>, DT: 20 minutes, TN: 14)

User ignores Fatigue penalties for 24 hours, after use gain +1 Fatigue

**GROWTH POTION** (M: 5<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User grows 1 size category for 1-hour, +1 BODY, x4 modifier for HEALTH

**HASTE POTION** (M: 5<sup>S</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains +2 MOVE and bonus attack action per round for 1 hour

**HEALTH POTION** (M: 5<sup>S</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 16)

User heals 1d20 Health Points (HP) instantly

**INTUITION POTION** (M: 1<sup>S</sup>, V: 2<sup>G</sup>, DT: 30 minutes, TN: 14)

User gains +1 to INSTINCT attribute for 1-hour, can exceed racial maximum

**INVISIBILITY POTION** (M: 5<sup>S</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 16)

User is invisible for 1-hour, any melee or spell attack ends the effects instantly

**INVULNERABILITY POTION** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 2 hours, TN: 20)

User gains Damage Resistance (DR) 10 against all damage types for 1-hour

**KINGS BLOOD POTION** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains +1 TO PRESENCE attribute for 1-hour, can exceed racial maximum

**LOVE POTION** (M: 2<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 hour, TN: 18)

User falls deeply in love with the next person they see, lasts for 24 hours

**LUCK POTION** (M: 5<sup>S</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 14)

User rerolls all critical failures for 24 hours

**POISON, MILD** (M: 5<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 minutes, TN: 12)

DV 5, deals damage for additional 2 rounds, choice of ingested or wounding

**POISON, MODERATE** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 1 hour, TN: 16)

DV 10, deals damage for additional 2 rounds, choice of ingested or wounding

**POISON, DEADLY** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 3 hours, TN: 20)

DV 20, continues to deal damage for additional 2 rounds, choice of ingested or contact

**POLYMORPH POTION** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 3 hours, TN: 20)

User duplicates targets appearance, hair or blood sample of target needed

**POWER POTION** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains +2 to RENEWAL for the next 24 hours

**REGENERATION POTION** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 18)

User regenerates 1 HP per round for 1-hour, will not regenerate lost limbs

**RESISTANCE POTION** (M: 5<sup>S</sup>, V: 5<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains Damage Resistance (DR) 10 against damage type of choice for 1-hour

**SHRINK POTION** (M: 5<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User shrinks 1 size category for 1-hour, -1 BODY and +1 DEFENSE

**SLEEPING DRAUGHT** (M: 5<sup>S</sup>, V: 2<sup>G</sup>, DT: 30 minutes, TN: 16)

Clear liquid, bitter taste, user falls asleep for 24 hours and cannot be awakened

**SPIDER CLIMB POTION** (M: 5<sup>S</sup>, V: 2<sup>G</sup>, DT: 20 minutes, TN: 14)

User can adhere to almost any surface and climb at normal move rate, even upside down

**STRENGTH POTION** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 16)

User gains +1 to BODY attribute for 1-hour, can exceed racial maximum

**SUSTENANCE POTION** (M: 3<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 minutes, TN: 14)

User will be instantly nourished and hydrated, no need for food or water for two days

**TONGUES POTION** (M: 3<sup>S</sup>, V: 2<sup>G</sup>, DT: 30 minutes, TN: 16)

User can understand and speak any language he hears for 1-hour (no literacy)

**TRUTH SERUM** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 hour, TN: 18)

User can speak only the truth for 1 hour, can choose to stay silent

**WOLFS BLOOD POTION** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 10 minutes, TN: 12)

User gains discriminatory and tracking scent as well as +2 Perception for 1-hour

## STEP EIGHT: ARTIFICING FORMULAE

Artificing formula almost always requires a proper lab. **M**: Material component cost, **V**: Value or resale price, **DT**: Downtime required to craft and **TN**: Target number to succeed on craft check. Material component cost includes the cost of an appropriate vial or container for use. Players are encouraged to work with their Game Master on creating new formulae and inventions for their own campaign. These inventions sometimes use mana powered crystal fragments to power but are not magical in nature.

*Note: Custom orders are at x2 cost (i.e., Value x2).*

### **AIR MASK** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 2 hours, TN: 14)

Tight fitting mask, hose and small tank, breathable air for 1-hour, rechargeable

### **AIR SHIP** (M: 300<sup>G</sup>, V: 1500<sup>G</sup>, DT: 1 year, TN: 20)

Dirigible mounted above small sailing vessel to achieve flight, minimum crew of 10 men

### **ASTROLABE** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 week, TN: 16)

Small to medium sized device used to navigate using the stars

### **BLACK POWDER** (M: 3<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 14)

Combustible powder for firearms, enough for 20 shots

### **BLADED BOOTS** (M: 4<sup>S</sup>, V: 2<sup>G</sup>, DT: 1 hour, TN: 14)

Spring activated blades concealed in boots, +1 DV lethal unarmed combat

### **BLADED BRACER/GLOVE** (M: 4<sup>S</sup>, V: 2<sup>G</sup>, DT: 1 hour, TN: 14)

Spring activated blades concealed in bracer or gloves, +1 DV lethal unarmed combat

### **BOOMSKULL** (M: 3<sup>S</sup>, V: 2<sup>G</sup>, DT: 1 hour, TN: 16)

Black powder and metal fragments concealed in skull shaped clay pot, +5 DV in 5' radius

### **CHRONOMETER** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 day, TN: 16)

Small or medium sized device, early form of a clock, runs on mana crystal fragments

### **CLIMBING RESIN** (M: 3<sup>S</sup>, V: 3<sup>G</sup>, DT: 30 minutes, TN: 14)

Thick resin applied to hands and feet, grants +2 to climb, no penalty for sheer surfaces

### **ELECTROSTATIC ROD** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 1 day, TN: 18)

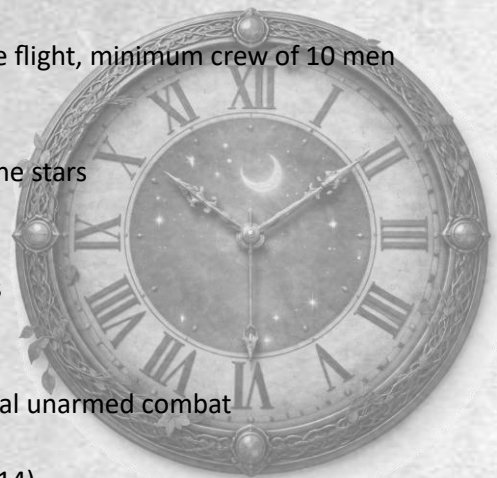
Metal rod with leather handle, +5 DV lightning damage, ignores metal AR

### **ELEMENTAL FIBER CLOTH** (M: 4<sup>S</sup>, V: 2<sup>G</sup>, DT: 1 hour, TN: 14)

Used to make cloth armor will grant +1 AR and DR 5 resistance to fire, cold or lightning

### **FIRE STICKS** (M: 5<sup>C</sup>, V: 3<sup>S</sup>, DT: 20 min, TN: 12)

Creates pack of 20 match-like sticks used to start fires



**FIREARM, LONGARM** (M: 3<sup>G</sup>, V: 9<sup>G</sup>, DT: 3 days, TN: 18)

Musket-like Longarm, 2<sup>H</sup> Ranged, 10 DV, 300' range, 8lb weight, ROF 1/2

**FIREARM, PEPPERBOX** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 3 days, TN: 20)

Pistol with six rotating barrels, 1<sup>H</sup> Ranged, 4 DV, 60' range, 5lb weight, ROF 1/1(6)

**FIREARM, PISTOL** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 3 days, TN: 20)

Single shot pistol, 1<sup>H</sup> Ranged, 5 DV, 100' range, 3lb weight, ROF 1/2

**FIREARM, SCATTERGUN** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 3 days, TN: 18)

Short barrel Longarm, 2<sup>H</sup> Ranged, 8 DV, 30' range, 15' cone, 9lb weight, ROF 1/2

**FIREWORKS** (M: 3<sup>S</sup>, V: 3<sup>G</sup>, DT: 1 day, TN: 14)

Set of colorful pyrotechnics used to entertain by lighting up the sky with thunderous noise

**FLAME RESIN** (M: 2<sup>S</sup>, V: 2<sup>G</sup>, DT: 30 minutes, TN: 16)

Thick resin applied to weapons or rods, burns for up to 2 hours, +2 fire DV on weapon

**FLASH POWDER** (M: 3<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 14)

Divided chemical chambers in clay pot, broken in 5' radius blind for 1 round

**GLASS CUTTER** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 day, TN: 16)

Small curved rod with diamond tipped head used to cut glass

**GLOW STICK** (M: 2<sup>S</sup>, V: 2<sup>G</sup>, DT: 30 min, TN: 12)

Rod sized tube glows for 1 hour when activated, rechargeable, 30' radius of soft colored light

**HELIOGRAPH** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 day, TN: 14)

System of mirrors to send messages over long distances using flashes of light

**HELMET LAMP** (M: 5<sup>S</sup>, V: 2<sup>G</sup>, DT: 1 hour, TN: 12)

Small directional lamp mounted on helmet to keep hands free, 30' cone of light

**HORSELESS CARRIAGE** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 1 week, TN: 20)

Carriage powered by mana crystal, move 8-10, seats 4-6 + driver, recharge after 100 miles

**ICE BOX** (M: 5<sup>S</sup>, V: 5<sup>G</sup>, DT: 2 days, TN: 16)

Medium to large sized box that will keep items cold, freeze only in cold climates

**INVISIBLE INK** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 12)

Ink is invisible minutes after writing, revealed by exposure to heat, one vial

**JAMMING GLUE** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 14)

Thick glue binds things together with TN 18, kept in soft tube, hardens quickly exposed to air

**LODESTONE COMPASS** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 12)

Small device used to navigate and tell direction using a Lodestone

**LUMINOUS DUST** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 12)

Fine dust clings to exposed surfaces, glows softly (color of choice) for 1 hour, in clay pot

**MAGNIFYING GLASS** (M: 3<sup>S</sup>, V: 2<sup>G</sup>, DT: 1 hour, TN: 14)

Formed glass used to see minute detail up close, round lens in frame with leather handle

**MASTER SPECTACLES** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 1 week, TN: 22)

Three sliding lens options: 1 (+2 vision perception), 2 (nightvision) and 3 (see invisible)

**MECHANICAL FAMILIAR** (M: 10<sup>G</sup>, V: 30<sup>G</sup>, DT: 1 week, TN: 22)

Create mechanical familiar or companion powered by mana crystals, see familiar section for info

**PROSTHETIC REPLACEMENT** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 3 days, TN: 20)

Hand, arm, foot or leg, can be designed to be physically attached or regenerated onto stump

**REPEATING CROSSBOW** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 day, TN: 18)

Heavy crossbow with rotating or sliding prod, up to six shots before reloading

**SLEEPING GAS** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 2 hours, TN: 14)

Small clay shells (6), 10' radius, Resolve TN 16 or sleep for 1d20 rounds, can be roused early

**SMOKE POWDER** (M: 1<sup>S</sup>, V: 1<sup>G</sup>, DT: 30 min, TN: 12)

Small clay shells (6), 10' radius, no visibility (-10), fades away at +2 visibility per round

**SNOWSHOES** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 1 hour, TN: 12)

Boot attachments that allow user to ignore difficult terrain on snow and ice

**SPRINGBLADE** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 3 days, TN: 20)

Blade for spear, dagger or sword can launch 30' by activating lever, can be reattached later

**STEEL FIBER CLOTH** (M: 1<sup>G</sup>, V: 10<sup>G</sup>, DT: 3 days, TN: 18)

Used to make cloth armor will grant 2 AR and take ½ damage from piercing attacks

**STORM GLASS** (M: 3<sup>S</sup>, V: 2<sup>G</sup>, DT: 2 days, TN: 16)

Small device used to predict short-term changes in weather by measuring barometric pressure

**SWORD STAVE** (M: 5<sup>S</sup>, V: 3<sup>G</sup>, DT: 2 days, TN: 14)

Shortsword or longsword concealed in cane or stave, includes locking mechanism

**WATERPROOF CLOAK** (M: 2<sup>S</sup>, V: 1<sup>G</sup>, DT: 1 day, TN: 12)

Hooded cloak made of skins that is coated with a resin that repels water

## STEP EIGHT: ENCHANTING FORMULAE

Enchanting does not require a lab, but all enchanted items must be of masterwork quality. Magical runes are scribed or etched onto or into the target object or weapon and then components are consumed in a complex ritual that enchants that object or weapon. Enchantments are considered permanent though they can be dispelled. **M**: Material component cost, **V**: Value or resale price, **DT**: Downtime required to enchant, **TN**: Target number to succeed on craft check and **TY**: Type of item that can be enchanted.

*Note: Custom orders are at x2 cost (i.e., Value x2).*

**ACCURACY** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 hour, TN: 18, TY: ranged weapon)

Improves critical hit range by one tier (i.e., 19-20)

**ANIMATION** (M: 5<sup>G</sup>, V: 15<sup>G</sup>, DT: 3 days, TN: 22, TY: carved figurine)

Brings to life small carving or figurine, enchanter shares small part of his own soul to power

**AQUATIC** (M: 4<sup>G</sup>, V: 12<sup>G</sup>, DT: 1 day, TN: 16, TY: jewelry)

Grants the user breathe water, swim at base move, underwater senses and resist pressure

**ATTRIBUTE BOOST** (M: 15<sup>G</sup>, V: 35<sup>G</sup>, DT: 1 day, TN: 20, TY: jewelry)

Grants the user +1 to attribute of choice (BODY, INSTINCT, MIND, PRESENCE or SPIRIT)

**CHAMELEON** (M: 5<sup>G</sup>, V: 15<sup>G</sup>, DT: 3 hours, TN: 16, TY: clothing)

User gains +2 to Stealth skill and can hide in plain sight, move at ½ normal or lose benefits

**COURAGE** (M: 2<sup>G</sup>, V: 6<sup>G</sup>, DT: 1 hour, TN: 12, TY: jewelry)

Grants user immunity to fear

**DARKNESS** (M: 3<sup>G</sup>, V: 8<sup>G</sup>, DT: 2 hours, TN: 14, TY: melee weapon)

Once per day, summon 10' radius area of darkness in 100' range

**DARKVISION** (M: 4<sup>G</sup>, V: 12<sup>G</sup>, DT: 1 day, TN: 16, TY: jewelry)

Grants the user darkvision

**ELEMENTAL MELEE** (M: 4<sup>G</sup>, V: 12<sup>G</sup>, DT: 1 day, TN: 16, TY: melee weapon)

Grants +2 DV cold, fire or lightning damage to melee weapon

**ELEMENTAL RANGED** (M: 4<sup>G</sup>, V: 12<sup>G</sup>, DT: 1 day, TN: 16, TY: ranged weapon)

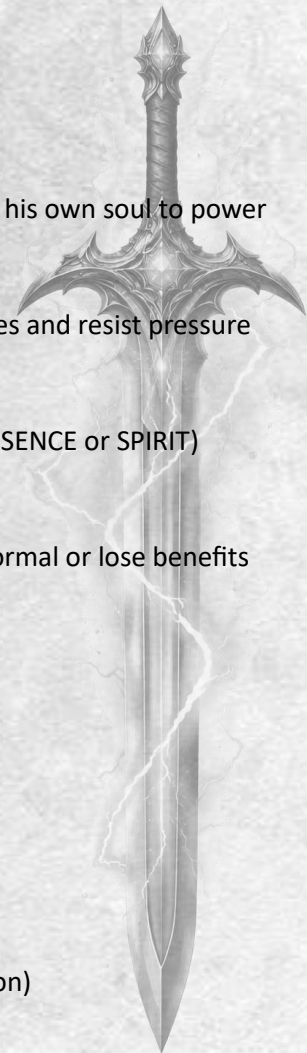
Grants +2 DV cold, fire or lightning damage to ranged weapon, weapon enchants ammunition

**EXPLOSIVE** (M: 10<sup>G</sup>, V: 25<sup>G</sup>, DT: 3 days, TN: 18, TY: ranged weapon)

Grants 5' radius choice of magic damage to weapon ammunition (mana, radiant, elemental, etc.)

**FLYING** (M: 10<sup>G</sup>, V: 25<sup>G</sup>, DT: 1 day, TN: 16, TY: jewelry or clothing)

Once per day flight at 24 for up to 1 hour



**HOLDING** (M: 5<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 day, TN: 16, TY: container)

Container holds 100 additional pounds of weight, items must fit inside container opening

**INVISIBILITY** (M: 8<sup>G</sup>, V: 25<sup>G</sup>, DT: 3 days, TN: 20, TY: jewelry or clothing)

Once per day user can turn invisible with same basic rules as the arcane spell

**KNOCKBACK** (M: 10<sup>G</sup>, V: 20<sup>G</sup>, DT: 3 days, TN: 18, TY: blunt melee weapon)

Beat DEFENSE by 5 or more target knocked back 10' and skill check to avoid prone

**LIFE DRAIN** (M: 20<sup>G</sup>, V: 50<sup>G</sup>, DT: 1 week, TN: 24, TY: bladed melee weapon)

User heals ½ damage dealt with weapon, must feed each 1d20 days or takes ½ users HP

**LIGHT** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 1 hour, TN: 12, TY: melee weapon)

Can produce 30' radius light on command

**LUCK** (M: 5<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 day, TN: 16, TY: any)

User can reroll any one die roll once per day

**MAGIC RESISTANCE** (M: 7<sup>G</sup>, V: 20<sup>G</sup>, DT: 2 days, TN: 18, TY: jewelry)

Grants user +2 to Resolve skill checks against spells or powers

**NIGHTVISION** (M: 3<sup>G</sup>, V: 6<sup>G</sup>, DT: 1 day, TN: 14, TY: jewelry)

Grants the user nightvision

**PASSAGE** (M: 15<sup>G</sup>, V: 50<sup>G</sup>, DT: 1 week, TN: 22, TY: chest, wardrobe, door)

Requires two matching items, allows instant passage between the two, any distance, same plane

**POWER DRAIN** (M: 15<sup>G</sup>, V: 35<sup>G</sup>, DT: 1 week, TN: 22, TY: melee weapon)

Weapon deals ½ total as ENERGY damage, must feed each 1d20 days or take ½ users PP

**POWER STORAGE** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 2 days, TN: 18, TY: jewelry)

Item can store up to 10 PP and is rechargeable

**PROTECTION** (M: 2<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 day, TN: 14, TY: jewelry, clothing or armor)

Grants the user +1 to AR rating

**RANGE** (M: 2<sup>G</sup>, V: 5<sup>G</sup>, DT: 3 hours, TN: 14, TY: ranged weapon)

Doubles the normal range of a ranged weapon

**REDUCED WEIGHT** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 1 hour, TN: 12, TY: any weapon or armor)

Reduces the weight and action penalty of item by ½

**REGENERATION** (M: 20<sup>G</sup>, V: 50<sup>G</sup>, DT: 1 week, TN: 20, TY: jewelry)

User regenerates 1 HP per round up to POD

**REPLENISHMENT** (M: 3<sup>G</sup>, V: 8<sup>G</sup>, DT: 1 hour, TN: 14, TY: quiver, tankard, waterskin)  
Container replenishes with arrows, ale or water using this enchantment

**RESISTANCE** (M: 5<sup>G</sup>, V: 10<sup>G</sup>, DT: 2 hours, TN: 16, TY: jewelry or clothing)  
Gain DR 5 against damage type of choice (i.e., fire, cold, piercing, slashing, etc.)

