

MACHINA & MAGIC

DEMO SET VERSION 1.0



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Machina and Magic Demo-Set Version 1.0

This game is a demo version of Machina and Magic. This book can help others understand some of the core concepts of the game and give a general idea of the game and its main mechanics. While this book may be used to run a campaign of your own, we highly encourage that you consider getting the full game with all the spells, characteristics, feats, equipment, and other abilities. This version of the game is condensed and simplified and does not contain all of the rules of the main game.

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Basic Rules

Roll-Only-Two

This game uses a special system known as Roll Only Two (or better known as R.O.T.) What makes this game super special is that for the most part, you will only ever have to roll two dice. Whenever you roll dice, add up all the numbers together, which will give you your total. This total number is used to challenge opposing dice rolls, or against a static number known as a TN. **TN** stands for "Target Number", and it is the number required before a success can be made.

When making dice rolls, these are the common TNs someone could make:

Easy: TN 3
Average: TN 5
Challenging: TN 7
Hard: TN 9
Legendary: TN 13

The dice you will need for this game are pretty standard:

2 × d4 dice,
2 × d6 dice,
2 × d8 dice,
2 × d10 dice,
and 2 × d12 dice.

You can get by with only 1 set of these dice, but it is highly encouraged that you have at least two of each of each die. If you have more, it is even better since feats and abilities may allow you to roll more than two dice (*gasp!*). These dice can be found at any gaming store, most comic book or hobby stores, and come in tons of colors and varieties online. Please make sure that the dice are "standard" and are not used for card games or counters.

The die types represent what "strength" each *Attribute*, *Skill*, or *Feat* represents. The smallest die being a d4 and the largest die being a d12. The distance between these die are referred to as steps. If something caused a d10 die to lose a step, it would become a d8. In the case of skills, where you might not have any "knowledge" of a particular skill, a die type may be absent. Whenever a die is reduced below d4 or there is not a die type present, the die is replaced with a simple 1 instead, which is not rolled.

What about my d20 or d% dice?

You might find some use for them, but within this book, there are no rules for using those dice, so you are free to store them in a safe place; or... if you're that dedicated to this game, just pitch them in the garbage or mail them to me.

The Number 1

To clarify, any non-existent die are replaced with the number 1 during *Skill* or *Attribute* rolls where a skill or attribute is absent. This is typically used in "skill-less" rolls where you may have to attempt a skill you do not know.

For example: Your character might have a d8 in *Agility* but does not have any training in the skill *Ride*. In the event they attempt to escape with someone else's horse, they would only roll d8 + 1. Essentially, it is as if the other die that would have existed rolled a 1.

Dice Modifiers

A modifier is treated as the "average" a die can get. It is used in various situations like determining how much weight someone can carry or how long someone can hold their breath underwater. Sometimes a modifier is referred to as a "mod" for short, and will sometimes be worded that way throughout this manual. A modifier is treated as half of the die type. In the case of not having a die type, there is no modifier. A "1" cannot be rolled and thus has no modifier.

For example:

No Die Type = 0 d8 = 4
d4 = 2 d10 = 5
d6 = 3 d12 = 6

Rolling More Than Two Dice

There are some cases in which you will not “Roll-Only-Two” dice; this is common when you roll extra dice granted by *Feats* or other abilities. Sometimes you may roll extra dice because of special attributes, size changes, or magical effects. As a common rule of thumb, it is not likely that a typical every day person will be rolling more than two dice. Heroes and characters of importance are allowed to break this rule, thus making most player characters extraordinary.

Double '1's (Botching)

Whenever two 1's are rolled, the result ends up in a botch, a catastrophic failure. The **GAME MASTER** is encouraged to come up with a creative means as to what happens during this failure. A character might stumble or drop their weapon in fight; or a character might be given false information from a botched knowledge roll. A character might lose their grip and fall while climbing. In the event that more than two dice are rolled, all dice that are rolled must roll a 1 for a botch.

It is encouraged that a botch is treated as a simple mistake that may have been out of the character's control. When a character attempts something but does not have the proper skills or abilities to do it, the **GAME MASTER** is encouraged to make such a botch even worse. Whenever you botch in a combat round, your turn ends and no other actions can be made or held (such as multiple actions, or when using special feats such as *Flurry* or *Slap Shot*). Botching can happen on numbers other than 2 as well, such as in risky, difficult, and dangerous situations where the botching difficulty is increased.

Exploding Dice

Did you know the dice in your hands are actually explosive? We do not mean that they will burn holes in your gaming table, but that the dice themselves are capable of becoming more than they are. Whenever a die rolls its maximum number, it is then rolled again and added to the previous number.

For example: If a d10 rolls a 10, it gets to be rolled again. If the next number that comes up is a 5, the total that die has rolled is a 15.

This applies to **all** die rolled (unless otherwise stated). Dice may be rolled up to 4 times, allowing for large successes. That means a dice can explode 3 times. Some restrictions such as critical resistance and critical immunity (page 23) may restrict the amount of times dice can explode when dealing damage.

Extended Rolls

In the case of extended rolls, multiple rolls are made in sequence, and all rolls are added. This is typically used for actions that take more than 1 round to accomplish such as using the skills *Intrusion*, *Meditation*, or *Craft*. For most rolls, each roll represents a passing of time larger than one round, such as 30 minutes in the case of recovering mana (see page 45).

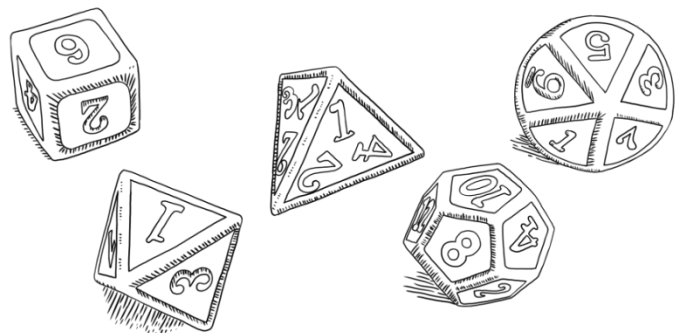
Raises

Whenever the total number rolled becomes twice as high as the target number it is to be treated as an exceptional success. The **GAME MASTER** and players are encouraged to describe what makes the success so great, and possibly give such events an advantage if one is not already given. Raises may be theatrically awesome during a combat action, and will add 1 extra damage to any damage rolled (Though this 1 can become a die in the form of *Vital Strike* on page 53). Combat maneuvers, spells, resist rolls and some abilities may be affected by raises as well.

Taking a Mod:

If your character has plenty of time to complete a task where there is no risk of failure, they may instead use their dice modifiers as the result for any skill roll. This can only be done if the character has at least a d4 in the appropriate skill.

For Example: Your character needs to climb a 10ft. ledge which is not particularly dangerous. They may instead use their *Strength* + *Climb* modifiers and add them together as their result. If the ledge only required a TN: 5, and the character had a d6 in *Strength* and a d6 in *Climb*, they could take a mod, since their *Strength* modifier of 3 and their *Lift* modifier of 3 equals 6 when added together. This surpasses the needed 5 TN.



The Cool Thing About Your Dice

What makes this system pretty versatile is that you can combine any *Attribute* and *Skill* together, and it can make sense in the context of what you are doing. Let's take a skill like *Melee* for example. Normally you will find yourself rolling *Agility* + *Melee* as it dictates for all of your attack actions. But if your character stumbled upon an odd weapon, they might roll *Intellect* + *Melee* in order to understand how to use such a weapon or know who would use it. A person with *Lore*, or *Profession: Soldier* could have rolled for the same thing for different reasons. You could identify the item if it was from an area you were familiar with, which is represented by your hometown etiquette. *Lore* can tell you some information on that weapon, such as a date or war it might have been used in. *Profession: Soldier* can tell you what rank of soldier might have held that type of weapon, or what sort of unit would have used them. *Skills* and *Attributes* will overlap; there is typically not a single way to roll for any one roll. **GAME MASTERS** and Players are encouraged to use their imaginations. As a group, you may have to determine what is correct in the context of the situation.

Here are some fun examples of mix and match skills:

- ❖ *Strength* + *Acrobatics* : Lifting someone with your feet while doing a handstand.
- ❖ *Focus* + *Stealth* : Remaining completely still for a long period of time to the point where it might be mentally straining.
- ❖ *Wits* + *Archery* : Timing to loose an arrow through the blades of a windmill.
- ❖ *Endurance* + *Willpower* : Trying to ignore a terrible smell.
- ❖ *Agility* + *Occult* : Trying to cover an area with protective salts as fast as possible.
- ❖ *Intellect* + *Persuade* : Give a prepared presentation on the scientific usefulness of a particular metal alloy.
- ❖ *Dexterity* + *Academics* : Carefully removing ancient scrolls from an old worn library.
- ❖ *Charisma* + *Lift* : Impress someone by flexing your muscles.

Initiative

What happens in a round?

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. Each character or creature that participates in combat (or other initiative based events) gets one turn. Each round's activity begins with the character or creature with the highest initiative result. From there, the initiative proceeds in descending order. When a character's turn comes up in the initiative sequence, that character performs their entire round's worth of actions, except in the case where actions are held. When the rules refer to a "full-round", it refers to the entire span of time within the creature or character's turn. Effects that last a certain number of rounds end just before the same initiative count that they began on.

To determine the order of initiative, an initiative roll is made. This is done by rolling *Agility* + *Wits*. The higher the roll, the higher you are on the initiative. Ties are broken by having higher *Agility* or *Wits* scores. Creatures with the *Improved Initiative* feat roll an extra die to their initiative and always break ties when there are ties involved (if both creatures have *Improved Initiative*, then ties are broken by having higher *Agility*, *Wits*, and *Improved Initiative* scores). In the event that creatures cannot break ties, both creatures act on the same initiative in which the **GAME MASTER** determines what happens. It is possible during these situations that creatures or characters may not be able to perform impromptu actions against each other; attacks, spells, and damage may happen simultaneously.

Rolling a 2: Whenever you botch in a combat round, your turn ends and no other actions can be made or held.

Taking Turns, Delaying, Holding Actions, and How a Turn is Split.

When it is your turn, you may perform a regular action, an impromptu action, and any number of free-actions. Your regular actions can be split in the case of performing multiple actions; some actions will require the full-round such as in the case of a full-round action, which take up the entirety of your regular actions. Players may also choose to delay their turn or set up an action as a response to other actions in a round in the case of holding an action.

Delay: If you choose to delay, you may change your initiative to a later initiative and act at any time; however, your turn is performed last on that initiative number, regardless of how quick you are. This means all creatures on the same initiative number go before you. Delaying is useful if you wish to perform an action that may require more than one person, or when you simply have to wait for another creature or character to complete their turn.

Holding an Action: You may choose to hold a single action for a specific trigger. Held actions are always performed first, except in a few specific cases. The action must have specific trigger, such as "I loose my arrow at the troll when he pops his head out of the cave.", "Pulling the switch when someone stands on the trap platform", or "Pulling the rope when a target runs in range". If the trigger is not performed, or if the character performs an impromptu action that disrupts the held action, they may act normally the following round but the held action for the round is lost.

Keeping Initiative vs. Rerolling Initiative

Typically, you roll initiative each round to determine who gets to go first. To allow combat to go quicker, you may choose to keep initiative the same each round, and only reroll initiative when something within combat has changed. You may also choose to take the modifier of all die used for initiative instead of rolling for mindless or programmed creatures such as skeletons, oozes, or golems. If someone chooses to hold or delay their actions, they then take the new initiative according to when they stopped delaying or holding their action.

“Cinematic Time Bending”

Despite each round consisting of six seconds, this rule can be bent to allow for cinematics. In the case of villains monologuing, you can stretch the round to add another sentence worth of speech in the round. Characters may be allowed to respond to enemies, or speak out of turn for longer than a second to another player if thematically appropriate. You may allow characters to change facing for dramatic purposes, or cause scenes to happen which “pause” initiative. Ultimately, these things are up to the **GAME MASTER**, but players should not be denied the fun as well; after all, this is a shared story.

Actions, Rounds, & Movement

Regular Actions and Multiple Actions

A regular action is an action that can be performed as part of a round. Almost all skill rolls that are made during a round are considered a regular action.

Examples of regular actions: Picking up a dropped item, making a melee attack, climbing over a ledge, standing up, jumping over a fence, throwing an object, opening a door, pulling a lever, making a skill roll, etc.

You can take up to 4 regular actions in a round if you decided to split your regular actions into multiple actions. Each extra regular action you make after 1, your dice types for all rolls are reduced by 1 step.

Example of multiple actions: If a swashbuckler was making two attacks with a rapier, all dice rolled for both attacks would be reduced by 1 step. We'll assume the swashbuckler has an *Agility* score of d10, and a *Melee* skill of d8. In this case of making two attacks, each attack would be made rolling d8 + d6. If you were making three attacks, each attack would be at a d6 + d4. If making four attacks, each attack would be at a d4 + 1. This can be done with different types of skill rolls as well. If the swashbuckler needed to leap onto a crate before taking a swing with their rapier, the *Agility* + *Acrobatics* roll would be reduced by 1 step as well as the *Agility* + *Melee* roll.

Dice can never go below a 1, and any roll in which a 1+1 roll is made is treated as an automatic botch and cannot be performed.

Full-Round action

This is an action that takes a whole turn to complete. Unlike a regular action, it cannot be split up into multiple actions. Full-Round actions cannot be performed during a surprise round, and cannot be held actions.

Examples of Full-Round actions: Charging, reloading a heavy crossbow, using, or delivering a Coup-de-Grace.

Free Action:

This action happens immediately, but only on your turn. It does not take up an action, though the **GAME MASTER** may limit how many free actions you can take in a round.

Examples of Free Actions: Talking or yelling a short phrase, switching a weapon from one hand to the other, changing your facing, dropping an item, pointing at something or someone, holding your breath.

Impromptu Action:

An impromptu action is an action that happens after certain conditions are met. Like any other action, it counts for the purpose of making multiple actions, but may be used even when it is not your turn. You can only perform a single impromptu action a round, regardless if it is a free action or not. Special impromptu conditions may be declared during your turn, such as holding an action to make an attack when someone comes within range, or crouching behind cover when you hear footsteps approach. Some spells, maneuvers, and abilities may be triggered without any specific declarations.

Impromptu actions may also be free actions in specific cases, in which case they do not change how multiple actions are performed, nor do they go against the limit of how many impromptu actions you can perform in a round; meaning that you may perform as many free impromptu actions as you'd like, any time you would like.

Examples: Full Defense, Block/Parry, Falling Prone, Using a Defensive Spell, Holding Actions, etc.

Assist Action

An assist action functions like a full-round action in which, you can assist another with a task. Doing so provides a +2 bonus to the next skill roll they make as long as you have at least a d4 in the corresponding skill. Those who wish to perform the assist action must delay their action so that their initiative lines up with the one they wish to assist. The **GAME MASTER** ultimately decides if an action can be assisted, as some tasks cannot be done with more than one person.

Movement

Movement is anytime your character moves, such as swimming, running or climbing. Like any other action, it counts for the purpose of making multiple actions, but the amount you can move in a turn is different depending on how far you move. This applies to all forms of movement, including rare forms of movement such as flying. Each time you move it counts as a regular action. Movement can be made multiple times just like splitting multiple actions.

On a standard grid map, every 1 inch square is considered to be 5ft. While moving vertically or horizontally on a flat plane, each movement from one square to the next is considered to be 5ft. However, moving diagonally is not the case. Every other movement is considered to be 10ft. of movement instead of 5ft.

Optional Rule: You may instead use a ruler or measuring tape to measure out movement in inches. When doing this method, every inch is considered 5ft.

Base Speed

Your base speed determines how fast you can move. When it comes to moving on land, such as running or walking, it is determined by your base land speed. This can change based off the creature's species, or other factors such as magic.

The standard base land speed for humans, spritekin, and beastfolk is: $(\textit{Agility} + \textit{Run Modifiers}) \times 3 + 20\text{ft.}$

Walk: Moving your base speed, this is considered a regular action.

Jog: Moving twice your base speed, this is considered two regular actions.

Run: Moving three times your base speed, this is considered three regular actions. You cannot turn more than 180 degrees during the run.

Sprint: Moving four times your base speed as a full-round action as long as you do not turn more than 90 degrees during the run.

Charge: You may move twice your base speed and make a single attack as long as you charge in a fairly straight line, and nothing impedes your movement. This counts as a full-round action.

Special Note: You may draw a weapon, reload a light weapon, or pass off an item as part of any movement. You may also pull something off a belt, pouch, or anything that is convenient to grab as part of a movement. This does not count as an extra action.

Encumbrance

While encumbered, your maximum movement is limited. While suffering a -1 penalty, you are unable to sprint. While suffering a -2 penalty, you are unable to run, sprint, or charge. While suffering a -3 penalty you are only able to walk. It is impossible to carry your load limit and move. With encumbrance, it is important to know, that all penalties to *Swim* and *Arcana* rolls suffer double penalty. Encumbrance is determined on page 32.

Minor Movement

Characters may make minor movements as a free action. Such movements might be to peek around cover, crouch, turn around, or to move in any direction up to 5ft. You may also use minor movement to move 5ft. towards and enemy to strike them, and move back to the previous space as long as you are using a weapon with a fair amount a reach such as a longsword or a spear. This can only be done once in a round and the **GM** can decide which movements are considered a minor movement.

Stealth

When attempting to move stealthily, you may perform *Stealth* as part of your movement. You may not sprint, or charge while using *Stealth*. Unlike normal splitting of actions, *Stealth* is rolled once, regardless of how much movement is made. If you move twice, *stealth* is rolled once, but suffers a 1 step die penalty as normal. If you choose to *Stealth* and move twice before making an attack, it is still treated like 3 actions and thus is split with all dice rolled being reduced by 2 steps. In that particular situation, if you were to have a d8 in *Agility* and a d10 in *Stealth*, you would reduce those die to a d4 and a d6.

When moving in a group, everyone must roll *Stealth*. The group gets a score equal to the lowest number rolled among the group. This does not mean however, that everyone always gets caught in these situations. See the *Stealth* skill on page 34.

Casting Spells and other Magics

Spells have their own rules for how long they take to cast, depending on the spells themselves. While casting spells, you typically have specific requirements known as trappings (casting by moving your hands, speaking words of power, or using religious iconography or symbols). You may only cast a single spell at a time (though multiple spells can still be cast in a round with multiple actions). Spells that require concentration require full dedication of the mind, and thus you can only have one concentration spell active at a time.

Climbing

Unless a creature is a natural climber, its climb speed is not as fast as its running speed. Most medium sized creatures have a base climb speed of [*Strength* modifier + *Climb* modifier + 1]. If the subject is climbing a well-supported ladder, their climb speed doubled. Much like moving on land, you can "sprint" and "run" while climbing but cannot charge.

Sometimes due to the difficulty of climbing, climbing may require a *Climb* roll. The table for climbing rolls is explained on page 31.

Natural Climbers: Natural climbers move on vertical surfaces just as a runner moves on land, can perform maneuvers such as charging, and may move their full movement while climbing. Natural climbers have climb speeds just like their land speed, which uses *Agility* instead of *Strength*. A natural climber's climb speed varies based on how it climbs.

Swimming

Unless a creature is a natural swimmer, its climb speed is not as fast as its running speed. Most medium sized creatures have a base climb speed of [*Strength* + *Swim* Modifiers + 1]. Much like moving on land, you can "sprint" and "run" while swimming but cannot charge.

Sometimes due to the difficulty of swimming, swimming may require a *Swim* roll. The table for swimming rolls is explained on page 33.

Natural Swimmers: Natural swimmers move in water just as a runner moves on land, can perform maneuvers such as charging, and may move their full movement while swimming.

Undine have a swim speed of: 20ft. + ((*Agility* + *Swim* Modifiers) × 3).

Flying

If a creature has the capacity to fly, they may learn the *Fly* skill (page 34). Their speed is based on their creature type and their form of flight. Movement while flying functions just like movement while moving on land, though rules can be different depending on the type of flight.

Defense Value (DV)

DV stands for "Defense Value". It's a static bonus that determines how difficult you are to hit in combat. Your DV is broken up into 4 separate components, your base, shield, agility, and magic/misc. bonuses.

Base: This is how difficult it is to hit someone of your size. The standard human (medium creature) has a DV of 3, while Jinnji have a DV of 4. Any magical bonuses added to DV add to your Base DV. Your DV can **never** drop below your base.

Shield Bonus: This is a bonus that is given from a shield. Sometimes this is given from other sources such as magic, soft cover, or pauldrons. Small shields add a +1 passive shield bonus. Large shields add a +2 passive shield bonus. Tower shields add a +3 passive shield bonus. Pauldrons add a +1 passive shield bonus. You **cannot** lose your shield bonus from encumbrance. Whenever taking cover, the cover is treated as a shield bonus except in the case of total cover. Passive shield bonuses refer to any situation in which a shield is not used actively, such as in the case of blocking (see page 9).

Active, Touch, and Flat-Footed DV

Active: While you are being aware of your surrounding trying to avoid hits, you use your active DV. Your active DV is your Base + *Agility* + Shield - Encumbrance penalty. Under normal circumstances, this is your DV at all times during combat.

Flat-Footed: When you cannot react to the danger that is threatening you, you become flat-footed. If you cannot see a threat, the threat has the surprise, or the threat has snuck up upon you; you are considered flat-footed. Your flat-footed DV is your Base + Shield bonus.

Touch: This is the DV that is used for attacks and effects that only need to touch you. Touch attacks bypass shields since you just need to hit the target's mass. Your touch DV is your Base + *Agility* - Encumbrance penalty. If a touch attack is made when you are flat-footed, is treated as your base DV.

Other modifiers to DV

Block: When you actively use your shield to aid you in defense, you are granted an additional bonus to your shield bonus. Blocking is a maneuver explained on page 9.

Parry: When you actively use your weapon to aid you in defense, you are granted a shield bonus from the weapon. Parrying is a maneuver explained on page 9.

Cover and Falling Prone: You can get cover from a shield, wall, or other objects. This provides a +1, +2, or +3 shield bonus to DV. If you fall prone, you can gain a +2 bonus against ranged attacks if the attacker is not within 10 feet of you. How to obtain cover is explained on page 14.

Using Full Defense: Your total DV is your active DV + *Acrobatics* modifier + Parry + Block. Full Defense is a maneuver explained on page 9.

Characteristics: Some characteristics like *Dodgy* (page 55) can provide a bonus to DV based on the situation.

Passive Alertness

When your character is not actively paying attention to their surroundings, it does not mean they are blind. Passive alertness represents how aware your character is when they are not actively looking for something.

Whenever a creature is attempting to sneak against someone who is not actively looking around their surroundings, the passive alertness is treated as a TN for success. If you fail against this TN, the target becomes "aware", which allows them to make standard *Perception* rolls. The game master might say something like "You see something out of the corner of your eye, or something quickly hides around the corner" if something fails to sneak against your passive alertness.

Your passive alertness score is equal to your *Focus* + *Perception* Modifiers. Whenever actively using the *Perception* skill or when using the *Investigation Skill* when searching for hidden things, the minimum roll you can achieve is equal to your passive alertness; the exception being when a creature botches.

Melee and Ranged Attacks

Attacking is a regular action. These are the types of attacks you can make:

Melee (Weapon) Attacks: When attacking with a melee weapon, you roll *Agility* + *Melee*. Damage dealt is your *Strength* + weapon damage. This is typically lethal damage, and can be bludgeoning, piercing, or slashing depending on the weapon. Non-lethal weapons deal non-lethal damage.

Unarmed Attacks: When attacking with a punch, kick, or unarmed weapon, you roll *Agility* + *Unarmed*. Damage dealt is *Strength* + 1 non-lethal bludgeoning damage. If you are using an unarmed weapon, for damage you roll *Strength* + weapon lethal damage, which deals the type of damage the weapon deals. With the *Martial Art* feat you can deal more damage when fighting without a weapon. Creatures maybe deal varying damage with unarmed attacks using natural weapons.

Ranged Attacks: When attacking with a bow or crossbow, you roll *Dexterity* + *Archery*. Bows and crossbows have their own "strength". Damage dealt is: weapon's *Strength* + weapon's damage. A bow's damage is usually represented by the size of the bolts being used, and the strength of the weapon represents how much pull such a ranged weapon has.

When attacking with a throwing weapon, you roll *Agility* + *Throw*. Damage dealt is *Strength* + weapon damage. Small balanced throwing items such as shuriken, darts, throwing knives, or boomerangs are thrown using *Dexterity* + *Throw* instead. Using a sling also uses *Dexterity* + *Throw* as well.

Ranged attacks have effective ranges when using them. You may use a range weapon passed its effective range. For each increment past the first effective range of a weapon, the weapon suffers a -1 penalty to all attack rolls. You may make an attack up to 4 times the weapons effective range (-3 penalty). Throwing weapons have a range of 15ft. unless otherwise stated.

Combat Maneuvers

Combat maneuvers are aggressive actions you can do in combat in place of an attack. Attacks and combat maneuvers can be done in tandem as part of multiple actions unless they are full-round actions to perform.

Maneuver Value (MV)

Whenever a successful combat maneuver is made, the target might make a resist roll against the attacker's maneuver value, also known as their MV, to resist the maneuver's effect. The four types of common maneuver values are unarmed, weapon, ranged, and tricky.

Unarmed Maneuver: If the attacker uses their body to perform the maneuver, it is considered an unarmed maneuver. Unarmed maneuver value is equal to the attacker's *Strength* + *Unarmed* + 1.

Weapon Maneuver: If the attacker is using a weapon, it is considered a weapon maneuver. Weapon maneuver value is equal to the attacker's *Strength* + *Melee* + 1.