**RETURNING** (M: 7<sup>G</sup>, V: 15<sup>G</sup>, DT: 3 hours, TN: 18, TY: thrown weapon)  
Thrown weapon returns to users' hand before the end of the same round it is thrown

**SHARPNESS** (M: 25<sup>G</sup>, V: 75<sup>G</sup>, DT: 1 week, TN: 22, TY: bladed weapon)  
Weapon ignores AR of target and ignores hardness when used to slice through solid materials

**SILENCE** (M: 4<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 hour, TN: 16, TY: jewelry or clothing)  
Once per day 5' radius of silence for up to 6 rounds

**SKILL BOOST** (M: 3<sup>G</sup>, V: 12<sup>G</sup>, DT: 1 day, TN: 16, TY: jewelry)  
User gains +2 to general skill of choice or +1 to combat or magical skill of choice

**SLAYER** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 3 days, TN: 20, TY: melee or ranged weapon)  
Weapon deals +10 DV against choice of creature type (goblins, dragons, elves, etc.)

**SOUL EATER** (M: 10<sup>G</sup>, V: 25<sup>G</sup>, DT: 2 days, TN: 18, TY: melee weapon)  
User gains 1d20 temp HP for 6 rounds on kill and target cannot be resurrected

**SPEED** (M: 5<sup>G</sup>, V: 20<sup>G</sup>, DT: 1 day, TN: 18, TY: jewelry or clothing)  
User gains +2 to base move and +3 to Initiative

**TELEPORTATION** (M: 10<sup>G</sup>, V: 25<sup>G</sup>, DT: 3 days, TN: 20, TY: jewelry or clothing)  
Using a simple action user can teleport up to 30' once per round

**TRANSFORMING** (M: 2<sup>G</sup>, V: 10<sup>G</sup>, DT: 3 hours, TN: 16, TY: any weapon)  
Weapon can transform itself into any other weapon type as a simple action

**TRANSLATION** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 3 hours, TN: 14, TY: jewelry or hat)  
User can understand and speak any language he hears, does not include literacy

**UNBREAKABLE** (M: 2<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 hour, TN: 14, TY: weapon or shield)  
Enchanted item is unbreakable, although it can be dispelled

**WARDING** (M: 2<sup>G</sup>, V: 6<sup>G</sup>, DT: 1 hour, TN: 12, TY: jewelry)  
User is immune to all forms of magical scrying and location spells

**WEATHERPROOF** (M: 1<sup>G</sup>, V: 3<sup>G</sup>, DT: 1 hour, TN: 12, TY: clothing)  
Clothing keeps user warm and dry even on the coldest night or in the heaviest of downpours

## STEP EIGHT: WARSMITHING FORMULAE

Warsmithing formula always requires a proper forge. Warsmithing includes the ability to forge weapons and armor of any type. The formula listed here grants the crafter the knowledge of working with special materials, each having their own unique process. Material component cost will be added to ½ the cost of weapon or suit of armor forged. **M**: Material component cost, **V**: Value or resale price, **DT**: Downtime required to craft, **TN**: Target number to succeed on craft check and **TY**: Type of item that can be created.

*Note: Custom orders are at x2 cost (i.e., Value x2).*

**ADAMANTIUM** (M: 25<sup>G</sup>, V: 75<sup>G</sup>, DT: 1 week, TN: 22, TY: any weapon or metal armor)  
Unbreakable metal, armor grants immunity to critical hits, weapon always crits on objects

**AETHERIUM** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 3 days, TN: 18, TY: any weapon)  
This metal grants ghost touch (can hit incorporeal creatures) to a weapon

**ARCANITE** (M: 20<sup>G</sup>, V: 50<sup>G</sup>, DT: 3 days, TN: 18, TY: any weapon or metal armor)  
This metal radiates magic resistance in 5' radius, DR 5 magic

**BALLISTA** (M: 15<sup>G</sup>, V: 40<sup>G</sup>, DT: 3 days, TN: 16, TY: NA)  
Large crossbow used to fire spear sized heavy bolts, also called a Wind Lance

**BATTERING RAM** (M: 2<sup>G</sup>, V: 10<sup>G</sup>, DT: 2 days, TN: 14, TY: NA)  
Heavy beam often with a carved rams head that is used to breach fortifications

**BLASTING POT** (M: 10<sup>G</sup>, V: 30<sup>G</sup>, DT: 2 days, TN: 18, TY: NA)  
Large cauldron filled with fire infused stone used as a blasting device in 20' radius

**BLOODSTONE** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 2 days, TN: 16, TY: bladed weapon)  
Rare abyssal ore, wounding property deals 1 HEALTH for 6 rounds on a hit

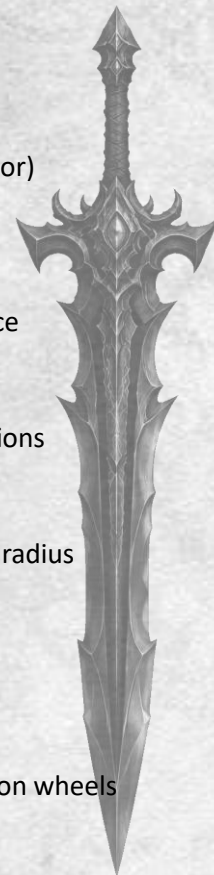
**CANNON** (M: 20<sup>G</sup>, V: 50<sup>G</sup>, DT: 3 days, TN: 20, TY: NA)  
Large heavy piece of artillery that fires large iron balls, usually mounted on wheels

**CATAPULT** (M: 15<sup>G</sup>, V: 35<sup>G</sup>, DT: 3 days, TN: 18, TY: NA)  
Ballistic device used to launch projectiles great distances without the use of propellants

**CELESTIAL CLOTH** (M: 10<sup>G</sup>, V: 25<sup>G</sup>, DT: 2 days, TN: 20, TY: cloth armor)  
Rare celestial weave thought to be native to Elysium, 3 AR for cloth armor and -1 AP

**CHITINOUS** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 2 days, TN: 14, TY: scale armor)  
Chitinous armor has the same value as scale armor with ½ the weight and action penalty

**COLD IRON** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 2 days, TN: 16, TY: melee weapon)  
Unique iron forging process, deals +5 DV against fey creatures (including elves)



**CRYSTEEL** (M: 5<sup>G</sup>, V: 12<sup>G</sup>, DT: 2 days, TN: 16, TY: melee weapon)

Glass-like material as strong as steel, weapons have ½ weight and +1 to base DV

**DAEMON HIDE** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 day, TN: 14, TY: leather armor)

Deamon Hide leather armor grants DR 5 fire to its wearer

**DARKWOOD** (M: 2<sup>G</sup>, V: 6<sup>G</sup>, DT: 1 day, TN: 14, TY: bows, staves)

Living wood creates tiny adhesive poisonous thorns, deals +1 dmg for 6 rounds on a hit

**DRAGONSCALE** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 3 days, TN: 18, TY: scale armor or shield)

Grants the user DR 5 (Fire, Cold, Lightning or Acid), has ½ weight and action penalties

**FELWEAVE** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 2 days, TN: 16, TY: cloth or leather armor)

Shadowen technique for armor, grants +1 to AR and the Stealth skill, shadow cloth

**FEYWEAVE** (M: 2<sup>G</sup>, V: 8<sup>G</sup>, DT: 2 days, TN: 16, TY: cloth armor)

Ancient Eladrin technique for cloth armor, grants +1 to AR

**HARPOON** (M: 5<sup>S</sup>, V: 3<sup>G</sup>, DT: 1 day, TN: 12, TY: NA)

Barbed spear sized missile attached to rope to be thrown or fired from launcher

**HEARTHSTONE** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 1 day, TN: 20, TY: melee weapon)

Ancient dwarven ritual, only works from hearth of user, user rerolls all critical failures once

**HEARTWOOD** (M: 10<sup>G</sup>, V: 20<sup>G</sup>, DT: 1 day, TN: 20, TY: bows, staves)

Rare tree of life living shoots, very strong and does not burn, grants +1 to skill of choice

**IRONWOOD** (M: 1<sup>G</sup>, V: 5<sup>G</sup>, DT: 2 days, TN: 16, TY: melee weapon or metal armor)

Hardens like steel after being removed from tree, weapons and armor are ½ normal weight

**LUNAR STEEL** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 night, TN: 16, TY: melee weapon)

Must be crafted under a full moon, gives off soft 5' radius glow at night, gains +2 DV at night

**MITHRIL**(M: 10<sup>G</sup>, V: 30<sup>G</sup>, DT: 3 days, TN: 20, TY: melee weapon or metal armor)

Grants +1 to AR or DV and is ½ the normal weight and action penalty for armor

**OBSIDIUM** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 days, TN: 16, TY: bladed weapons)

Grants +1 DV to bladed weapons and is ½ normal weight, resembles black glass

**ORICHALCUM** (M: 25<sup>G</sup>, V: 75<sup>G</sup>, DT: 1 week, TN: 24, TY: weapons or metal armor)

Orichalcum can hold an enchantment even when not masterwork quality, two if it is MW

**POLARITE** (M: 7<sup>G</sup>, V: 15<sup>G</sup>, DT: 2 days, TN: 16, TY: melee weapons)

Polarite weapons deal +2 DV cold damage, these weapons radiate cold and are cold to the touch

**PSIONITE** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 1 day, TN: 18, TY: helmet, circlet)

Rare Netherdeep ore, grants DR 5 psionic and +1 RESOLVE

**PYRONITE** (M: 3<sup>G</sup>, V: 10<sup>G</sup>, DT: 1 day, TN: 14, TY: melee weapons)

Rare volcanic metal ignites easily with flame but not heat, deals +1 DV fire

**QUICKSILVER** (M: 5<sup>G</sup>, V: 10<sup>G</sup>, DT: 2 days, TN: 16, TY: bladed weapons)

Weapon mixed with alchemical silver, grants +2 to INI and affects creatures susceptible to silver

**SIEGE TOWER** (M: 10<sup>G</sup>, V: 25<sup>G</sup>, DT: 3 days, TN: 14, TY: NA)

Siege engine designed to protect assailants and ladders while approaching walls of a fortification

**SOLARIUM** (M: 10<sup>G</sup>, V: 20<sup>G</sup>, DT: 3 days, TN: 18, TY: melee weapons)

Solarium absorbs and stores light, glows 5' radius at night, deals +5 DV against the undead

**SOULFIRE** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 2 days, TN: 20, TY: melee weapons)

Soulfire weapons can deal damage to ENERGY instead of HEALTH

**SPIDERSILK** (M: 2<sup>G</sup>, V: 10<sup>G</sup>, DT: 3 days, TN: 16, TY: leather armor, rope, bow strings)

Underdark weave grants leather armor +1 AR at ½ normal weight, strong rope or bow strings

**STARFORGED** (M: 50<sup>G</sup>, V: 100<sup>G</sup>, DT: 1 week, TN: 24, TY: melee weapons or metal armor)

Meteoric ore, indestructible, considered a relic in terms of holding enchantments

**STORMFORGED** (M: 10<sup>G</sup>, V: 20<sup>G</sup>, DT: 1 day, TN: 18, TY: melee weapons)

Rare Stormlands metal holds electrical charge dealing +2 DV lightning damage

**SYLVAN STEEL** (M: 5<sup>G</sup>, V: 15<sup>G</sup>, DT: 1 day, TN: 16, TY: melee weapons)

Rare sylvan alloy cured with water from the spring of life, +5 DV against outsiders

**TERRESTRIUM** (M: 5<sup>G</sup>, V: 10<sup>G</sup>, DT: 2 days, TN: 16, TY: metal armor)

Rare dwarven alloy, ½ normal weight, wearer is rooted and immune to knockback

**TORTOISE SHELL** (M: 3<sup>G</sup>, V: 8<sup>G</sup>, DT: 1 day, TN: 14, TY: plate armor or shield)

Tortoise shell armor and shields are ½ normal weight and action penalty

**TREBUCHET** (M: 12<sup>G</sup>, V: 30<sup>G</sup>, DT: 3 days, TN: 18, TY: NA)

Large siege machine with counterweight used to hurl large stones or other projectiles

**VORIDIUM** (M: 15<sup>G</sup>, V: 30<sup>G</sup>, DT: 3 days, TN: 20, TY: melee weapons)

Void infused metal alloy, grants +2 DV against the living, those killed cannot be resurrected

**WOLF HIDE** (M: 7<sup>G</sup>, V: 15<sup>G</sup>, DT: 2 days, TN: 14, TY: leather or hide armor)

Rare armor made from the hide of a winter wolf, grants +1 AR and DR 5 cold

## STEP NINE: CURRENCY AND EQUIPMENT

In this section we will look at currency and weight. Currency is measured in Marks (100<sup>x</sup> = 1 Gold Crown) and represented with coins, gems and jewels. This system will not count currency weight when calculating encumbrance, which is the most weight a character can carry before suffering penalties to actions. The chart below will detail the different coins and currency exchange options and under that is a chart detailing various encumbrance penalties based on your character's strength and weight carried.



### STARTING CURRENCY

Characters will begin play with 250<sup>x</sup> to purchase weapons and equipment.

### CURRENCY CHART AND EXCHANGE

Costs listed in this book are typically either listed as marks or by coin type (i.e., silver or gold).

CURRENCY	MARKS	EXCHANGE
Copper Mark (Penny)	1 Mark	-
Silver Mark (Talon)	10 Marks	10 Copper
Gold Mark (Crown)	100 Marks	10 Silver, 100 Copper
Scarlet Mark (Rose)	500 Marks	5 Gold, 50 Silver, 500 Copper
Gem (Small Stone)	1,000 Marks	2 Scarlet, 10 Gold, 100 Silver, 1000 Copper
Jewel (Large Stone)	10,000 Marks	10 Gems, 20 Scarlet, 100 Gold, 1000 Silver, 10000 Copper

### ENCUMBRANCE CHART

An action penalty is only applied when you reach the listed weight, stay under light for no penalty.

BODY	LIGHT (-1)	MEDIUM (-2)	HEAVY (-3)	MAXIMUM
3	60	80	100	120
4	80	100	120	140
5	100	120	140	160
6	120	140	160	180
7	140	160	180	200
8	160	180	200	220
9	180	200	220	240
10	200	220	240	260

### ENCUMBRANCE AND SIZE

Encumbrance will be modified by the size of the creature as listed in the chart below.

TINY	SMALL	MEDIUM	LARGE	HUGE	GARGANTUAN	COLLOSSAL
x ¼	x ½	x 1	x 2	x 3	x 4	x 5

## STEP NINE: WEAPONS AND EQUIPMENT

In this section we lay out weapons, armor and equipment that can be purchased at character creation and after. Prices listed here constitute an average cost but can be modified for individual circumstances if needed. Poor quality weapons and armor can be purchased for ½ of the normal cost but suffer a -1 to DV for weapons or -1 AR for armor. Masterwork quality weapons and armor cost 5x the normal cost but also provide a +1 DV for weapons or will provide a +1 AR for armor. Masterwork shields cost 5x the normal cost and will cut the normal weight in half. Armor ratings do not stack; you will use only the highest rating but still must account for the total weight.

### ARMOR

The Action Penalty of armor is offset by your BODY attribute modifier or other abilities (such as Path abilities) that are granted during character creation or purchased as you advance. You will reduce the total action penalty by your BODY modifier and any armor penalty reduction abilities. Listed after each Armor type is a designator for weight and bulk (L=light, M=medium, H=heavy). Armor types listed here can include helmets, greaves, gauntlets, etc. that help account for total weight. **X=Marks**.

TYPE	AR	ACTION PENALTY	COST <sup>x</sup>	WEIGHT
Leather Vest (L)	1	0	50	5
Studded Leather (L)	2	-1	100	10
Chain Shirt (M)	3	-2	200	20
Breastplate (M)	4	-3	500	30
Plate and Mail (H)	5	-4	750	40
Full Plate (H)	6	-5	1000	50

### SHIELDS

A shield will add to your AR rating and encumbered weight as listed below. The action penalty for using a shield will stack with the penalty you incur by wearing armor and must be offset with BODY modifier as well as accounting for weight and encumbrance.

TYPE	AR BONUS	ACTION PENALTY	COST <sup>x</sup>	WEIGHT
Leather	+1	-1	20	5
Wood	+1	-1	50	10
Metal	+1	-1	100	15

### BARDING

Barding costs listed here are for horses, cost and weight may be modified for other custom animals.

TYPE	AR BONUS	ACTION PENALTY	COST <sup>x</sup>	WEIGHT
Leather Barding	+1	-1	100	20
Chain Barding	+2	-2	300	40
Plate Barding	+3	-3	500	60

## MELEE WEAPONS

DV (Damage Value), Hands (hands to use), CLASS (P-Piercing, S-Slashing, B-Bludgeoning), RANGE (range increment in feet for -1 penalty), ROA (Rate of Attack), WEIGHT (weight in lbs.), COST (in marks).