Ranged Maneuver: If the attacker is using a ranged weapon, it is considered a ranged weapon maneuver. The skill used in this value is determined by the type of ranged weapon used. Ranged weapon maneuver value is equal to the attacker's *Dexterity* + *Archery* + 1 if you are using a bow or crossbow. Ranged weapon maneuver value is equal to the attacker's *Dexterity* + *Throw* + 1 -or- *Agility* + *Throw* + 1 if you are using a thrown weapon. Unless otherwise stated, a ranged maneuver can only be made during the first ranged increment.

Tricky Maneuver: If the attacker is attempting to trick the target, such as with a feint or a stunt that requires you to catch someone off guard, it is considered a tricky maneuver. Tricky maneuver value is equal to the attacker's *Wits* + *Subterfuge* + 1.

Blocking

When you actively use your shield to aid you in defense, you are granted a shield bonus. Blocking is an impromptu action and adds a +1 shield bonus. You can add more to this bonus using the *Shield Expertise* characteristic (page 59).

Parrying

When you actively use your weapon to aid in defense, you are granted a shield bonus. Parrying is an impromptu action and adds a +1 shield bonus against melee attacks. You can add more to this bonus using the *Parry Expertise* characteristic (page 59). You can only ever receive the benefit of parrying from one weapon that you are using; however, any magical bonuses to parry stack, even while dual-wielding. You may also gain the benefits of parrying against ranged and magical attacks as long as they are made 5ft. from you.

You may parry without a weapon as well; however, you may only parry against non-lethal weapons or ranged attacks within 5ft.

Full Defense

When you put everything you have into defending yourself, you go full defense. This is a full-round action. Your total DV is your active DV + *Acrobatics* modifier. You also gain the benefits of blocking and parrying. Despite being a full-round action, you may still do this as an impromptu action. While using full defense, you may still make a single movement. You may only perform a Full Defense action as long as you are able to move, and are not within a grapple, immobilized, or paralyzed. You must be a natural flyer, swimmer, or climber to perform the full defense while flying, swimming, or climbing respectively.

Charging

When charging, you may make a single attack, moving twice your base movement. This is a full-round action that takes no multiple action penalties for movement. You may forfeit a charge for a dodge, parry, or block at any time while charging. As a charge, you may also choose to perform a combat maneuver in place of an attack. Charging requires that you move at least 10ft. in a relatively straight line. You may also draw a weapon as part of a charge. You may also switch grip as part of a charge.

Aiming

By spending a full-round watching a target, you can add your **Focus** die to your next ranged attack roll. This bonus is lost if you lose sight of the target. You may also aim as part of a single movement. The target must be visible to gain the benefits of aiming, and aiming at a blocked opening (such as a closed door) does not grant the benefits of this maneuver.

Bracing

Bracing is a deadly technique against targets who are on horseback or enemies who charge at you. You may brace against a charge as an impromptu action when using a long weapon (such as a spear). When the charger is within range, the bracer gets to make a single attack before the charger. If the bracer hits the charger, the charge is stopped. If the charger decides to block/parry this attack (assuming they can), their charge is lost and their attack is forfeit regardless of the outcome.

You may also brace against a tackle, a bull rush, or when a creature is attempting to overrun you with its body or with a mount.

Disarm

Disarming someone causes an opponent to lose the object in their hand. Unless you use a weapon that can disarm, you must use your body to disarm a target. After a successful *Melee* or *Unarmed* attack against the target's DV, the target must make a **Strength + Melee** resist roll against the target's unarmed MV or weapon MV. Failure means the target loses the item in their hand and it drops in a random direction no further than 5ft. from the target. If the attacker fails the initial attack, as an impromptu action, the defender may counter-disarm, making a disarm attack with no consequences for failure. If you get a raise against targets with an unarmed disarm, you may choose to equip the weapon instead of letting it drop.

Items held in two hands are much harder to disarm, and thus grant a +4 bonus to resist rolls for being disarmed. Locked gauntlets and strapped shields make disarming nearly impossible granting a +8 bonus to resist rolls for being disarmed.

Trip

Tripping causes an opponent to fall prone. Unless you use a weapon that can trip, you must use your body to trip a target. After a successful *Melee* or *Unarmed* attack against the target's DV, the target must make a **Strength + Unarmed** resist roll against the target's unarmed MV or weapon MV. Failure to resist means the target falls prone. If the attacker fails the initial attack, as an impromptu action, the defender may counter-trip, making a trip attack with no consequences for failure. In the case of a weapon trip, you may drop the weapon to prevent being counter-tripped.

Bull Rush and Tackling

Bull rushing causes an opponent to be pushed. After a successful *Unarmed* attack against the target's DV, the target must make a **Strength + Lift** resist roll against the attacker's unarmed MV. Failure to resist means the target is pushed 5ft. (1 inch), a raise means the target is forced to move an additional 5ft.

Tackling functions just like bull rushing but instead deals normal non-lethal unarmed damage to the target and initiates a grapple. After a successful *Unarmed* attack against the target's DV, the target must make a **Strength + Lift** resist roll against the target's unarmed MV. Failure to resist means the target is prone and takes normal unarmed damage. Both the attacker and the target become prone. You may choose to initiate a grapple after a successful tackle. If a tackle fails, the attacker is left prone. Any bonuses that apply to bull rushing, also apply to tackling.

Feinting

In combat you can misdirect an opponent by tricking them with a feint. As an action, you can feint a target. The defender must roll a resist roll against the attacker's tricky MV. If you successfully feint a target, they are treated as flat-footed against your next attack. If you or the target disengages, the target is no longer feinted. Animals, feral creatures, and unintelligent creatures get a +4 bonus to the resist roll. Feinting has no effect on mindless creatures. Targets who have been successfully feinted against qualify for *Assassinate*.



Taunting

Taunting allows you to catch a target's attention towards you. As an action, you may taunt a target. Targets roll a **Focus** + *Composure* against the taunter's tricky MV. A failure means the target is denied their passive alertness and is distracted. In many cases, the target will attack the taunter. Taunting has no effect on mindless creatures.

Targeted Strike

When making an attack, you can choose to make an attack on a specific body part. For most body parts, it incurs a penalty to hit a specific spot. For each creature, the penalties to hit a creature are different for each body part.

Torso: No change

Arms: -2 penalty.

Legs: -2 penalty.

Hands: -4 penalty.

Feet: -4 penalty.

Head/Neck: -4 penalty. Hits here are treated as a Raise.

Groin: -4 penalty.

Eyes: -8 penalty. Hits here are treated as a Raise.

Heart: -8 penalty. Hits here are treated as a Raise.

Hat: -4 penalty

Light Weapon: -6 penalty

One-Handed Weapon, Buckler: -4 penalty

Two-Handed Weapon, Small Shield: -2 penalty

Large Shield, Tower Shield: No Change

Wild Attack

By choosing to swing wildly, you can put more force into your attack at the risk of leaving yourself open. When you choose to wild attack, all melee and unarmed attacks for the round gain a +2 bonus to attack rolls, while lowering your DV by 2. You cannot parry or block that round but still retain your passive shield bonus. Your DV can not drop below your base in this way.

Drawing a Weapon

A character draws a weapon as an action. You may draw a weapon as part of any other movement action as long as the movement takes an action. You may also draw a weapon as part of a charge. You may draw your weapon as a free action with the *Quick Draw* characteristic (page 59).

Grappling

If a character wishes to grab a target, they must make a grapple maneuver. While in a grapple, you can be an attacker or a defender, doing so allows for different movements while in a grapple. While grappling, there are two different conditions: grappled and pinned. While grappled, the attacker and defender are unable to make movements, are unable to use items that require two hands, and are restricted in their movements. While in a grapple, creatures cannot use normal one handed weapons and can only use light or personal sized weapons as well as unarmed attacks. If a target is pinned, they are unable to move at all and cannot perform any kind of physical action short of breathing or resisting the pin. Targets that are pinned are considered helpless (next page). Targets who have been successfully pinned qualify for **Assassinate**. Each round the pinned subject may make a single attempt to escape the pinned condition.

To initiate a grapple you make a normal *Unarmed* attack roll against the target's DV. A successful hit means that the target is grappled and you are the attacker. The target may immediately make a resist roll: using **Agility** + *Unarmed* or **Strength** + *Unarmed* against the target's unarmed MV. If the target fails their resist roll, the target is grappled and is unable to break free for that round. If the attacker hit the subject with a raise, targets who fail their resist roll are instead pinned. A successful resist roll means that the grappler can choose to maintain the grapple which changes the status of the defender to an attacker, or break free of the grapple.

Once per round, the attacker may attempt to change the nature of a grapple as an action. Doing so does not require a roll, but instead the grappled target must make another resist roll against the attacker's unarmed MV. A failure to resist means that the target is pinned. A successful resist means that the target remains in the grapple and nothing has changed.

Once per round, the defender may also attempt to change the nature of a grapple as an action. To escape the grapple, the defender must roll an **Agility** + *Unarmed* or **Strength** + *Unarmed* against the target's unarmed MV. A success means that the defender may break out of the grapple. If the defender gets a raise, the defender may trip the attacker and break free. If the defender wishes to gain the advantage in the grapple, the defender must roll **Strength** + *Unarmed* against the target's unarmed MV. A success means the defender gains the advantage and becomes the attacker. A raise means that the defender not only gains the advantage and becomes the attacker, but the new defender becomes pinned as well.

Coup de Grâce and Helpless Targets

As a full-round action, you can use a melee weapon to deliver a coup de grâce (pronounced "coo day grahs"). This must be performed against a helpless opponent. You can also use a ranged weapon, provided you are adjacent to the target and it is not a blowgun, a clumsy weapon, or a weapon that cannot deliver a coup de grâce. Unlike a normal attack, the attacker hits the subject automatically and the target's health drops to fatigued (taking lethal points of damage) before damage is rolled. If the target is already fatigued, they are instead exhausted. The attacker may use feats as normal like **Power** and may also gain the dice bonus from the **Assassinate** and **Vital Strike** feats. A coup de grâce bypasses all armor, including natural armor if applicable, but does not bypass resistances or armor bonuses granted by magic. A coup de grâce requires both hands. You may not make a coup de grâce attack with non-lethal damage.

A helpless character is paralyzed, pinned, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. If a target is pinned in a grapple, the grappler themselves cannot perform the coup de grâce as it requires both hands but another ally can. You cannot coup de grâce an object, ooze, ghosts, or any other creature that is immune or resistant to critical hits or does not have a weak point.

Reloading

The time it takes to reload a weapon depends on the weapon and the skill of the wielder. If a weapon requires more than a full-round action to reload, it is an extended roll. Characters can reload as part of a single movement each round. Weapons can be reloaded faster with the *Rapid Reload* characteristic (see 121)

Table: *Reloading*

Weapon	Reload Time	Rapid Reload
Hand Crossbow, Light Crossbow, Repeating Crossbow*	1 Action	Free Action
Heavy Crossbow	1 Round	1 Action

*Reloading only applies to putting a new bolt clip into the crossbow. Pulling the crank does not take an action since it is made as part of an attack action.

Stunts and Other Maneuvers

It is encouraged that players develop their own combat styles and abilities when fighting. Sometimes, when the situation calls, there are no simple rules for performing specialized maneuvers. The **GAME MASTER** may allow for specific stunts to be pulled when the situation calls, such as kicking over a stack of crates, throwing sand into someone's eyes, or swinging from a rope to charge a target. If appropriate, the **GAME MASTER** might require a skill roll such as *Acrobatics*, *Unarmed*, *Melee*, *Archery*, or even *Lift*. If a stunt is made against a subject, you may also use the appropriate maneuver value as a TN to resist. In some situations, if objects are used in the stunt, like bashing someone's head into a hard metal pole, you may add damage from the object, using dealing d4 to d10 damage at the **GAME MASTER'S** discretion.

Difficult Terrain

While moving through difficult terrain, you require twice as much movement. Rough terrain such as loose stones, tree roots, lying bodies, shrubs, bones, or ice can all be considered difficult terrain. The **GM** may require you to make **Agility** + *Acrobatics* to avoid falling or tripping on specific terrain. Mud and reed covered areas would be considered difficult terrain while swimming and may require a *Swim* roll. You cannot charge through difficult terrain.

Prone Targets

Hitting targets with a melee weapon that are prone grants a +2 bonus to the attack roll as long as the weapon is not a light or personal weapon. Hitting a target with a ranged weapon that is prone suffers a -2 penalty unless the subject is within 10ft. Getting up from prone is an action. Hitting a prone target qualifies for **Assassinate**.

Flanking

If two creatures are surrounding a target, you get a +2 bonus to attack rolls against the target. Hitting a flanked target may qualify for **Assassinate**. The two creatures do not need to be directly across from each other, but they cannot be adjacent.

Tight Spaces

While in tight spaces, it becomes difficult to perform specific maneuvers. You suffer a -2 penalty to attacking with weapons that require swinging. Weapons that have the ability to stab (such as spears, swords, or daggers) can perform stabbing attacks without any penalty. When in a tight space, you cannot perform parry maneuvers. While moving through tight spaces, the **GM** may treat it as difficult terrain. If two characters share the same 5ft. space, it is treated as a tight space.

Hitting Moving Targets and Moving With Exceptional Speed

If a target is moving exceptionally fast such as being on a runaway wagon, riding on a horse, or is moving with exceptional speed, you will have a harder time hitting them. Targets that move a total of 270ft. per round (~30mph) are considered to be moving quickly. Hitting targets that are moving quickly suffer a -4 penalty. If you are moving with exceptional speed, all your ranged attacks suffer a -4 penalty as well.

Moving Through Enemy and Ally Spaces

Creatures take up a space in which enemies cannot pass through. Small and Medium size creatures take up a 5ft space that enemies cannot pass through. Large size creatures typically take up a 10ft. × 10ft. space. Larger creatures will take up different spaces depending if they are long or if they are tall; smaller creatures do not take up much space and the spaces can be passed through by larger enemies.

There are a few ways in which someone can pass through an enemy's space:

- ❖ **Grapple:** By successfully grappling a creature, you may choose to pass them instead, effectively pushing them out of the way.
- ❖ **Acrobatics:** You may squeeze, tumble, or maneuver around a creature. Doing so is an *Agility* + *Acrobatics* roll against the target's Unarmed MV or if they are using a one-handed weapon or larger, they may use their Melee MV if it is higher.
- ❖ **Bull Rush:** You may bull rush a target to push them out of the way instead of pushing them.
- ❖ **Special Abilities:** Some special abilities can allow for them to pass through spaces, such as in the case with swarms and creatures that can run over subjects because of their size through the overrun ability.

You can always move through an ally's space without issue, however, an ally that has been knocked prone or unconscious counts as difficult terrain.

Lighting, Vision, and Invisible Targets.

Normal creatures fight well in the light. While in dim light, subjects suffer a -2 penalty to attacking targets unless they have low-light vision. Dim light also provides a +2 bonus to *Stealth* for hiding. While in darkness, creatures suffer a -4 penalty to fighting targets unless they have dark vision. Darkness also provides a +4 bonus to *Stealth* for hiding. Attackers suffer a -8 penalty to targets that are in pitch darkness, are invisible, or are in no way able to be seen and attackers must guess which 5ft. space the target is in. Pitch darkness also provides a +8 bonus to *Stealth* for hiding.

Some creatures have special senses or enhanced vision:

- ❖ **Lowlight Vision:** Creatures with low light vision do not suffer any penalties to low light unless the low light is magical in nature.
- ❖ **Darkvision:** Creatures with darkvision do not suffer penalties to darkness or low light unless the darkness is magical in nature, but cannot see in pitch darkness.
- ❖ **Tremor Sense:** Tremor sense allows you to detect movement by feeling vibrations from the ground. This type of sense is common among burrowing creatures and *Earth* based espers.
- ❖ **Life Sense:** Life sense allows you to detect living creatures. This type of sense is common among undead and ghosts.
- ❖ **Devil Sight:** You can see in all forms of darkness, including magical darkness.
- ❖ **True Sight:** True sight allows you to see things for how they really are in the natural world, allowing you to identify all light/darkness based illusions as well as see perfectly in bright light without penalties or being blinded.
- ❖ **Scent:** Having enhanced smell can allow you to find things even while blinded. You can tell a general direction of creatures that are invisible with scent. A *Focus* + *Instinct* at a TN: 7 gives you the exact 5ft. location of invisible and hidden creatures.

If you are unable to see a target, you may still attempt to attack them by guessing their space. The space is a 5ft. space in which you take a -8 penalty to attack rolls.



Surprise Round and Surprised Targets

If the enemy is unaware of your presence during combat, they are surprised. The **GAME MASTER** may declare a surprise round if enough targets are unaware of each other's presence, allowing for a very brief moment before regular combat. During this round, characters are only allowed to make a single action, perform a charge, or hold an action. Full-round actions are not allowed, though some actions may still be allowed at the **GAME MASTER'S** discretion if the situation allows for it. Targets that are surprised are flat-footed and may be subject to *Assassinate*. Surprised targets also are unable to perform free actions, including impromptu free actions, though they may scream or react verbally to being attacked.

Cover

Cover is an object that provides protection. Cover adds a shield bonus to DV depending on how it is used. There are two types of cover: full cover, which covers the entire body; and soft cover, which is anything that blocks a good portion of the body. If cover is attacked (in order to try to hurt the target behind it), the hardness of the cover is used as extra armor.

Soft Cover: Soft cover provides a +1, +2, or +3 shield bonus to DV. Depending on how the cover is used, it can provide a different bonus. It is best to think of cover like a character who wields a shield. If the cover is about the size of a small shield, then the target behind cover gets a +1 bonus. If the target is behind a half wall and can hide behind it, the target gets a +2 bonus. If they can crouch behind the cover, it may give them full cover. If the target has half of their body behind a wall, the bonus is like a tower shield and grants a +3 bonus. If they slide behind the wall they get full cover much like a tower shield.

Full Cover: If an enemy does not have line of effect to you (that is, you cannot draw any line from your square to your target's square without crossing a solid barrier), you are considered to have full cover from them. You cannot make an attack against a target that has full cover. If there is a small opening, this full cover may instead provide a +4 shield bonus to DV instead.

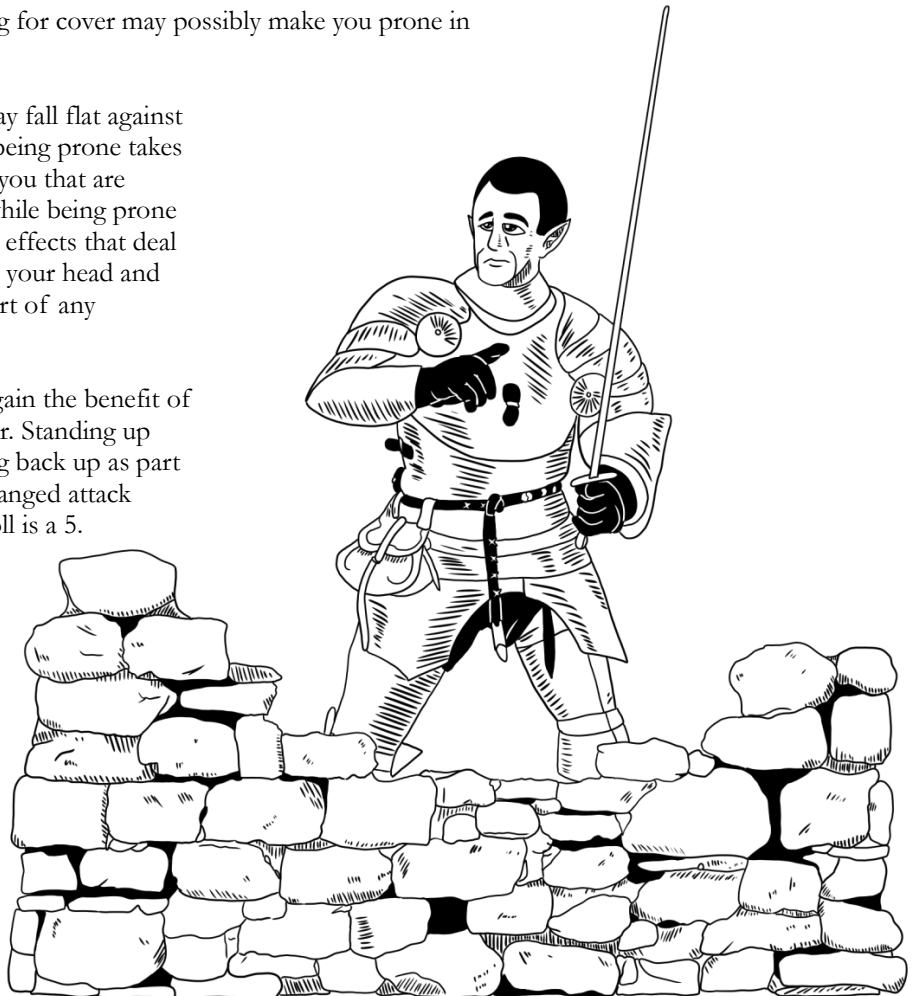
Diving for Cover: As an impromptu action, you can dive to cover by rolling an *Agility + Acrobatics* roll. The target number is equal to half the amount of feet you need to dive to get to the cover. This can also be used to scramble away from an explosive radius such as from a bomb, a magical spell, or effect. This TN can be no lower than a 5. You cannot dive for cover farther than your movement speed. Diving for cover may possibly make you prone in specific cases.

Falling Prone: As an impromptu action you may fall flat against the ground to become prone. Getting up from being prone takes an action. Ranged attacks that are made against you that are farther than 10ft. from you suffer a -2 penalty while being prone and 4 points of damage is reduced from all area effects that deal physical damage as long as you are able to cover your head and tuck in your body. You may also fall prone as part of any movement.

Crouching: As an impromptu action you may gain the benefit of full cover by crouching behind appropriate cover. Standing up takes an action. You may also crouch or standing back up as part of any movement. When crouching to avoid a ranged attack behind cover, the TN for *Agility + Acrobatics* roll is a 5.

Attacks that miss targets behind cover:

Attacks that miss subjects because of cover instead deal damage to the cover itself (unless the attack was way off in the case of a botch). If cover loses half of its hit points, it also loses half of its cover rating rounded down.



Health and Recovery

Hit points represent your total tenacity to withstand pain and physical exhaustion. The more you have the bigger beating you can take. Hit points count not only for the amount of damage your body can handle, but also how much physically exertion you can take before exhaustion. Damage can be reduced by armor and other resistances (see page 23).

Calculating Hit Points

Most medium sized characters start with 18 hit points and add their **Strength** + **Endurance** modifiers. This is the amount of damage they can take before they fall unconscious or die. Characters with the **Toughness** feat, also add their **Toughness** modifier to their hit points (see page 53).

18 is the base hit points for Humans, Undine, and Spritekin. Beastfolk start with a base of 20 hit points, and Jinnji start with a base of 16. Small creatures generally have fewer hit points and large creatures have more hit points.

Size	Base HP	Size	Base HP	Size	Base HP
Fine	3	Medium	18	Gargantuan	57
Tiny	6	Large	24	Colossal	81
Small	15	Huge	39	Behemoth	120

Damage

There are three damage types that can be dealt to hit points: Lethal, Non-Lethal, and Permanent. Lethal damage represents slashing, bludgeoning, and any other damage which could be fatal. Non-Lethal damage represents bruising, pain, and physical exhaustion, which could cause someone to pass out, but has little long term effects. Permanent damage represents damage that cannot be healed, such as severe burning, organ failure, disintegration, or the losing of limb.

When a character runs out of hit points, they fall unconscious. When a character receives non-lethal damage after 0 hit points remain, non-lethal damage converts into lethal damage instead. Lethal damage obtained after having 0 hit points then converts to permanent damage. When all hit points are converted to lethal damage and/or permanent damage, and the character takes 1 more point of damage, the character is dead.

If a creature with 24 hit points were to take 18 lethal damage, and 6 non-lethal points of damage, the creature would be rendered unconscious. If the creature were to take six more points of non-lethal damage, the non-lethal damage would become lethal damage instead, and the creature would be hanging on to dear life with 0 hit points. Any point of damage taken after this point would result in the creature's death, including non-lethal. If the creature were to be hit with an additional 6 points of damage, the creature would die, and 6 lethal hit points would convert into permanent damage. Some spells and abilities may bring recently slain targets back from the dead, but such permanent hit point loss often remains. If a creature has their entire hit points converted into permanent damage, the creature is considered destroyed, which makes it nearly impossible to bring back from the dead without divine intervention.

How to Record Damage:

Using the bubbles on your character sheet you can fill out the damage you take like so, from the top down (Starting at your max hit points, going down) using your pencil. However your character sheet is designed; make sure you go from your maximum hit points downwards. Permanent damage always takes the top spaces over lethal. Lethal takes the top spaces over Non-lethal.

No Damage



Non-Lethal



Lethal



Permanent



When converting damage, it is easy to convert non-lethal into lethal by adding a single stroke; or by filling in the bubble when converting lethal into permanent.

Example of Hit Points

Rook the guard has an above average hit point pool of 26 hit points. Because Rook is human, and a medium creature, he has 18 base hit points. He has a **Strength** die of d8, and an **Endurance** die of d8. Both his **Strength** and **Endurance** die have a Modifier of 4.

Base		STR Mod.		END Mod.	Total
18	+	4	+	4	= 26

Types of Damage

There are many types of damage creatures can take. These can be reduced by resistances or armor. If something deals multiple damage types, whichever damage type bypasses the most armor/resistance is taken.

Acid: Damage caused by chemicals and acid burns. Acid typically only effects certain things such as organic material, metals, stone, and rarely ever other materials like glass. Any bases that also cause burns deal the same kind of damage. This damage is also caused by the *Acid* arcana.