WEAPON	DV	HANDS	CLASS	RANGE	ROA	WEIGHT	COST <sup>x</sup>
Dagger (L)	2	1	P	20	1	1	10
Short Sword (L)	3	1	P	-	-	3	30
Long Sword	4	1	S	-	-	5	50
Broad Sword	4	1	S	-	-	6	40
Bastard Sword	4/5	1/2	S	-	-	8	100
Great Sword <sup>(Reach)</sup>	6	2	S	-	-	10	150
Hand Axe (L)	3	1	S	-	-	5	40
Battle Axe	4/5	1/2	S	-	-	9	80
Great Axe	6	2	S	-	-	13	120
Halberd <sup>(Reach)</sup>	6	2	S	-	-	9	150
Glaive <sup>(Reach)</sup>	6	2	S	-	-	10	130
Pike <sup>(Reach)</sup>	6	2	P	-	-	18	130
Scythe <sup>(Reach)</sup>	6	2	S	-	-	13	20
Spear <sup>(Reach)</sup>	4	2	P	30	1	6	70
Javelin	3	1	P	50	1	3	20
Lance <sup>(Reach)</sup>	5	2	P	-	-	15	90
Sickle (L)	3	1	S	-	-	3	10
Mace (L)	3	1	B	-	-	7	60
Flail	4	1	B	-	-	9	70
Morning Star	4	1	B	-	-	8	80
War Hammer	4/5	1/2	B	-	-	8	100
Maul <sup>(Reach)</sup>	6	2	B	-	-	12	70
Club (L)	3	1	B	-	-	4	10
Club, Spiked 2h	5	2	B	-	-	8	30
Whip (L) <sup>(Reach)</sup>	2	1	S	-	-	2	5
Quarterstaff <sup>(Reach)</sup>	3	2	B	-	-	5	20
Gauntlet, Spiked (L)	+1	1	B	-	-	2	30

## RANGED WEAPONS

DV (Damage Value), Hands (hands to use), CLASS (P-Piercing, S-Slashing, B-Bludgeoning), RANGE (range increment in feet for -1 penalty), ROA (Rate of Attack), WEIGHT (weight in lbs.), COST (in marks).

WEAPON	DV	HANDS	CLASS	RANGE	ROA	WEIGHT	COST <sup>x</sup>
Sling	2	1	B	50	1	1	5
Short Bow	3	2	P	100	1	3	50
Long Bow	4	2	P	150	1	5	100
Composite Bow	5	2	P	200	1	7	150
Crossbow, Hand	3	1	P	50	1	3	150
Crossbow, Light	5	2	P	150	1	5	100
Crossbow, Heavy	6	2	P	200	1	8	150

## EXOTIC ARMOR

TYPE	AR	ACTION PENALTY	COST <sup>x</sup>	WEIGHT
Feyweave Shirt (L)	2	0	1000	2
Spidersilk Leather (L)	3	-1	1500	5
Elven Chain Shirt (M)	4	-2	2000	10
Dwarven Breastplate (H)	5	-3	2500	20

## EXOTIC MELEE WEAPONS

WEAPON	DV	HANDS	CLASS	RANGE	ROA	WEIGHT	COST <sup>x</sup>
Scimitar (L)	3	1	S	-	-	4	50
Falchion	4	2	S	-	-	9	250
Rapier (L)	3	1	P	-	-	4	80
Trident	3	2	P	20	1	8	90
Wakizashi (L)	3	1	S	-	-	2	500
Katana	4/5	1/2	S	-	-	4	1000
Nodachi <sup>(Reach)</sup>	6	2	S	-	-	13	500
Kusarigama (L) <sup>(Reach)</sup>	3	2	S	-	-	5	200

## EXOTIC RANGED WEAPONS

WEAPON	DV	HANDS	CLASS	RANGE	ROA	WEIGHT	COST <sup>x</sup>
Net	-	2	-	30	1	2	30
Blowgun	1	1	P	30	1	1	10
Daikyu	5	2	P	250	1	9	250
Shuriken	1	1	P	30	1	1	10
Firearm, Longarm	8	2	P	300	1	7	2500
Firearm, Pepperbox	5	1	P	200	6	5	1500
Firearm, Pistol	6	1	P	200	3	3	1000
Firearm, Scattergun	7	2	P	50	2	9	2000
Repeating Crossbow	5	2	P	100	8	10	500

## AMMUNITION

TYPE	USED WITH	WEIGHT	COST <sup>x</sup>
Arrows (10)	Bows	-	30
Bolts (10)	Crossbows	-	40
Darts (10)	Blowgun	-	10
Sling Shot (10)	Sling	-	5
Firearm Shot (10)	Firearms	-	50
Quiver/Case	-	2	20

## CLOTHING AND FASHION

ITEM	WEIGHT	COST <sup>x</sup>
Belt	1	3
Boots	1	2
Boots, fur lined	2	5
Bracelet	-	20
Breeches	2	3
Breeches, silk	2	8
Cape, silk	1	10
Circlet, silver	1	50
Cloak	2	3
Cloak, hooded	2	4
Cloak, fur	3	6
Cloak, silk	2	15
Doublet	3	8
Doublet, silk	3	14
Dress	2	4
Dress, silk	2	20
Gown	3	10
Gown, silk	3	30
Gloves	1	1
Gloves, fur lined	1	2
Gloves, silk	1	5
Hat	1	3
Hat, fur lined	1	4
Jacket	3	5
Jacket, fur lined	4	7
Jacket, silk	3	15
Jerkin	4	10
Necklace, gold	-	100
Pin/Broach	-	10
Robes	2	5
Robes, silk	2	15
Sash, silk	1	10
Set of Clothes	6	10
Set of Clothes, warm	8	15
Set of Clothes, silk	6	25
Shoes	1	2
Tabard/Surcoat	1	2
Tunic	1	2
Tunic, silk	1	8
Vest	2	5
Vest, silk	2	10

## STORAGE AND CONTAINERS

ITEM	WEIGHT	COST <sup>x</sup>
Backpack	2	5
Bottle, glass	-	5
Case, leather	1	6
Chest, large	20	30
Chest, small	5	10
Flask, metal	-	5
Pouch, large	2	3
Pouch, small	1	2
Quiver (10 arrow capacity)	1	5
Sack, large	3	4
Sack, small	2	3
Scabbard	1	5
Scroll Tube	-	2
Sheath	1	3
Vial, glass	-	3
Waterskin	1	2

## RATIONS, ALCOHOL AND SPICES

ITEM	WEIGHT	COST <sup>x</sup>
Ale, glass	-	1
Ambrosia, bottle	1	100
Ambrosia, glass	-	10
Beer, glass	-	1
Brandy, bottle	1	10
Brandy, glass	-	2
Cooking Spices, 16oz	-	10
Dwarven Ale, glass	-	3
Honey Mead, glass	-	2
Rum, bottle	1	15
Rum, glass	-	3
Salt, 16oz	-	5
Sugarcane, 16oz	-	100
Tobacco Pipe	-	10
Tobacco Pouch, 2oz	-	5
Tobacco Pouch, exotic 2oz	-	20
Trail Rations per day	-	2
Wine, average bottle	1	10
Wine, average glass	-	3
Wine, good bottle	1	20
Wine, good glass	-	5

## ADVENTURING GEAR

ITEM	WEIGHT	COST <sup>x</sup>
Bag of Marbles	-	2
Bath Oil, vial	-	5
Bed Roll	3	5
Blanket, heavy	3	3
Book, 100 pages	2	50
Caltrops (10)	1	10
Candles (4)	-	1
Candlestick	-	1
Chalk (3 sticks)	-	1
Climbing Gear	5	20
Cold Weather Gear	5	10
Cooking Supplies	4	5
Fishing Tackle	1	3
Fish Net	1	5
Grappling Hook	3	10
Healers Kit	5	30
Hunting Trap	5	50
Incense (3 sticks)	-	1
Ink, vial	-	2
Lantern, hooded	2	5
Lantern, standard	2	3
Manacles (TN 20)	2	30
Mirror, large	10	100
Mirror, small	1	30
Musical Instrument	4	50
Oil, flask	-	2
Parchment (5 pages)	-	5
Perfume, vial	-	20
Playing Cards	-	3
Quills (set of 3)	-	2
Rope, 50' hemp	10	10
Rope, 50' silk	5	50
Set of Dice	-	5
Sewing Kit	-	3
Soap, cake	-	1
Spyglass	1	1,000
Tent, large	20	50
Tent, small	10	20
Thieves Tools	-	20
Tinderbox	-	2
Torch	-	2
Whetstone	-	1

## MISCELLANEOUS GEAR

ITEM	WEIGHT	COST <sup>x</sup>
Barrell	50	20
Basket	1	3
Bell	-	3
Block and Tackle	5	50
Cage, large	250	1,000
Cage, small	100	500
Chain	5	10
Comb/Hairbrush	-	5
Cosmetics	-	10
Crowbar	5	10
Dowsing Rod	-	5
Footpads	-	3
Hourglass	-	20
Lodestone	-	50
Music Box	1	200
Shovel	3	10
Signet Ring	-	50
Umbrella	-	20
Whistle	-	10

## LABS AND KITS

ITEM	WEIGHT	COST <sup>x</sup>
Alchemy Kit	20	500
Alchemy Lab	-	15,000 or 150/month rent
Artificing Kit	20	500
Artificing Lab	-	20,000 or 200/month rent
Enchanting Kit	10	500
Enchanting Lab	-	10,000 or 100/month rent
Warsmith Forge	-	30,000 or 300/month rent

## MAGICAL ACCESSORIES

ITEM	WEIGHT	COST <sup>x</sup>
Blessed Holy Symbol (+1 to Channeling for ritual powers)	1	100
Arcanite Collar (negates magic use 5')	2	500
Manacles TN 25 (negates magic use for wearer only)	2	800
Power Crystal (10 ENERGY)	1	2500
Power Crystal (20 ENERGY)	2	5000
Ritual Components (+1 Casting skill check)	1	10/each

## ANIMALS AND TACK

ITEM	WEIGHT	COST <sup>x</sup>
Bit & Bridle	3	5
Camel	-	150
Chicken/Rooster	-	10
Cow/Bull	-	100
Dog, guard	-	30
Dog, hunting	-	20
Donkey/Mule	-	50
Elephant	-	1,500
Exotic Cat (Lion, Tiger, etc.)	-	1,000
Goat	-	30
Harness	5	7
Horse Blanket	6	5
Horse, draft	-	200
Horse, riding	-	300
Horse, warhorse	-	500
Horseshoes	8	20
Hunting Bird (Falcon)	-	50
Messenger Bird (Pigeon)	-	30
Pig	-	20
Pony	-	150
Saddle	15	30
Saddlebags	8	15
Songbird (Nightingale)	-	40
Wolf	-	500

## MEALS AND ROOMS

ITEM	WEIGHT	COST <sup>x</sup>
Bathhouse	-	5 for one hour
Common Room, poor	-	10 per night
Common Room, average	-	20 per night
Common Room, luxury	-	30 per night
Meal, simple	-	2 per meal
Meal, average	-	5 per meal
Meal, exceptional	-	10 per meal
Private Room, poor	-	20 per night
Private Room, average	-	50 per night
Private Room, luxury	-	100 per night
Prostitute, common	-	50 for one hour
Prostitute, noble	-	100 for one hour
Prostitute, exotic	-	200 for one hour

## TRANSPORTATION

ITEM	WEIGHT	COST <sup>x</sup>
Airship	-	20,000
Barge	-	100
Canoe	60	20
Carriage	-	500
Cart	50	10
Coach	-	700
Dog Sled	-	20
Galleon	-	5,000
Litter	30	200
Longship	-	2,000
River Voyage	-	1 per mile
Rowboat	150	50
Sailing Ship	-	3,000
Sea Voyage	-	2 per mile
Wagon, covered	-	100
Wagon, flat	-	50
Wagon, gypsy	-	150
Warship	-	8,000

## LAND AND ESTATES

ITEM	WEIGHT	COST <sup>x</sup>
Acre of Land	-	10 per acre
Almshouse	-	1,500
Castle	-	100,000
Church	-	1,500
Farmstead (w/10 acres)	-	1,200
Forge	-	3,500
House, stone	-	1,500
House, wood	-	1,000
Hut, thatch	-	200
Hut, wood	-	300
Inn/Tavern	-	2,500
Keep	-	35,000
Lighthouse	-	5,000
Manor	-	50,000
Shop	-	1,000
Temple	-	20,000
Tower, stone	-	25,000
Tower, wood	-	10,000
Town Hall	-	2,000

## HIRELINGS

ITEM	WEIGHT	COST <sup>x</sup>
Acrobat	-	35 per month
Apothecary	-	50 per month
Archer	-	60 per month
Barber	-	35 per month
Beekeeper	-	40 per month
Blacksmith	-	40 per month
Bowyer	-	35 per month
Brewer	-	40 per month
Carpenter	-	35 per month
Chaplain	-	40 per month
Chef	-	60 per month
Courtesan	-	50 per month
Drover	-	40 per month
Fence	-	45 per month
Gardener	-	35 per month
Groom	-	30 per month
Healer	-	50 per month
Hunter	-	35 per month
Jester	-	30 per month
Jeweler	-	50 per month
Knight	-	100 per month
Laborer	-	30 per month
Maid	-	35 per month
Mason	-	50 per month
Mercenary	-	60 per month
Messenger	-	45 per month
Midwife	-	45 per month
Painter	-	40 per month
Pilot	-	45 per month
Porter	-	35 per month
Prostitute	-	50 per month
Rat Catcher	-	30 per month
Sailor	-	40 per month
Scholar	-	100 per month
Scout	-	55 per month
Scribe	-	60 per month
Scullion	-	30 per month
Soldier	-	50 per month
Tailor	-	35 per month
Teamster	-	40 per month
Troubadour	-	50 per month
Wetnurse	-	35 per month

## **STEP TEN: FINALIZE YOUR CHARACTER**

Now that your character is almost complete you will work on your backstory and record details about your family, friends and other contacts that you have made along the way. Each player will begin with five contacts which can include family members, friends, romantic interests, people you studied or trained with, barkeeps or merchants who provided you with company or goods, mentors or trainers, fellow students or others with shared interests, people you have helped or worked for and so on.

Below are the final steps of the character creation process. First you will define your backstory by answering the five questions listed below and recording them on your character sheet. Secondly, you will choose your five contacts and assign ranks to each of them. Next, you will choose an heirloom that your character values even if it has no intrinsic value itself. Finally, you will record companion or familiar stat blocks based on your earlier selections. Once you have completed these last steps you should be ready to play. Make sure to share these with your GM so they can be infused into the campaign.

### **BACKSTORY**

1. Choose your hometown and region of birth
2. Define your family relations (parents, grandparents, siblings, etc.)
3. Decide what led you to choose your path and where that might have taken you
4. Decide what your goals are for the future and what drives your character
5. Choose your appearance, quirks, unique traits and defining characteristics

### **CONTACTS**

Choose five contacts and assign ranks to each of them. Ranks are 1 (acquaintance), 2 (friend) or 3 (family, love interest or loyal friend). You will have 10 points to split between the five contacts. A family unit can be listed as a single contact (for example your parents and siblings could count as one contact with a 3 rating). Make sure to record the rank after your contact on the character sheet.

### **HEIRLOOM**

Choose a single heirloom item in your possession that was passed down to you or gifted from someone who is or was important to you. It could be a piece of jewelry, an article of clothing, a weapon or piece of armor or something as simple as a shiny rock. Whatever it is, come up with a story of how you came about it and who or what it reminds you of. This item can have a value up to 100<sup>x</sup>.

### **COMPANION OR FAMILIAR**

Record on your character sheet any companion or familiar you may have. Stat blocks are listed on the next two pages for common examples of both animal companions and familiars. Animal companions can be purchased in the equipment section under Animals and Tack.

## COMPANIONS AND FAMILIARS

In this section we will take a closer look at the possible companions and familiars that originate from your edge or spell selections. Listed here are samples of some of the many options you may choose from. Familiars have a unique set of benefits to both the caster and the animal that are defined below.

### THE FAMILIAR BOND

- Spellcaster can draw 5 ENERGY from their familiar per day
- Familiar uses casters RESOLVE to resist spells and powers
- Select 2 languages your familiar understands (generally cannot speak)
- Telepathic link with caster up to 1 mile (share thoughts)
- Can sense direction and emotional state of familiar up to 100 miles
- If a familiar dies the caster cannot attempt the spell again for 1 month



#### AVIAN, LESSER (RAVEN)

LV: 1, DEFENSE: 11, HEALTH: 5, ENERGY: 10, INI: +1, SIZE: S, MOVE: 4, FLY: 24  
BODY (5<sup>0</sup>), INSTINCT (6<sup>+1</sup>), MIND (6<sup>+1</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Flight (24), Talon/Bite (+1, DV 1), Perception (+2), Mimic (limited speech)

#### CANINE, LESSER (FOX)

LV: 1, DEFENSE: 12, HEALTH: 7, ENERGY: 10, INI: +2, SIZE: S, MOVE: 8  
BODY (7<sup>+2</sup>), INSTINCT (7<sup>+2</sup>), MIND (6<sup>+1</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+3, DV 2), Perception (+3), Athletics (+3), Stealth (+3), Nightvision, Tracking Scent

#### FELINE, LESSER (DOMESTIC CAT)

LV: 1, DEFENSE: 12, HEALTH: 7, ENERGY: 10, INI: +2, SIZE: S, MOVE: 7  
BODY (7<sup>+2</sup>), INSTINCT (7<sup>+2</sup>), MIND (6<sup>+1</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite/Claw (+3, DV 2), Perception (+2), Athletics (+3), Stealth (+3), Nightvision

#### MUSTELID (FERRET)

LV: 1, DEFENSE: 11, HEALTH: 6, ENERGY: 10, INI: +1, SIZE: S, MOVE: 7  
BODY (6<sup>+1</sup>), INSTINCT (6<sup>+1</sup>), MIND (6<sup>+1</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+2, DV 1), Perception (+2), Athletics (+2), Stealth (+2), Fine motor skills

#### RODENT (RAT)

LV: 1, DEFENSE: 13, HEALTH: 4, ENERGY: 10, INI: +3, SIZE: S, MOVE: 7  
BODY (4<sup>-1</sup>), INSTINCT (8<sup>+3</sup>), MIND (6<sup>+1</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+4, DV 1), Perception (+4), Athletics (+2), Stealth (+4), Darkvision, Fine motor skills

#### SERPENT, LESSER (SNAKE, VIPER)

LV: 1, DEFENSE: 12, HEALTH: 5, ENERGY: 10, INI: +2, SIZE: S, MOVE: 6  
BODY (5<sup>0</sup>), INSTINCT (7<sup>+2</sup>), MIND (6<sup>+1</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+3, DV 5 Poison), Perception (+3), Athletics (+1), Stealth (+3)

## ANIMAL COMPANIONS

Listed here are some examples of animal companions or animal forms you may gain with the purchase of an edge, spells or in game play. You may use these stat blocks as examples for size medium or large animals that can be customized for your needs, for example the Panther stat block could easily represent a cougar or any medium sized great cat species. The level of these animals may also be adjusted to decrease or increase the threat level of the encounter. Each of these animals has two attacks, the wolf and dire wolf have a KD (Knock Down) attack first against creatures their size or less for no damage but target prone.

### SIZE: MEDIUM

#### NIGHT HAWK

LV: 3, DEFENSE: 13, HEALTH: 15, ENERGY: 10, INI: +3, SIZE: M, MOVE: 6, FLY: 24  
BODY (5<sup>0</sup>), INSTINCT (8<sup>+3</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Flight (24), Talon/Bite (+3, DV 2), Perception (+6), Stealth (+3), Nightvision

#### PANTHER

LV: 3, DEFENSE: 13, HEALTH: 21, ENERGY: 10, INI: +3, SIZE: M, MOVE: 8  
BODY (7<sup>+2</sup>), INSTINCT (8<sup>+3</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Claw/Bite (+5, DV 3), Perception (+6), Athletics (+5), Stealth (+5), Nightvision

#### WOLF

LV: 3, DEFENSE: 14, HEALTH: 18, ENERGY: 10, INI: +4, SIZE: M, MOVE: 8  
BODY (6<sup>+1</sup>), INSTINCT (9<sup>+4</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+3, DV 4), Perception (+7), Athletics (+4), Stealth (+4), Nightvision, Tracking Scent



### SIZE: LARGE

#### ICE BEAR

LV: 3, DEFENSE: 15, HEALTH: 40, ENERGY: 10, INI: +3, SIZE: L, MOVE: 7  
BODY (8<sup>+3</sup>), INSTINCT (8<sup>+3</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: AR 2, DR 5 Cold, Claw/Bite (+6, DV 4), Perception (+6), Athletics (+6), Stealth (+6), Nightvision

#### DIRE WOLF

LV: 3, DEFENSE: 16, HEALTH: 35, ENERGY: 10, INI: +4, SIZE: L, MOVE: 8  
BODY (7<sup>+2</sup>), INSTINCT (9<sup>+4</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: AR 2, Bite (+5, DV 5), Perception (+7), Athletics (+5), Stealth (+5), Nightvision, Tracking Scent

#### SABERTOOTH

LV: 3, DEFENSE: 15, HEALTH: 40, ENERGY: 10, INI: +3, SIZE: L, MOVE: 8  
BODY (8<sup>+3</sup>), INSTINCT (8<sup>+3</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: AR 2, Claw/Bite (+6, DV 4/5), Perception (+6), Athletics (+6), Stealth (+6), Nightvision

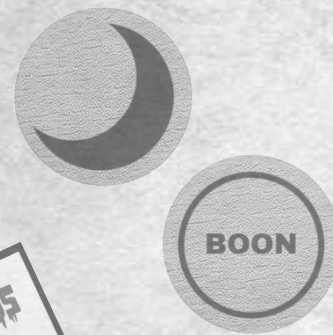
## STARTING CHARACTERS AT LEVEL ONE

It is recommended that you start new characters at Level One. Once you finish character creation you will then advance your character to level one on the advancement chart (see next page). If you begin at level one you may select skill ranks up to level 2 even before you reach that final advancement that is Level One. You may also start Level Zero if you would like to start more firmly in the dirt.

## FATE POINTS (BOONS)

Fate Points or Boons are special tokens that allow a character to get out of sticky situations. You will begin after character creation with three Boons, and you are awarded a Boon at the beginning of each new session. You may not have more than three Boons at any one given time (unless you have an edge that says otherwise). The options for using a Boon are listed below.

1. Reroll a die roll you just made that you are not happy with.
2. Turn a critical hit rolled against you into a normal hit.
3. Save yourself, another character or NPC from certain death.
4. Regain 5 HEALTH or ENERGY instantly.
5. Influence the story (with GM approval).



## FATE CARDS

Fate Cards are drawn at the start of a new level beginning at level one, each player getting one card. If the player does not use that card by the next level he may choose to discard it and draw a new one or keep it and forfeit a new draw. Fate Card rules are listed below. The Game Master will make all final rulings on the use of a Fate Card as they can be powerful ways to influence the story and sometimes even game mechanics.

1. You may not share your card or its abilities with your fellow players, in fact even the GM shouldn't know about your card unless it may damage the story.
2. Fate cards are put into a discard pile after use until all cards have been drawn and the deck is shuffled to start again.
3. Fate Cards should be played in a situation where they can be used, playing a Fate Card that has no chance of success in a given situation may result in no effect and it being discarded.
4. Fate Cards may be played at any time, even to the point of interrupting the actions of a player or the Game Master, the GM has final say on the outcome.
5. There are special Fate Cards that may break some of the rules you see here.

## GLOBAL SYSTEM RULES

Listed here are 15 global system rules that take precedent over all other rules. They are designed to maintain game balance no matter the level of play. These rules remain in place even when a specific campaign or game style would alter other rules. Global rules are meant to apply a limit or cap when other existing rules may stack to a point that might unbalance game play on a global scale. There may be situational exceptions to this rule such as the Miracle spell which adds +10 to an attack roll allowing that skill check to go well beyond +10 but each instance will need to be approved by the Game Master. If you have bonuses that would make your skill check higher than +10 you may use them to offset penalties but never to add more than +10.

1. No edge, effect or ability will allow you to reroll a single die roll more than once
2. The maximum bonus for a skill cannot exceed +10
3. Maximum attribute for a player character is 10, creatures have a maximum of 15
4. The maximum benefit provided by DEFENSE cannot exceed 25
5. A player character may not make more than 3 attacks per round
6. A player character can be affected by their own spell or power
7. No edge or ability may be taken more than once unless otherwise specified
8. Path abilities do not duplicate or stack when they have the same effect
9. Attribute increases only raise the maximum when specified in the description
10. Rolling a natural 1 is considered a critical failure
11. You have no further actions for the round after rolling a critical failure
12. Rolling a natural 20 is considered a critical success
13. Magic items are highly resistant to damage but can be dispelled
14. If a player takes an edge for a magic item and it is lost he may select a different edge
15. The GM is the final arbiter of rules and may alter or negate any rule at any time

## ADVANCEMENT

Advancement is the stages at which your character gains more skill ranks, abilities, spells or powers. This is usually measured in levels, the higher the level the more experienced and powerful your character. This system is set up for a total of 50 advancements though that can be measured in a number of different ways to take a longer or shorter period of time based on your style of play and how often you have the opportunity to play. In this section we will explore three different types of advancements that you can choose from. You may also create your own unique customized option.

### EPISODES

Episodic advancement grants a new advancement at the end of each episode. Episodes can be short or long, but each should have a distinct, separate event, scene or incident within a larger narrative, series or experience. Episodes do not necessarily have to be connected to each other but should fit the theme and feel of the overall campaign or story arc. Each episode should be at least a single play session but can be multiple play sessions before the characters reach the end of the episode. Keep in mind that if each episode is only a single play session you will move through levels very quickly having only fifty play sessions to reach the maximum level 15.

### EXPERIENCE

Experience advancement grants a numeric award at the end of each play session that is then compared to the number needed for each advancement. You may develop your own rewards and requirements though it is recommended that each advancement takes 10 experience points until level 10 where thereafter each award takes 20 exp. Awards should be between 3-6 experience for each play session depending on how well the characters performed during the session. These numbers can be adjusted for a shorter or longer campaign investment.

### MILESTONES

Milestone advancement allows the Game Master to determine specific milestones within a greater storyline or campaign to award an advancement. When using milestones to level up there should be a clear goal in terms of what level the characters should reach at the end of the story or campaign and advancements should be awarded as evenly as possible between the timeframe as determined by the GM. A milestone is defined as a significant event, stage, or turning point in the overall story or campaign. It should mark major achievements that characters reach as the progress through the story.

# ADVANCEMENT CHART

Your character will begin at level 0 or level 1. Each completed episode will advance you one tier on the chart below. There are 50 total advancements to reach the maximum level of 15. At level 5 you will choose your Primary Path and gain access to more powerful abilities. At level 10 you will choose your Advanced Path and again gain access to even more powerful options. There are two advancements between each level up to level 10 and three after level 10.

**GAIN 1 SKILL RANK EACH ADVANCEMENT IN ADDITION TO THE BONUS LISTED ON THIS CHART**

LEVEL 0	
	+1 to RENEWAL
	+1 to INITIATIVE
	<b>LEVEL 1: Path Ability</b>
	+1 to RESOLVE
	+1 to RECOVERY
	<b>LEVEL 2: Path Ability</b>
	+1 to ATTRIBUTE of choice
	+5 ENERGY
	<b>LEVEL 3: Path Ability</b>
	+1 to DEFENSE
	+5 HEALTH
	<b>LEVEL 4: Path Ability</b>
	+1 to INITIATIVE
	+1 to RESOLVE
	<b>LEVEL 5: Primary Path Ability</b>
	+1 to ATTRIBUTE of choice
	+5 ENERGY
	<b>LEVEL 6: Path Ability</b>
	+1 to DEFENSE
	+5 HEALTH
	<b>LEVEL 7: Path Ability</b>
	+1 to RESOLVE
	+10 POD
	<b>LEVEL 8: Path Ability</b>
	+1 to ATTRIBUTE of choice

	+1 to RENEWAL
	<b>LEVEL 9: Path Ability</b>
	+1 to DEFENSE
	+1 to ATTRIBUTE max of choice
	<b>LEVEL 10: Advanced Path Ability</b>
	+5 ENERGY
	+1 to RESOLVE
	+ Lesser Edge of choice
	<b>LEVEL 11: Path Ability</b>
	+5 HEALTH
	+1 to ATTRIBUTE of choice
	+10 POD
	<b>LEVEL 12: Path Ability</b>
	+1 to DEFENSE
	+1 to RECOVERY
	+1 to MOVE
	<b>LEVEL 13: Path Ability</b>
	+5 ENERGY
	+1 to RESOLVE
	+1 to ATTRIBUTE max of choice
	<b>LEVEL 14: Path Ability</b>
	+ Lesser Edge of choice
	+5 HEALTH
	+1 to ATTRIBUTE of choice
	<b>LEVEL 15: Path Ability</b>
MAX LEVEL 15	

**SPECIAL NOTE: USERS OF MAGIC CAN TRADE ANY ADVANCEMENT FOR A NEW SPELL OR POWER**  
 (They will still receive the free skill rank but will swap out the bonus listed on this chart)

## COMBAT RULES

In this section we will look at all of the rules that govern combat in this system. These rules will be broken down into categories that define the combat round, critical success and failure, different types of actions that can be taken during your turn, attacks of opportunity and reactions, how to reduce damage taken based on the armor you wear, the difference between line of sight and area of effect and much more. Another important part of combat is healing and recovery, which we will also cover in this section including fatigue, stun, poison, sickness and disease.

## COMBAT ACTIONS

A combat turn or round represents approximately 10 seconds of time, each participant in the encounter acting on their turn in order of initiative. This round is composed of four basic actions: a free action, simple action, complex action and possibly a reaction. Free, Simple and Complex actions occur on your turn where Reactions allow you to act or react on someone else's turn. Some edges or talents may allow multiple events to occur within each of these actions. Sample actions are listed below.

- **FREE ACTION** (one per turn such as a short communication, move one square, drop a weapon)
- **SIMPLE ACTION** (move, ready a weapon, simple action powers or spells, pick up a dropped item)
- **COMPLEX ACTION** (attack or cast a spell, stand up from prone, trade for second move action)
- **REACTION** (special maneuvers, attacks of opportunity, counterspell)

## SAMPLE COMBAT ROUND

1. Roll Initiative (roll d20 + INITIATIVE score, act in order from highest to lowest)
2. Attacker rolls 12 + INI score of 2 for a 14, Defender rolls 7 + INI score of 3 for a 10
3. Attacker then will ready weapon, position, move and consider facing and flanking
4. Attacker moves with his simple action into position and uses his complex action to attack
5. Attack (d20 + Armed Combat skill, roll of 13 +5 for skill, total 18)
6. Attacker compares his 18 to defenders DEFENSE score of 15 (10 + INSTINCT mod + AR)
7. Attack roll – DEFENSE = 3 base damage
8. Attacker adds weapon DV (longsword 4), 3 + 4 = 7 total
9. Defender will subtract 7 damage from his HEALTH score
10. Rinse and repeat

## **COMBAT STRATEGY**

In this section we will discuss a number of important tactical decisions you can attempt depending on your path and abilities. Every player should be aware of these options when planning your next move. Each option listed here includes an explanation of its use.

### **AIMING**

You may take a full round before a ranged attack to aim for +2 to your roll, however if you are hit with an attack before you make yours you must roll a RESOLVE or you lose the bonus. Some paths include a bonus to aiming, this does not stack but rather replaces the bonus.

### **ATTACK OF OPPORTUNITY**

If an opponent passes by a threatened square of yours while you have a melee weapon ready you may make an immediate attack using your Reaction, assuming you have not used it already. You may not make an attack of opportunity with a ranged, spell or power attack.

### **CALLED SHOT**

A character can make a called shot at -10 choosing Leg, Foot, Arm, Hand, Torso, Groin or Head. A hit grants x2 damage as well as results from the Minor Injury Chart; a critical hit delivers results from the Major Injury Chart as well as the appropriate Critical Success Table.

### **CONCENTRATION**

A spellcaster or channeler who has a concentration spell or power active must make a RESOLVE check against 10 + the damage dealt when hit by an attack, or the spell will drop. If they are hit multiple times in the same round the check will increase incrementally by the total damage dealt in that round or 10 + the total damage dealt so far in that round.

### **COUNTERSPELL**

Counterspell is awarded by specific paths and used as a Reaction, you will roll a Casting skill check against the targets Casting skill check with the higher result winning. The ENERGY you must use to counter a spell is equal to the ENERGY spent to cast it. This ENERGY is spent whether it is successful or not. A Counterspell may be announced after the target has cast a spell.

### **COVER**

Walls, trees, creatures and other obstacles can provide cover during combat, making a target more difficult to hit. There are two types of cover Partial Cover and Full Cover. Partial Cover grants a +2 bonus to DEFENSE and Full Cover grants a +5 to DEFENSE. Partial Cover is granted when an obstacle blocks at least half of a targets body and to receive the bonus for Full Cover the target must be completely concealed by the obstacle.

## **CRITICAL SUCCESS AND FAILURE**

Rolling a natural 20 is a critical success and rolling a natural 1 is a critical failure. There are critical charts in the following section of the book you will roll on to determine outcomes. There are Path Abilities that increase your critical range and your chance of success.

## **DISARM**

You may choose before you announce an attack to attempt to disarm your opponent. You forego damage for that attack and if you beat your opponent's DEFENSE by 5 or more you disarm him, and his weapon will land in a random square 5 to 10 feet away.

## **DODGE**

Dodge is used as a Reaction. You will gain +2 to your DEFENSE score for the round. Whether successful or not you will suffer -2 to any and all skill checks made in the following round.

## **FLANKING**

If two allies are in melee combat on opposite sides of an opponent both allies gain +1 to their attack rolls. Multiple allies can gain a flanking bonus if positioned on opposite sides.

## **GRAPPLE**

A grapple attack uses the Unarmed Combat skill to attempt to hold or incapacitate a target. If your attack beats opponents DEFENSE the target is grappled. Make a note of your attack roll total as it will set the target number for breaking free. You may choose to deal BODY modifier in damage on the first round, and the targets move is reduced to 0. The defender may make an athletics or acrobatics check against the original attack roll total to break free. He may also elect to make an unarmed or melee attack with a light weapon (like a dagger) if it is already in hand. Each round after the first that the defender remains grappled you may deal 2x your BODY modifier in damage incrementally increasing it each additional round (i.e., 3x, 4x, etc.).

## **HIGHER GROUND**

If you have higher ground you will gain a +1 bonus to your attack roll, this includes both melee and ranged combat attacks including ranged spell or power attacks. Higher ground must be at least 5' higher than your opponent.

## **HOLD YOUR ACTION**

You may choose to hold your action on your Initiative turn waiting to see what others will do, you may then choose to interrupt and take your action immediately following the end of any turn following the one immediately after your own. You may not interrupt a turn after it has already begun, usually defined as after a die has been rolled in that turn.

## **KNOCKBACK**

Some attacks include knockback which pushes a character 5 or 10 feet in the opposite direction of where the attack originated. The target will also need to make an Athletics or Acrobatics skill check against the attack roll total to avoid being knocked prone.

## **MELDING**

Spellcasters and Channelers can meld with power crystals to store ENERGY for later use. This process takes one round per point of ENERGY transferred from the owner into the crystal. The user must be in physical contact with the crystal to transfer ENERGY into or out of the crystal.

## **MOVEMENT**

You may use a simple action to move up to your MOVE in number of squares per round. You may move before and after an attack action (complex) as long as that amount does not exceed your total MOVE score. You may also choose to use your complex action to move gaining another number of squares equal to your MOVE attribute.