Bludgeoning: Damage caused by concussive force. Hammers, clubs, fists, and staves are all examples of weapons that deal bludgeoning damage. This is a physical type of damage and can be reduced by armor.

Cold: Damage caused by the cold. In some cases permanent damage dealt by cold damage can be turned into lethal with special medical care. This type of damage can be caused by the *Ice* arcana.

Electric: Damage caused by electricity and static. The type of damage can be caused by the *Electric* arcana.

Fire: Damage caused by flame or heat. Any permanent damage dealt by fire damage can be turned into lethal with special medical care. The type of damage can be caused by the *Fire* arcana.

Holy/Infernal: This rare type of damage is gifted from celestial or dark forces. It is dangerous against evil or good creatures.

Negative: Damage caused by necrotic magics, also known as negative energy. This is often caused by the *Death* arcana but sometimes is caused by *Spirit* magics. Undead creatures are sometimes healed by negative energy created from the *Death* arcana.

Piercing: Damage caused by stabs and punctures. Daggers, arrows, and spikes all deal piercing damage. This is a physical type of damage and can be reduced by armor. This type of damage is different than pierce damage (see page 23).

Positive: “Damage” caused by life-bringing energy, also known as positive energy. This is strictly caused by the *Life* arcana. Living creatures are healed by this energy. Undead creatures are damaged by this energy.

Slashing: Damage caused by cuts and slices. Swords, Axes, Scimitars, and Cleavers are all weapons that can cause slashing damage. This is a physical type of damage and can be reduced by armor.

Note, that there are still many more forms of damage caused by a multitude of magical and extraordinary means. The ones mentioned above a simply the most common forms of damage taken.

Wounds, Threshold, Exhaustion and Pain

When a creature gets hurt, they take more than damage. They feel the effects of their body failing, and also the distraction of pain. Whenever a creature takes a certain amount of damage they become weaker and are not able to fight so hard.

Fatigued: When your character loses enough hit points, they become tired. They take a -1 penalty to all actions. While fatigued, you cannot sprint.

Exhausted: When your character loses an even greater total of hit points, they become extremely tired. They take an additional -1 penalty to all actions. This then becomes a total of a -2 penalty. While exhausted, you cannot run or charge.

Threshold and Wounds:

Broken bones, bleeding gashes, and head trauma are all examples of wounds. Wounds over time cause damage and if they go untreated can cause detrimental effects. Whenever a creature is dealt damage equal to or greater than their threshold in a single blow, a wound is made. Threshold represents the amount of damage a creature can take before they acquire a wound. If you had a threshold of 6, and were dealt 12 points of lethal or permanent damage, you would receive 2 wounds. Wounds are calculated after all forms of reduction (such as from armor or resistances). A wound creates a -1 penalty to all rolls. Wound effects and penalties stack with each other. You may earn multiple wounds in a single blow if the threshold is doubled.

Wounds dealt to specific places can cause added effects. For example, if a wound is dealt to the leg, the target struggles to move. Each wound dealt to the legs causes the target to reduce their maximum movement. A -1 penalty stops the target from being able to sprint, -2 penalty stops the target from being able to sprint and run, a -3 or greater penalty prevents hustling, sprinting, and running as well as maneuvers such as charging.

If three or more wounds are dealt to an arm, leg, wing, or other appendage, the limb is disabled (or likely dismembered). The limb cannot be used. If it is holding a shield, weapon, or item, it loses all bonuses associated with that item, and if the item is not locked, it is dropped. If there are three or more wounds dealt to a weak point of a creature, such as the head or heart, the creature is instantly slain. This does not affect creatures who cannot take wounds, or creatures where severing the head would have no effect on it dying.

Below is a list of common Thresholds for size categories. For Humans, Beastfolk, Jinnji, and Undine the threshold for taking wounds is a 6. For Spritekin, the threshold is a 5. Jinnji also start with 16 hit points instead of the standard 15 for their size. Beastfolk also start with 20 hit points instead of the 18 normally for their size.

Table: *Thresholds and Base Hit Points*

Size	Fatigued	Exhausted	Wound/Threshold	Base Hit Points
Fine	2	1	1	3
Tiny	4	2	2	6
Small	10	5	4	15
Medium	12	6	6	18
Large	16	8	8	24
Huge	26	13	10	39
Gargantuan	38	19	12	57
Colossal	54	27	14	81

Pain: In some cases brought on by abilities or damage effects, you may suffer pain, which can function like temporary wounds.

Bleeding Out

As an added effect, the **GAME MASTER** may enact bleeding out as part of damage taken. This is typically caused by blows that cause 2 wounds at once. This bleeding effect causes 1 non-lethal damage every round. This effect can represent bleeding, becoming tired from a concussion, burn wounds exposed to the outside air which rapidly dehydrate you, or internal bleeding. You or the **GM** may be creative with how a wound is represented in game.

As a full-round action, you may slow bleeding by simply resting. This can be represented by applying pressure to a wound, holding your broken arm to your chest, or taking deep breaths while you walk calmly out of harm's way. This reduces the amount of non-lethal damage you take a round by 1. You may do this as part of a single movement. Others may stop your bleeding for you, in the case that you might be unconscious or unable.

Bandaging, Stitching, and preventing bleed

If at any time you are healed 1 lethal hit point from any means, your bleeding stops. Some items such as *Alchemical Bandages* will stop bleeding immediately when applied.

With a proper medicine rolls and tools, you can stop someone from bleeding out. To stop the bleeding, you must roll a *Wits* + *Medicine* roll and spend 1 minute for each roll. For each success at a TN 5 you get, you may reduce the bleeding by 1. Rolling a 2 means you damage the wound, reversing any previous rolls made to stop bleeding, and instead deal d6 non-lethal damage to the target. If you are performing this roll on yourself, you take a -2 penalty to the roll. If you are performing this roll using improvised tools, you take a -2 penalty to the roll. You must have "something" to stop the bleeding as it is impossible to stop bleeding with nothing.

The Criticality of Wounds:

Wounds can become deadly to those who suffer them. If any creature takes more than 5 wounds, they are instantly slain. This does not apply to temporary wounds or wound like effects. While someone is suffering from wounds, it shows a profound effect on the way they act and behave. Care must be given to wounds, or else they risk complications. The **GAME MASTER** may enact greater penalties if care is not given to wounds taken, such as continuously walking on a broken leg, or falling asleep while concussed. Healing and complications can be found on page 18.

Absolute Agony

There is a limit that creatures can take before they cannot take any more. This limit is known as absolute agony. If a creature reaches a specific penalty for wounds, exhaustion, fatigue, or from pain effects, that creature is **unable to do anything** but suffer in pain and are forced prone. They may still hold off bleeding and speak briefly, but cannot move more than 5ft. a round. Any simple actions may be performed if the **GM** allows it. Commoners have a limit of a -3 penalty before they "give up". Some of the most trained specialized people in the world typically have a limit of -4. Important and highly impressive individuals, such as the player characters, always put up the fight, and have the highest limit of all which is -5.

Example: If a hero with 24 hit points and a standard threshold of 6 took a heavy blow to the chest for 18 lethal damage, the hero collapses to the ground in suffering. The amount of bodily shock they are under prevents them from acting. This comes from the 18 lethal damage (causing a -3 wound), and their hit points dropping below exhausted (6 or lower hit points).

Absolute agony can also occur if the subject drops to 0 hit points, regardless of damage.

Healing Hit Points and Wounds

Creatures require rest in order to recover hit points and wounds. The type of damage a creature receives determines how much rest is needed. Characters must do nothing more than light activity such as walking, writing, eating, talking, or reading; characters must also get an adequate amount of sleep, food and water as well before any serious recovery can happen.

Non-Lethal Damage: For each minute of rest, you may recover 1 non-lethal hit point.

Lethal Damage: For each day of rest, a character can recover 1 lethal hit-point. By committing to full bed rest, you can recover 2 lethal hit points per day.

Permanent Damage: Permanent Damage does not recover normally, and sometimes may never recover. The **GM** may decide if any permanent damage recovers, which may require months to recover or special surgery shortly after the damage is taken; otherwise, the character must receive special magical or medical aid to recover permanent damage.

Mental Damage: Mental damage does not recover unless the subject gets at least eight hours of rest, otherwise it recovers normally.

Wounds

For every three days of rest you may make an **Endurance** + **Fortitude** roll at a TN: 7 + the total number of wounds. If a successful roll is made, you may recover 1 wound. If the subject is in full bed rest (not doing any activity except light reading, eating, or activities that allow for little movement), the wounded gets a +1 to the roll.

You can attempt to help in the healing process by providing medical attention to wounds. The healer rolls an **Intellect** + **Medicine** roll at a TN: 7 + 1 for each wound the target has. Between the healer and the target's recovery roll you always take the better of the two. If masterwork doctor tools are being used, you gain a +1 bonus to this roll. If the target is in full bed rest (not doing any activity except light reading, eating, or activities that allow for little movement), the healer gets an additional +1 to the roll. If a character is recovering within a doctor's office, infirmary, or hospital the **GM** may grant an additional +1 or +2 bonus based off the capability of the facility. This medical roll can be made at any time during the 3 days though the **GM** may require that wounds require some immediate attention to prevent complications such as infections.

Complications

If a failure is made while recovering a wound the wound suffers some complications depending on the level of the wound. The **GM** might decide how the complication plays out (such as becoming injured again, taking permanent damage, suffering a flaw, possibly having to amputate a limb, or possibly losing an eye or suffering from a lingering breathing problem). Some magical effects that allow for the instant recovery of wounds never cause complications.

Table: *Example Complications*

Wounds	Failure	Botch (Rolling a 2)
-1	Nothing Happens	Take d6 lethal damage
-2	Nothing Happens	Take d6 lethal damage
-3	Take d6 lethal damage	Take an appropriate flaw
-4	Take d6 lethal damage	Take an appropriate flaw
-5	Take d4 permanent damage	Death

When are you dead?

When your hit points drop below 0 with lethal or permanent damage, you are considered dead. If you drop below 0 hit points due to non-lethal damage, you are unconscious and are unable to act. Being exactly at 0 hit points means you are in absolute agony, regardless of the damage type. You may also die by taking 6 wounds or greater, or suffering a complication when having 5 total wounds.

Dangers

Resist Rolls

Resist rolls are rolls made to counter certain dangerous effects. If you were slipping and about to fall into a chasm, you might roll an **Agility** + **Acrobatics** resist roll to grab onto the ledge. When coming in contact with poisons and diseases **Endurance** + **Fortitude** resist rolls are made at specific intervals in order to reduce the damage or effect. Fear is resisted by making a **Focus** + **Willpower** roll. Many spells, blessings, creature abilities, and other magical abilities have their own resist rolls specific to their effects. Often times, target numbers are equal to the effect's roll, such as the case for spells, or skill rolls; though sometimes these rolls are made against static values such as maneuver values. **GAME MASTERS** are encouraged to come up with the proper resist rolls when the situation arises. Below is a list of common resist rolls and a possible appropriate target number.

Table: *Common Resist Rolls*

Situation	Resist Roll	TN
Preventing oneself from slipping on ice when moving at normal speed.	<i>Agility + Acrobatics</i>	7
Being hit by a large object such as a barrel and resist being knocked prone.	<i>Strength + Lift</i>	13
Seeing a mutilated body and keeping your lunch.	<i>Endurance + Willpower</i>	5
Suffering under the effects of dysentery (page 21).	<i>Endurance + Fortitude</i>	TN: 5 each day
Being humiliated in front of a group of people and showing no anger. (See <i>Composure</i> on page 41)	<i>Charisma + Composure</i>	Against the humiliation roll.

Resistance and Resist Rolls: For each 2 points of resistance you have for a specific damage type or *Arcana* you gain a +1 bonus to all resist rolls against said damage type and to that *Arcana*. If you are immune to a specific type of damage type or *Arcana* you succeed all resist rolls with that damage type or element.

Paralyzed

Creatures that are paralyzed are unable to perform physical actions due to their body's failure to respond to input. While paralyzed, targets are considered flat-footed. In some cases, paralyzed targets will fall prone or convulse uncontrollably. Recovering from paralysis depends on the effect, but most forms of paralysis can be recovered with rest and rehabilitation. Paralyzed creatures can still perform mental actions, but in many cases are not able to talk or speak. If you are paralyzed and fall into water, you immediately start to drown. Targets who are paralyzed qualify for *Assassinate*.

Sleeping or Unconscious

While sleeping, you cannot perform any actions. You will naturally awaken on your own, or awaken if roused. While sleeping you also suffer a -8 penalty to passive alertness. Targets that are involuntarily unconscious cannot wake up by being roused, and generally wake up naturally on their own with enough rest. *Smelling Salts* or the like can be used to arouse targets who are unconscious in some cases. While sleeping or unconscious you are considered helpless. Targets who are asleep qualify for *Assassinate*.

Deafness and Blindness

If you become deaf or blind due to an effect, you are considered to be immediately distracted. You must make a *Focus + Concentration* roll at TN: 9. While deaf, you fail all *Perception* and passive alertness involving hearing. You also suffer a -2 penalty to all social rolls made to speak and a -2 penalty to all spells involving verbal components. While blind, you fail all *Perception* rolls and passive alertness involving sight. You cannot target creatures, and thus must guess where things are at. Recovering from deafness and blindness depends on how such conditions were acquired.

Immobilized and Pinned

Creatures that are immobilized or pinned are unable to move or make physical actions, except in any case that allows them to resist the immobilization or pinned effect. You may perform all mental and verbal actions as normal, and are still able to access reachable items at the **GAME MASTER'S** discretion. Targets who are immobilized or pinned are considered helpless, which makes them qualify for *Assassinate*.

Falling Damage

Creatures can jump down 10ft without taking any damage as long as they are prepared for it. If they are not prepared for it, or they are jumping down more than 10ft. the creature takes d6 points of bludgeoning damage per 10ft. they are falling. This damage bypasses all normal forms armor. The first 10ft. of damage is treated as non-lethal bludgeoning damage, and all other damage taken over 10ft. is treated as lethal damage. The maximum damage rolled is 49d6 points of lethal damage and d6 non-lethal damage (Falling 500ft.). A character can reduce their fall by 10ft. by rolling an *Agility + Acrobatics* at a TN: 7.

Suffocation

Suffocation is when you lack oxygen which stresses the body and leads to unconsciousness or death.

Holding your breath: Creatures can hold their breath for $3 \times$ their *Endurance* modifier in rounds as long as they are doing light activity such as standing, walking, wading in water, or floating. For each round they do stressful activity such as attacking, running, climbing, lifting, or swimming, the remaining duration that the character can hold her breath is reduced by 1 round.

Suffocation occurs as soon as you've run out of air; typically, from holding your breath or from being assaulted by an effect such as breathing in smoke.

While suffocating, this is what occurs:

Round 1: Target is fatigued taking non-lethal damage. If the target is already fatigued, they become exhausted, if the target is already exhausted, skip to round 3.

Round 2: Target is exhausted, taking non-lethal damage. If the target is already exhausted, skip down to round 3.

Round 3: Target is unconscious and starts taking d6 lethal damage each round. For each wound of damage the target takes from suffocation, they instead take 1 permanent damage. The target can be revived with a *Wits* + *Medicine* roll of TN: 7. The difficulty to revive suffocated targets increases for each permanent damage the target has. Healing has no effect on reviving a suffocated target unless the healing effect also brings targets back to life or cures suffocation. A target cannot be revived when they are in an area that will cause them to remain suffocated.

Running out of air: A medium humanoid can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes d6 points of nonlethal damage every 15 minutes. The amount of air is halved for each person or torch within the sealed area.

Disease

The invisible threat of disease can be a serious one. Diseases have been known to wipe out entire towns, leaving nothing but the dead behind. There are several ways you can come in contact with such diseases: Injury, Contact, Ingestion, and Inhalation. Once the criteria for the disease are met, you become diseased.

- ❖ **Injury:** By having an open wound, you are affected by the disease. A single hit point of damage is all that is required for this to function. Though just simply having open areas of the skin you may be at risk for the disease.
- ❖ **Contact:** By simply touching an infected area or infected creature, you become at risk for the disease.
- ❖ **Ingestion:** By consuming something that is infected, such as bad food or water, you become at risk for the disease.
- ❖ **Inhalation:** By breathing in the infected air, you become at risk for the disease.

Onset Time

An onset time is a period before the disease takes effect. The first resist roll is made after this time, and diseases show no symptoms until then.

TN and Effect: Each disease has a target number that must be made for each resist roll. The resist roll is always *Endurance* + *Fortitude* unless otherwise stated. Failing the resist roll means that the disease takes effect, typically dealing damage or causing other penalties. If the diseased is in full bed rest (not doing any activity except light reading, eating, or activities that allow for little movement), the subject gains a +1 to the resist roll. Just like any other form of damage, diseases can cause wounds, which can be represented as shortness of breath, painful boils, paralysis, or other terrible symptoms.

Medical Aid: Much like recovering wounds, healer can instead roll an *Intellect* + *Medicine* in place of the creatures resist roll, as long as the healer has the correct equipment and knowledge. If helpful medicine is being used, you gain a +1 bonus to this roll (or sometimes a +2 if the medicine used is extremely helpful). If the target is in full bed rest (not doing any activity except light reading, eating, or activities that allow for little movement), the healer gets a +1 to the roll. If a character is recovering within a doctor's office, infirmary, or hospital the **GAME MASTER** may grant an additional +1 or +2 bonus based off the capability of the facility. This medical roll can be made at any time during the next resist roll.

Cure: A number of successful resist rolls, known as saves, must be made in order to properly cure the disease. Once this number is met, the creature is no longer diseased (though they may still be a carrier). These saves do not need to be consecutive unless stated otherwise, though the disease will continue to deal its effect until the total number of saves has been made.

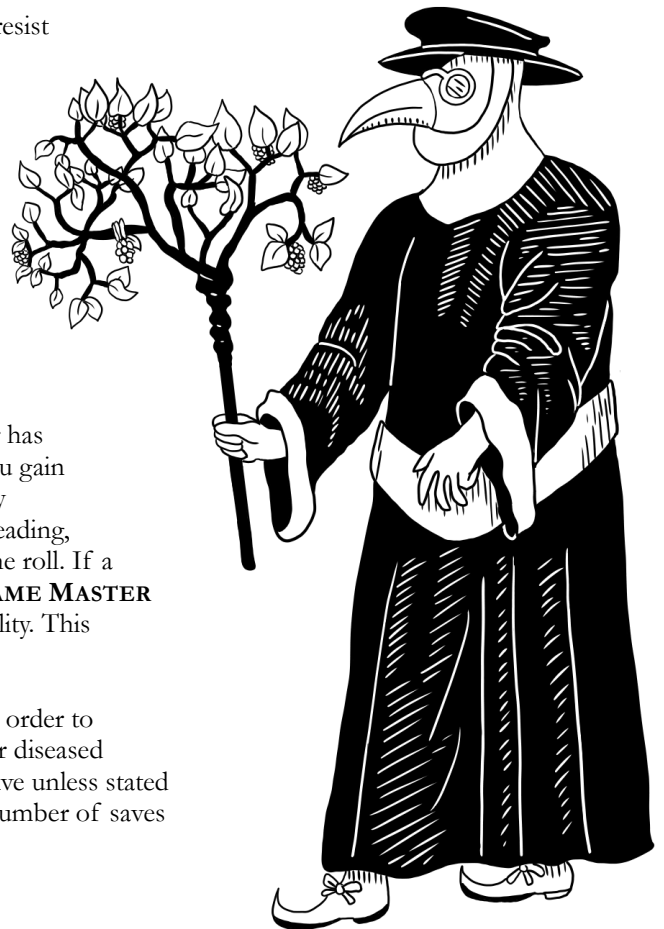


Table: *Diseases*

Name	Type	Onset	Effect	Resist	Cure
Dysentery	Ingested, Injury	1 day	d6 non-lethal damage, which does not cure until disease is passed. Failure is represented by diarrhea.	TN: 5 each day	6 saves
Filth Fever	Injury	3 days	d4 lethal damage. Failure is represented by a fever, joint aches, and muscle aches.	TN: 7 each day.	10 saves
Necro-phantasmia	Inhaled	3 days	1 permanent damage and d4 lethal damage. Black veins cover the subjects body while diseased which the subject suffers a -3 penalty to all rolls. If the disease kills the subject, their body starts decomposing into ash, taking 1 permanent damage each day until there is no remains.	TN: 9 each day	Incurable, target must be healed with magics.
Pendulum Sickness	Contact	Instant	Targets become unbalanced and suffer a -1 penalty to all actions which function like wounds. The penalty is recovered with eight hours of rest.	TN: 7 each minute	10 saves
Rabies	Injury	3 days	After 3 consecutive failed saves, the target drops all mental attributes by 1 step. Once all mental traits are dropped to 1, the target instantly dies.	TN: 7 each day	Incurable, target must be healed before onset time.
Wound Infection	Injury, Special	3 days	d4 damage. A wound becomes worse and increases in severity by 1.	TN: 7	3 saves

Poison

Poisons are administered and recovered the same way as diseases, with the four types being: Injury, Contact, Ingestion, and Inhalation. Once the criteria for the poison are met, you become poisoned. Poisons have onset times like diseases do, though poisons have a duration of effect instead of a number of successful resist rolls to be met. After reaching the duration, the creature is no longer poisoned.

When applying a contact poison to a weapon, you must roll *Dexterity* + *Alchemy* at a TN: 4 or be affected by the poison yourself. If your hands or arms have wounds, then this roll must be made for injury and ingested poisons as well. Wearing the proper gear (such as poisoner gloves, or alchemist gloves) removes the need to make a roll at all.

Identifying Hidden Poisons: To identify if something has been poisoned, you roll *Focus* + *Alchemy* at a TN: 11 to determine if something contains poison. Some teas are very good at masking poison, and thus may grant a +2 to the TN for detection.

Multiple Doses: When affected by multiple doses, the TN to resist that poison is increased by 2 for each dose. If the target is already poisoned, adding another dose of the same poison counts as multiple doses and resets the duration. Only one doses can be applied to a throwing weapon or ammunition, and only two doses can effectively be put on any given melee weapon. The TN for identifying if something is poisoned decreases by 2 for each extra dose.

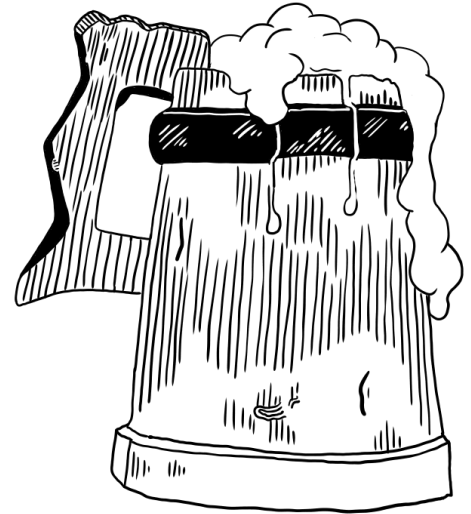
Table: *Poisons*

Name	Type	Onset	Effect	Resist	Duration	Cost
Arsenic	Ingested	1 hour	Subject takes d6 lethal damage. Wounds are represented by organ failure and throwing up.	7 each hour	12 hours	1gp, 5sp
Black Adder Venom	Injury	1 minute	Target takes d4 lethal damage. Wounds are represented by necrosis.	7 each minute	5 minutes	--**
Dark Lotus	Contact	Instant	2d6 lethal damage. Wounds are represented by organ failure and throwing up.	13 each round	10 rounds	7gp
Deadly Night Shade	Ingested	1 minute	d4 lethal damage. -2 penalty to passive alertness and perception rolls caused by hallucinations (maximum of -2).	7 each hour	12 hours	1gp
Hemotoxin	Magical	Instant	d6 acid damage each round. Wounds are represented by green veins due to magic destroying the blood.	7 each round	6 rounds	--**
Rattlesnake Venom	Injury	5 minutes	2d6 lethal damage. Wounds are represented by muscle damage and paralysis.	11 every 10 minutes	1 hour	--**
Sleeping Gas	Inhaled	Instant	Target takes non-lethal damage until fatigued. If fatigued, you become exhausted, and if exhausted you fall unconscious.	11 each round	3 rounds*	4gp
Wyvern Poison	Injury	Instant	2d8 lethal damage. Wounds are represented by organ failure and paralysis.	15 each round	6 rounds	5gp

*Gas type poisons begin will continue to poison targets within the gas cloud. Duration begins once targets leave the gas cloud.

Alcohol

The average person can drink a number of drinks equal to their *Endurance* modifier without any effects. The drinker must make an *Endurance* + *Fortitude* at a TN equal to 2 + Number of drinks after the initial drinks. When the drinker fails, the drinker becomes buzzed and suffers a -1 to all actions and a -1 to passive alertness. If the subject fails after being buzzed, the target becomes drunk and suffers a -2 penalty to all actions and a -2 to passive alertness. Drunk targets cannot make intelligent actions and cannot parry, block, or full defense. If the subject fails again, the subject becomes wasted. Wasted subjects takes d6 + d6 non-lethal damage which cannot recover until 1 hour after the drinker stops drinking. Wasted subjects are considered poisoned and must make an *Endurance* + *Fortitude* at TN: 11 every 15 minutes or take another d6 + d6 non-lethal damage. This effect lasts 1 hour after subjects quit drinking.



Fear

Whenever rolling against fear, you resist with a *Focus* + *Willpower* against the fear's target number. If the target fails, they suffer a fear effect and must roll on the fear table. If the fear effect gets a raise, it may cause an advanced effect. On the fear table, you roll 2d6, in which the dice do not explode.