## **OVERCASTING**

Spellcasters and Channelers may choose to expend extra ENERGY once per turn when casting a spell to add to their Casting or Channeling skill check. You will gain +2 to your Casting or Channeling skill check for an additional 3 points of ENERGY.

## **PARRY**

When engaged in melee combat you may at the start of your turn declare you are going to Parry and reduce your to hit bonus by an equal amount that you will add to your DEFENSE score. You may declare up to  $\frac{1}{2}$  of your skill rank (minimum of 1). Keep in mind that you will need a shield to parry ranged attacks such as arrows, bolts or magical rays and you cannot parry AOE attacks.

## **PRONE**

A prone target must use a complex action to get to his feet. If that target chooses to attack from the prone position it will be at -2 and MOVE is reduced by  $\frac{1}{2}$  from a prone position, in addition an attack roll against a prone target will similarly gain a +2 to the attack roll.

## **RANGED COMBAT IN MELEE**

Using ranged combat attacks in melee imparts a -3 penalty to your attack rolls, this includes ranged combat and ranged powers or spells. Path abilities can reduce or negate these penalties entirely.

## **READY YOUR WEAPON AND OFF-HAND PENALTY**

It takes a simple action to ready weapons unless you have a path ability that makes it a free action. You can ready up to two weapons as a simple action. Standard off-hand penalty is -2.

## **RATE OF ATTACK (ROA)**

The ROA or Rate of Attack statistic listed in the equipment section indicates how many attacks you may take before reloading. Crossbows take a Simple Action to reload, and Firearms take a Complex Action. You can reload up to two weapons at a time.

## **RIPOSTE**

If your opponent attacks you and scores a natural 1 you are allowed to use your Reaction to take an immediate riposte attack action against him. This only includes melee attacks. Keep in mind you only have one Reaction per turn.

## **SIZE ADVANTAGE**

HEALTH calculation by size equals BODY attribute x ½ (Tiny), x1 (Small), x3 (Medium), x5 (Large), x10 (Huge), x20 (Gigantic) and x40 (Colossal). Called shot penalties are modified by +/- 1 for every category below or above size M. For example, a called shot against a Tiny creature is at -12 where a called shot against a Huge creature is at -8. DV also increases by size, see chart on page 110.

## **STABILIZE**

When a character takes more damage than his HEALTH score he is considered incapacitated and will take 1 HEALTH per round until he reaches his Point of Death (POD). If the amount of damage equals the exact total of his HEALTH he will not continue to lose HEALTH but is still incapacitated. A character may be stabilized with a successful Medicine skill check or through magical healing. If a character goes one point beyond his POD he is dead.

## **SUBDUAL**

You may attempt to deal non-lethal damage using a lethal weapon at a standard -3 penalty to your attack rolls. Bludgeoning weapons do not incur this penalty when attempting to subdue an opponent. Path abilities may reduce or negate this penalty.

## **SURPRISE**

There are two primary scenarios where you gain surprise against an opponent. The first is when the opponent has no idea that you are there, for example you move from hiding behind a tree and sneak up behind the opponent. This attempt requires a Stealth skill check against the opponents Perception to succeed. The second is when the opponent is aware of your presence but does not anticipate your attack. This requires a Deception skill check against the opponents Perception skill check. The attempt automatically fails if there is evidence of aggressive action, threats and so forth that would put your opponent on the defensive. This action will usually trigger an Initiative roll for the group, but you will gain an immediate surprise round before the Initiative order begins. Surprised targets lose their INSTINCT bonus to DEFENSE getting only 10 + Armor to resist.

## **ADVANCED COMBAT STRATEGY**

Listed here are a number of optional advanced combat strategies that can be used by anyone without the need for special path abilities or edges.

### **AID ANOTHER**

Character may attempt to aid an ally in an adjacent square, this attempt requires that the character use their Reaction for the round and take a -1 penalty to DEFENSE for one full round. The character may grant a single ally a +1 to an attack roll or to their DEFENSE.

### **BULL RUSH**

Character may attempt to push past an opponent going to an unoccupied square behind his opponent, this maneuver requires the use of a simple action using MOVE to reach the desired square. Both parties will roll an Athletics skill check, if the character attempting to Push Past has a higher result he succeeds otherwise his move is used up and he does not advance. Alternatively, a character with Acrobatics may attempt to **SLIP PAST** an opponent using the same process except using Acrobatics vs Athletics for the skill check.

### **CHARGE ATTACK**

Character can move his full move and still use a single attack action against an opponent, if the character is successful there is no penalty if not his opponent gains +2 to his next attack

### **DIRTY FIGHTING**

Character may use an attack action when fighting an opponent in an adjacent square to throw dirt, sand or another substance into his eyes providing a temporary advantage. He will make an Unarmed Combat skill check vs DEFENSE. If he beats the opponents DEFENSE by 5 or more his target is blinded for 1 round (-10 penalty).

### **DISENGAGE**

Character with the Acrobatics skill can try to nullify an attack of opportunity while disengaging from an opponent. The opponent will make his attack of opportunity as normal, but the character will roll an Acrobatics skill check in place of standard DEFENSE, if his roll exceeds the attack roll of the opponent the attack misses, if not the attack will proceed as normal using the skill check in place of DEFENSE to determine damage.

### **FEINT**

Character can attempt to set up a future strike by sacrificing a single attack action to gain +2 to his next attack roll, no roll is necessary on the sacrificed action. This maneuver only works when both attacks take place in the same round, such as gaining a bonus to your second attack of the round.

## **GAMBIT**

This dangerous full round maneuver grants an opponent an attack of opportunity against the character using it as well as reducing that characters DEFENSE to 10 + Armor only (no bonus for INSTINCT modifier) for one round. If the opponent chooses not to take the attack of opportunity or has no Reaction to use it this gamble has no further benefit. If the opponent attempts the attack the character will gain an attack immediately following it at a +5 to his skill check.

## **KNOCKDOWN**

Character may attempt to knock down an opponent placing him in a prone position for advantage, this is an Unarmed Combat attack vs the opponents DEFENSE. Damage for this type of attack is sacrificed for the potential of a knock down. The attack roll must beat the DEFENSE of the opponent by 5 or more to be successful, otherwise there is no effect and the attack is lost.

## **MOUNTED COMBAT**

Character who is mounted and possesses at least one rank in animal handling gains a +1 to both his attack rolls and his DEFENSE against an opponent who is not mounted and does not rise to an equal height as the mounted combatant.

## **PUSH**

Character may attempt to push an opponent a single five-foot square backwards if he sacrifices damage on a successful attack roll that beats his opponents DEFENSE by 5 or more.

## **SUNDER**

Character can attack an opponents weapon or armor specifically to damage the item instead of the wielder. The attack is made as a modified called shot (-5 penalty) except any damage dealt is applied directly to the weapon or armor of the opponent. Every 5 points of damage deals 1 point of damage to a weapon or reduces the AR of armor by 1. A weapon breaks when the damage dealt to it is greater than its base DV. Magical armor and weapons are immune to this type of attack.

## **SWITCH PLACES**

Character may attempt to switch places with an opponent by sacrificing the damage on a successful attack roll that beats the opponents DEFENSE by 5 or more.

## **TAUNT**

A character may attempt to taunt an enemy to draw an attack against himself as opposed to another target or ally. The character will make a PRESENCE based skill check (any) against the opponents RESOLVE. If the check beats RESOLVE by 5 or more it will provoke an attack even if that requires that the opponent disengage another threat and MOVE to attack the character that is taunting him. If the check is successful but not by 5 or more it may still redirect the attack.

# CRITICAL HIT CHARTS

## BLUDGEONING (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and prone (falls to prone position)
7-9	x2 damage and knockback (knockback 10' and prone)
10-12	x2 damage and wounded (-1 to all actions)
13	x3 damage
14-16	x2 damage and stunned (only defensive actions for one round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

## PIERCING (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and prone (falls to prone position)
7-9	x2 damage and ignore AR (AR does not reduce damage)
10-12	x2 damage and heavy bleeding (2 HP per round)
13	x3 damage
14-16	x2 damage and stunned (only defensive actions for one round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

## SLASHING (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and prone (falls to prone position)
7-9	x2 damage and wounded (-1 to all actions)
10-12	x2 damage and heavy bleeding (2 HP per round)
13	x3 damage
14-16	x2 damage and stunned (only defensive actions for one round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

# CRITICAL HIT CHARTS

## ACID/FIRE (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and wounded (-1 to all actions)
7-9	x2 damage and reduce AR (-1 to AR of target)
10-12	x2 damage and burning (1 HP per round)
13	x3 damage
14-16	x2 damage and scorching (2 HP per round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

## COLD (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and prone (falls to prone position)
7-9	x2 damage and iced up (move reduced to 0 for one round)
10-12	x2 damage and frostbite (-1 to all actions)
13	x3 damage
14-16	x2 damage and frozen (take no actions for one round or until hit with attack)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

## LIGHTNING (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and prone (falls to prone position)
7-9	x2 damage and seized up (drop all objects or weapons held)
10-12	x2 damage and arc (choose another target within 10' for ½ damage)
13	x3 damage
14-16	x2 damage and stunned (only defensive actions for one round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

# CRITICAL HIT CHARTS

## NECROTIC (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and prone (falls to prone position)
7-9	x2 damage and decayed (-1 to all actions)
10-12	x2 damage and atrophied (reduce max HP by 10 for 24 hours)
13	x3 damage
14-16	x2 damage and drained (restore ½ damage in HP to caster)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

## POISON (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and afflicted (-1 to all actions)
7-9	x2 damage and sickened (-2 to all actions)
10-12	x2 damage and poisoned (1 HP per round)
13	x3 damage
14-16	x2 damage and infected (2 HP per round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

## RADIANT (CRIT CHART)

d20 Roll	Result
1	No bonus
2-3	x2 damage
4-6	x2 damage and dazzled (target cannot move closer to caster for one round)
7-9	x2 damage and ignore AR (AR does not reduce damage)
10-12	x2 damage and awed (target cannot attack caster for one round)
13	x3 damage
14-16	x2 damage and blinded (cannot see for one round)
17-18	x2 damage and minor injury
19	x2 damage and major injury
20	Choice of any result on this table

# INJURY AND CRITICAL FAILURE CHARTS

## MINOR INJURY CHART

d20 Roll	Result
1-3	Leg (base move reduced by ½)
4-6	Foot (½ base move and fall prone)
7-9	Arm (limb incapacitated and drop held items)
10-12	Hand (extremity incapacitated and drop held items)
13-15	Torso (wounded -1 to all actions)
16-18	Groin (prone and stunned for 1 round)
19-20	Head (prone, wounded -1 and stunned for 1 round)

## MAJOR INJURY CHART

d20 Roll	Result
1-3	Leg (debilitated or severed)
4-6	Foot (debilitated or severed)
7-9	Arm (debilitated or severed)
10-12	Hand (debilitated or severed)
13-15	Torso (wounded and bleeding)
16-18	Groin (incapacitated and prone)
19-20	Head (immediate death)

## CRITICAL FAILURE CHART

d20 Roll	Result
1	Clumsy (drop all held items)
2	Prone (falls to prone position)
3	Sprained Arm (one arm incapacitated until healed)
4	Twisted Knee (move reduced by ½ until healed)
5	Left Open (next attack against character is at +2)
6-7	Off Balance (next attack by character is at -2)
8-9	Dazed (-1 to all actions for one round)
10-11	Confused (+1 to all actions against character for one round)
12-13	Almost (weapon flung 20' away or PP of attack used despite failure)
14-15	Stunned (only defensive actions for one round)
16	Blinded (character is blinded for one round)
17	Vulnerable (character has no defensive actions for one round)
18	Unfortunate (weapon or appendage used is broken unless it is unbreakable)
19	Unaware (reroll immediate attack against closest ally)
20	Unconscious (fall and hit head out for 1d20 rounds)

## HOW DOES POISON WORK

There are four different types of poisons: Contact, Injury, Inhaled or Ingested. Each poison has a DV that ranges from 3-7 depending on its strength and potency. This is the damage dealt should the attack succeed. Each round (minute or hour) after the first the inflicted must make a BODY check (d20 + BODY modifier) vs 10 + poison DV (13-17) or take the damage again. This will continue until the inflicted succeeds or succumbs to the poisons effects. Multiple inflictions of the same poison have no effect. Some poisons also have various unique effects such as dealing non-lethal damage, stun, slumber, truth serum, etc.

## CREATING POISONS FOR YOUR WORLD

In this section you will see how to create your own poison and determine cost per dose. Injury poison is the most common type though inhaled and ingested are also standard price, contact poison is the rarest and can add up to 2x normal cost. Time increments can affect cost but usually do not. Special Effects add significant additional cost to poisons and are very rare, cost can be increased by up to 5x.

### 1. DAMAGE VALUE (1-10)

Base cost of  $20^x$  per point of DV per dose

### 2. TYPE (Contact, Injury, Inhaled or Ingested)

Contact (skin contact for delivery)

Injury (must deal at least 1 damage with piercing or slashing attack)

Inhaled (breathed in)

Ingested (consumed in food or drink)

### 3. TIME INCREMENT

Round (BODY check of 10 + poison DV each round)

Minute (BODY check of 10 + poison DV each minute/6 rounds)

Hour (BODY check of 10 + poison DV each hour)

### 4. SPECIAL EFFECT EXAMPLES

Endless Slumber (non-lethal and time increment of months)

Fatigue (-1 to all actions until neutralized)

Magical (not neutralized by antidotes)

Necrotic (cannot be resurrected upon death from poison)

Non-Lethal (incapacitation instead of death)

Paralysis (move reduced to 0 until neutralized)

Potent (ignores poison resistance)

Truth Serum (cannot lie while infected with poison)

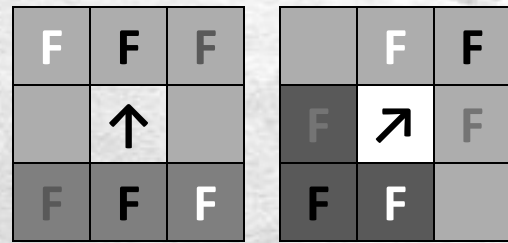
### 5. COME UP WITH A COOL NAME

Black Lotus, Whisper, Venom, Bane, Aether Dust, Nightshade, etc.



## FACING AND FLANKING

The diagrams on the right show facing and flanking positions. The first chart shows a front facing position and the second a diagonal position. You must choose a position during your combat turn. You may parry squares that are in front or on the sides but not behind. You gain flanking if you are directly across from an ally who is also engaged with your target.



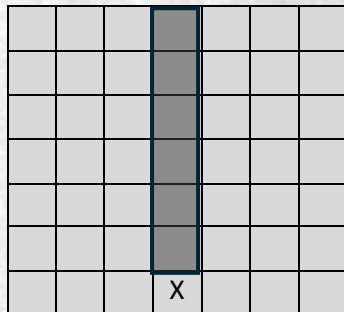
## RANDOM DIRECTION

There are some circumstances where you may need to determine a random direction. This could be a critical failure that has an attack directed somewhere it was not intended or determining random targets due to powerful chaos magic. These charts allow you to determine a random direction by rolling a d20 and picking one of the two options for facing.

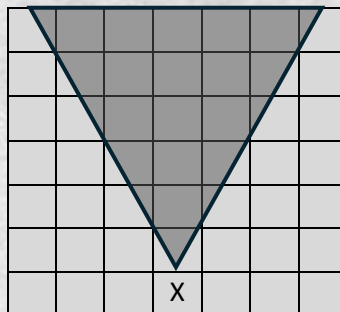
15-16	17-18	19-20	1-3	4-7	8-10
11-12	↑	13-14	11-12	↓	11-12
1-3	4-7	8-10	15-16	17-18	19-20

## AREA OF EFFECT ATTACKS

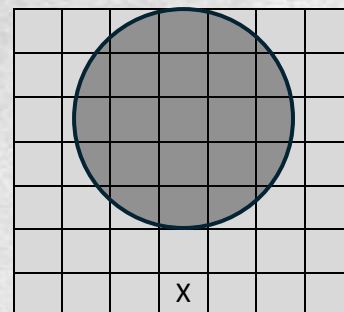
There are three basic types of AOE attacks: Line, Cone and Blast (Ball). A line AOE effects all targets in a straight line equally such as a lightning bolt, cone affects all those in a cone shaped blast usually emanating from the caster and a blast usually encompasses a circular radius.



30' LINE



30' CONE



10' RADIUS

## LINE OF SIGHT

To determine line of sight to a target you will draw a straight line between the center of the origin square and the center of the target square. If there are any obstacles occupying squares that line passes through, then you do not have line of sight.

## REACH

Some creatures or weapons may have a bonus to reach further than a standard attack. This number usually expressed as a 1, 2 or 3, represents **how many additional squares the user can threaten with an attack**. The size of a combatant also determines the reach or threatened range of that combatant equal to his number of squares in size. Keep in mind that **facing still determines possible direction** of an attack.

## SIZE AND HEALTH

Below is a chart for the base HEALTH attribute calculation based on the size of the creature. It also includes Damage Value bonus based on size to all physical or BODY attribute-based attacks. These numbers can be modified as necessary and are only meant to provide a general guideline that fits within the system parameters based on size and BODY attribute score.

SIZE	T	S	M	L	H	G	C
MULTIPLIER	x½	x1	x3	x5	x10	x20	X40
BASE HEALTH (5 BODY)	2	5	15	25	50	100	200
MAX HEALTH (8 BODY)	4	8	24	40	80	160	320
EPIC HEALTH (10 BODY)	5	10	30	50	100	200	400
DV BONUS	-2	-1	0	+1	+2	+3	+4

## SIZE AND PARRY

You may not use a Parry action against an opponent that is more than two size categories higher than yourself. A medium sized player character then cannot parry a Gigantic or Colossal opponent, and a small sized creature cannot parry a Huge, Gigantic or Colossal opponent.

## LIGHTING CONDITIONS

Total darkness imposes a -10 penalty to all actions. Lighting conditions will range between -1 and -10 depending on the circumstances. Lighting conditions may be hampered by other condition outside of simple darkness such as fog, heavy rain, dense foliage, storm conditions, etc.