Table: *Fear Table*

Roll 2d6	Effect	Advanced Effect
2	Freeze: You lock-up; you cannot act against the target that caused you fear. You have a hard time responding to the target if it communicates with you. You may perform other actions unless the target tells you otherwise (Such as if the source of fear tells you "Don't you dare reach for your weapon!"). This effect lasts for d6 rounds or until the threat is gone.	Freeze: You completely freeze, unable to move. You are treated as flat-footed and can take no physical actions. This effect lasts for d4 rounds or until the threat is gone.
3-6	Flight: You feel like you must flee the situation, and if you do, you take the most logical route to get out of there. You may choose to perform full defense or hide behind cover instead but you may not approach the source of fear. This effect ends as soon as you are no longer in sight or sound of the creature or effect. If you attempt to go back to the source of fear, you must roll another resist or refuse to go back.	Flight: You are completely panicked. You must run away as far and as fast as you can. You do not make logical decisions, and if there are multiple ways to run, you must decide randomly. If there is nowhere to run, you will run in a random direction, attempt to climb surfaces, or try to break through doors. You are willing to hurt yourself to get out of this situation. This effect ends as soon as you are no longer in sight or sound of the creature or effect. If you attempt to go back to the source of fear, you must roll another resist or refuse to go back.
7	Fight: You feel a surge of adrenaline. You gain a +1 bonus to initiative and you do not feel the effects of fatigue or exhaustion. This effect lasts for d6 rounds or when the threat is gone.	Fight: You feel a surge of adrenaline and rage. You can do nothing but fight the target before you by any means possible, and suffer a -1 penalty to all actions while you have "the shakes". You are destructive and are willing to put yourself in danger in attempt to "extinguish" the threat. You do not feel the effects of fatigue or exhaustion. This effect lasts for d6 rounds or when the threat is gone.
8-11	Fright: You are spooked and feel disturbed. You suffer a -1 penalty to all rolls while around the source of fear. This effect ends as soon as you are no longer in sight or sound of the source of fear.	Fright: You are frightened and are covering. You suffer a -2 penalty to all rolls while around the source of fear. This effect ends as soon as you are no longer in sight or sound of the source of fear.
12	Faint: You feel dizzy, cloudy headed, and break out into a cold sweat. You become fatigued, taking non-lethal damage. If you are fatigued, you become exhausted, if you are exhausted, you fall unconscious.	Faint: You pass out, taking non-lethal damage until you are unconscious.

Intimidation: Whenever intimidating you roll a *Charisma + Intimidation*. This is resisted by a *Focus + Willpower* roll. If successful, the target suffers a fear effect. However, unless you have special abilities or magic, you cannot cause advanced fear.

Gross Factor: Whenever encountering a "gory" situation, such as seeing a mangled body or a disgusting creature such as a filth demon, you roll *Endurance + Willpower* instead. When rolling on the fear chart for gross factor rolls, the "fight" result does nothing, except cause you to avert your eyes from the source of fear, causing a -1 penalty on any melee, touch, and unarmed attacks against the source. The advanced fight result causes the same effect. The fright result causes the target to feel nauseous (which is what the dice penalty represents). When you roll the advanced fright result, you instead throw up, causing you to take a full-round action to throw up (You can make as much movement as needed to get to a place to throw up if the GM allows). If you are immune to nausea, you are immune to gross factor rolls.

Leadership: As an action you can get someone to "pull themselves together". As long as the target can see or hear you, you can roll *Charisma + Leadership* against the fear effect's TN. This roll replaces the target's previous resist roll. If the roll would have caused the feared character to succeed, they are no longer feared. If the roll would have caused the feared character to have an advanced effect, then the advanced effect is dropped to the lesser effect; if the target rolled and got the advanced fright effect, which would grant them a -2 penalty, they would get the normal effect instead which would grant them a -1 penalty. The effect does not last any additional rounds. You can only perform this action once per fear effect.

Armor and Reducing Damage

Armor consists of multiple parts, which make an entire suit of armor. The armor is divided into several pieces, a piece for each leg and foot, a piece for each arm and hand, a torso piece which covers shoulders and guts, as well as a helmet. Armor soaks all types of physical damage: slashing, bludgeoning, and piercing. Armor that covers the entire body will likely have a suit bonus. A suit bonus represents the under-armor, padding, and protective coverings that come in a complete suit of armor. In order to get a suit bonus, the armor must have legs, arms, and a torso piece. It stacks with all armor you are wearing, such as if you are wearing a helmet, the suit bonus is added to that as well.

Some creatures might have what is known as natural armor; this is generally represented by tough skin, scales, or hides. Like suit bonus, this stacks with all armor. However, sometimes it is not distributed evenly and might provide protections in different places.

Resistances are a type of protection to a specific element or type of attack. A fire based creature is likely to be resistant to fire, and a creature that spends a lot of time in the cold might be resistant to cold damage. Resistances subtract damage like armor does and it applies to all parts of the body. Creatures may also be resistant to specific physical attack types such as slashing, bludgeoning, and piercing. As a reminder when regarding resist rolls: for each 2 points of resistance you have for a specific damage type or *Arcana* you gain a +1 bonus to all resist rolls against said damage type and to that *Arcana*. If you are immune to a specific type of damage type or *Arcana* you succeed all resist rolls with that damage type or element.

Armor Piercing "Pierce Damage"

Armor piercing is a type of damage that bypasses armor. It does not actually deal any damage itself, but instead lowers the armor, suit bonuses, and natural armors of the creatures it affects. If a spear had piercing +1 and ended up dealing 8 damage to a subject with 4 points of total armor, the final damage dealt would be 5, since the piercing +1 removed 1 point of their armor. Pierce resist is what protects you from pierce damage. Some weapons such as crossbows are particularly good at piercing armor. Pierce resist cancels piercing damage point for point; if a crossbow dealt 8 damage and piercing +2 after an attack to your 4 armor with +1 pierce resist, the total damage you would take is 5.

Critical Resistance / Critical Immunity

Some creatures cannot take critical damage. This is generally represented by a lack of internal organs, or the lack of weak points present in non-living creatures. Being critically resistant means that when you take damage, dice can only "explode" once. If a d8 where to roll an 8, and then roll an 8 again, it would not be allowed to reroll. All objects are critically resistant, as they are not living creatures. Being critically immune means that when taking damage, dice do not "explode" at all. If a d6 where to roll a 6, that's the most damage it can do. Spirits, oozes, and various elementals can be critically immune.

Being critically resistant and critically immune applies to all forms of damage unless stated otherwise. If targets are critically resistant or critically immune, they can never qualify for *Assassinate* (page 49) and they cannot be affected by *Vital Strike* (page 53) unless a specific weak point is targeted.

Armor Penalties

Armor penalties are penalties that are applied because of the lack of mobility that is granted by the armor. This acts like encumbrance, providing a penalty to all physical actions. Armor penalties stack with encumbrance; and like encumbrance, provide a double penalty to *Arcana* spell casting. Unlike encumbrance however, it does not cause you to lose the ability to sprint or charge. Armor penalty typically comes from suit bonus or from shields

Armor penalties can be reduced with *Armor Proficiency* (page 54). This represents your training in armor, and how well adjusted you are carrying bulky shields and how to use your armor to your advantage. Both armor penalties and encumbrance lower your DV, which cannot drop below the wearer's base DV.

Making Characters

Below are the rules for making new characters. These rules are used for standard "Heroes" and are the recommended rules when creating starting characters.

The Steps:

1. Choose a Concept and your Species.
2. Distribute Starting Attributes (12 points for Heroes) and Hit Points
3. Distribute Starting Skills (30 points for Heroes)
4. Decide if you want to be a spell caster or not. If yes, take *Magic Background*
5. Starting Feats, Arcana and Blessings (3 points for Heroes)
6. Starting Languages, Hometown Bonus, and Etiquettes (1 language, 1 hometown bonus, and 1 professional Etiquette)
7. Starting Experience and Story Points (100XP and 1/10 SP for heroes)
8. Starting Wealth and Gear
9. Starting Mana, Calculating Defense Values and Maneuver Values.

1. Choose a Concept and your Species.

When creating a character, it is good to select a general concept for your character. For example, you could choose concepts such as "Honorable Warrior", "Studious Mage", "Wilderness Explorer", "Conniving Bureaucrat", "Tomb Raider", "Cautious Spymaster", or "Faithful Servant". This may help you plan accordingly as well as give the **GAME MASTER** a tool in understanding your character. It is best to get an idea of what type of story or themes the **GAME MASTER** and players wish to create. It is good practice to collaborate on the types of concepts used so characters are not designed too closely.

In the world of Dorian, there are 5 major playable intelligent species: **Humans, Spritekin, Beastfolk, Jinnji, and Undine.** The species can be found on page 64. The **GAME MASTER** may allow other species at their discretion.

2. Starting Attributes and Hit Points

Characters have eight different attributes: *Strength, Endurance, Agility, Dexterity, Intellect, Charisma, Focus,* and *Wits.* Each character receives a number of attribute points to spend on increasing their basic attributes. All attributes start at a base of d4 (which do not subtract from your starting attribute points). A character can increase an individual attribute score by spending some of their points. For each step an attribute is raised it costs a single attribute point. No attribute can be below a d4, nor can it be above a d12 to start. Some species have restrictions on how high an attribute point may be.

Heroes (Player Characters) start with 12 attribute points to add to their stats.

Skills and Attributes are viewed as followed:

1 = Inadequate	d8 = Above Average
d4 = Poor	d10 = Remarkable
d6 = Average	d12 = Extraordinary

Your starting hit points are equal to your base hit points associated with your species plus your *Endurance + Strength* modifiers. As a reminder, your modifier for dice is half of the die type. Which means having a d10 in *Endurance* and a d8 in *Strength* will accumulate an additional 9 hit points. If you are a human with base hit points of 18, you would have a total of 27 hit points to start.

3. Starting Skills

Much like attributes, characters have points to spend on the skills of their choosing. They may not raise any skill higher than a d8 to start (but may later raise them above d8 with experience points). For each step a skill is raised it cost a single point. If you have selected human as your species, you gain an additional point which may be used to raise a skill above a d8. Unlike attributes, skills do not start with a d4; instead if they are left blank they are treated as a "1".

Heroes start with 30 skill points to add to their skills. Descriptions of skills can be found on page 31.

4. Playing a Spell Caster

If your character is going to be a spell caster, you must take the *Magical Training* characteristic (page 57). In order to cast blessings or to use *Arcana*, you must take this characteristic to do so. There are different types of spell casters, each with their own sets of rules and lore. The types of casters can be found on page 218.

Magical Training costs 10XP and comes from your starting experience found on step 7.

5. Starting Feats, Arcana, and Blessings

Characters start with starting feat points; they may spend them on *Feats*, *Arcana*, and *Blessings*. Feats are found on page 49, arcana can be found on page 78, and blessings are found on page 64. Heroes start with 3 feat points.

A single feat point can:

- ❖ Gain or raise a *Feat* by 1 step.
- ❖ Gain or raise an *Arcana* by 1 step.
- ❖ Grant 2 first level *Blessings* or 1 second level *Blessing*. You cannot learn a 2nd level *Blessing* without a 1st level *Blessing*, a 3rd level *Blessing* without a 2nd level *Blessing*, and so on.

These points cannot buy 4th or 5th level blessings, nor can they raise any arcana or feat past a d8 without the **GAME MASTER'S** approval. As with raising any arcana, you have a number of spells learned equal to the arcana's modifier. Remember, as stated in step 4, you cannot use arcana or blessings if you do not have the proper *Magical Training* (page 57). This means in order to use feat points on *Arcana* you must have access to them.

As a reminder, when taking any arcana, you gain a number of free spells equal to your *Arcana* modifier. You also gain the *Create Element* spell for free appropriate to your specific arcana. You can buy more feats, spells, and blessings with experience points during a later step.

6. Starting Languages, Hometown Bonus, and Etiquettes

Characters start with 1 free language that they are fluent in. They are able to read and write in this language and are considered fluent (d10). Languages are treated as skills but do not cost as much XP as standard skills. New languages cost $2 \times$ dice modifier which can be purchased with XP in step 7. A d4 is considered a child's proficiency; you suffer a -4 to all *Charisma* rolls involving speech, including language dependent spells. A d6 is considered basic proficiency; you suffer a -2 penalty to all *Charisma* rolls involving speech, including language dependent spells. A d8 is considered a professional proficiency; you suffer no penalty to *Charisma*, but your accent is obvious and there are still words you have yet to learn. A d10 is considered fluent. A d12 is considered academic proficiency.

Your character also gains a hometown bonus, which represents where they are from. Your hometown grants a +4 bonus to all *Law*, *Religion* and *Lore* rolls as well as any rolls made related to the area. Your character also has etiquette related to their hometown, and gains 1 professional etiquette. Etiquette is the knowledge of knowing how to act in specific group of people or environment. In specific situations you may suffer a -4 penalty to *Charisma* rolls when ignorant of an etiquette. Etiquettes are completely passive, and are part of the character's background. If someone were raised as royalty, they would have etiquette of the nobility, would understand how to dance at a gala, and would be able to recognize other noble houses. If they were raised on a ship, they would know the terms sailors use, what flags of ships represent, as well as the concept of parley. Professional etiquettes represent any other etiquette outside of your hometown, such as those gained from an occupation. New etiquettes cost 2XP each which can be purchased in step 7.

Example Etiquettes: Sailor, Underground, Noble, Guild, Magician, Military, Guard, Merchant, Religious, Musical, Service, Tribal, Djinn, Dragon, Celestial, Abyssal, Deep Undine

Etiquettes are the ability to know how to act in a particular setting. Every character starts with knowing what is appropriate from their own hometown or region, and knows 1 professional etiquette tied to their skills and abilities. Not having the right etiquettes can become troublesome when acting in a setting you are not used to. Etiquettes also cover basic knowledge in the fields associated with them. Having sailor's etiquette will let you know what flags on specific ships mean, how to tie ropes, and how rank is determined on a ship. Having noble etiquette will let you know what the proper titles are for people and their noble positions, how to dance at a ball, and what is appropriate behavior among other noble kind. Having musical etiquette will let you know how to perform in a concert hall, how minstrels are stationed, where to find a gig in town, as well as the proper setup for instruments. Not knowing the proper etiquette will cause a -4 penalty to social actions in these particular situations. Buying new etiquettes costs 2xp for each one.

7. Starting Experience and Story Points

Heroes are awarded 100 experience points (XP) at the start of the game. This represents the character's life up until now. This experience **should** be spent on as many appropriate things as possible, but if any experience is left over, it may be saved. At the end of character creation, you may not have a character start with more than 20 experience points left over. You can use this starting experience to purchase characteristics, and to increase skills, feats, and arcana above a d8.

Flaws may provide a bonus to starting experience, this starting experience functions the same and may be used to purchase things at the start of the game. Keep in mind that merits and flaws can only be purchased or taken at the start of the game. You can find all of the characteristics starting on page 54.

Starting experience does not function like feat or skill points and is treated like normal experience points. Rules for spending experience can be found on page 30.

Heroes start with a maximum story point pool of 10 (for heroes) and 1 story point. The **GAME MASTER** may adjust this number, or may award story points during character creation (see page 30 in regards to story points). Story points may also be purchased at this time at 2XP per story point. This does not increase maximum story point pool, nor can you purchase additional story points if you are *Unlucky*.

GAME MASTERS are encouraged to hand out up to 15XP for players who detail their character's backstory or provide a drawn or written description of their character.

8. Starting Gear

Characters start with an outfit costing no more than 1 gold piece. This outfit can include a hat, a holy symbol, jewelry, pouches, cloak, belts, weapon holsters, and a backpack. It may also allow for travel through the desert or through the cold if appropriate. Anything else the outfit contains is up to **GM'S** discretion. Characters also start with 20 gold pieces to their name.

When taking starting items, considered taking the starting kit on the right before buying armor, weapons, and other expensive items so your character may have the essentials for adventuring.

Standard Adventurer Starting Kit	
Bedroll, Mess Kit, Flint and Steel, Torches (×3), Waterskin, Spare Clothes (Commoner), Rations (×10), Dagger, Needle, Thread	
Cost:	3gp Weight: 36 lbs.



The **GAME MASTER** may allow rare items to be purchased if it is thematically appropriate. Magic items may not be purchased with money at the start of the game

9. Starting Mana, Calculating Defense Values and Maneuver Values.

Starting Mana

Characters start with a mana pool equal to their **Focus** modifier. This mana cannot be used for spells without the proper *Magical Training* (as explained in part 4); however, magical items typically do not have *Magical Training* requirements, even if they require mana for use. A character's **Arcana** and **Meta Magic** give a number of additional mana equal to the modifiers of those feats. You may also start with extra mana by taking the *Extra Mana* characteristic (page 56).

Starting Mana Example: If a sorcerer had a d10 in **Focus**, a d6 in **Fire (Ignius)**, a d4 in **Electric (Fulgar)**, a d6 in **Meta Magic** and has taken the *Extra Mana* characteristic 2 times, the total amount of mana would be 15 mana (5 + 3 + 2 + 3 + 2).

Defense Values

Base DV: Medium sized creatures such as Humans, Spritekin, Beastfolk, and Undine have a base DV of 3 and small creatures such as Jinnji have a base DV of 4. This is the lowest your DV can be, regardless of how much your DV is lowered, and represents your size.

Shield Bonus: If you have a shield equipped, you add the passive shield bonus to your shield DV. This bonus is added to your flat-footed, active, and full DV. A small shield is a 1, large shield is a 2, and a tower shield is a 3. Bucklers do not provide a passive shield bonus.

Magic Bonus: This bonus is granted from magical items, spells, or other effects. This bonus is added always applies to all forms of DV.

Flat-Footed DV: You add your base DV and shield bonus when calculating your flat-footed DV. This is your DV when you are caught off guard.

Touch DV: You add your base DV and your **Agility** modifier when calculating your touch DV. This DV represents your defense when attacks simply need to touch you. The most common forms of touch attacks are from spells and other magical effects.

Active DV: You add your base DV, shield bonus, and your **Agility** modifier when calculating your active DV. This DV is used during combat when you are active and aware of attacks being made against you.

Parry Bonus: This is a bonus granted by the *Parry Expertise* characteristic (page 59), as well as any other characteristics, equipment, or items that provide a parry bonus. This bonus is granted by performing the parry maneuver.

Block Bonus: This is a bonus granted by the *Shield Expertise* characteristic (page 59), as well as any other characteristics, equipment, or items that provide a block bonus. This bonus is granted by performing the block maneuver.

Full DV: You add your active DV and your **Acrobatics** modifier when calculating DV. You also add your block and parry bonuses if applicable. This DV only happens when performing the full defense maneuver.

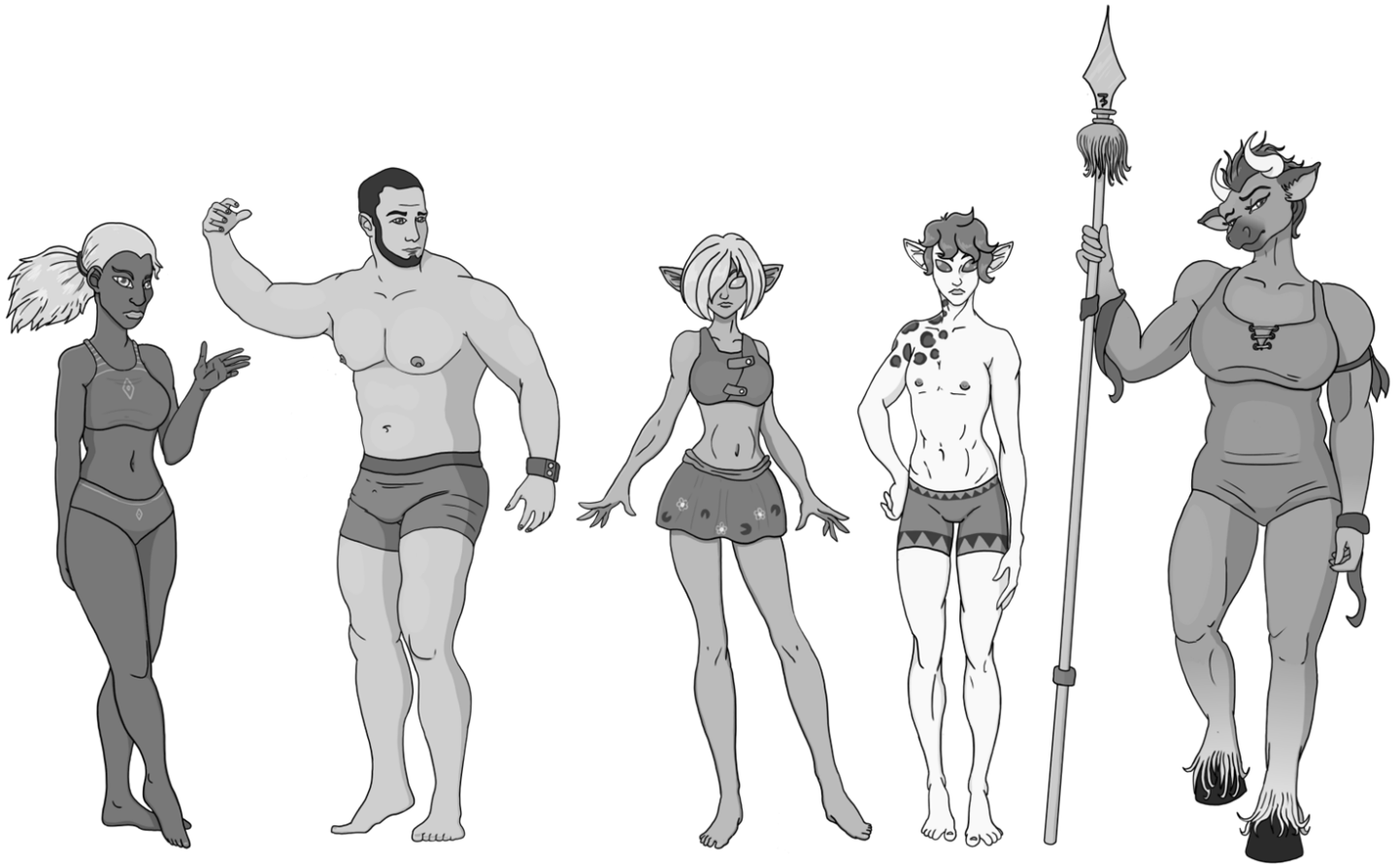
Maneuver Values

Unarmed MV: You add 1 + your **Strength** + *Unarmed* modifiers when calculating your unarmed MV. This is used as a TN for resisting grapples, disarms, and trips.

Weapon MV: You add 1 + your **Strength** + *Melee* modifiers when calculating your weapon MV. This is used as a TN for resisting disarms, as well as a TN for resisting disarms, weapon disarms, and weapon trips.

Ranged MV: You add 1 + your **Dexterity** + *Archery* or *Throw* modifiers when calculating your ranged MV. This is used as a TN for resisting trip attempts by ranged trip weapons like bolas, as well as various other ranged maneuvers. When using bows and crossbows, you use the *Archery* skill, and when using throwing weapons, you use the *Throw* skill.

Tricky MV: You add 1 + your **Wits** + *Subterfuge* modifiers when calculating your tricky MV. This is used for feinting as well as some various combat maneuvers that require trickery.



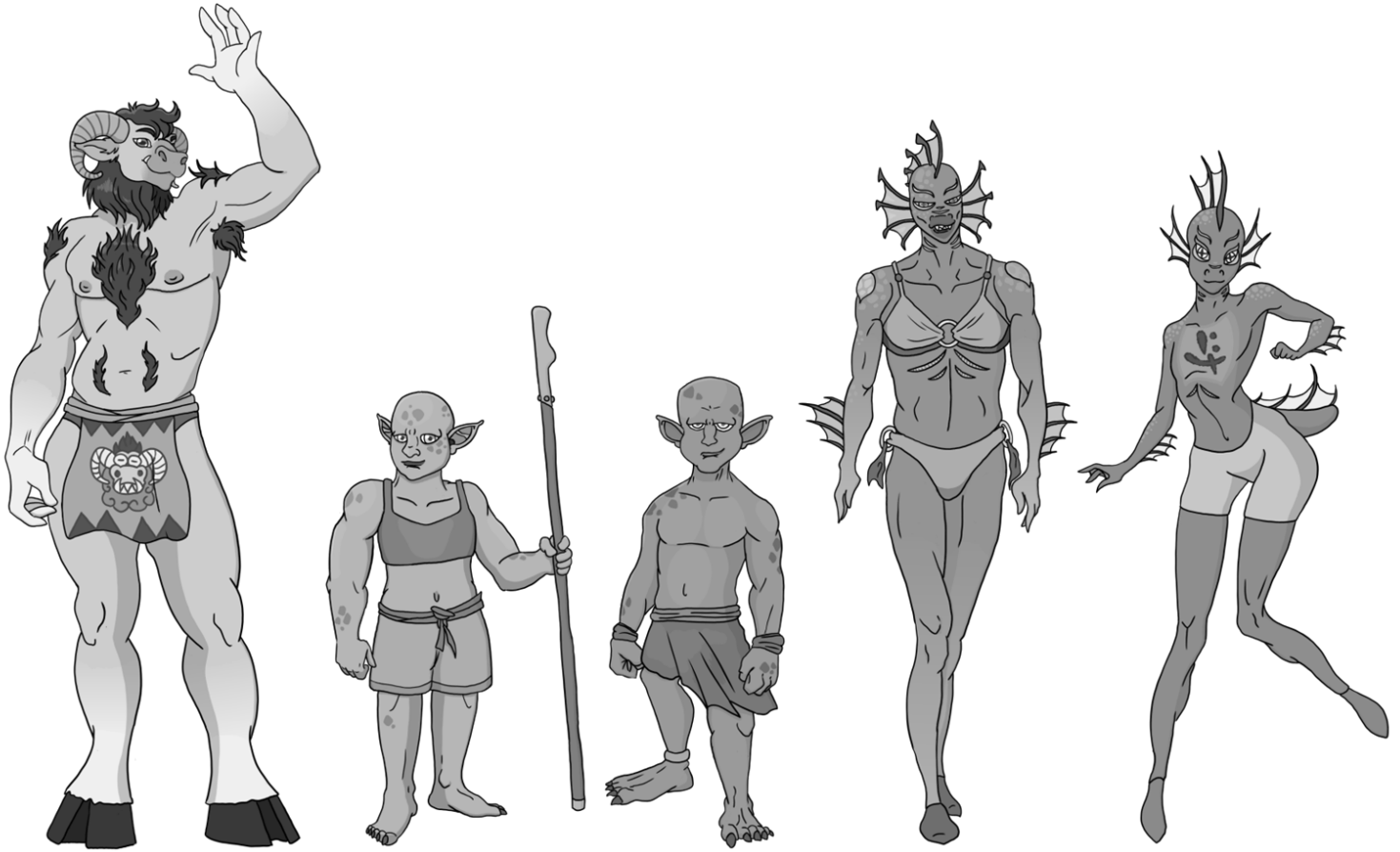
The Species of Dorian

Throughout the course of Dorian's history, several creatures have awakened into an intelligent state, either through evolution, creation, or magical events. Dorian consists of a variety of strange and exotic life, some which have spread across the land, developing many different and interesting ways of living. This world consists of 5 major species that make up the civilizations of the world: Humans, Spritekin, Beastfolk, Jinnji, and the Undine. It is recommended that players choose from one of these five major species for the characters used in your story.

"From an Aesthetic Perspective..."

Because of the many mystical influences that exist upon the realm of Dorian, it is very possible for many unique and strange features to exist among the various species. It is not uncommon to see people with wild colored hair, strange colored eyes, abnormal muscle forms, and tall body types. If you feel whimsical, it is encouraged to add these subtle or extravagant features to your characters, especially if such characters are tied to magic.





Quick Reference for Species (From Left to Right)

Humans	Spritekin	BEASTFOLK	Jinji	UNDINE
Base DV: 3	Base DV: 3	Base DV: 3	Base DV: 4	Base DV: 3
Base Hit Points: 18	Base Hit Points: 18	Base Hit Points: 20	Base Hit Points: 16	Base Hit Points: 18
Fatigued: 12	Fatigued: 12	Fatigued: 12	Fatigued: 10	Fatigued: 12
Exhausted: 6	Exhausted: 6	Exhausted: 6	Exhausted: 5	Exhausted: 6
Threshold: 6	Threshold: 5	Threshold: 6	Threshold: 6	Threshold: 6
Normal Sight	Normal Sight	Varied Colorblindness, Low-Light Vision	+1 Passive Alertness, Low-Light Vision	Normal Sight, Water Sight
No restrictions of Attributes	Max of d10 Strength and Endurance	Max of d10 Intellect and Wits	Max of d10 Strength	Max of d10 Dexterity
Speed: 20ft. + (<i>Agility</i> + <i>Run</i> Modifiers × 3)	Speed: 20ft. + (<i>Agility</i> + <i>Run</i> Modifiers × 3)	Speed: 20ft. + (<i>Agility</i> + <i>Run</i> Modifiers × 3)	Speed: 15ft. + (<i>Agility</i> + <i>Run</i> Modifiers × 3)	Speed: 15ft. + (<i>Agility</i> + <i>Run</i> Modifiers × 3)
Raise Skill by 1	Magic Sense (60ft). Double Hit Point recovery and 2 day wound recovery.	Natural Armor Hoof (2) Qualify for <i>Instinct</i> .	+2 resist Fire, Electric, Acid, or Ice. +2 against sleep, only sleep for 4 hours.	Natural Swimmers. Immune to mammalian diseases and aquatic poisons.
Avg. Max Age: 87	Avg. Max Age: 131	Avg. Max Age: 67	Avg. Max Age: 107	Avg. Max Age: 98

Experience Points (XP)

Experience, or XP, is an accumulation of a character's life experience and knowledge. As a person gains experience they become better, stronger, or at the very least a little wiser.

How to spend Experience

Spending experience can happen at the end of a game session, the beginning of a game session, or at any time there is a large amount of "downtime". The **GM** decides if the character qualifies to spend experience. If a warrior has been training with various weapons with a weapons master, they may qualify to raise the *Melee* skill or perhaps take a characteristic or feat related to the training. If a hunter has spent time in unfamiliar woods, they may qualify to raise *Perception*, *Nature*, or *Survival* if the **GM** sees fit. As a reminder, you must have the previous level in an **Ability**, **Feat**, or *Skill* before you may purchase it; you **cannot** raise a die type more than once at a time. The higher the level purchased, the more time it takes to train.

Here is what you can spend XP on:

❖ **Attributes:** cost $10 \times$ the modifier of the next die. You must have the previous level before purchasing the next die.

D4 = 20, **d6** = 30, **d8** = 40, **d10** = 50, **d12** = 60

❖ **Skills:** cost $3 \times$ the modifier of the next die. You must have the previous level before purchasing the next die.

D4 = 6, **d6** = 9, **d8** = 12, **d10** = 15, **d12** = 18

❖ **Feat:** cost $6 \times$ the modifier of the next die. You must have the previous level before purchasing the next die.

D4 = 12, **d6** = 18, **d8** = 24, **d10** = 30, **d12** = 36

❖ **Spells:** cost 4XP each. When raising *Arcana* you gain bonus spells. You will always have a number of free learned spells equal to the *Arcana* modifier.

❖ **Blessings:** cost of a blessing is $3 \times$ level learned. You can only learn a higher level blessing if you learned a blessing from a previous level. For example you cannot learn a 3rd level blessing until you've learned at least one 2nd level blessing.

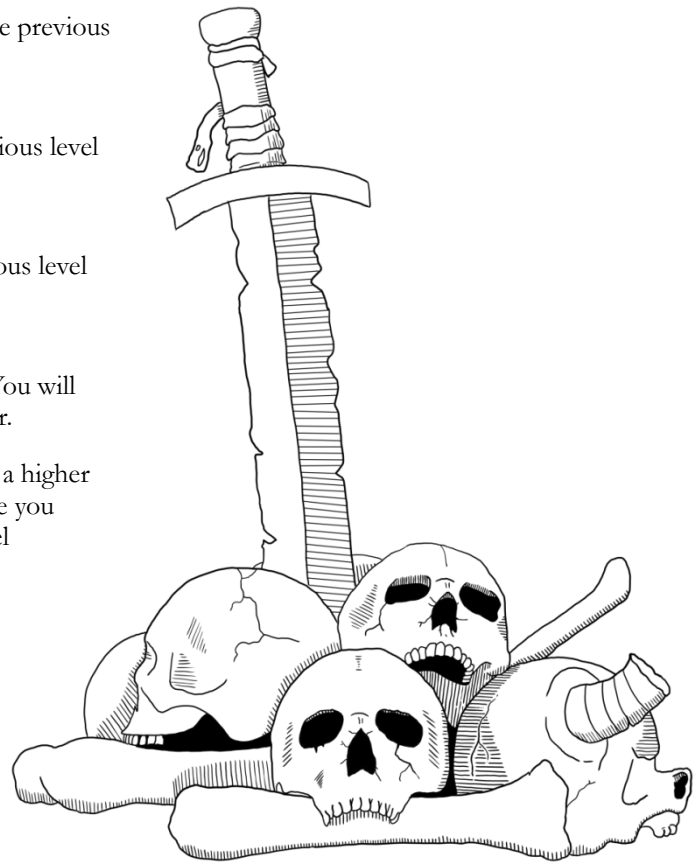
Level I = 3 **Level II** = 6, **Level III** = 9, **Level IV** = 12, **Level V** = 15

❖ **Languages:** cost $2 \times$ the modifier of the next die.

D4 = 4, **d6** = 6, **d8** = 8, **d10** = 10, **d12** = 12

❖ **Etiquettes:** cost 2XP each. A significant amount of time must be spent with people or place of the etiquette.

❖ **Characteristics:** cost as listed for each characteristic. If appropriate, flaws may be bought back by spending double the XP bonus. Some flaws have special rules to be bought back.



How to Earn XP

Characters earn XP by combat, quests, encounters, social situations, solving puzzles, making successful stealth operations and various other tasks. The Game Master should award from 5-10XP in a session based on time played and amount of things accomplished.

Story Points

Story points are the representation of an unexplainable mystical supernatural force that resides in within the realm. Sometimes, people represent this as luck, fate, or the will of a higher being. However you define it, no one truly understands its unique nature. Characters are never aware of this force directly, but for those interwoven in the threads of fate; this supernatural force seems to follow with them.

A standard hero starts the game with a maximum story point pool of 10, and 1 story point. At the end of each game session, if a character directly interacts with fate, they will gain 1 story point which will not exceed your maximum. These story points can be used in a multitude of ways.

What can I do with Story Points

- ❖ Whenever you take damage, you may spend 1 story point to soak damage. Each story point you spend, you may roll d6 to determine how much damage gets reduced. This will soak all forms of damage, including permanent damage.
- ❖ You may reroll any roll by spending 1 story point. You always take the best result, even if the next roll ends up in a botch. You can continue to reroll by spending additional story points, but you cannot reroll any roll you botched on (rolled a 2). This does not apply to damage rolls however.
- ❖ You can spend a story point to resist one of your flaws. If the flaw requires a roll, treat it as if you succeeded.
- ❖ You may spend experience points; *right here, right now*. This is typically represented as an “Ah-ha” moment in which a player reaches a moment of clarity or understanding.
- ❖ You can spend all remaining story points and a permanent story point to prevent death. This lowers your maximum story point pool by 1. All bleeding is stopped and you are 1 hit point away from death. If you do this, you will not gain a story point at the end of the session. If you do not have any story points, then it is fate, you are dead.
- ❖ You can recharge any blessings. If a blessing grants you 3 uses per day you may gain all 3 uses. This does not recharge extra uses if you have taken the blessing multiple times and only recharges it as if you have taken it once (See page 64 for blessings).
- ❖ Some blessings may come with special effects that are activated when story points are spent.

What can't I do with story points?

- ❖ You cannot reroll damage with a story point.
- ❖ You may not reroll a botched roll unless you are *Lucky*. Fate has already decided you weren't going to succeed.
- ❖ For some reason, because fate is fickle like this, you cannot use story points against other players.

Skills and Attributes

Strength

Strength measures physical prowess and ability. It is important for people who do manual labor or fight in combat. Your **Strength** modifier adds to your maximum hit points and is used to help determine your maximum lift.

Climb

Climb represents your ability to pull yourself up with your arms and legs. This skill is used when climbing a rope, a cliff, or sometimes even when quickly climbing a ladder or slope. Climbing speed is indicated on page 7.

Table: *Climb Example Difficulties*

Example	TN	Botch
Climbing a knotted rope, climbing up a 45 degree surface	3	2
Climbing a rope, Climbing a steep slope with good handholds, Climb a tree with good handholds.	5	2
Climbing a rocky cliff wall, climbing a stone wall with small handholds. Climb a tree with sparse handholds.	7	2
Climbing a wall with hardly any handholds.	9	2
Climbing an oil covered rope, climbing a slick icy surface.	13	3
Climbing a rope one handed, without using your feet.	15	3

While climbing, a success is all that is needed to make a single movement. Failure means you cannot move that round and must regain your footing. A second failure in a row or a botch means that you slip and fall.

Example Climb Skill Focus: Mountain Climbing, Urban Climbing, Caves, Rope, Poles, Ladders, Holding, Trees

Lift

Lift is the skill of using your muscles to pull and lift things. It also represents strength related muscle control. This skill is extremely common among anyone who does manual labor, but is the primary skill for weight lifters and dock workers. This skill is sometimes used for quick bursts of strength, and is used for all lifting such as your arms, legs, and back. Unlike most rolls however, you are limited to how much you can perform based on your **Strength**.

Table: *Lift Example Difficulties*

Example	TN	STR Requirement
Snapping a twig, Throw a boot.	3	d4
Kicking open a basic door.	5	d6
Bending a simple sword over your knee.	7	d8
Ripping a book in half, Tossing a heavy hay bale.	11	d10
Flipping over an empty wagon	15	d12

Encumbrance

Encumbrance represents the things that we carry or hold that slow us down. Typically this is caused by weight, but sometimes it can be caused by carrying awkward objects, or being hindered by obstructions. Encumbrance is a penalty to all physical dice rolls. Any rolls that use **Strength, Endurance, Agility, or Dexterity** is considered a physical dice roll. Encumbrance penalties stack with all other penalties. While suffering a -1 encumbrance penalty, you are unable to sprint. While suffering a -2 encumbrance penalty, you are unable to sprint, run, or charge.

Backpacker: You are treated as having a +2 modifier to *Lift* for the purposes of encumbrance, but you cannot extend past your normal weight limit for carrying (see 138).

Carry Limit

The chart on the left represents how much you can carry before taking penalties to encumbrance. You may carry up to the maximum weight on a -2 penalty and move. Carrying weight above your +2 encumbrance prevents you from moving more than 5ft. in a round. You may only lift up to your max lift on the chart. Creatures may push twice as much weight as their max lift allows on normal surfaces or up to eight times as much weight if using the proper tools, if the object has wheels, or while using the proper surface.

Table: *Carry limits based on Strength + Lift*

Strength + Lift Modifier	No Encumbrance Penalty	Encumbrance +1 (Can't Sprint)	Encumbrance +2 (Can't Sprint/Charge)	Max Lift
1**	0-10 lbs.	11-20 lbs.	21-30 lbs.	100 lbs.
2	0-20 lbs.	21-40 lbs.	41-60 lbs.	200 lbs.
3	0-30 lbs.	31-60 lbs.	61-90 lbs.	300 lbs.
4	0-40 lbs.	41-80 lbs.	81-120 lbs.	400 lbs.
5	0-50 lbs.	51-100 lbs.	101-150 lbs.	500 lbs.
6	0-60 lbs.	61-120 lbs.	121-180 lbs.	600 lbs.
7	0-70 lbs.	71-140 lbs.	141-210 lbs.	700 lbs.
8	0-80 lbs.	81-160 lbs.	161-240 lbs.	800 lbs.
9	0-90 lbs.	91-180 lbs.	181-270 lbs.	900 lbs.
10	0-100 lbs.	101-200 lbs.	201-300 lbs.	1000 lbs.
11	0-110 lbs.	111-220 lbs.	221-330 lbs.	1100 lbs.
12	0-120 lbs.	121-240 lbs.	241-360 lbs.	1200 lbs.
13*	0-130 lbs.	131 – 260 lbs.	261 – 390 lbs.	1300 lbs.
14*	0 – 140 lbs.	140 – 280 lbs.	281 – 420 lbs.	1400 lbs.
15*	0 – 150 lbs.	151 – 300 lbs.	301 – 450 lbs.	1500 lbs.
16*	0 – 160 lbs.	161 – 320 lbs.	321 – 480 lbs.	1600 lbs.

*Exceeding normal Dice, such as with characteristics, size modifiers, or magical bonuses.

**Smaller creatures in some instances will not add their lift modifier to their Strength. Most creatures reduced to 1 strength are paralyzed.

Example Skill Focus: Weight Lifting, Pushing, Pulling, Backpacking, Arm Wrestling

Endurance

Endurance represents how tough your body is against stress, disease, and other ailments. This also represents how long a character can hold their breath, or how long they can run or swim, as well as how resilient they are against poison and disease. Your **Endurance** modifier adds to your maximum hit points.

Fortitude

Fortitude represents your ability to withstand bodily shock. This skill is used whenever you succumb to disease, poison, paralysis, and/or other bodily effects. It may also represent the body's general constitution. It is also rolled whenever making resist rolls against the elements.

Example Skill Focus: Poisons, Diseases, Physical Exertion, Heat, Cold, Fatigue, **Death** (Arcana)

Run

Run represents the ability to move quickly on land. It represents your running technique, and effects your movement (see base movement on page 6).

Example Run Skill Focus: Long Distance, Running against the Wind, Short Bursts, Difficult Terrain, Hurdles

Swim

You understand how to move in water. It represents your swimming technique, and effects your movement in water (see swimming movement on page 6).

Table: *Swim Example Difficulties*

Example	TN
Swimming through strong currents like a flooded river.	7
Swimming against a rip current or against the pull of an upcoming waterfall	11
Swimming in a heavy storm or a strong whirlpool.	15

Can't Swim

Unlike most skills, if you do not take the *Swim* skill you have a tendency to struggle. While in water that comes up more than 1 foot above your head, you take a -4 penalty because you are unable to swim.

Armor and Encumbrance Penalties

Due to the complication of water and wearing restrictive clothing, all armor and encumbrance penalties are doubled.

Example Swim Skill Focus: Technique, Long Distance Swimming, Wading, Swimming Against Currents, Floating, Diving

Agility

Agility represents your general speed and athletic ability. It also represents your flexibility, balance, and bodily control. Your *Agility* is added to your active DV and represents your ability to dodge and move about in combat to avoid blows. *Agility* is also one of the dice rolled for initiative.

Acrobatics

You have understanding and muscle memory associated with acrobatic techniques. *Acrobatics* represents nimbleness and the ability to tumble and move about. It also represents balance, the ability to stretch, the ability to perform acrobatic maneuvers like cartwheels and flips, as well as jumping ability.

Jumping

When jumping, you roll *Strength* + *Acrobatics*. When making a horizontal jump, you need at least a 10ft running start. Without the running start, your distance is shortened by half. Unlike most skills however, you cannot roll higher than your maximum roll. Dice may explode as normal, but the limit to the total number rolled is limited. If you were rolling a d10 + a d8, the highest number you could roll is an 18.

Table: <i>Horizontal Jump</i>			Table: <i>Vertical Jump</i>	
TN	Distance	Feet (Running Start)	TN	Distance
5	2.5 feet	5 feet	5	1 foot
10	5 feet	10 feet	10	2 foot
15	7.5 feet	15 feet	15	3 foot
20	10 feet	20 feet	20	4 foot

Dodging

As an impromptu action you can choose to dodge towards cover. Doing so takes an action and the TN required to move behind cover is equal to twice the amount of feet required to move to that cover. You may also use this ability to dodge out of the range of explosives and area effects.

Full Defense

You add your *Acrobatics* modifier when performing the full defense maneuver.

Example Acrobatics Skill Focus: Jumping, Falling, Balance, Performance, Dodging, Contorting, Wall Running

Fly

You have the ability to move through the air. This only applies to creatures or characters that have the ability to fly, through wings, or other means. Rules on movement with flying can be found on page 6.

Table: *Fly Example Difficulties*

Example	TN
Flying through heavy winds.	7
Flying through tornado or hurricane strength winds	15

Getting Hit While Flying

Unless you have perfect flight, whenever you are hit while flying, you must make an **Endurance** + *Fly* against a TN equal to the damage taken or be forced to fall. You may make an *Acrobatics* rolls to reduce damage from falling (see page 19). If the falling is less than 10ft. the target takes no damage.

Example Fly Skill Focus: Long Distance, Retaining Control, Against Wind, Landing

Melee

You have an understanding of martial and melee weapons: such as swords, axes, spears, maces, hammers, picks and anything else you can hold in your hands that you can use to clobber, slice, or puncture with. It represents practice and technique, and helps to making melee based attacks.

Parry/Block

If you do not have the *Melee* skill you cannot parry or block attacks.

Example Melee Skill Focus: Swords, Axes, Polearms, Knives, Maces, Picks, Scythes, Chains

Ride

Ride represents the ability to use animals as mounts. It represents the control you have over the animals you ride, as well as combat techniques used while on mounts. This skill can also be used in training animals for riding as well. This does not represent using animals in a teamster setup for wagons and pulling trains (see *Drive* on the following page).

Example Ride Skill Focus: Long Distance, Staying On, Tricks, Racing, Side Saddle

Stealth

Stealth represents the ability to hide, as well as the ability to move about without making any sound. When using *Stealth* for multiple actions, it is assumed that *Stealth* applies for the full-round; therefore, any actions taken during the round receive the benefits of stealth.

Moving Silently

When moving silently, you use **Agility** + *Stealth*. Targets listen with standard *Perception* rolls or use passive alertness if they are not aware. While moving silently, you can only move at half speed. If you choose to move at full speed, you take a -4 penalty to the roll. *Stealth* in this fashion is part of the movement itself, meaning you only need to roll *Stealth* once and the dice are reduced by steps based on actions performed in the round as normal. If you are moving together as a group, your *Stealth* score is equal to whoever rolled the lowest in the group. Though the **GAME MASTER** decides who may or may not be caught during a failed roll.

Hiding

When hiding, you use **Wits** + *Stealth*. Targets look with standard *Perception* rolls or use passive alertness if they are not aware.

Ambush

To set up an ambush, you roll an **Intellect** + *Stealth*. Targets who fail to spot the ambush are surprised.

Covert

The **Covert** feat adds to all your *Stealth* rolls. You may also choose to hide in plain sight; doing so is a **Covert** + 1 roll. See page 50 for rules on the **Covert** feat.

Stealth Specialties: Hide, Move Silently, Ambush, Cover-up, Shadows, Hiding Weapons

Throw

Throw represents your ability to toss objects. It represents your ability to throw both balanced and unbalanced items.

Throwing Unbalanced or Large Objects

Whenever throwing objects like axes, spears, bolas, military darts, javelins, potions, vials, or rocks, you use *Agility* + *Throw*.

Throwing Balanced Objects and Using Slings

Whenever throwing knives, shurikens, darts, marbles, small rocks, or whenever using a sling, you use *Dexterity* + *Throw*.

Throw Specialties: Darts, Knives, Spears, Axes, Bottles, Rocks, Balls, Bolas

Unarmed

Unarmed represents your skill in hand to hand combat as well as your training in unarmed weapons: such as brass knuckles, punching daggers, and rope. This skill also applies to grappling and any other form of close quarters fighting not covered in *Melee*.

Damage with Unarmed Attacks

When dealing damage with your unarmed attacks, you deal *Strength* + 1 non-lethal bludgeoning damage. You may only deal lethal damage if you have the *Martial Arts* feat. This includes punches, kicks, elbows, head-butts, and other various attacks.

Example Unarmed Skill Focus: Punches, Kicks, Elbows, Bites, Claws, Head-butts, Grabs, Brass Knuckles

Dexterity

Dexterity represents your hand-eye coordination as well as your ability to physically manipulate objects. Your fine muscle coordination and ability to use tools are often govern by your *Dexterity*.

Archery

Archery represents your ability to use bows and crossbows. By simply having a d4 in this skill, you are able to string a bow as long as you have enough strength. This skill also represents the use of slingshots, but does not represent the use of slings (which instead use *Throw*).

Example Archery Skill Focus: Longbows, Shortbows, Crossbows, Slingshots, Horseback

Drive:

You have the ability to drive a vehicle. This is used for driving teamster wagons and Reznor trains (*Drive: Teamster*, *Drive: Trains*). Though there can be other types of driving if there are other vehicles: such as *Drive: Magitech*, *Drive: Landcraft*, and *Drive: Airship*.

Example Drive Skill Focus: Carriages, Wagon Trains, Horseless Carriages

Intrusion

Intrusion represents your ability to break and enter as well as disable devices and other mechanics. This ability is used when lock picking, setting a wagon wheel to come loose, or cutting glass to break into a window stealthily.

Picking a Lock

Picking a lock is an extended *Dexterity* + *Intrusion* roll that requires thieves' tools. A botch means that you possibly jam the lock, break the lock pick, or lose all the time spent picking the lock. Clearing a lock requires a TN: 7 which takes a full-round action.

Table: *Locks and Lockables*

Name	Price	Weight	Lock Pick TN	Name	Price	Weight	Lock Pick TN
Lock, Simple	5sp	1 lb.	30	Manacles	2gp	2 lbs.	60
Lock, Average	1gp	1 lb.	60	Manacles, Strong	6gp	3 lbs.	90
Lock, Good	5gp	1 lb.	90*	Safe, Desk	20gp	100 lbs.	90
Lock, Superior	20gp	1 lb.	120*	Safe, Large	45gp	1 Ton	90

Disabling Traps

When disabling traps, you make an extended *Dexterity* + *Intrusion* roll just like picking a lock. You may need a variety of tools such as a sharp blade for tripwires, or a hook and pin to prop up pressure plates. A botch means that the trap is activated as normal, though you are not treated as being flat-footed if you are able to identify where the source of the trap's attack is coming from.

Disabling Devices

You may disable devices in such a way to make devices inactive, or break down. If you are good at what you do, you can make such a problem seem unnoticeable until it is too late. Disabling a device requires a **Wits + Intrusion** roll or in some cases it may require a **Dexterity + Intrusion** roll if careful hands are required. Just like disabling a trap, you will require special tools

Table: *Disable Device*

Examples	TN
Jam a gear with an object. Causes a piece of armor to become loose after worn.	5
Cause a wagon's wheel to fall off when it tries to move.	7
Dislocate a magical gem in a magic item so it is no longer enchanted.	13
Sabotage a ship to begin sinking after it leaves port without such sabotage being discovered after a boat inspection.	19

Example Intrusion Skill Focus: Locks, Traps, Glass, Magical Traps and Devices

Legerdemain

Legerdemain represents your ability to perform slight-of-hand tricks as well as the ability to pickpocket and hide things within your persons.