## FIGHTING IN OR UNDER WATER

There is a standard -3 penalty to actions taken when submerged in water above your waist. Your movement is reduced to ½ when even standing in water, this also includes swimming. Additional penalties can be assessed depending on each unique situation.

## DROWNING/SUFFOCATION

A normal person can remain conscious without oxygen or holding their breath underwater for about 2 minutes (+/- 30 seconds per BODY modifier). When a creature runs out of breath or is choking it can survive for a number of rounds equal to its BODY modifier (minimum of 1). At the start of its next turn, it drops to 0 HEALTH and is dying, it cannot regain HEALTH or be stabilized until it can breathe again.

## MOVING TARGETS

Trying to hit a moving target imposes penalties to the attack roll. The attacker suffers a -1 penalty for each increment of 6 (30 feet) after the first. A target riding a horse with base MOVE of 18 would therefore equal a -2 penalty, should they be taking full movement of 36 it would be a -5 penalty. Keep in mind that distance may also impart additional penalties based on how far away your target is or its size.

## **FALLING DAMAGE**

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d20 bludgeoning damage for every 10 feet after the first 10 feet of a fall to a maximum of 10d20. This damage is not reduced by your DEFENSE score as INSTINCT and AR do not help to reduce the damage dealt. The creature will also land prone unless it avoids taking damage from the fall.

## **HEAVY THINGS**

You never know when you might want to drop something heavy on someone. Damage is calculated at a base DV 2 per 10lbs of weight and base DV x2 per 10 feet of elevation. These totals are cumulative and can be adjusted as the circumstance calls for.

## **SICKNESS AND DISEASE**

Sickness and Disease do not operate with a set core mechanic but rather are unique to each case. Some can cause weakness (-1 to BODY attribute), paralysis or blindness and even death. They will all have a DV rating ranging from 1-10 with a target number to resist contracting or symptoms based on 10 + DV rating. Like poison you should design a disease, cure options, debilitating effects and frequency of occurrence, decide on its DV rating and come up with a cool name. See poison on page 109 for ideas.

## **CLIMBING**

A characters MOVE is reduced to  $\frac{1}{2}$  when climbing. A skill check is necessary on difficult surfaces such as slippery, smooth, vertical surfaces with limited hand and footholds. A skill check might also be asked for if the character is being attacked or threatened in some way. If a character decides to climb quickly (at his full MOVE rate) he will make a climb skill check for every 30-foot increment at a -3 penalty.

## **STEALTHING**

A characters MOVE is reduced to  $\frac{1}{2}$  when stealthing. A skill check is needed to set target numbers for those who might be in a position to see or hear him. It is also required if the conditions change, which are modified by lighting conditions, difficult terrain and so on. A character may attempt to stealth at full MOVE at a -3 penalty and some path abilities allow this for free.

## **JUMPING**

A person can long jump their height + 6" as a base. They can jump vertically  $\frac{1}{2}$  their height. Every Athletics skill check success above TN 10 adds 6" to this total. This assumes that the character is unencumbered. The GM will apply modifiers to this skill check based on terrain and conditions.

## **SWIMMING**

A person who is swimming can carry  $\frac{1}{10}$ <sup>th</sup> of their normal encumbrance (see chart on page 85). Like climbing swimming checks are only made for difficult conditions such as strong currents, long distances, carrying heavy or awkward items, ocean waves in a storm, etc.

## COUP DE GRAS

A helpless opponent will take maximum damage as if the character rolled a natural 20 (20 + total DV with no DEFENSE) and a roll on the appropriate crit chart. The GM may also allow an instant kill if the target has no way to survive the attack and has no impact on the story.

## ATTUNEMENT

Some magic items require attunement to its owner. If the item is already attuned to someone that person must be dead for the item to allow a new owner. A high enough (TN 20) dispel magic check can also remove the previous attunement. It takes 1 hour of concentration to attune to a new magic item. Sentient magic items can allow or deny attunement by a prospective owner.

## MAGIC ZONES

There are three kinds of magic zones that exist across the realms. **The Dead Zone:** magic spells and powers cannot be used, **The Wild Zone:** magic spells and powers produce random effects and **The Power Zone:** where magic spells and powers have more powerful effects. These zones can be permanently tied to a specific area or location, or they can show up temporarily following a magical storm or disturbance.

### DEAD ZONE

In a magic dead zone, there is no mana and magic spells and powers will consume ENERGY but produce no effects. Magical items will still work but cannot produce any magical effects, i.e. a flaming blade will not produce flame but still will provide a bonus to your skill to use.

### WILD ZONE

In a magic wild zone magic spells and powers are wildly unpredictable. Use the chart below after successfully casting a spell to determine the outcome.

d20	SPELL OR POWER RESULT
1	Spell targets caster or opponent, whichever is the opposite of its intended target
2-5	Spell fails and ENERGY is consumed
6-10	Spell goes off normally but uses 2x the normal ENERGY
11-15	Spell goes off normally
16-19	Spell goes off normally but uses ½ the normal ENERGY
20	Spell works as it would in a Power Zone (see below)

### POWER ZONE

In a power zone magic effects are increased. Numerical benefits of spells are increased (i.e. +1 to an attribute becomes +2), DV 5 doubles to DV 10, range of 60' becomes 120', teleporting your base MOVE becomes twice your base MOVE, etc. GM will help interpret a spells increased effects.

## TARGET NUMBERS

Target numbers (TN) can be set by predetermined attributes like attacking your opponent is likely to target your DEFENSE score or they can be opposed rolls such as when you are attempting to deceive someone and roll the Deception skill vs. opponents Perception skill and finally they can be a set number based on the difficulty associated with the task you are attempting to perform. This section focuses on target numbers set by difficulty helping you to choose a fair target number based on the situation.

DIFFICULTY	TARGET NUMBER
EASY	10
MODERATE	15
DIFFICULT	20

*Modify target number by +1/-1 as appropriate*

## SAMPLE TARGET NUMBERS

The table below has some sample target numbers and the appropriate related skills to give you a baseline to help determine your own target numbers. Remember to factor in additional modifiers based on things like environmental challenges, the need to perform the task quickly or quietly, penalties for multiple attempts, being under fire or in the heat of battle and so on.

TASK	SKILL	TARGET NUMBER
Speaking about the history of your home country	Knowledge	10
Running along a narrow beam	Acrobatics	20
Riding a horse	Animal Handling	10
Scribing a starting spell onto a prepared scroll	Arcana	15
Climbing a sheer or wet surface	Athletics	20
Telling a bold face lie to someone who hates you	Deception	20
Telling if someone is lying that you don't know	Perception	15
Knowing an ancient and rare prophecy	Knowledge	20
Negotiating the price of a common item	Persuasion	10
Singing or playing a simple song	Performance	10
Spotting a hidden tripwire in the dark dungeon	Perception	15
Sneaking past multiple guards in broad daylight	Stealth	20
Finding a safehouse in an unfamiliar city	Streetwise	15
Tracking a herd of large game	Survival	10
Picking the average lock	Thievery	15

## **SNEAK ATTACK**

Sneak Attack is a unique ability granted to select paths which allows the user to deal bonus damage when they attack a target who is unaware of the attack (surprised: see page 133). A sneak attack requires the use of a light weapon for bonus damage. The target will lose their INSTINCT bonus to DEFENSE but retain 10 + Armor. Standard damage bonus is +5 for a sneak attack, this is in addition to the DV of the weapon used.

## **AMBIDEXTERITY**

When fighting with the Ambidexterity edge both weapons must be one-handed (they cannot be weapons that may be used both one-handed and two-handed) and the character must have a simple action available to take the bonus off-hand attack.

## **APPLYING POISON TO A WEAPON**

In a normal situation it will take a complex action to apply poison to weapon which will last until a target is hit or for one hour before becoming inert. Keep in mind only contact and injury poisons can be applied to a weapon. In the case of Kiss of Death, the Greater Edge this application is reduced to a simple action.

## **USING THE KNOWLEDGE SKILL**

The Knowledge skill represents what your character would reasonably know based on his background, education, path selection, race, homeland, etc. It will be up to the player and game master to determine if the character has justification for a particular knowledge skill check. The target number representing how rare or obscure the information might be.

## **AREA OF EFFECT SPELLS AND POWERS**

When a caster or channeler uses an area of effect power he will make his skill check comparing that number to the DEFENSE score of all possible targets within the area of effect. If that skill check equals or exceeds the DEFENSE score full damage is dealt, if it falls short one-half damage is dealt. There are abilities like Evasion that change this dynamic to one-half or no damage.

## **CASTING AND CHANNELING FAILURES**

With the exception of cantrips all spells or powers require a minimum skill check of 10 to be successful. When the skill check does not reach this threshold the spells fails though ENERGY is still expended. On a critical failure the spell not only fails but 2x the normal ENERGY is expended.

## **MIND INFLUENCING EFFECTS**

This includes any spells, powers or abilities that specifically target the mind. Some examples include: Charm Person, Command, Compel Truth, Daze, Empathy, Entrall, Fear, Feeblemind, Forget, Puppet, Secret, Sending, Soothing Word, Suppression, Suggestion and Telepathy.

### **BLOOD MAGIC GREATER EDGE**

The blood magic edge allows a character to gain ENERGY by sacrificing their own HEALTH, many who practice this form of dark magic use a sharp dagger or other tool to inflict injury upon themselves as they are casting or channeling. If they are already wounded or bleeding they do not need to further injure themselves to gain the ENERGY.

### **CHANGELING GREATER EDGE**

The changeling edge represents an ancient race that went extinct hundreds of years ago, but traces of their bloodline can still be found among the humanoid races though extremely rare. Those with this bloodline related edge can change their physical shape and appearance to another humanoid race though this transformation does not include their clothing, weapons or gear. The transformation lasts until it is changed again or their death which will return them to their original form which should be defined at character creation based on selection of race and gender.

### **EMPATHY GREATER EDGE**

The Empathy greater edge may allow a character to detect lies using their Perception skill against a target number set by the opponents Deception skill if the GM allows it.

### **INHERITANCE GREATER EDGE**

The Inheritance Greater Edge should be approved by your GM before taking it, it can have serious campaign implications. The charter that the character possesses can present many difficulties to delay the onset of its benefits such as: Is the location of your inheritance in a distant and foreign land?, Is there already someone there who claims to be the owner?, Will the people there accept you?, etc.

### **KISS OF DEATH GREATER EDGE**

The Kiss of Death Greater Edge allows the character to secrete a deadly poison from his or her skin as a free action and apply it to a weapon as a simple action. This poison goes inert quickly (approximately one hour) so the character can still physically interact with others.

### **MEDIUM GREATER EDGE**

The medium can see and communicate with spirits and ghosts, the character must spend a simple action to “activate” this ability. While it is active he can not only see and communicate but he may also affect and be affected by those same spirits as well as other astral creatures.

### **PSIONIC GREATER EDGES**

A character who selects one of the Psionic Greater Edges at character creation can trade an attribute increase from the advancement chart to instead choose another Psionic Greater Edge instead. You cannot have more than one instance of the same edge.

## HEALTH AND ENERGY

When a character's **HEALTH** attribute is reduced to 0 he is **Incapacitated** (see Conditions) and when he is below 0 he is unconscious, if he is bleeding or continuing to take damage he will die when he reaches his POD (Point of Death). When a character's **ENERGY** is reduced to 0 he is **Fatigued** (see Conditions) and when he falls below 0 he is unconscious. In either case he will not regain consciousness or recover from his condition until his HEALTH or ENERGY reach at least 1 from rest or healing.

## DAMAGE TYPES AND SPECIAL EFFECTS (OPTIONAL RULE)

This chart details the different types of damage and optional special effects for each. These special effects take effect only if you beat the target's DEFENSE score by 5 or more.

DAMAGE TYPE	SPECIAL EFFECT
Bludgeoning	Ignores light armor (AR 1 or 2)
Piercing	Bleeding 1 HEALTH per round
Slashing	Bleeding 1 HEALTH per round
Acid	Damage to Armor, AR reduced by 1 (no armor +1 DV)
Fire	Burning 1 HEALTH per round
Cold	MOVE reduced by 1 for one round
Lightning	Ignore AR against metal armor
Poison	Damage cannot be healed until poison is neutralized
Radiant	Target suffers -1 to their next skill check
Necrotic	User regains 1 HEALTH on successful attack

## RELOADING RANGED WEAPONS

There are three types of ranged weapons that need to be reloaded: Bows, Crossbows and Firearms. Each of these types is different in terms of reloading its ammunition. Bows use only a Free Action to reload, allowing them to fire multiple times without interruption. Crossbows require a Simple Action to reload; they can then fire multiple times as long as your Simple Action is sacrificed. Firearms require a Complex Action to reload which makes multiple attacks difficult after all shots have been taken, note that some Path abilities can affect the speed at which you are allowed to reload. Multiple attack options such as the bonus attack granted by many Path abilities include the ability to reload multiple times. Using your Simple or Complex Action to reload allows up to two different weapons at a time.

## REQUIRED FLAWS

Some Paths require that you take a mandatory flaw such as Devotion for a character path that gains Divine powers. If this is the case this does not replace your need to take a flaw of choice at character creation, this is in addition to any mandatory flaws you may be required to take. You may not take the same flaw more than once without the GM's approval.

## CHART OF ACTIONS

The chart below details examples of the types of actions that can be used based on the action type.

CHART OF ACTIONS			
FREE	SIMPLE	COMPLEX	REACTION
Drop a Weapon	Off-hand attack	Aim (full round)	Attack of Opportunity
Move 1 square	Pick up a dropped item	Attack action(s)	Counterspell
Parry	Ready a Weapon	Complex Power/Spell	Dodge
Reload a bow	Reload a crossbow	Reload a firearm	Fortify
Use Quick Draw	Simple Power/Spell	Stand up from Prone	Reaction Power/Spell
Short Communication	Standard MOVE	Trade for MOVE	Riposte

## CONDITIONS

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### BLEEDING

Target takes 1 HEALTH damage each round until the wound is treated or healed.

### FATIGUED

When a character is fatigued all of his skills are at  $\frac{1}{2}$  the normal total (rounded down) and his MOVE rate is also reduced to  $\frac{1}{2}$  of its normal rate.

### FRIGHTENED

A frightened character cannot approach within 10' of the object of his fear and suffers -2 to any type of actions that are taken against the source of his fear.

### INCAPACITATED

Character is still conscious but can take no actions including MOVE, use Armor only for DEFENSE.

### PRONE

A Prone target grants +2 to any attack roll made against him and must use a complex action to get up.

### RESTRAINED

A restrained target has its MOVE reduced to 0 and suffers -2 to any skill check.

### STUNNED

A stunned target loses his INSTINCT modifier to his DEFENSE (10 + Armor) and can take no actions.

## **TOUCH ATTACKS**

Some powers, spells or abilities require only that you touch your target, you do not have to contact their skin or penetrate their armor but rather simply touch them. To do so you will make an Unarmed Combat skill check against the opponents DEFENSE however the target does not get the benefit of Armor so their DEFENSE will be 10 + INSTINCT only. A touch attack that requires that contact the skin, such as a character with the Kiss of Death edge works the same but against full DEFENSE including Armor.

## **USING POWERS AND SPELLS IN MELEE**

Self and Touch range power and spell attacks while in melee do not suffer any penalty, however all other ranged power and spell attacks suffer the standard -3 penalty to use while engaged in melee combat, this is to say that an opponent must be in an adjacent square. The penalty applies even if this opponent has not yet attacked the caster or is focusing on another target. A ranged opponent that is not in an adjacent square does not impart such a penalty on the caster.

## **FORTIFY (OPTIONAL RULE)**

A character who wishes to gain an advantage against a power or spell that targets RESOLVE can use a technique often trained by those who practice magic or those who often face magic using opponents that requires them to clear their mind and focus their will to help resist the attack. This technique is used as a Reaction and grants +2 to RESOLVE for the round. Like the Dodge Action, whether you are successful or not you will suffer -2 to any and all skill checks for the following round.

## **SKILL USAGE RULES**

The GM may allow a character to "Take 10" on a skill check where there is little or no chance of failure and no immediate threat or time restraint. When making multiple attempts using the same skill for the same obstacle each attempt after the first suffers a cumulative -2 to the attempt, you may continue to make the attempt as long as you have a positive modifier to your skill check after assessing all penalties. A character may gain up to a +1 bonus to a skill check if an ally is spending the round helping him to succeed. The helper must have at least one skill rank in the appropriate skill and spend a full round action "assisting" the character making the skill check.

## **ADVANCED AOE RULE (OPTIONAL RULE)**

If anyone who is targeted by an AOE (Area of Effect) is adjacent to a square that is outside of the spells radius and unoccupied that character may choose to spend a free action to move into the safe square and can then use the ½ or no damage option when determining damage from the power or spell.

## **MAGIC WEAPONS AND ARMOR**

Masterwork weapons and armor are not considered magical but can provide a bonus to DV or AR. Most magical weapons and armor are first masterwork quality. Any type of enchantment will make a weapon or suit of armor magical as well as a spell or power that grants magical effects to its target.

## MONSTROUS ENCOUNTERS

Threats in the Legends system are deadly, and combat rarely lasts more than a few rounds. Monsters all have a base statistical array just like characters and can be scaled by increasing it's level. Each level adding +1 to all its skills and potentially including more advanced spells or powers should it have access to them. Unlike other fantasy ttrpg systems as characters and threats advance they do not acquire vast improvements in health to offset increased damage, so encounters remain deadly at almost any level.

## THE BOSS RULE

The gamemaster can decide to make any important monster or NPC a "boss" granting them a greater threat level than their basic stat block provides. Some unique and singular monsters are almost always considered bosses such as a dragon, beholder, or other uniquely powerful enemy. The boss will gain the following bonuses in addition to their stat block and standard abilities:

1. x2 HEALTH
2. 1-3 Fate Points (BOONS)
3. 1 Special Ability (such as an edge)

## A SAMPLE THREAT

Below are two sample threats.

A young dragon and an adult dragon.  
These examples include the boss rule.