Pickpocketing:

A successful **Dexterity + Legerdemain** roll must be made against the target's passive alertness, assuming they are not aware you are pickpocketing them, or they are not actively looking for criminals. A failure means you get caught, but you can still choose to make off with the goods as long as the roll beats the target's active DV. A botch means that not only do you get caught, but drop the item you are attempting to steal (unless it is secure with them). The difficulty of the TN may be increased for larger items, or items that take 2 hands to carry.

Concealing Items:

You can use this skill to conceal items on your person. Personal weapons and the hand crossbow can provide a +2 bonus to being concealed. While being search, the investigator must make an **Investigation** roll against a subject to find concealed items, assuming that they have the proper clothes or means to conceal the item.

Example Skill Focus: Pickpocketing, Street Magic, Concealing Items

Intellect

Intellect represents your overall intelligence and static knowledge. It represents what you know, what you have studied, and how well you can retain information. It also represents a character's static IQ.

Alchemy

Alchemy represents the ability to craft alchemical items and the ability to identify alchemical ingredients. It also represents the science of alchemy itself, which is the transmutation of elements through magical means, ingredients, and techniques.

Identifying Potions and Poisons

You roll an **Intellect + Alchemy** roll to identify potions and poisons.

Making/Harvesting Poisons

When making or harvesting poisons, you typically need to harvest or simply distill one or two ingredients and mix them together. By spending 10 minutes, you can carefully harvest 1 dose of poison from a creature or plant.

Special Note: In the official core rulebook of *Machina and Magic*, this skill is used for alchemical recipes and alchemists!

Alchemy Skill Focus: Potions, Poisons, Identification, Bombs, Splash, Harvesting Ingredients

Arcane

Arcane represents the knowledge of magic. *Arcane* overlaps with *Religion*, *Lore*, and *Occult* as it covers the magical understanding of all of those things; however, *Arcane* is strictly magical knowledge. The *Religion* skill is able to identify blessings and their type whereas the *Arcane* skill is only able to identify whether a spell cast is a blessing or not.

Identifying Constructs, Elementals, and Esper

To identify a Construct, Elemental, or Esper you must roll an **Intellect + Arcane**. The target number is equal to 2 + the challenge rating of the creature. A success means you know the creature's name or nickname, and the common lore associated with it (such as what sort of power source a construct might have, where an elemental might be located, what sort of obvious abilities it might have, and if it can cast magic). A raise on this roll allows you to know the creature's primary weaknesses as well as abilities it might have.

Spell Check:

When rolling to know what arcana spells are being cast, a character must roll an *Intellect* + *Arcane* roll to identify it. The TN is 5 for an arcana spell. A success means the arcana is identified (but not the spell). A raise on this roll identifies the spell being cast through *Arcana*. The target must see the spell caster clearly to identify the spell. Identifying rare magics grant a +4 difficulty to the roll. If a spell being cast has no trappings, the difficulty of identifying the spell increases by 8.

Identifying Magical Items:

When studying magical items, you require extensive study and concentration. By rolling *Intellect* + *Arcane*, and by spending 30 minutes, you can attempt to identify a magical item. A TN: 5 is all that is needed to identify if the item has a specific arcana, if the item is a catalyst, or if the item is tied to a blessing. A raise allows you to understand what is required for the items activation, though, it will not tell you any command words, nor will it allow you to perform the specific psychic commands unless the item instructs you to. A botch may cause you to activate the item prematurely and cause damage to you or allies within the area (if the item causes a damaging effect), or at the very least you will cause the item to waste mana or uses per day.

Arcane Skill Focus: Constructs, Elementals, Subspace, Arcana (Specific), Identifying Spells

Craft: _____

You are skilled in the creation of a specific group of items. Like *Perform* and *Profession*, *Craft* consists of many separate skills. You may have several craft skills, each with their own die type. Sometimes, these craft skills may overlap; if they do, you take the highest die type when rolling. The *Skill Focus* bonus might also overlap; for example: if you have *Skill Focus* “Home Building”, you may still gain the bonus to *Craft: Masonry* and *Craft: Carpentry* if you have both skills.

Example Crafts: Armor Making, Blacksmithing, Bowyer, Clockwork, Carpentry, Glass Blowing, Instruments, Leather Working, Masonry, Pottery, Trap Making, Weapon Making

Making Normal Items

As a general rule of thumb, creating an item is an extended roll using *Intellect* + *Craft*. If the craft is artsy, you may use *Wits* instead. The TN for this item creation is $10 \times$ gold cost to a minimum of 10. You roll for each 4 hours you spend on your item. Some items might take longer because the process to create such items will require more time, and some items may take little to no time at all. The **GM** ultimately decides how long an item should take.

Botching

Whenever a botch is made, the item is made wrong. Half the materials lost (rounded down) are lost in the process but only up to 1gp of materials can be lost at a time (since you do not work with all materials at once). A botch makes you lose 20 to your extended roll.

Working Fast

You can work fast, making two rolls in 4 hours. This roll is at a -1 penalty, and the botch range increases by 1 (making a 2 and a 3 considered a botch when rolled).

Repairing Items

When repairing items you roll an extended roll using *Wits* + *Craft*. The TN is 7 to repair 1 hit point. Each roll made takes 1 hour for each roll. The cost of repairing an item is divided among the hit points damaged. If an item is damaged (Item is at half hit points), it requires “parts” which must be bought or made.

General Crafting Ability

As long as you have the *Craft* skill of any sort, you have a general crafting ability, which means you meet the qualifications for assisting others even if you do not have knowledge of the specific craft. The **GAME MASTER** may also allow you to use another type of craft to perform various tasks. For example: having the skill *Craft: Leatherworking* may grant you basic sewing knowledge, as well as basic design knowledge, and thus could be used to make or repair a simple uniform. However, in order to add masterwork traits, you **MUST** have the appropriate skill.

Crafting as a Profession:

You may use any *Craft* skill as a *Profession*.

Craft Skill Focus

When selecting the *Skill Focus* characteristic, you choose a specific type of item: such as a longsword, a covered wagon, longbow, standup clock, or iron chest.

Engineering

Engineering is your technical knowledge of mechanics, architecture, and structural knowledge. An **Intellect + Engineering** roll might tell you about structural weakness of a building, or how to design a bridge. Engineering also is the technical understanding of siege equipment and how to design and build them.

Repairing Items

In some cases it is necessary for this skill in order to repair structures. You may use this skill to assist all *Craft* skills pertaining to large projects such as buildings, bridges, siege equipment, or complex machinery.

Engineering Specialties: Bridges, Buildings, Sewers, Siege Equipment, Mechanics

Law

Law represents the knowledge of judicial systems, as well as how government functions. It also represents your ability to set up an argument for a trial, or the ability to act as a judge in a court.

Table: *Law*

Examples	TN
Understanding basic taxes and laws, Starting a business properly.	5
Cutting 10% off a client's taxes.	7
Understanding complex succession law, talking a judge into a lighter sentence.	11
Cutting 20% off a client's taxes through loopholes.	15
Finding a loophole to get someone out of the death penalty.	19

Engineering Specialties: [Area], Civil Court, Land Claims, Historical Law, Criminal Court

Lore

You have an extensive knowledge of the world's history, its legends, and its stories. All *Lore* rolls made within an area that you have an etiquette in is granted a +4 bonus.

Table: *Lore*

Examples	TN
Know a recent or historically significant event.	5
Retell a famous song or legend.	7
Determine an approximate date of a specific event.	9
Know an obscure or ancient historical event.	13
Determine an approximate date of an event within subspace.	17

Example Lore Skill Focus: [Area], Heroic Stories, War and Battles, Famous Artists, Famous Inventors, Famous Mages

Medicine

Medicine represents a wide range of medical knowledge. It also represents your practical ability to perform medical practices such as first aid, and even surgery.

Using this skill on Animals

This skill suffers a -2 penalty when used on animals, though it can only be used for first aid. *Profession: Veterinary* is the proper skill used for taking care of animals.

Diagnose Disease:

To diagnose a disease, you must be in the presence of the sick individual. You roll **Intellect + Medicine** against a target number equal to the disease's resist TN. A failure does not necessarily mean you do not know the disease, but that you do not know what is best to aid in curing the disease. Getting a success allows you to provide adequate conditions for the patient so that they do not risk losing the bonus provided by full bed rest. Getting a raise may allow you to have extensive knowledge of the disease.

Healing Wounds

Aiding in the recovery of wounds is found on page 41. This skill is best used within the golden hour, which is a period of time where medical help is most effective. You may not help in healing wounds if you do not possess this skill.

Surgery

You may perform special surgeries to add in the recovery of permanent damage assuming you have the proper tools and laboratory. However, performing such procedures is difficult and risky. When performing such complicated procedures, you risk causing worse damage and thus you not only botch on 2 but on 3 as well, which always causes complications. Providing such surgery is only truly available within the first week of receiving the permanent damage. You must roll a *Dexterity* + *Medicine*, *Wits* + *Medicine*, or *Intellect* + *Medicine* at the **GAME MASTER'S** discretion based on the nature of the surgery. A TN: 7 converts 1 permanent damage into lethal damage whenever wounds are recovered. Each raise allows for an additional hit point to be converted. This procedure can only be done once for every wound recovery period.

Example Medicine Skill Focus: First Aid (Wound Recovery), Nursing (Hit Point Recovery), Surgery (Permanent Damage), Trauma (Wounds and Effects within the first hour), Diseases, Ear Throat and Mouth, Nutrition, Sports Medicine, Traditional Medicines

Nature

Nature represents your knowledge of the natural world, including geography. It also represents the identification of plants, animals, how rivers are formed, or what type of organisms exists in a specific terrain. It does not cover monsters, especially espers, but it can sometimes represent some knowledge on how fey interact with natural areas. *Nature* often overlaps with *Survival* as well as other skills. *Nature* covers the basics of growing and taking care of plants, though it does not imply you are capable of managing a large farm such as someone with *Profession: Farmer*. This knowledge is better at identifying what berries are safe to eat and what types of animals make certain tracks, whereas *Survival* would tell you that most berries are pretty dangerous and how to follow an animal's tracks.

Identifying Animals, Vermin, and Plants

To identify an animals, vermin, and plants, you must roll *Intellect* + *Nature*. The target number is equal to 2 + The Challenge Rating of the Creature. A success means you know the creature's name or nickname, and the common lore associated with it (such as if it is friendly or not, what it might commonly eat, and if it comes in groups or is a loner creature, and what sort of obvious abilities it might have and if it can cast magic.). A raise on this roll allows you to know the creature's primary weaknesses as well as abilities it might have. The **GAME MASTER** may incur etiquette penalties for being in an area foreign to you.

Example Nature Skill Focus: Mammals, Plants, Fungi, Reptiles, Fish, Birds

Special Note: Terrain cannot be taken as a *Skill Focus*, since it is covered with the *Favored Terrain* characteristic, which provides an even greater bonus.

Occult

Occult is your knowledge of pact magics, spirits, and the undead. It may overlap with *Religion* and *Arcane* from time to time as both cover certain aspects that the *Occult* share. *Occult* also represents the knowledge over understanding pacts, spirits, witches/warlocks, psychic powers, and the spirit world.

Identifying Spirits, Psychroms, and Undead

To identify Spirits, Psychroms, and the Undead, you must roll *Intellect* + *Occult*. The target number is equal to 2 + the challenge rating of the creature. A success means you know the creature's name or nickname, and the common lore associated with it (such as if it is friendly or not, what it might commonly eat if anything, if it comes in groups or is a loner creature, what sort of obvious abilities it might have, and if it can cast magic.). A raise on this roll allows you to know the creature's primary weaknesses as well as abilities it might have.

Example Occult Skill Focus: Spirits, Undead, The Spirit World, Pacts, Psychomic Creatures

Profession: _____

Profession represents your ability in a service type of work. Like *Craft* and *Perform*, *Profession* is a number of separate skills. Sometimes, these *Profession* skills may overlap; if they do, you take the highest die type when rolling.

Profession Examples: Barrister, Brewer, Butcher, Clerk, Courtesan, Farmer, Firewatch, Fisherman, Gardener, Innkeeper, Librarian, Mercenary, Merchant, Midwife, Miller, Miner, Porter, Shrubber, Soldier, Veterinarian, and Woodcutter.

Various skills can be used in place of a *Profession*. This skill may also oftentimes overlap with various *Etiquettes*. If they do overlap, you may gain a +1 bonus to first impressions in specific situations where your skill in a particular profession is required.

Table: *Skills as Professions*

Skill	Professions	Skill	Professions
<i>Academics</i>	Teacher/Professor, Scribe	<i>Lift</i>	Dockworker, Muckraker
<i>Cooking</i>	Baker, Chef	<i>Religion</i>	Evangelist, Priest,
<i>Engineering</i>	Architect, Engineer	<i>Repair</i>	Fixer, Plumber, Roofer
<i>Finance</i>	Banker, Tax Collector	<i>Sailing</i>	Sailor
<i>Handle Animal</i>	Shepherd, Trainer, Stable Master	<i>Seduction</i>	Escort
<i>Nature</i>	Herbalist	<i>Survival</i>	Forager, Hunter, Trapper
<i>Law</i>	Lawyer, Tax Collector	<i>Tracking</i>	Hunter, Trapper

Example Profession Skill Focus: Customer Service, Presentation, Quality Production, Time Crunching

Religion

Religion represents your knowledge of the gods and organized philosophies. It also represents the knowledge of religious organizations, religious holidays, and how to perform in religious context. A d4 in *Religion* means that the character knows of all the major pantheons in the area they were raised (though they may not know everything they stand for or their belief systems).

Identifying Chthonic Creatures

To identify a Chthonic Creature, you must roll *Intellect* + *Religion*. The target number is equal to 2 + the Challenge Rating of the creature. A success means you know the creature's name or nickname, and the common lore associated with it (such as if it is friendly or not, what deity it might be associated with, and if it comes in groups or is a loner creature, and what sort of obvious abilities it might have and if it can cast magic.). A raise on this roll allows you to know the creature's primary weaknesses as well as abilities it might have.

Identifying Blessings

When rolling to know what blessings are being cast, a character must roll an *Intellect* + *Religion* roll to identify it. The TN is 3 + the level of the blessing. A success means the blessing is identified. The target must hear the blessing or see the caster for this roll to be made.

Example Religion Skill Focus: Chthonic Creatures, A specific Pantheon, Religious History, Paladin Orders, Former Deities, Identifying Blessings

Sailing

Sailing represents your knowledge of how to control a boat or ship as well as how to perform maritime duties. It also represents how to navigate a ship as well charting a course. While performing normal duties on a ship, a simple d4 is all that is required unless seas become turbulent.

Table: *Sailing*

Examples	TN
Sailing in calm seas, reading a sea chart.	5
Sailing in winds that are not favorable, charting a half complete sea chart.	7
Sailing in a storm, sailing against the winds, making a new sea chart.	11
Sailing in a terrible storm like a hurricane.	15
Sailing against a powerful water spout.	19

Example Religion Skill Focus: Charting a Course, Storms, Large Ships, Small Ships, Control

Charisma

Charisma represents your ability to communicate. It also governs your ability to lie, perform, and lead others.

First Impressions

Whenever making the first *Charisma* roll of a social encounter, you take all first impression bonuses and penalties into effect, such as those granted from the characteristics: *Attractive*, *Scar*, and *Ugly*.

Disposition

Creatures may start with a specific disposition against you, causing a penalty or bonus to all *Charisma* rolls. A standard *Empathy* roll (see page 47) can tell you the current disposition of a creature. Causing the disposition to change in your favor requires a successful *Persuade* roll (see page 43). Causing someone to become more hostile or aggravated is far easier and does not require a roll but simple roleplaying.

Table: *Disposition*

Level	Change
Hostile	-4
Aggravated/Unfriendly	-2
Neutral	0
Interested/Friendly	+2
Helpful/Ally	+4

Barter

Barter is your ability to trade with others. It is how good you are at pitching a sale, or convincing someone to buy something from you. It is also your ability to appraise items at their base value.

Bartering Prices

When bartering for the price of an item, you toss out a price for the item and both you and the sell/buyer roll an opposed **Charisma** + *Barter*. If you are the buyer and you fail, the seller will not drop in base price until you give him a different offer (such as with goods instead of money). If you are the seller and fail, the buyer will not buy your item until a better deal is made. If you are the buyer and get a raise, you can lower the price of the item by 10% as long as it does not go below the creation cost (Often times food is sold just a little more than at cost and thus cannot be bartered for very much). If you are the seller and get a raise, you can increase the price of the item by 10% as long as it does not go over three times the creation cost.

What is creation cost?

Creation cost is the cost that it takes to typically create an item. In some cases, it is actually cheaper to make an item, which is what happens when the things required to make said item are found cheap. The selling price for most items is twice the creation cost.

Barter Modifiers:

When selling items, here are the bonuses and penalties you get to bartering.

- ❖ **Item is sold at creation cost:** +8 bonus to seller.
- ❖ **Item is sold at 25% higher than creation cost:** +6 bonus to seller.
- ❖ **Item is sold at 50% higher than creation cost:** +4 bonus to seller.
- ❖ **Item is sold at 75% higher than creation cost:** +2 bonus to seller.
- ❖ **Item is sold at 100% high creation cost (Twice creation Cost):** No change.
- ❖ **Item is sold at 125% higher than creation cost:** -2 penalty to seller.
- ❖ **Item is sold at 150% higher than creation cost:** -4 penalty to seller.
- ❖ **Item is sold at 175% higher than creation cost:** -8 penalty to seller.
- ❖ **Item is sold at 200% higher than creation cost (Triple Creation Cost):** -8 penalty to seller.

Hocking Items “Quick-Selling”

A **Charisma** + *Barter* at TN: 4 can allow you to sell any item for 50% of its normal value. A failure on this roll means no one is willing to buy what you have to sell and may be tried again later. By using the **Charm** feat, you may sell items for an even greater price (see page 50). Unlike Bartering, hocking items is a sure thing but it must be done in areas where you can easily sell items such as a small town or better. Rare and magical items cannot be sold in this method in areas that are too small to take rare or magical items.

Example Barter Skill Focus: Weapons, Armor, Jewelry, Art, Food, Junk

Composure

Composure is your ability to hide your emotional cues. It is generally used as part of a resist roll when countering *Empathy*. It is also used to maintain lies after they are made. Whenever using composure actively, it is always used as a free action.

Vs. Empathy

If someone uses **Wits** + *Empathy* to sense your emotional state, you may choose to use **Charisma** + *Composure* as a resist roll to hide it. *Composure* can be used to hide your humiliation if someone were to humiliate you with *Intimidate*, *Subterfuge*, or another appropriate skill.

Vs. Fear

A **Charisma** + *Composure* at TN: 4 will allow you to not show fear granted from a fear effect. This does not stop the effects of fear. (Someone who is running from a source of fear cannot “hide” it). A raise on this roll allows you to hide an advanced fear effect.

Vs. Wounds

Using *Composure*, you may attempt to make it look like you are not injured (or at the very least, not as badly injured). A successful **Charisma** + *Composure* roll at TN: 4 + (number of wounds) means that you do not appear wounded. A success means you do not suffer wound penalties to *Intimidate*, *Leadership*, or *Persuade*. This roll is impossible when attempting to hide wounds that are grievous and obvious.

Example Composure Skill Focus: Keeping Lies, Fear, Injury, Hiding Sadness, Hiding Anger

Handle Animal

Handle Animal is how well you handle interactions with animals. This is the social skill associated with dealing with animals, vermin, and natural unintelligent creatures.

Handle Animal functions like *Diplomacy* for calming creatures down that are hostile. Creatures roll **Wits** + *Willpower* against your **Charisma** + *Handle Animal*. A success means that hostile animals only become aggravated and likely flee or hold their ground. A raise means that creatures will leave the character alone as long as it is able to.

You may calm a frightened animal with handle animal. As a full-round action you can roll **Charisma** + *Handle Animal* at TN: 4. A success calms a creature down. A raise calms a creature down from advanced fear.

Example Handle Animal Skill Focus: Forest, Desert, Reptiles, Herd Animals, Mounts

Interrogation

Interrogation is your ability to ask the right questions, in such a way as to get others to tell you what you want to hear. Much like *Intimidation*, this skill can be used to force others into telling you what you need them to, but it does not need to be as violent or fear-oriented. Targets roll **Charisma** + *Composure* to or **Charisma** + *Subterfuge* to resist being interrogated. Though targets may choose to keep the information to themselves by resisting with a **Focus** + *Willpower*.

Example Interrogation Skill Focus: Forest, Desert, Reptiles, Herd Animals, Mounts

Intimidate

Intimidate is the skill used to persuade others with verbal force. This skill represents your ability to bestow fear in others, and cause them to have doubts.

Cause Fear

When attempting to cause fear in others, you roll **Charisma** + *Intimidate*. The target rolls against **Focus** + *Willpower*. If you succeed, you cause a fear effect against your target.

Cause Doubt

You can cause doubt in someone's abilities or ideas by downplaying them. This functions just like causing fear, except targets who fail to resist are instead given doubt. This can be used to persuade others to do things against what they believe by using fear as a means to persuade.

Example Intimidate Skill Focus: Insults, Scaring-off, Attacking Insecurities, Death-Threats, "The Stare"

Leadership

Leadership is your ability to lead others. It is your ability to get others to follow you, even when they may not generally want to. It also represents your ability to motivate others.

Vs. Fear

Leadership: As an action you can get someone to "pull themselves together". As long as the target can see or hear you, you can roll **Charisma** + *Leadership* against the fear effect's TN.

Morale Bonus

By simply rolling a **Wits** + *Leadership* at TN: 7 and those who listen to your rousing leadership may recover 1 morale penalty at the **GAME MASTER'S** discretion. This bonus can only be granted once per day.

Giving Orders

You may give someone an order. As an action, you may roll your **Charisma** + *Leadership* at a TN: 4. If you are successful, you may command someone to perform an action for you. Depending on the type of order, you may gain a bonus or a penalty. This does not work against people who are hostile towards you, or someone who dislikes you.

Table: *Giving Orders*

Type of Order	Change
Restore confidence in someone who doubted themselves. Order someone to do something that would have done had they not been forced or convinced to do otherwise.	+4
Pick up litter, watch a bound Prisoner, sharpen your weapon, carry a load for a little while, preform a simple not strenuous task.	No Change
Order a warrior to lend their secondary weapon. Make someone watch a very dangerous prisoner who is bound.	-4
Order someone to break a sacred vow. Watch a caged human-slaying monster.	-8
Make someone preform a suicidal action like charging into battle against a grand demon, do something they know is nearly impossible such as jump a dangerous chasm.	-12

Example Leadership Skill Focus: Giving Orders, Military, Calming Fear, Being a Figurehead, Business, Church, Family

Perform: _____

Perform is your ability to give a performance, whether or not that is an instrument, a form of dancing, or even giving a speech. Like *Craft* and *Profession*, the *Perform* skill represents a single type of performance. In some cases, a performance can act like *Persuade* in a means to sway people to your ideals, or to defuse a situation. *Perform: Acting* can be used like *Subterfuge* in a case where assuming a character is part of the lie, and any *Perform* skills that use instruments (including singing, since one becomes the instrument) can be used for magical songs.

Performing as a Profession:

You may use any *Perform* skill as a *Profession*.

Morale Bonus

By simply rolling a **Wits** + *Perform* at TN: 7 and those who listen to your rousing performance may recover 1 morale penalty at the **GAME MASTER'S** discretion. This bonus can only be granted once per day.

Example Perform Skills: Acting, Brass Instruments, Comedy, Juggling, Keyboards, Oratory, Percussion, Singing, Stringed Instruments, Dancing, Woodwind Instruments

Example Perform Skill Focus: Drama, Dance Music, Ballroom Music, Lectures, Religious Music, Tribal Music, Waltz, Interpretive Dance

Persuade

Persuade is your ability to convince others to see things your way and adjust the emotions of others. It represents your ability to defuse a negative situation, or your ability to have other sympathize with you. *Persuade* also represents your general ability at diplomacy, and the art of debating with others.

Using persuade to calm down a situation:

By rolling **Charisma** + *Persuade* you may attempt to defuse a situation. For the most part, a misunderstanding only needs a TN: 5, but some situations might prove difficult because of challenging hurdles such as a general lack of trust, religion, age, or differing ideologies. A successful roll will allow you to change the disposition of a subject in your favor, and a raise might increase that disposition further.

Table: *Example Persuade TN*

Type of Order	TN
Defuse a simple misunderstanding or accident that can easily be forgiven	5
Convince a child to stop crying.	6
Defusing a misunderstanding, but the target is <i>really</i> having a bad day.	7
Trying to convince the targets to hear you out, but they have a general distrust. They might consider you a stranger or a heretic. They might not appreciate people such as mercenaries or drug dealers.	9
You have committed a crime against the subject and are asking for them to hear you out.	11
You are trying to defuse the hostile opinion of a powerful yet arbitrary king, who views you as an inferior.	13
Convince an assassin, dead set on their mission, to hear you out.	15

Example Persuade Skill Focus: Assurance, Guilt, Charity, Politics, Banter, Revelry, Speaking to Elders, Speaking to Youth, Court Diplomacy, Foreign Diplomacy

Subterfuge

Subterfuge is your ability to lie and trick. It represents your ability to convince others of information, even if it is a lie. Like *Persuade* it can also be used to defuse a negative situation or have other sympathize with you, but typically through the means of using false information.

Lying

When making a lie to another person, you roll **Charisma** + *Subterfuge* against the target's **Wits** + *Empathy*. If such lies are not spoken, such as in the case with written lies, you may roll **Wits** + *Subterfuge* instead against the target's **Wits** + *Subterfuge*. If a lie has already been properly established, in some cases you may be required to maintain the lie. Doing so may require a **Charisma** + *Composure* roll against a **Wits** + *Empathy* roll.

Example Subterfuge Skill Focus: White Lies, Diversion, Crying Wolf, Faking Ability

Additional Notes on Charisma

Stopping to roll for each spoken phrase in a scene is unnecessary and can take away from one of the most exciting parts of the game. **GAME MASTERS** are encouraged to treat most **Charisma** based skills as passive effects instead of active skills that require being rolled every time. If a character has a d8 in **Charisma** and a d8 in *Persuade*, you can effectively treat said character as being pretty convincing. Natural and logical lies do not require rolls if such lies make sense in a situation, and composure rolls do not need to be rolled by each NPC since most NPCs could care less how a stranger feels. When the **Charm** skill is thrown into the mix, it is to be treated with some level of supernatural degree. You can make an "ally" in a very short amount of time to the point where it might feel like everyone in town knows you, and people are not likely to forget how friendly they "believed" you were.

Focus

Focus represents your ability to concentrate, stay focused on tasks, and be aware of your world around you. People who have good **Focus** are very conscious of the world around them, and are good at processing what they see and hear. Much like **Wits**, **Focus** represents how quickly your mind thinks in the moment, but with regard to the mind's ability to process the senses (visual, audio, smell, etc.). This also often times includes supernatural senses such as tremor sense and life sense.

Concentrate

Concentration is your ability to stay on the task at hand. When doing extended rolls, casting spells, or performing tasks that require your concentration, you need to keep your head on straight.

Being distracted

Whenever performing a task while distracted such as picking a lock, reloading a weapon or casting a spell, you must roll a **Focus** + *Concentration* at a TN 5. Failure means the spell is lost, or a skill roll is failed. If a task only takes an action, it may be tried again, but extended rolls and full-round actions are lost. Spells however may not be cast again and a failure in this concentration roll means you cannot cast a spell for the rest of the round. The **GAME MASTER** may increase or decrease the difficulty of the distraction based on the severity of the distraction.

Distractions might be caused by:

- ❖ Becoming deaf or blind.
- ❖ Being surrounded by heavy noise or bright flashing lights.
- ❖ Someone or something is shaking, bull rushing, or attempting to grapple you.
- ❖ Heavy turbulence while on a wagon or ship.
- ❖ A loud explosion happens near you.

Taking Damage

Whenever taking damage while performing a task such as picking a lock, reloading a weapon or casting a spell, you must roll a **Focus** + *Concentration* at a TN equal to the damage taken. Failure means the spell is lost, or a skill roll is failed. Mana spent for the spell is lost, and materials for spells are damaged.

Being Grappled

While being grappled, the *Concentration* TN is equal to the grappler's unarmed MV.

Example Concentration Skill Focus: Taking Damage, Distracting Noises, Distracting Lights, Being Touched, Spells

Intuition

Intuition is your inner “sixth sense”. It is your ability to sense when something is off, when someone is watching you, or if there are spirits in an area. Those without intuition have difficulty understanding it, and therefore it is hardly a teachable skill.

What intuition may be used for:

- ❖ **Focus** + *Intuition* against a **Wits** + *Stealth* when you are being stalked.
- ❖ Understanding that those “chills” are a spirit in the area.
- ❖ When both options sound solid, intuitive people have a better chance of choosing a better one.
- ❖ When something is “wrong”, but you have no real evidence to prove otherwise.

Example Intuition Skill Focus: Direction, Being Stalked, Heartbreak, Social Cues, “What’s In the Box”

Investigation

Investigation is your ability to search and make inferences based on observation. Though, you can find things by making a simple *Perception* roll, in order to search an area in depth, it will require an *Investigation* roll. Just like *Perception*, you may automatically find things with your passive alertness. In some cases, *Investigation* does some of the things *Enigmas* can do, but *Investigation* typically refers to making inferences with what you observe.

Focus + *Investigation* may be used to find something or to gain an inference about what had happened in an area. The **GAME MASTER** may decide how long a search might take, but most searching takes at least 10 minutes per roll.

Table: *Finding Things*

Examples	TN
Object is pretty much in plain sight.	5
Object is tiny, or object is tucked away somewhere hidden and is not findable with casual observation. Finding a four-leaf clover in a bed of clovers.	7
Object is camouflaged, but looks unnatural enough to be seen with the trained eye.	11
A secret passage way designed perfectly flush against a wall, only noticeable by air that passes barely through the crack.	15
Finding a needle in a haystack.	19

Hidden Objects on a Person

Whenever finding hidden objects on a person, you roll **Focus** + *Investigation*. The target number is equal to the hidden item’s TN (see *Legerdemain* on page 36)

Example Investigation Skill Focus: Lost items, Crime Scenes, Missing Persons, Visual Patterns

Meditation

Meditation is your ability to calm your mind. This allows spell casters to recover mana and people to recover from morale penalties and mental damage.

Recovering Mana

Recovering mana is an extended roll that requires 30 minutes per roll. For each 7 you roll on a **Focus** + *Meditation*, you recover 1 mana. You can continue to roll higher, each raise providing another mana. You cannot recover mana if you are exhausted. A botch on this roll means you stop recovering mana and cannot meditate again for another 8 hours.

Recovering from Morale Penalties

By rolling a **Focus** + *Meditation* at a TN: 5 you may recover 1 morale penalty. Each raise recovers an additional morale penalty. This takes 30 minutes. Unlike *Willpower* this may be performed as many times as needed per day. Often times, meditation does not solve the problem of morale penalties, and thus most morale penalties are just as easy to return, such as in the case of heartbreak, poor leadership, or grieving over a loss.

Recovering Mental Damage

By rolling a **Focus** + *Meditation* at a TN: 4 you may recover d6 non-lethal mental damage. This takes 30 minutes.

Restoring Magic Items

Just like recovering mana, you can restore mana in magic items as well by using *Meditation*. You may only meditate on one item at a time, and you cannot recover your own mana while recovering mana for a magic item.

Example Meditation Skill Focus: Recovering Mana, Recovering Mental Damage, Recovering Morale Penalties, Thinking

Perception

Perception is how well you use your senses. As an action, you may roll **Focus** + *Perception* to survey an area. Doing so will help you find creatures that might be using *Stealth*, find traps, or locate something from a distance.

Actively Looking

While actively looking for things, you may roll **Focus** + *Perception*. This is used when actively looking for someone who might be using *Stealth*. If used in combat, this takes 1 action and may be used to assess a situation as well as find any hidden or approaching targets. *Perception* can allow you to look for something specific, but unlike *Investigation*, it is not thorough and cannot be used to find hidden compartments or secret doorways.

Passive Alertness

Passive alertness is what you have when you are not actively looking about. Your passive alertness is equal to your **Focus** + *Perception* modifiers. Whenever you are not actively looking, your passive alertness is the TN when others are attempting to use *Stealth* against you. If someone does not beat your passive alertness using *Stealth*, you become alert. Being alert means that you know something is out there and that you have a general direction. Once you are alerted, you may roll **Focus** + *Perception* immediately to catch the threat and may remain alert each round until the hidden target is found. If you alert others, they may also actively search for hidden targets.

If a trap comes into your vision with passive alertness, you might notice one of the mechanisms, but might not fully understand the entire trap. Once you have successfully located the trap with a **Focus** + *Perception* against the trap's perception TN, you can point it out and begin to disable it.

Perception Modifiers

- ❖ Trying to see in low-light without low-light vision is a -2 penalty
- ❖ Trying to see in darkness without dark-vision is a -4 penalty
- ❖ Trying to see in pitch black without devil-sight or equivalent is a -8 penalty
- ❖ Trying to listen in a noisy part of town or near a source of noise is a -2 penalty
- ❖ Trying to listen while in the middle of a noisy crowd or right next to a source of noise is a -4 penalty
- ❖ Trying to listen while being deafened -8 penalty

Example Perception Skill Focus: Hearing, Sight, Touch, Taste, Smell, Watch, Forest, Hallway, Crowded Streets

If I am on watch, am I considered alert? Can I stay on alert all the time?
The short answer is: no. Being alert requires a lot of mental concentration and thus, characters cannot remain alert all the time.

Willpower

Willpower is your ability to resist mental persuasion, fear, and mental attacks. It is used for any mental resist roll. It represents your ability to determine your own path in life and not be swayed by others that go against what you believe is right. It also represents your natural drive and ability to accomplish tasks through self-motivation.

Resisting Morale Penalties

Characters may roll **Focus** + *Willpower* to resist the negative penalties brought on by terrible events and happenings. The TN is equal to 5 × moral penalty. A success means that you “remain disheartened” but you can ignore the penalties associated with it. Recovery of morale penalties may be made once per day.

Example Willpower Skill Focus: Spells, Fear, Persuasion, Mental Damage

Wits

Wits represents your ability to process thought, make quick decisions, and come up with creative solutions. It covers the creative side of the brain as well as the ability to problem solve. *Wits* is also one of the dice rolled for initiative.

Art

Art is your ability to work with design the ability to work in various artistic mediums as well as your understanding of aesthetics, design, and form. This skill can be used for a multitude of mediums such as painting, drawing, sculpting, and using pastels. Whenever working on an art piece, it is treated like an extended roll just as with the *Craft* ability. Though this skill may be used to appraise other art pieces, the true value of an art piece can never be certain.

Observing Nature:

A **Focus** + *Art* at a TN: 7 allows you to capture the world around you in some form with your art. You can sketch down the likeness of anyone or anything with enough accuracy to keep as a guide for various spells as well as many divinations.

Art as a Profession:

Unfortunately, what sells well in the art world is determined by what others think is valuable. Because of this, art's value is almost completely subjective to the ones who are buying it. Though it is possible to sell art regularly as Portraitist or caricature artist, most art requires a fair amount of skill or luck to be valuable.

Example Art Skill Focus: Oil Painting, Charcoal, Watercolor, Sculpting, Calligraphy, Printworks

Disguise

Disguise is your ability to make yourself look like someone else, and assume the role of such a person. When creating a disguise, you roll **Wits + Disguise**. Those who scrutinize your disguise roll a **Focus + Perception** or **Focus + Investigation** against the disguise's TN. Passive alertness will allow others to notice that something is "off" and they may get the chance to immediately attempt to see through the disguise if they can get close enough. Making a working disguise usually takes about 10 minutes to do.

The chart below explains the bonuses and penalties disguisers get to their rolls when making disguises.

Table: *Disguise Example Difficulty Modifiers*

Modifier	Wits + Disguise Bonus/Penalty
Minor details only, such as hiding a wart, scar, or simply changing hair color.	+4
Disguise masculine features for feminine features and vice versa.	-4
Disguise as a different species	-4
Disguise as a different age category	-4
Disguised as a different size category	-8
Take 30 minutes to make the disguise instead of 10 minutes	+4
Taking 1 minute instead of 10 minutes	-4

Example Disguise Skill Focus: Guards, Royalty, Commoners, Church, Different Species

Enigmas

Enigmas represents your skill in puzzle solving. It is the ability to decipher cryptography, your ability to notice patterns, and your skill in figuring out mazes.

Table: *Enigmas Example Difficulties*

Example	TN
Solve a maze on a piece of paper. Notice a pun.	3
Put together a 500 piece puzzle. Solve a word scramble.	5
Pull apart or put together a complicated puzzle box. Memorize basic strategies.	9
Memorize and properly apply Tenari advanced strategies.	15
Solve an old obscure riddle with very different cultural context.	19
Memorize every written Tenari strategy. Translate an Oyl'o-yan ancestral scroll.	24

Example Enigmas Skill Focus: Word Puzzles, Cryptography, Mazes, Puzzle Boxes, Riddles

Empathy

Empathy is the ability to sense other's emotions as well as the general mood within a room or crowd. It allows you to pick up lies and allows you to sense if someone is acting different than their typical nature.

Against Lying

Whenever you think you are being lied to, you may roll **Wits + Empathy** against their **Charisma + Subterfuge**. If you succeed, you may detect that the subject is lying, or at the very least understand that what they are saying is not the full truth.

Sense Emotions

Whenever attempting to sense emotions of another or a group of people, you must roll a **Wits + Empathy** at a TN: 4. A success means that you may pick up on the primary emotion of the individual or the group, such as sadness, excitement, aggression, hostility, or grief. Getting a raise allows you to sense any subtleties in their emotion, such as if the subject is suffering grief, but with hostile undertones against those who may have caused them grief. Whenever you are sensing someone's emotions, they may be trying to hide it. If they are attempting to hide their emotions, you will roll **Wits + Empathy** against their **Charisma + Composure** instead.

Special Note: Having high empathy does not necessarily make you a highly empathetic person, nor does an empathetic person need to be good at sensing emotion.

Forgery

Forgery is your ability to replicate documents, signets, and other's handwriting. When people are scrutinizing your forgeries, they may roll a **Focus** + *Investigation* against the forgery to see if something is off or if the document is fake. People may also use **Focus** + *Forgery* as well to scrutinize a forgery.

Creating Forgeries:

When creating forgeries, you roll **Wits** + *Forgery*.

Example Forgery Skill Focus: Official Documents, Royalty Papers, Signet Rings, Church Documents

Gambling

Gambling is the ability to understand and swindle others through gambling games. Though skills like *Composure* can be used for many card games involving bluff, the *Gambling* skill allows you to analyze the game itself and make informed decisions during the game.

Example Gambling Skill Focus: Keno, Dice, Cards, Bean Machines, Horse Racing, Combat Betting, Bookie Work, Casino Games, Cheating

Repair

Repair is your practical knowledge in fixing something. It acts much like *Craft* except that it does not allow you to craft items from raw material; however, it allows you to repair objects without the full knowledge of how such items were made. Whenever repairing an item, you can choose to use *Repair* or *Craft* and use the highest if appropriate.

Repairing Items

When repairing items you roll an extended roll using **Wits** + *Repair*. The TN is 7 to repair an object by 1 hit point. Each roll made takes 1 hour for each roll. The cost of repairing an item is divided among the hit points damaged. If an item is damaged (item is at half hit points), it requires "parts" which must be bought. You cannot "repair" an item with raw materials unless you use the appropriate *Craft*.

Bonus

It is possible the **GAME MASTER** may award a +1 or +2 bonus to the roll if the character has the proper workshop, masterwork tools, or the appropriate *Craft*: skill.

Example Repair Skill Focus: Glass, Stone, Clockwork, Leather, Fabric, Instruments, Wood, Wagon, Boat

Survival

Survival is your ability to survive in the wild. It covers some of the same knowledges that *Nature* does but in a more practical survival sense. It is your ability to seek shelter, find water, start a fire, and find food. It can help you find a way to brave a storm or other harsh conditions such as a blizzard or a sandstorm. It may help you understand the tracks and signs of animals and people but it does not allow you to track them like *Tracking* can.

Table: *Target Numbers for Survival Rolls*

Survival Usage	TN
Finding food or water in a forest or area where it is likely. Predict the weather for today. Finding Shelter in an area with hills, mountains, or really tall trees. Find firewood in a place with trees and start a fire with flint and steel. Create a simple shelter in an area with some trees. Find a ford in a river.	5
Finding the safest place to float in a flooded river. Predict the weather for tomorrow. Finding a place to hunker down in heavy rains or strong winds. Pathfinding in a thick forest.	7
Finding food or water in a place where it is not as likely such as a tundra or empty plains. Building a shelter in an area with little supplies.	9
Find a place to hunker down in a sandstorm or hurricane. Predict the weather for the week.	11
Finding Food in a barren desert or ice flat.	13
Any normal survival in a strange plane of existence such as hell or subspace.	17
Surviving on shipwrecked planks in the middle of the ocean for a week with nothing but a flute to fish with.	21

Covering your Tracks

You may attempt to cover your tracks or create false information to prevent others from tracking you. While covering your tracks, you may only move at half speed and you may cover the tracks of a number of people equal to your *Survival* modifier. You may also add your **Covert** modifier to this TN (see page 50). As long as the creature's tracks in the group are covered, this removes the penalty associated with additional creatures.

Example Survival Skill Focus: Finding Food, Finding Shelter, Starting a Fire, Finding Water, Braving a Sandstorm, Braving a Storm, Cold Weather, Hot Weather.

Special Note: Terrain cannot be taken as a *Skill Focus*, since it is covered with the *Favored Terrain* characteristic, which provides an even greater bonus.

Tracking

Tracking is your ability to follow a creature's tracks. Just like *Survival* and *Nature* it can be used to identify animal track, but *Tracking* typically gives more information about what the creature might have been doing (such as fleeing, or migrating). This skill allows you to tell how many creatures are moving at once, and will help you make inferences when creatures leave very little evidence on where they went. When tracking targets, there are two things to take into consideration: The tracking conditions and any additional modifiers. Without proper lighting, it is also hard to examine tracks, so you take all penalties associated with poor lighting if necessary.

Table: *Tracking Conditions*

Tracking Conditions	TN
Very soft ground like mud or sand.	3
Soft ground like grass or dirt.	5
Firm ground like gravel or pressed earth.	7
Extremely hard ground like stone, or man-made materials.	9
Tracks lead into a source of water.	11

Table: *Tracking Modifiers*

Situation	TN
Tiny or smaller creature	+4
Small creature	+2
Large creature	-2
Huge or larger creature	-4
Tracks are being covered	+4
Creature was fleeing or running	-4
Additional creature being tracked (Each)	-1



Example Tracking Skill Focus: Animals, People, Wounded, Espers, Yokai, Groups

Special Note: Terrain cannot be taken as a *Skill Focus*, since it is covered with the *Favored Terrain* characteristic, which provides an even greater bonus.

Feats

Feats are the supernatural and extraordinary abilities that very few people possess. Feats are generally taught by specific masters who spend their lifetimes learning these special techniques. These abilities are not easy to learn, and often times take years to master. Feats themselves are supernatural in nature, allowing people to do things that seem impossible. Unlike skill rolls, you must have at least a d4 in a *Feat* to use it.

Assassinate

You are skilled at hitting your target where it counts, landing a deadly blow and causing your target to take a lot of damage. Whenever you have the upper hand over another subject, you may deal a deadly blow, catching them off guard and hitting them where it counts. The target must be clearly visible, and specific conditions must be met.

This feat applies when:

- ❖ You are flanking the target and the target does not perform full-defense.
- ❖ A target is pinned, paralyzed, restrained, or otherwise unable to move.
- ❖ The target is blinded, or is unable to see you.
- ❖ The target is not aware of you or does not get to act during a surprise round.
- ❖ The target is considered flat-footed from an attack made by you.
- ❖ The target is prone, and does not perform full-defense.

Whenever you have this advantage, you may add your *Assassinate* die to your damage rolls. This damage is always lethal damage unless you are using a non-lethal weapon, or an unarmed attack. When using a ranged weapon you must be within the first range increment of the weapon. *Assassinate* can also be used with spells, as long as the spell requires hitting the target's DV. This ability can only be used once per round and cannot be used with area effects, splash attacks, or any other type of attack that affect multiple opponents at once in a single attack. If dealing multiple attacks, the attacker must declare which attack is getting the bonus from *Assassinate*. This ability cannot be used against targets that are critically immune or resistant (such as objects or creatures without vital parts such as oozes.)

Awareness

You have extremely keen senses, and you never let anything slip past you. You add your **Awareness** die modifier to your passive alertness, even while sleeping, blind, or deaf.

Whenever you are setting up a watch, are checking an area for traps, scouting, or taking time to observe things, you may also add your **Awareness** die to any *Perception*, *Investigation*, or *Concentration* skill rolls.

When being ambushed, you may add your **Awareness** die to any **Focus** + *Intuition* roll when attempting to sense if you are being followed or if there is a possible ambush ahead. This ability is used against the target's skill roll (the one used for the ambush setup). A success means that you are not caught off guard and may act during a surprise round.

Blind-sense

In a situation in which you may be denied a *Perception* roll, you always get to roll **Awareness** + 1. This includes finding completely invisible targets though a successful roll still means you are still considered blind to them when making attacks.

Charm

You are quick to speak, and are good at manipulating others through conversation. You can communicate well with others, even if you have no common ground. You can hold face, even during most complicated lies. You may add your **Charm** die whenever you use *Subterfuge*, *Etiquette*, *Composure*, *Persuasion*, or *Seduction* against intelligent creatures.

Whenever you use *Barter* with anyone to sell or push your goods onto someone, you may roll your **Charm** die to increase your chances of a better sale. Whenever “quick-selling” items, the price of that item increases by $5\% \times$ **Charm** die modifier. In an auction situation, you may also add your **Charm** die for whatever dice rolls that are made in the auction.

Charm is also added whenever performing the taunt maneuver (page 50).

Covert

You are the master of stealth. You can hide in the smallest shadows and can hide in plain sight. Whenever rolling *Stealth* rolls, you may add your **Covert** die. In a situation where you cannot normally hide, such as hiding in plain sight, you may always roll **Covert** + 1. Doing so will allow you to hide yourself from all forms of detection such as life sense, tremor sense, or from abilities such as sonar or the ability to detect magic. This treats *Perception* rolls as normal against you, even if they would typically have automatic threat detection (such as hiding in a dark area against a creature with dark vision).

You are also generally aware of the tracks you leave behind. Because of this, the TN to track you increases by your **Covert** die. See page 40 for *Tracking*.

Urban Trap Setting: When setting up ambushes or traps in an urban or manmade environment, you may add your **Covert** die to your *Stealth* and *Craft: Trap Making* rolls.

Deadly Aim

Your ranged attacks strike with near-perfect precision, piercing organs and places where it counts. When using deadly aim, you reduce all ranged attack dice by 1 step for the round. Successful attacks add your **Deadly Aim** die to damage rolls. This ability cannot be used with area effects, splash attacks, or any other types of attacks that affect multiple opponents at once. **Deadly Aim** can also be used with spells, as long as the spell is a ranged attack and requires hitting the target's DV.

The feat *Slap Shot* does not receive the benefit of **Deadly Aim** and its dice are not lowered.

Evasion

You are extremely quick on your feet when it comes to avoiding traps and explosive attacks. Whenever you are hit with area effects, or abilities that create an area or radius, as a free impromptu action you may roll **Evasion** + 1 and reduce the area effect damage by the number rolled. Like a dodge maneuver, this will force you to move to the nearest cover or force you to fall prone. Whenever making *Acrobatics* skill rolls to avoid traps, hazards, pitfalls, or other spell effects: you may add your **Evasion** die if appropriate. You may also use **Evasion** whenever dodging for cover as well. If you are bound, paralyzed, or unable to move, you do not gain the benefit of **Evasion**.

Flurry

You may make wild swings at your opponent in a flurry of speed, allowing you to make an extra single attack. As a free action once per round, you may roll your *Agility* + *Flurry* as an extra melee attack, unarmed attack, or throwing weapon attack. This does not count against your actions like normal attacks, and may be performed at any time during your turn. *Flurry* may also be used as a held action. If performing a full-round action, you may still use *Flurry* as long as the full-round action is not an extended action that requires concentration. You may not use *Flurry* if you are bound, paralyzed, or in any other ways unable to physically move. This attack is not subject to *Power, Deadly Aim, Assassinate, Rush, or Vital Strike* and does not get any benefits to damage from those feats nor does it get any disadvantages to accuracy. Slow and clumsy weapons are unable to use *Flurry*.

Flurry and *Slap Shot* may not be used in the same turn. You may choose which weapon to use when making the *Flurry* attack if you are holding multiple weapons.

Gnosis

You are in tune with the universe's secrets, and because of this, you can pull out knowledge from the silence. *Gnosis* requires that you meditate for thirty minutes, making yourself in tune with the collective knowledge of the universe. Whenever making any *Intellect* rolls for any knowledge, you may add your *Gnosis* to that roll. You may only ever ask once per "subject" or "question" per day. When you ask a question into the universe, the universe floods your mind with pictures, images, and knowledge at the GM's discretion. The knowledge given by *Gnosis* may be strange and cryptic, or sometimes even wrong if such falsehoods are widely believed. It is impossible for this ability to work on knowledge that only a single person would know, and this ability rarely works when only a few people are aware of the knowledge you wish to seek.

Some information may be harder or easier to obtain based off its impact in the world. Modifiers may be given for the information in question.

Improved Initiative

You are quick to act. When things go down, you are the first to respond. When rolling for Initiative, you may add your *Improved Initiative* die. You always break ties with anyone who does not have *Improved Initiative*.

Leap

You are able to make tremendous leaps and fall with grace. Whenever jumping, you may add your *Leap* die to any jump attempt. You automatically add your *Leap* modifier squared in feet when making vertical jumps and $2 \times$ *Leap* modifier squared in feet when making distance jumps. You also automatically reduce falling for the purposes of damage by a number of feet equal to 10 times your *Leap* modifier.

Table: *Leap*

Leap Modifier	Vertical Leap	Distance Leap	Fall Distance Reduced
2	+4ft.	+8ft.	-20ft.
3	+9ft.	+18ft.	-30ft.
4	+16ft.	+32ft.	-40ft.
5	+25ft.	+50ft.	-50ft.
6	+36ft.	+72ft.	-60ft.

You may split your action to take multiple jumps doing so does not reduce your *Leap* die by steps as normal. You may also slide against a vertical wall or cliff, preventing you from taking fall damage. You may reduce the fall distance by $10ft \times$ *Leap* modifier if you have a vertical surface to slide down.

Martial Arts

You are trained in the martial arts. When fighting unarmed, you deal *Strength* + *Martial Arts* lethal damage instead of just *Strength* + 1 normally. This damage can be lethal or non-lethal. This damage applies to all forms of unarmed damage, including damage from grappling or other natural attacks.