## YOUNG DRAGON

LV: 5, DEFENSE: 19, RESOLVE: 20, HEALTH: 50 (100), ENERGY: 24, INI: +3, SIZE: L, MOVE: 8, FLY: 16  
BODY (10 <sup>+5</sup>), INSTINCT (8 <sup>+3</sup>), MIND (7 <sup>+2</sup>), PRESENCE (8 <sup>+3</sup>), SPIRIT (8 <sup>+3</sup>)  
ABILITIES: Bite/Claw (+10, DV 5), Athletics (+10), Perception (+8), Stealth (+10), Survival (+8)  
SPECIAL: Dragon Scale (AR 6), Flame Breath (+8, DV 15, 30' cone), Multi-Attack (claw and bite),  
Darkvision, heightened senses, DR 5 magic spells and powers)

## ADULT DRAGON

LV: 10, DEFENSE: 22, RESOLVE: 22, HEALTH: 120 (240), ENERGY: 30, INI: +5, SIZE: H, MOVE: 8, FLY: 24  
BODY (12 <sup>+7</sup>), INSTINCT (10 <sup>+5</sup>), MIND (8 <sup>+3</sup>), PRESENCE (10 <sup>+5</sup>), SPIRIT (10 <sup>+5</sup>)  
ABILITIES: Bite/Claw (+17, DV 6), Athletics (+17), Perception (+15), Stealth (+17), Survival (+15)  
SPECIAL: Dragon Scale (AR 7), Flame Breath (+15, DV 20, 30' cone), Multi-Attack (claw and bite),  
Darkvision, heightened senses, DR 10 magic spells and powers)

## COMMON NPC ENCOUNTERS

Listed below are stat blocks for some of the more common humanoid NPC's that inhabit the realm. They can be modified to add path and levels based on your needs; each level will increase all skills by +1.

### BANDIT

LV: 1, DEFENSE: 13, RESOLVE: 10, HEALTH: 18, ENERGY: 15, INI: +1, SIZE: M, MOVE: 6  
BODY (6 <sup>+1</sup>), INSTINCT (6 <sup>+1</sup>), MIND (5 <sup>0</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Longsword (+2, DV 4), Athletics (+2), Perception (+2), Stealth (+2), Survival (+2)  
SPECIAL: Leather Armor (2), Longbow (+2, DV 4), Sneak Attack (+5 DV)

### CITY GUARD

LV: 1, DEFENSE: 14, RESOLVE: 10, HEALTH: 21, ENERGY: 15, INI: +1, SIZE: M, MOVE: 6  
BODY (7 <sup>+2</sup>), INSTINCT (6 <sup>+1</sup>), MIND (5 <sup>0</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Spear (+3, DV 4), Athletics (+3), Perception (+2), Stealth (+3), Survival (+2)  
SPECIAL: Chain Armor (3), Light Crossbow (+3, DV 5), Longsword (+3, DV 4)

### CULTIST

LV: 1, DEFENSE: 13, RESOLVE: 12, HEALTH: 15, ENERGY: 21, INI: 0, SIZE: M, MOVE: 6  
BODY (5 <sup>0</sup>), INSTINCT (5 <sup>0</sup>), MIND (5 <sup>0</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (7 <sup>+2</sup>)  
ABILITIES: Mace (+1, DV 3), Channeling (+3), Athletics (+1), Perception (+1), Stealth (+1)  
SPECIAL: Armor Spell (3), Cantrips, 5 Starting Spells (divine, eldritch or necrotic)

### SOLDIER

LV: 2, DEFENSE: 15, RESOLVE: 10, HEALTH: 21, ENERGY: 15, INI: +2, SIZE: M, MOVE: 6  
BODY (7 <sup>+2</sup>), INSTINCT (7 <sup>+2</sup>), MIND (5 <sup>0</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Halberd (+4, DV 6), Athletics (+4), Perception (+4), Stealth (+4), Survival (+4)  
SPECIAL: Chain Armor (3), Multi-Attack, Heavy Crossbow (+4, DV 6), Longsword (+4, DV 4)

### THIEF

LV: 2, DEFENSE: 14, RESOLVE: 11, HEALTH: 18, ENERGY: 15, INI: +2, SIZE: M, MOVE: 6  
BODY (6 <sup>+1</sup>), INSTINCT (7 <sup>+2</sup>), MIND (6 <sup>+1</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Shortsword (+3, DV 3), Athletics (+3), Perception (+4), Stealth (+3), Streetwise (+4)  
SPECIAL: Leather Armor (2), Multi-Attack, Shortbow (+4, DV 3)

### WILDER

LV: 2, DEFENSE: 13, RESOLVE: 12, HEALTH: 15, ENERGY: 18, INI: +2, SIZE: M, MOVE: 6  
BODY (5 <sup>0</sup>), INSTINCT (5 <sup>0</sup>), MIND (6 <sup>+1</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (6 <sup>+1</sup>)  
ABILITIES: Dagger (+2, DV 2), Casting (+3), Athletics (+2), Perception (+2), Stealth (+2)  
SPECIAL: Armor Spell (3), Cantrips, 5 Starting Spells (arcane)

## RARE NPC ENCOUNTERS

Listed below are some evil encounters from the various humanoid races that dominate the realms. They can be modified to add path and levels based on your needs; each level will increase all skills by +1.

### HUMAN NECROMANCER

LV: 3, DEFENSE: 14, RESOLVE: 12, HEALTH: 18, ENERGY: 18, INI: +1, SIZE: M, MOVE: 6

BODY (6<sup>+1</sup>), INSTINCT (6<sup>+1</sup>), MIND (5<sup>0</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (6<sup>+1</sup>)

ABILITIES: Channeling (+5), Unarmed (+4), Athletics (+4), Perception (+4), Stealth (+5), Survival (+4)

SPECIAL: Armor (3), Bolt/Touch (+5, DV 10), 5 starting Necrotic spells of choice

### ELVEN ARCHER

LV: 3, DEFENSE: 15, RESOLVE: 9, HEALTH: 21, ENERGY: 12, INI: +1, SIZE: M, MOVE: 6

BODY (7<sup>+2</sup>), INSTINCT (6<sup>+1</sup>), MIND (5<sup>0</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (4<sup>-1</sup>)

ABILITIES: Ranged and Armed Combat (+5), Athletics (+5), Perception (+4), Stealth (+5), Survival (+4)

SPECIAL: Elven Chain (4), Longbow (+5, DV 4), Longsword (+5, DV 4), Bonus attack action

### DWARVEN MERCENARY

LV: 3, DEFENSE: 15, RESOLVE: 9, HEALTH: 26, ENERGY: 12, INI: 0, SIZE: M, MOVE: 5

BODY (7<sup>+2</sup>), INSTINCT (5<sup>0</sup>), MIND (5<sup>0</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (4<sup>-1</sup>)

ABILITIES: Armed and Ranged Combat (+5), Athletics (+5), Perception (+3), Stealth (+5), Survival (+3)

SPECIAL: Dwarven Breastplate (5), Great Axe (+5, DV 6), Heavy Crossbow (+5, DV 6), reduce AP -1

### HALFLING ASSASSIN

LV: 3, DEFENSE: 14, RESOLVE: 9, HEALTH: 18, ENERGY: 12, INI: +1, SIZE: M, MOVE: 5

BODY (6<sup>+1</sup>), INSTINCT (6<sup>+1</sup>), MIND (5<sup>0</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (4<sup>-1</sup>)

ABILITIES: Armed Combat (+4), Athletics (+4), Perception (+4), Stealth (+4), Survival (+4)

SPECIAL: Leather (2), Shortsword (+4, DV 3), Luck, Sneak Attack +5 DV

### HALF-ELF WITCH

LV: 3, DEFENSE: 13, RESOLVE: 12, HEALTH: 15, ENERGY: 18, INI: 0, SIZE: M, MOVE: 6

BODY (5<sup>0</sup>), INSTINCT (5<sup>0</sup>), MIND (6<sup>+1</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (6<sup>+1</sup>)

ABILITIES: Casting (+6), Athletics (+3), Arcana (+5), Knowledge (+4), Perception (+3), Stealth (+3)

SPECIAL: Armor (3), Bolt (+6, DV 10), 5 starting Arcane spells of choice, familiar, +1 to Casting

### HALF-ORK SAVAGE

LV: 3, DEFENSE: 14, RESOLVE: 9, HEALTH: 21, ENERGY: 12, INI: +1, SIZE: M, MOVE: 6

BODY (7<sup>+2</sup>), INSTINCT (6<sup>+1</sup>), MIND (5<sup>0</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (4<sup>-1</sup>)

ABILITIES: Armed and Ranged (+5), Athletics (+5), Perception (+4), Stealth (+5), Survival (+4)

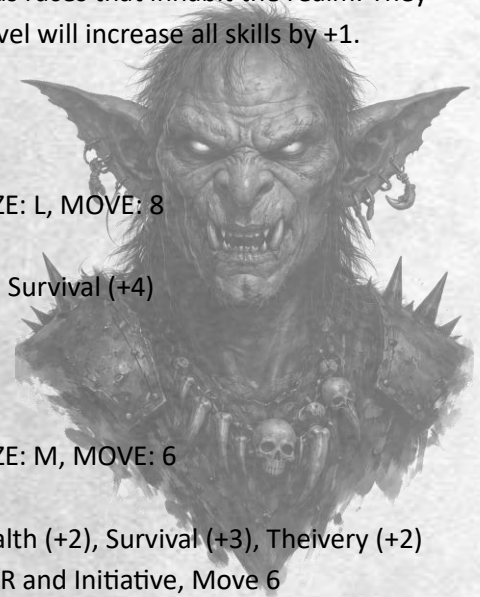
SPECIAL: Chainmail (3), Greatsword (+5, DV 6), bonus attack

## COMMON MONSTER RACES

Listed below are stat blocks for some of the more common monstrous races that inhabit the realm. They can be modified to add path and levels based on your needs; each level will increase all skills by +1.

### BUGBEAR

LV: 2, DEFENSE: 14, RESOLVE: 10, HEALTH: 35, ENERGY: 15, INI: +2, SIZE: L, MOVE: 8  
BODY (7 <sup>+2</sup>), INSTINCT (7 <sup>+2</sup>), MIND (5 <sup>0</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Flail (+4, DV 5), Athletics (+4), Perception (+4), Stealth (+4), Survival (+4)  
SPECIAL: Darkvision, Hide Armor (2), Claw/Bite (DV 2)



### GOBLIN

LV: 1, DEFENSE: 14, RESOLVE: 11, HEALTH: 18, ENERGY: 15, INI: +3, SIZE: M, MOVE: 6  
BODY (6 <sup>+1</sup>), INSTINCT (7 <sup>+2</sup>), MIND (6 <sup>+1</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Short Sword (+2, DV 3), Athletics (+2), Perception (+3), Stealth (+2), Survival (+3), Thievery (+2)  
SPECIAL: Darkvision, Leather Armor (1), Claw/Bite (DV 1), Quick: +1 AR and Initiative, Move 6

### HILL GIANT

LV: 3, DEFENSE: 13, RESOLVE: 9, HEALTH: 90, ENERGY: 15, INI: +0, SIZE: H, MOVE: 8  
BODY (9 <sup>+3</sup>), INSTINCT (5 <sup>0</sup>), MIND (4 <sup>-1</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Spiked Club 2h (+6, DV 7), Athletics (+6), Perception (+3), Survival (+3)  
SPECIAL: Natural AR +1, Hide Armor (2), Rock Throw (+6, DV 5)

### HOBGOBLIN

LV: 1, DEFENSE: 14, RESOLVE: 11, HEALTH: 21, ENERGY: 15, INI: +2, SIZE: M, MOVE: 6  
BODY (7 <sup>+2</sup>), INSTINCT (7 <sup>+2</sup>), MIND (6 <sup>+1</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Long Sword (+3, DV 4), Athletics (+3), Perception (+3), Stealth (+3), Survival (+3)  
SPECIAL: Darkvision, Leather Armor (2), Claw/Bite (DV 1), Heavy Crossbow (+4, DV 6)

### OGRE

LV: 2, DEFENSE: 14, RESOLVE: 8, HEALTH: 40, ENERGY: 12, INI: +1, SIZE: L, MOVE: 8  
BODY (8 <sup>+3</sup>), INSTINCT (6 <sup>+1</sup>), MIND (4 <sup>-1</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (4 <sup>-1</sup>)  
ABILITIES: Spiked Club 2h (+5, DV 6), Athletics (+5), Perception (+3), Survival (+3)  
SPECIAL: Hide Armor (AR 2), Nightvision, Natural AR 1, Javelin (+4, DV 4)

### ORK

LV: 1, DEFENSE: 14, RESOLVE: 10, HEALTH: 24, ENERGY: 15, INI: +1, SIZE: M, MOVE: 6  
BODY (8 <sup>+3</sup>), INSTINCT (6 <sup>+1</sup>), MIND (5 <sup>0</sup>), PRESENCE (4 <sup>-1</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Great Axe (+4, DV 6), Athletics (+4), Perception (+2), Stealth (+4), Survival (+2)  
SPECIAL: Nightvision, Chain Armor (3), Longbow (+3, DV 4)

## RARE MONSTER RACES

Listed below are stat blocks for some of the rarer monstrous races that inhabit the realm. They can be modified to add path and levels based on your needs; each level will increase all skills by +1.

### BULLYWUG

LV: 1, DEFENSE: 12, RESOLVE: 9, HEALTH: 15, ENERGY: 15, INI: +0, SIZE: M, MOVE: 5, SWIM: 6  
BODY (5<sup>0</sup>), INSTINCT (6<sup>+1</sup>), MIND (4<sup>-1</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Rapier (+1, DV 3 + DR 5 injury poison), Athletics (+1), Perception (+2), Survival (+2)  
SPECIAL: Nightvision, Reed Armor (1), aquatic adaptation, leap (30' for 10' of MOVE)

### GNOLL

LV: 1, DEFENSE: 15, RESOLVE: 10, HEALTH: 35, ENERGY: 15, INI: +3, SIZE: L, MOVE: 8  
BODY (7<sup>+2</sup>), INSTINCT (8<sup>+3</sup>), MIND (5<sup>0</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Spear (+3, DV 4), Athletics (+3), Perception (+4), Stealth (+3), Survival (+4)  
SPECIAL: Nightvision, Leather Armor (2), discriminatory and tracking scent

### KOBOLD

LV: 1, DEFENSE: 13, RESOLVE: 9, HEALTH: 15, ENERGY: 12, INI: +1, SIZE: M, MOVE: 5  
BODY (5<sup>0</sup>), INSTINCT (6<sup>+1</sup>), MIND (5<sup>0</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (4<sup>-1</sup>)  
ABILITIES: Short Sword (+1, DV 3), Athletics (+1), Perception (+2), Stealth (+1), Survival (+1)  
SPECIAL: Darkvision, Natural AR 2, DR 5 Fire

### LIZARD FOLK

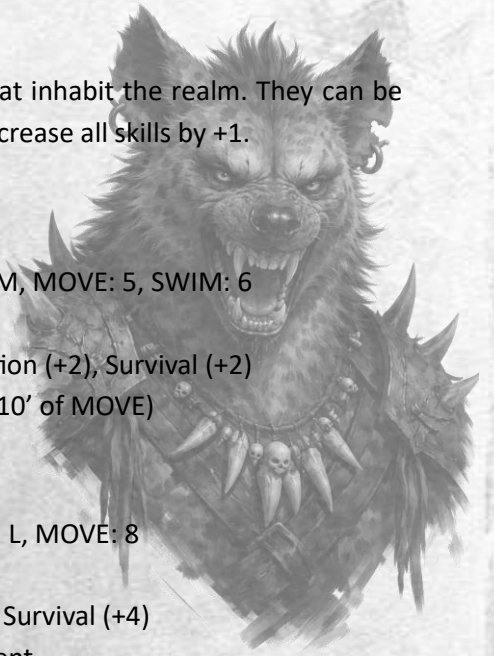
LV: 1, DEFENSE: 15, RESOLVE: 10, HEALTH: 21, ENERGY: 15, INI: +2, SIZE: M, MOVE: 6, SWIM: 8  
BODY (7<sup>+2</sup>), INSTINCT (7<sup>+2</sup>), MIND (5<sup>0</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Spear (+3, DV 4), Athletics (+3), Perception (+3), Stealth (+3), Survival (+3)  
SPECIAL: Nightvision, Natural AR 1, Hide armor (AR 2), aquatic adaptation, Net (+4, TN 16)

### PIXIE

LV: 3, DEFENSE: 13, RESOLVE: 12, HEALTH: 6, ENERGY: 18, INI: +3, SIZE: S, MOVE: 4, FLY: 8  
BODY (6<sup>+1</sup>), INSTINCT (7<sup>+2</sup>), MIND (7<sup>+2</sup>), PRESENCE (7<sup>+2</sup>), SPIRIT (6<sup>+1</sup>)  
ABILITIES: Bow (+4, DV 1 + Sleep Poison), Athletics (+4), Perception (+5), Stealth (+4), Survival (+5)  
SPECIAL: Nightvision, Invisibility (3), Immune to non-magical attacks, Quick: +1 AR and Initiative

### TROLL

LV: 2, DEFENSE: 13, RESOLVE: 9, HEALTH: 35, ENERGY: 15, INI: +1, SIZE: L, MOVE: 8, SWIM: 6  
BODY (7<sup>+2</sup>), INSTINCT (6<sup>+1</sup>), MIND (4<sup>-1</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Claw/Bite (+4, DV 4), Athletics (+4), Perception (+3), Stealth (+4), Survival (+3)  
SPECIAL: Natural AR 2, Multi-attack, regenerate 5 HEALTH per round, aquatic adaptation



## GIANT SIZED ENCOUNTERS

On this page we are taking a look at some of the giant-sized creatures that inhabit the realms, these creatures are giant sized versions of normal insects and animals that are common to the realms.

### GIANT CROCODILE

LV: 3, DEFENSE: 16, RESOLVE: 10, HEALTH: 90, ENERGY: 15, INI: +2, SIZE: H, MOVE: 8  
BODY (9<sup>+4</sup>), INSTINCT (7<sup>+2</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+7, DV 6), Tail (+7, DV 4), Athletics (+7), Perception (+5), Stealth (+7)  
SPECIAL: Natural AR 4, bite attack includes grapple, tail knockback 10', aquatic adaptation

### GIANT EAGLE

LV: 3, DEFENSE: 15, RESOLVE: 10, HEALTH: 35, ENERGY: 15, INI: +3, SIZE: L, MOVE: 4, FLY 24  
BODY (7<sup>+2</sup>), INSTINCT (8<sup>+3</sup>), MIND (5<sup>0</sup>), PRESENCE (7<sup>+2</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Talon/Bite (+5, DV 4), Athletics (+5), Perception (+6), Stealth (+5), Language (Common)  
SPECIAL: Natural AR 2, multi-attack, keen sight, aerial assault (+5, DV 4 and grapple up to size M)

### GIANT RAT

LV: 3, DEFENSE: 14, RESOLVE: 10, HEALTH: 6, ENERGY: 15, INI: +3, SIZE: S, MOVE: 8  
BODY (6<sup>+1</sup>), INSTINCT (8<sup>+3</sup>), MIND (A<sup>0</sup>), PRESENCE (4<sup>-1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+4, DV 2), Athletics (+4), Perception (+6), Stealth (+4)  
SPECIAL: Natural AR 1, darkvision, swarm (+1 within 5' of ally), 1 in 3 has DV 5 injury poison

### GIANT SNAKE

LV: 3, DEFENSE: 14, RESOLVE: 10, HEALTH: 35, ENERGY: 15, INI: +2, SIZE: L, MOVE: 8  
BODY (7<sup>+2</sup>), INSTINCT (7<sup>+2</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+5, DV 3 + Poison), Athletics (+5), Perception (+5), Stealth (+5)  
SPECIAL: Natural AR 2, Poison (DV 5 injury), Grapple (+5), blindsight 10'

### GIANT SPIDER

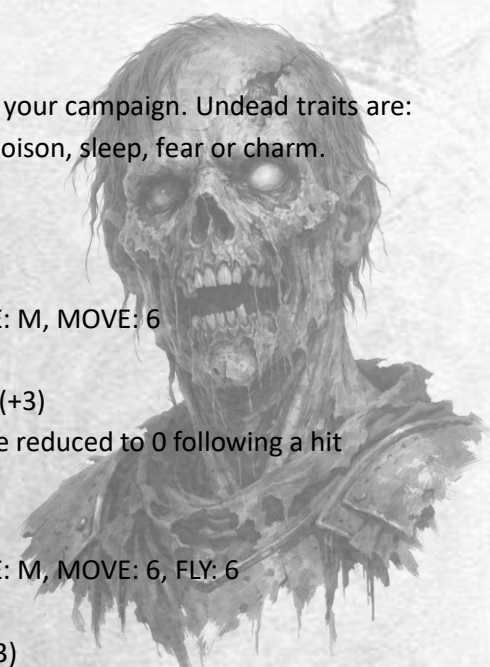
LV: 3, DEFENSE: 14, RESOLVE: 10, HEALTH: 35, ENERGY: 15, INI: +2, SIZE: L, MOVE: 8  
BODY (7<sup>+2</sup>), INSTINCT (7<sup>+2</sup>), MIND (A<sup>0</sup>), PRESENCE (6<sup>+1</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+5, DV 3 + Poison), Athletics (+5), Perception (+5), Stealth (+5)  
SPECIAL: Natural AR 2, poison (DV 5 injury), darkvision, spider climb, web (+5, restrained)

### GIANT WASP

LV: 3, DEFENSE: 13, RESOLVE: 10, HEALTH: 6, ENERGY: 15, INI: +2, SIZE: S, MOVE: 4, FLY 12  
BODY (6<sup>+1</sup>), INSTINCT (7<sup>+2</sup>), MIND (A<sup>0</sup>), PRESENCE (5<sup>0</sup>), SPIRIT (5<sup>0</sup>)  
ABILITIES: Bite (+4, DV 2), Sting (+4, DV 2 + poison), Athletics (+4), Perception (+5), Stealth (+4)  
SPECIAL: Natural AR 1, Poison (DV 5 injury + stunned)

## THE UNDEAD (CHILDREN OF SOROS)

Here we are introducing a sample of undead creatures you can use in your campaign. Undead traits are: do not sleep, eat, breathe, or age and immunity to sickness, disease, poison, sleep, fear or charm.



### GHOUL

LV: 2, DEFENSE: 11, RESOLVE: 10, HEALTH: 18, ENERGY: 15, INI: +1, SIZE: M, MOVE: 6  
BODY (6 <sup>+1</sup>), INSTINCT (6 <sup>+1</sup>), MIND (5 <sup>0</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Claw/Bite (+3, DV 3), Athletics (+3), Perception (+3), Stealth (+3)  
SPECIAL: Undead traits, multi-attack, sense life 30' radius, targets move reduced to 0 following a hit

### GHOST

LV: 3, DEFENSE: 11, RESOLVE: 13, HEALTH: 15, ENERGY: 24, INI: +1, SIZE: M, MOVE: 6, FLY: 6  
BODY (5 <sup>0</sup>), INSTINCT (6 <sup>+1</sup>), MIND (5 <sup>0</sup>), PRESENCE (6 <sup>+1</sup>), SPIRIT (8 <sup>+3</sup>)  
ABILITIES: Touch Attack (+3, DV 5 Necrotic), Perception (+4), Stealth (+3)  
SPECIAL: Undead traits, Ethereal Sight, Incorporeal (immune to non-magical damage), Possession

### SKELETON

LV: 1, DEFENSE: 13, RESOLVE: 10, HEALTH: 18, ENERGY: 15, INI: +0, SIZE: M, MOVE: 6  
BODY (6 <sup>+1</sup>), INSTINCT (5 <sup>0</sup>), MIND (5 <sup>0</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Short Sword (+2, DV 3), Athletics (+2), Perception (+1)  
SPECIAL: Undead traits, ½ dmg from piercing/slashing, chain armor (3), sense life 30' radius

### VAMPIRE SPAWN

LV: 3, DEFENSE: 14, RESOLVE: 12, HEALTH: 24, ENERGY: 18, INI: +2, SIZE: M, MOVE: 6  
BODY (8 <sup>+3</sup>), INSTINCT (7 <sup>+2</sup>), MIND (6 <sup>+1</sup>), PRESENCE (7 <sup>+2</sup>), SPIRIT (6 <sup>+1</sup>)  
ABILITIES: Longsword (+6, DV 4), Bite (+6, DV 5 Necrotic), Athletics (+6), Perception (+5), Stealth (+6)  
SPECIAL: Undead traits, Darkvision, Multi-attack, Regen 5 HEALTH/round, Spiderclimb, Weakness (sun)

### WIGHT

LV: 3, DEFENSE: 12, RESOLVE: 11, HEALTH: 21, ENERGY: 15, INI: +2, SIZE: M, MOVE: 6  
BODY (7 <sup>+2</sup>), INSTINCT (7 <sup>+2</sup>), MIND (6 <sup>+1</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Claw/Bite (+5, DV 3), Athletics (+5), Perception (+5), Stealth (+5)  
SPECIAL: Undead traits, Multi-attack, attacks deal both HEALTH and ENERGY damage

### ZOMBIE

LV: 1, DEFENSE: 10, RESOLVE: 10, HEALTH: 24 (34), ENERGY: 15, INI: +0, SIZE: M, MOVE: 6  
BODY (8 <sup>+3</sup>), INSTINCT (5 <sup>0</sup>), MIND (5 <sup>0</sup>), PRESENCE (5 <sup>0</sup>), SPIRIT (5 <sup>0</sup>)  
ABILITIES: Claw/Bite (+4, DV 3), Athletics (+4), Perception (+2)  
SPECIAL: Undead traits, sense life 30' radius, unnatural strength, fall only at POD

## SUMMONED CREATURES

Here are a few examples of the type of creatures that are summoned by powers and spells available to various level channelers and casters in this book.

### CELESTIAL

LV: 10, DEFENSE: 18, RESOLVE: 17, HEALTH: 27, ENERGY: 27, INI: +3, SIZE: M, MOVE: 7  
BODY (9<sup>+4</sup>), INSTINCT (8<sup>+3</sup>), MIND (8<sup>+3</sup>), PRESENCE (9<sup>+4</sup>), SPIRIT (9<sup>+4</sup>)  
ABILITIES: Fly (12), Combat (+13), Athletics (+13), Perception (+13), Persuasion (+13), Stealth (+13)  
SPECIAL: Holy Armor (5), Immune to non-magical attacks, Holy Sword (2 attacks at DV 5 + 5 radiant)

### ELEMENTAL (FIRE)

LV: 10, DEFENSE: 13, RESOLVE: 13, HEALTH: 100, ENERGY: 80, INI: +3, SIZE: H, MOVE: 8  
BODY (10<sup>+5</sup>), INSTINCT (8<sup>+3</sup>), MIND (5<sup>0</sup>), PRESENCE (8<sup>+3</sup>), SPIRIT (8<sup>+3</sup>)  
ABILITIES: Swat (+15, DV 5 fire with reach), Grapple (+15), Athletics (+15), Perception (+13)  
SPECIAL: Immune to fire, Multi-attack, Fire Aura 5' (DV 5), Fire Form (pass through small spaces)

### GRIFFON

LV: 5, DEFENSE: 14, RESOLVE: 12, HEALTH: 40, ENERGY: 35, INI: +2, SIZE: L, MOVE: 6, FLY: 18  
BODY (8<sup>+3</sup>), INSTINCT (7<sup>+2</sup>), MIND (5<sup>0</sup>), PRESENCE (7<sup>+2</sup>), SPIRIT (7<sup>+2</sup>)  
ABILITIES: Claw/Bite (+8, DV 3), Athletics (+8), Perception (+7), Stealth (+8)  
SPECIAL: Natural AR (2), Multi-attack, keen vision and senses

### HORROR

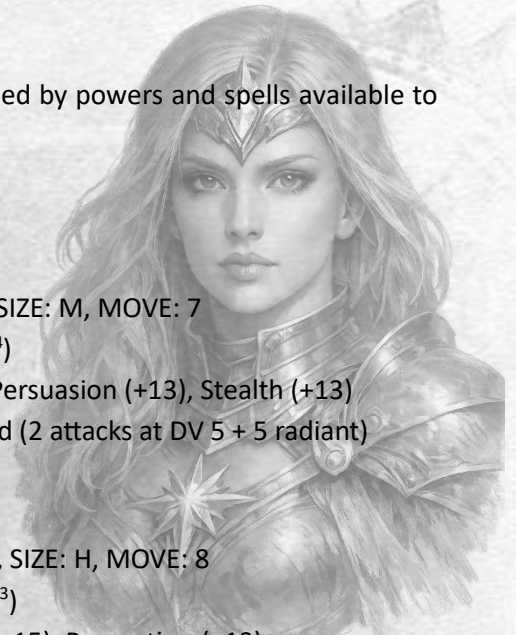
LV: 10, DEFENSE: 16, RESOLVE: 14, HEALTH: 90, ENERGY: 60, INI: +4, SIZE: H, MOVE: 8  
BODY (9<sup>+4</sup>), INSTINCT (9<sup>+4</sup>), MIND (5<sup>0</sup>), PRESENCE (9<sup>+4</sup>), SPIRIT (9<sup>+4</sup>)  
ABILITIES: Claw/Bite (+13, DV 6), Athletics (+13), Perception (+13), Stealth (+13)  
SPECIAL: Natural AR (2), multi-attack, immune to fear and mind influencing effects

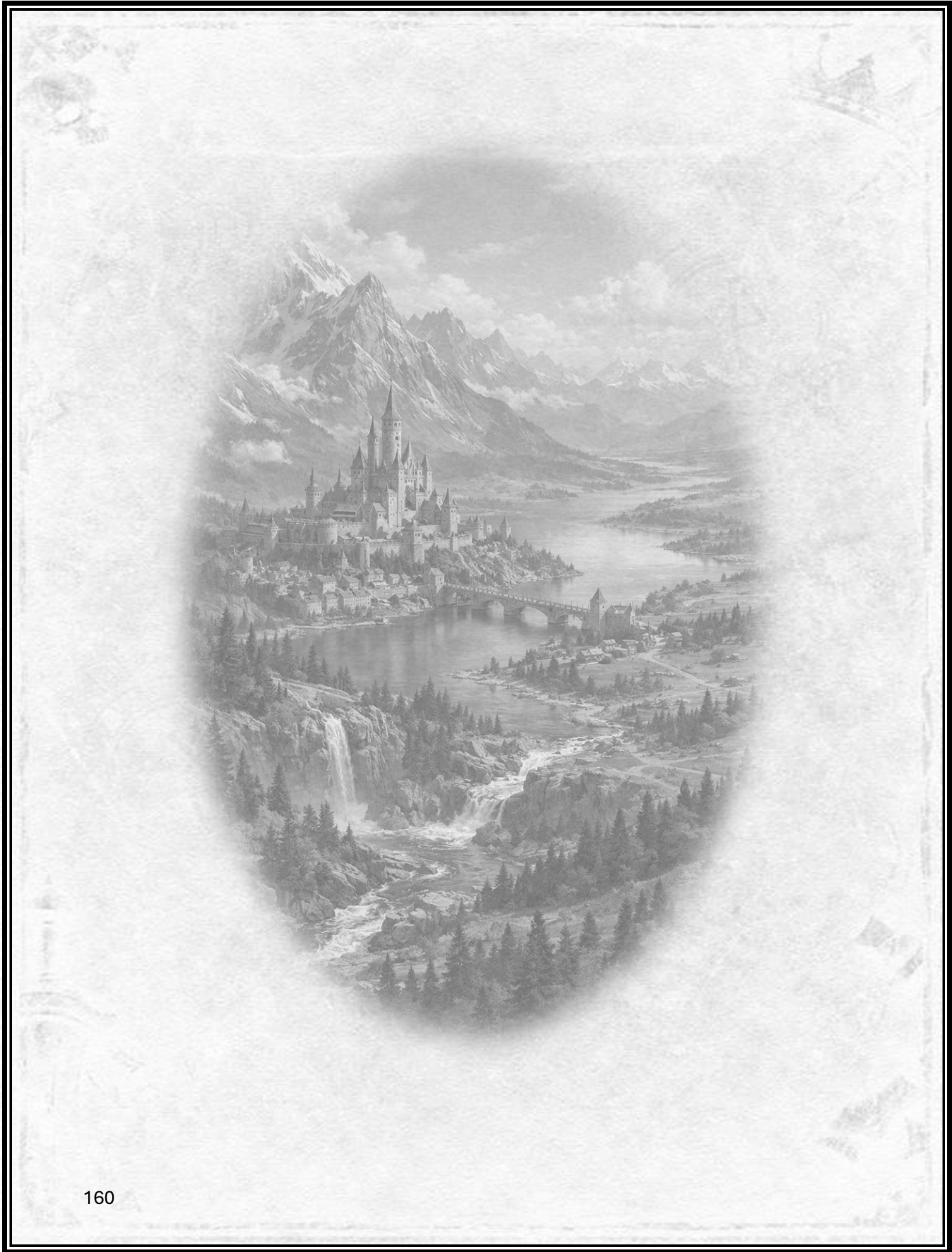
### NIGHTMARE

LV: 5, DEFENSE: 14, RESOLVE: 12, HEALTH: 40, ENERGY: 35, INI: +2, SIZE: L, MOVE: 8, FLY: 18  
BODY (8<sup>+3</sup>), INSTINCT (7<sup>+2</sup>), MIND (5<sup>0</sup>), PRESENCE (7<sup>+2</sup>), SPIRIT (7<sup>+2</sup>)  
ABILITIES: Hooves (+8, DV 4 Fire), Athletics (+8), Perception (+7), Stealth (+8)  
SPECIAL: Natural AR (2), Immune to Fire (as well as rider)

### PEGASUS

LV: 5, DEFENSE: 14, RESOLVE: 12, HEALTH: 40, ENERGY: 35, INI: +2, SIZE: L, MOVE: 8, FLY: 24  
BODY (8<sup>+3</sup>), INSTINCT (7<sup>+2</sup>), MIND (5<sup>0</sup>), PRESENCE (7<sup>+2</sup>), SPIRIT (7<sup>+2</sup>)  
ABILITIES: Hooves (+8, DV 3), Athletics (+8), Perception (+7), Stealth (+8)  
SPECIAL: Natural AR (2), understands celestial, common and elvish languages





# MYTHOS

There was a time when the world trembled beneath the footsteps of heroes.

In elder days, the skies burned with sorcery, dragons wheeled above shining towers, and the gods walked openly among mortals. The world was shaped by miracle and myth, and the name *Mythos* was spoken with reverence — for Mythos is both the world itself and the Mother who birthed it.

But the age of wonders is fading.

Magic, once abundant as sunlight, now flickers like a dying ember. Wizards are rare. True miracles are whispered about in taverns as though they were dreams. What remains of the elder world lies buried in crumbling ruins, lost vaults, and shattered citadels — relics of impossible craft, artifacts humming with forgotten power, and spells no living mind fully understands.

In this waning age, steel and ambition rule where sorcery once did.

Feudal kings war endlessly for land and legacy. Banners rise and fall in muddy fields. Oaths are sworn by torchlight and broken at dawn. Humanity stands ascendant — populous, adaptable, relentless — while the elder races endure in quieter corners of the world. Elves guard the last ancient groves where Mythos' breath still lingers. Dwarves delve deep beneath mountains whose roots remember older songs. Halflings thrive in hidden valleys, clinging to hearth and harvest while greater powers clash around them.

Above all stand the Three.

**Arnos**, the Creator and All Father, lord of light, honor, and righteous flame.

**Mythos**, the Great Mother, whose breath is wind, whose blood is the river, whose body is the earth, mountain and plain.

**Soros**, the Dark One, god of shadow, corruption, and the slow unraveling of all things.

Though their voices are quieter than in ages past, their influence endures — in temple, forest, battlefield, and grave.

This is not an age of legends.

It is an age waiting for them.

And in the long twilight between miracle and memory, a single blade, a single spell, a single act of courage may yet decide what becomes of Mythos.

# Legends and Lore

*A Fantasy Roleplaying System*



ONE  SYSTEM

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