If using an unarmed weapon, or a spell that changes your unarmed damage, or other form of natural attack you take whichever damage die is higher.

Meta Magic

You understand how to empower spells, granting you the ability to cast more powerful magics. Just like *Arcana*, this magical training adds to your maximum mana equal to your *Meta Magic* modifier. *Meta Magic* can only be taken if you have *Magical Training*, and *Meta Magic* may only affect specific magics that your training permits. An effect of *Meta Magic* can only be applied once per spell and only one effect may be applied.

Empower Arcana: You can cast powerful versions of your spells. By spending 2 mana you can add your *Meta Magic* die to your roll. This does not apply to attack rolls but does apply to damage rolls.

Extend Spell: You can cast spells that last longer. Doing so costs 1 extra mana and increases the duration of a spell by 50% (rounded down). Spells that are instantaneous, require concentration, or last no longer than 1 round cannot be extended. A spell that has a duration after concentration may be extended as long as the spell lasts longer than 1 round when broken. Spells with “charges” may be increased by 50% (rounded down) as long as the charges provided by the spell are more than 1. You can only extend spells that cost equal to or less than your *Meta Magic* modifier in mana.

Increase Speed: You can cast movement spells that allow you to move faster than normal. Doing so cost 1 extra mana and doubles the speed in which you can move with that spell. This applies to flying, swimming, running, burrowing, or any other form of magical movement. This spell does not affect the rate of any spell that allows you to travel instantaneously. You can only increase the speed of spells that cost equal to or less than your *Meta Magic* modifier in mana.

Some spells may have their own rules for using *Meta Magic* for bonus effects.

The GM may allow for extra "boosted" effects provided by Meta Magic. There are countless spells in the world that could do a multitude of things if enough mana was "pumped" into it.

Power

You are able to call upon a burst of inner strength. If you choose to activate this ability, all melee and unarmed dice for attacks are reduced by 1 step for the round. Successful attacks in this round add your *Power* die to damage rolls. You may also use *Power* whenever making quick strength tests, such as bursting open bindings, or when lifting a heavy object for a round.

The feat *Flurry* does not receive the benefit of *Power* and its dice are not lowered.

or natural environment, you may add your *Covert* die to your *Stealth* and *Craft: Trap Making* rolls.

Rage

You can call upon inner ferocity and strength. Activating *Rage* is a free action gaining a number of temporary hit points equal to your *Rage* modifier. You also gains a bonus a mega die to *Strength* equal to your *Rage* die. You may rage a number of rounds equal to your *Endurance* modifier before you begin to tire out. For each round after, you take 1 point of non-lethal damage. You may end rage at any time as a free action (before taking non-lethal damage). After rage ends, you cannot rage again until you rest for at least 1 minute.

While in rage, you are unable to cast spells or blessings. You are also unable to use *Dexterity*, *Intellect*, *Wits*, *Focus* or *Charisma* based skills (except for *Intimidate*, *Archery*, and *Willpower*). While raging you are unable to reload weapons and you are unable to block, parry, or use full defense. You cannot activate rage if you are suffering from thirst, hunger, or exhaustion.

Resiliency

You can take a lot of damage, allowing for you to withstand some of the deadliest injuries. You may convert points of lethal damage taken from any attack into non-lethal damage. You convert the number of lethal damage equal to your *Resiliency* modifier. This effect always happens after all forms of damage reduction (such as resistances and armor). You may also add your *Resiliency* die for *Fortitude* rolls against being paralyzed or stunned. *Resiliency* converts only damaged rolled and static numbers and does not convert damage caused by effects that drop your hit points down to fatigued or exhausted. This does not convert non-lethal damage.

Riposte

You are quick and able to make counter attacks at lightning speed. If an attacker misses an attack by 5, you can find an opening in the enemy's defense. As a free impromptu action you may choose to either make a counterattack, or reposition yourself and the enemy.

To make a counterattack you may roll your *Wits* + *Riposte* as a melee or unarmed attack as long as you are aware and can reach the target (If the attacker has a reach weapon, but you do not, you do not reach the target). This does not count against your actions like normal melee attacks. This attack is not subject to *Power*, *Assassinate*, *Rush*, or *Vital Strike* and gains no benefits to

damage from those feats. You may not make a counterattack if you are bound or in any other ways unable to make a melee attack. You may also apply this to ranged attacks made against you, as long as those ranged attacks are within 5ft. of you.

When repositioning, as long as you have not moved your full movement in that round, you may move yourself 5 feet as a free impromptu action in any direction. You may also choose to move the enemy by tricking them. You may not move them in any position that would put them in any immediate danger (such as off a cliff, space covered in thorns, or any space that may cause them to get stuck, entangled, or damaged). You may use riposte a number of times equal to your *Riposte* modifier a round.

Rush

You can give extra push while you run with perfect form, allowing you to powerfully move through and against targets. While charging, you may add your *Rush* die to damage on any successful attack as long as you move at least 10ft. in a straight line. Whenever using a bull rush maneuver, you may add your *Rush* die to push back a subject. You may also add your *Rush* die whenever moving through an enemy space.

Your *Rush* die is added to your *Agility* dice for any movement speed. If the movement does not use *Agility*, such as in the case of some magical movement types, you do not get this bonus.

Slap Shot

A bow in your hands is dangerous and shoot arrows in a flurry of speed. As a free action, you may roll your *Agility* + *Slap Shot* as an extra bow, sling, slingshot, or crossbow attack. This does not count against your actions like normal attacks, and may be performed at any time during your turn. If performing a full-round action, you may still use *Slap Shot* as long as the full-round action is not an extended action that requires concentration. You may not use *Slap Shot* if you are bound or in any other ways unable to physically move. This attack is not subject to *Deadly Aim*, *Assassinate*, or *Vital Strike* and does not gain any benefits to damage from those feats nor does it get any disadvantages to accuracy.

Flurry and *Slap Shot* may not be used in the same turn.

Toughness

You have the constitution to withstand any punishment. You are able to overcome sickness quickly and hardly ever feel fatigued. You add a number of hit points to your maximum equal to your *Toughness* modifier. Whenever making *Fortitude* rolls for poison, disease, weather effects, or physical exertion you may add your *Toughness* die.

Valor

You are exceptionally brave; nothing fears you. Even in the heat of battle you can find the means to stay strong in the face of danger. You add your *Valor* die when making resist rolls against fear. When rolling on the fear chart you may adjust the number on the chart by your *Valor* modifier.

Valor also allows you to steel your heart against temptations that go against the very core of your morals and beliefs. Whenever your core being is challenged through temptation, such as by a succubus's charm, or a corrupting psychrom, you may add your *Valor* die to your roll. This also may be added to resist rolls against *Interogation* and *Intimidation*.

Vital Strike

You are good at hitting someone where it counts in the heat of battle. Your training has allowed you to strike in places where it matters most. Whenever you get a raise on a target's DV, you may deal a powerful blow in someone's vital areas and add your *Vital Strike* die to the damage roll. This damage type is equal to the damage done. When using a ranged weapon you must be within the first range increment of your target. This ability cannot be used with area effects, splash attacks, or any other type of attack that affects multiple opponents. This ability cannot be used against targets that are critically immune or resistant. This ability cannot be used on objects or creatures without vital parts such as oozes. Because of the necessary accuracy of vital strike, you must be within the first range increment. Some creatures may have weak points; if these areas are successfully hit, the attack automatically deals *Vital Strike* damage as if you had gotten a raise. Humanoid weak points are the head and neck, as well as the heart.

Characteristics

Characteristics are the small abilities and quirks a character has that make them unique. These characteristics define a person in ways that simple knowledges and skills cannot.

Merits and Flaws

Characteristics that are considered **(Merits)** and **(Flaws)** may only be taken during character creation. Flaws will grant characters with extra starting experience points. In order to remove a flaw, the **GAME MASTER** must approve that it can be removed, and the XP cost to remove it costs twice the bonus earned from it. Merits can only be earned at **GM'S** discretion and should be difficult or impossible to earn.

The **GAME MASTER** should be mindful of the amount of merits and flaws a character takes. A character should not take more than 3 flaws or 3 merits of any kind without the **GAME MASTER'S** discretion.

Learning Characteristics

Learning characteristics are easier than learning feats. Characteristics are trained just like skills. The **GAME MASTER** decides whether or not enough effort has been made to learn a characteristic. (Merits) cannot be learned unless the **GM** finds a suitable reason for you to learn them such as a magical event or situation.

Aim Focus

You have a good eye when aiming at targets. Whenever you are performing the aim maneuver, you add a +1 bonus to the next attack roll.

Acute Senses (Merit)

One of your five senses is extraordinary. Characters with this characteristic gain a +1 bonus to all *Perception* rolls made with that sense. Characters also gain a +1 bonus to their passive alertness when that sense comes into play. This bonus may be taken multiple times, each time it is taken it applies to a different sense but the passive alertness bonuses do not stack with each other.

XP Cost: 8XP

Addiction (Flaw)

Your character is addicted to a substance, in which if they do not partake will cause disruptions in normal life. There are three levels of addiction, with varying effects.

XP Bonus: From 7 to 20

Anemic (Flaw)

Your blood does not carry oxygen very well, and because of this you are more likely to become exhausted. Your threshold for being exhausted and fatigued raises by 2. You also suffer a -1 penalty to all *Endurance* rolls involving overexertion.

Note: You cannot have any higher than a d8 in *Endurance*.

XP Bonus: +16XP

Armor Proficiency

You are trained in wearing bulky armors. Each time you take this characteristic, your armor penalty is reduced by 1. This does not reduce any encumbrance granted by armor, nor does it reduce any other penalties caused by the armor, such as faulty qualities. This characteristic can be taken 3 times. This characteristic must be taken in sequence to gain its greater bonus.

XP Cost: 10XP for -1, 20 XP for -2, 40XP for -3

Attractive (Merit)

You are good looking. Because of this, you gain a +1 bonus to all first impressions and a +2 to all social rolls involving romance or seduction.

XP Cost: 10XP

Cat's Feet

You are able to fall and land on your feet. Whenever being knocked down or while falling, you never take the first d6 points of non-lethal damage.

XP Cost: 6XP

Celestial Attunement (Merit)

You can tell what time it is, even if you've been hidden from the means to tell. You can perfectly determine when sunrise and sunset will be. You also gain a +2 bonus on any rolls made that is timing related.

XP Cost: 7XP

Code of Honor (Flaw)

You follow a strict personal code. If you break this code or fail to uphold it, you suffer a -1 morale penalty to all rolls until you atone, meditate for a week, or completely break your code of honor. You gain a +4 bonus to all *Willpower* rolls made to resist breaking your own code; however, you suffer a -4 penalty to all *Willpower* rolls made when choosing to break your own code.

XP Bonus: +7XP

Color Blind (Flaw)

You can only see a select few colors. You cannot tell between blue or green, or orange and red.

Note: Beastfolk who take this flaw are completely colorblind and can only see in shades of blue and faint yellows. This is a common flaw among this species.

XP Bonus: +5XP

Coward (Flaw)

You are afraid of just about anything. Because of this, you suffer a -2 penalty to all fear rolls. Whenever fear is rolled, a 7 is treated as flee instead.

XP Bonus: +12XP

Dark Secret (Flaw)

You have a very dark secret, and if anyone found out, you'd be ruined. This type of dark secret can cause you to lose status, fame, rank, or develop a bad reputation which could hinder social interactions. Such a secret could kick you out of civilized society, have you thrown into prison, or be excommunicated from a religious institution.

XP Bonus: 20xp

Die Hard

You do not fall so easily. The penalty effect of exhaustion is reduced by 1. You must have at least a d8 in *Endurance*.

XP Cost: 20XP

Dodgy

When you do not wear restrictive clothing, you are quick on your feet. As long as you are not suffering encumbrance or wearing anything that typically grants an armor penalty, you gain a +1 bonus to your *Agility* modifier for DV. This bonus is granted EVEN while flat-footed as long as you are standing on the ground. The armor that you wear must not have any armor penalties, even if they are reduced by characteristics such as *Armor Proficiency* (page 54) or bonuses granted from the "fitted" masterwork trait (page 207).

XP Cost: 20XP

Double Jointed (Merit)

You are double jointed. This merit applies to characters that are double jointed in their elbows and or their knees. You gain a +3 bonus to escaping bonds.

XP Bonus: +12XP

Eidetic Memory (Merit)

You have a photographic memory; you can remember details extremely well. By rolling a *Intellect* + *Perception* at a TN: 5, you can remember details about an event, such as how many people may have been somewhere, what someone was wearing, the name of the book someone was holding, or even an entire sentence in a language you do not even know. By spending a story point, you can remember a scene in great detail.

XP Cost: 20XP

Enemy (Flaw)

Someone does not like you, to the point they want to ruin you, imprison you, or even kill you.

Note: If the enemy is talented, dangerous, or an important person, the XP bonus can be doubled, or even tripled at the GM's discretion. May be taken multiple times for different enemies.

XP Bonus: +15XP

Extra Mana

You add +1 to the maximum capacity of your mana pool. Each time you take this characteristic for the same mana pool, the XP cost increases by 2.

XP Cost: 2XP × Times Taken.

Favored Terrain

You are trained in surviving in a particular area or environment. You gain a +1 bonus to all *Survival*, *Tracking*, *Stealth*, and *Nature* skill rolls when used for the terrain.

Example Terrains: Cold (including ice, glaciers, snow, and tundra), Desert (including sandy areas and wastelands), Forest (both coniferous and deciduous), Jungle (including rainforest), Mountain (including hills), Plains, Subspace (must select a particular place), Swamp (including marshes, and floodplains), Underground (including caves and dungeons), Urban (including buildings, streets, and sewers), Water (above and below the surface and coral reefs), Deep Water (including chasms and vents)

XP Cost: 12XP

Grapple Expertise

When you are in a grapple with another creature and they do not have you pinned, you force them to suffer a -4 penalty to all actions while grappled with you. Targets cannot draw weapons, pull out items, or use magic items that require somatic trappings. If the target of the grapple also has *Grapple Expertise*, this characteristic does nothing.

XP Cost: 20XP

Greater Wild Attack

You have the ability to swing even harder and faster, counting on your ability to strike with chaotic speed in order to land blows. Whenever you make a wild attack maneuver, you may choose to make a greater wild attack, which grants you a +3 bonus to attack for a -3 penalty to DV.

XP Cost: 7XP

Heavy Sleeper (Flaw)

You have a hard time being roused from your sleep. You take a -12 penalty to all *Perception* rolls made while asleep, and take a -8 penalty to passive alertness while asleep.

Normal: You take a -8 penalty to all *Perception* rolls while asleep. And a -6 to passive alertness while asleep.

XP Bonus: +10XP

Illiterate (Flaw)

You cannot read and write. At best you understand your letters and numbers. This can be caused by a multitude of reasons, such as poor education or dyslexia.

XP Bonus: +20XP

Insomnia (Flaw)

You have trouble sleeping. Each night while sleeping you must roll d6. On a one, you get no sleep and may suffer from the penalties of staying awake too long. If you roll a 2 or 3, you have rough sleep, and it takes you a while before you do fall asleep but you suffer no other penalties.

XP Bonus: +12XP or you may take the characteristic *Light Sleeper*.

Iron Will (Merit)

You are granted a +2 bonus to all *Willpower* rolls. By spending 1 story point, you may automatically succeed any *Willpower* resist roll.

XP Cost: 20XP

Light Sleeper (Merit)

You wake up easy, and are alert while asleep. You take a -2 penalty to *Perception* and a -2 to passive alertness while sleeping.

Normal: You take a -8 penalty to all *Perception* rolls and a -8 to passive alertness while asleep.

XP Cost: 16XP or take the flaw *Insomnia*.

Loyalty (Merit)

You are loyal to a person, your friends, order, or cause. You get a +2 bonus to all *Willpower* rolls made to resist doing anything against your cause.

XP Cost: 10XP

Lucky (Merit)

You are extremely lucky. Your story pool point is increased by 3 (or 2 if you have 5 or less starting story points). You may also spend story points as normal even when botch is rolled.

Normal: You may not spend a story point on a botch.

Special Note: You cannot be *Unlucky*.

XP Cost: 15XP

Mage Slayer

Whenever you grapple or attack a creature casting a spell, the *Concentration* roll is at an increased difficulty. Each time you take this characteristic, the TN for forcing someone to make a *Concentration* for spell casting is increased by 1. You can take this characteristic up to three times. This characteristic must be taken in sequence to gain its greater bonus.

XP Cost: 10XP for +2, 20XP for +4, 40XP for +6

Magical Training

This characteristic refers to your ability to cast magic. If your character is going to be a spell caster, you must take the *Magical Training* characteristic. In order to cast blessing or to use arcana, you must take this characteristic to do so. The type of training also determines what abilities you can apply *Meta Magic* to. There are different types of spell casters, each with their own sets of rules and lore.

Note: You may take this multiple times, if taken a second time, it refers to a different training in magic.

XP Cost: 10XP

Maneuver Proficiency

Whenever performing a specific maneuver, you gain a +1 bonus to all rolls against DV and gain a +1 bonus to the MV of the specific maneuver. This characteristic can be taken 3 times. You must take this characteristic in sequence to gain its greater bonus.

XP Cost: 10XP for -1, 20XP for -2, 40XP for -3

Marathoner

You are trained in long distance physical exertion. You need not make the first roll when rolling for physical exertion. Many trained pack animals may have this characteristic.

XP Cost: 7XP

Mechanically Inclined (Merit)

You are extremely good with magitech and clockwork mechanics, even if you've never used them before. You get a +1 bonus to all rolls involving repairing and examining magitech. You do not suffer the -4 penalty for working with equipment you do not understand.

XP Cost: 10XP

Nimble Toes

You are quick on your feet at all times. Your first land movement (walk) does not count as an action for the purposes of multiple actions, but moving your second movement or greater (hustle, run, and sprint) causes all movement to be treated as normal actions. You may not use *Nimble Toes* if any full-round actions are taken during the round, even if that full-round action allows for a single movement.

Note: You must have at least a d8 in *Agility*.

XP Cost: 25XP

Nobility (Merit)

You are a part of a noble house or have a noble bloodline. This characteristic functions just like *Status* except that it functions within noble social circles and to those who respect your lineage. You gain a +1 bonus to all social rolls when dealing with people who respect your bloodline. You also start the game with 5 extra gold pieces. Players are encouraged to describe their noble house, and come up with a basic history.

XP Cost: 5 – 20XP

One Hand/Arm (Flaw)

You have a single arm or hand. You cannot use this arm or hand. You take a -2 penalty to the *Lift* skill. If only the hand is removed, you may replace it with a simple claw or hook (costing 3sp). A hook deals *Strength* + 1 piercing damage.

XP Bonus: +30XP

One Eye (Flaw)

You have a single functioning eye. You take a -1 penalty to passive alertness and ranged attacks beyond the first range increment suffer an additional -1 penalty. This flaw typically pairs with the *Scar* characteristic.

XP Bonus: +10XP

Pain Resistant (Merit)

You are good at taking pain. Whenever you suffer a penalty from wounds or pain effects, you suffer 1 less penalty. This reduces from the total number of penalties. If a heroic character was exhausted and had 3 wounds, they would normally suffer absolute agony; however, with pain resistance, they would not since the total penalty would be a -4.

XP Cost: 10XP

Poison Intolerance (Flaw)

You are extremely susceptible to poisons and fall ill to their effects. Because of this you suffer a -2 penalty to all resist rolls against poisons. You cannot take this characteristic if you have *Poison Resistance*.

XP Bonus: +10XP

Poison Resistance (Merit)

You are extremely resistant to poisons and rarely fall ill to their effects. Because of this you gain a +2 bonus to all resist rolls against poisons. You cannot take this characteristic if you have *Poison Intolerance*.

XP Cost: 7XP

Pride (Flaw)

You have strong pride. You cannot be wrong and this gets in the way of things. You take a -1 penalty to all rolls when you try to ignore your pride or when someone attacks your ego.

XP Bonus: +7XP

Scar (Flaw)

You have a deep, distracting, visible scar. Because of this, you suffer a -1 penalty to all first impressions if they can see the scar. This does stack with *Ugly* (page 60). This scar also provides a +1 bonus to intimidation if they can see the scar and in some cases provide a +1 bonus to social roles if scars are considered honorable.

Note: Lethal damage can cause a *Scar*. Whenever a wound is dealt, there is always a chance of a scar forming. If a subject takes a -2 or -3 wound, the **GM** may award this characteristic (see complications of page 18). If a subject spends their last story point to prevent death, a *Scar* may be awarded. *Life* magics, blessings, and strong alchemical potions will cure wounds without leaving a scar.

XP Bonus: +5XP

Second Wind

You have quite the endurance. By spending a full-round action, you can recover your *Endurance* modifier + 1 in non-lethal damage. You can do this once per hour.

XP Cost: 7XP

Shield Expertise

You are trained using a shield in combat. Each time you take this characteristic, the bonus granted when blocking with a shield is increased by 1. This does not increase the passive bonus of the shield, only when you use block and full defense. You can take this characteristic up to three times. This characteristic must be taken in sequence to gain its greater bonus.

XP Cost: 10XP for +1, 20XP for +2, 40XP for +3

Signature Spell

You are specialized in a particular spell or blessing. You gain a +1 bonus to rolling this spell, including attack rolls and damage rolls.

Special Note: This cannot be taken multiple times.

XP Cost: 7XP

Skill Focus

You are specialized in a particular skill. You get a +1 bonus to a specific specialization attributed to your skill. This may be taken up to 3 times. This characteristic must be taken in sequence to gain its greater bonus. Example skill focuses can be found in each of the skills starting on page 31.

XP Cost: 5XP for +1, 10XP for +2, 20XP for +3

Parry Expertise

You are trained using your weapon to protect yourself. Each time you take this characteristic, the bonus granted when parrying with a weapon is increased by 1. This does not increase the passive bonus of the weapon (if any), only when you use parry and full defense. You can take this up to three times. You must take this characteristic in sequence to gain its greater bonus.

XP Cost: 10XP for +1, 20XP for +2, 40XP for +3

Quick Draw

You are quick at drawing your weapon. You can draw your weapon as a free action. Large weapons that require 2 hands cannot be quickly drawn. You may also quick draw your weapon as an impromptu action, but only when used to parry or when using the *Riposte* feat.

XP Cost: 5XP

Tireless

You do not tire as easy. You are unaffected by the penalties associated with fatigue. You must have at least a d8 in *Endurance*.

XP Cost: 30XP

Trap Sense

You are uncannily aware of traps to the point that it seems supernatural. You gain a +1 bonus to *Perception* and a +1 bonus to passive alertness against traps and ambushes. You gain a +1 bonus to DV against traps, which apply even when flat-footed, but as long as you are not paralyzed, pinned, or unable to move. You can take this characteristic up to three times; the bonus applies to *Perception*, passive alertness, and DV. This characteristic must be taken in sequence to gain its greater bonus.

XP Cost: 10XP for +1, 20XP for +2, 40XP for +3

True Love (Merit)

Love is the trustiest and most powerful of emotions. You are in love with someone, to the point of dying in their place. You get a +4 bonus to all resist rolls when you are forced to go against your true love. By spending a story point, you can automatically resist any effects made to go against your true love.

Note: This love need not go both ways...

XP Cost: 12XP

Weak-Willed (Flaw)

You easily give into things, often times falling victim to impulses or the control of others. You suffer a -2 penalty to all *Willpower* rolls. You may also never spend story points to reroll failed *Willpower* rolls unless the effect puts you in direct danger.

XP Bonus: +15XP

Wheezy (Flaw)

You have a chronic breathing issue that causes coughing fits or terrible wheezing noises. You suffer a -2 penalty for all *Fortitude* rolls involving physical exertion or rolls involving thin air. The amount of time you can hold your breath is reduced by 2 rounds. Poor air quality and incense can also trigger these coughing fits.

XP Bonus: +12XP

Ugly (Flaw)

You are what people would consider “unsightly”. Because of this, you suffer a -2 penalty to all first impressions and social rolls involving romance or seduction.

XP Bonus: +10XP

Equipment and Money

Of course, some people say you do not need money to survive, but it helps. In most of the world, this money is traded with gold pieces (gp), silver pieces (sp), and copper pieces (cp). The conversion rates are: 1gp = 10sp = 100cp

These charts contain a list of items that can be purchased in just about any major town.

Table: *Light Sources*

Name	Price	Weight	Light Radius
Candle	5cp	~1 lb.	5ft. Dim
Candle, Insect Bane	1gp	1 lb.	5ft. Dim
Lamp	1sp	1 lb.	10 ft. Bright, 20 ft. Dim
Lantern, Bull's Eye	4sp	3 lb.	120ft. Cone Bright
Lantern, Hooded	2sp	2 lb.	30ft. Bright, 60 ft. Dim.
Matches (×10)	4sp	~1 lb.	5ft. Dim
Torch	1cp	1 lb.	20ft. Bright, 40ft. Dark

Unlocking locks is an extended action, explained on page 35 for the *Intrusion* skill.

Table: *Locks and Lockables*

Name	Price	Weight	Lock Pick TN	Name	Price	Weight	Lock Pick TN
Lock, Simple	5sp	1 lb.	30	Manacles	2gp	2 lbs.	60
Lock, Average	1gp	1 lb.	60	Manacles, Strong	6gp	3 lbs.	90
Lock, Good	5gp	1 lb.	90*	Safe, Desk	20gp	100 lbs.	90
Lock, Superior	20gp	1 lb.	120*	Safe, Large	45gp	1 Ton	90

Below is a large list of mundane items findable in most large cities.

Table: *Mundane Items*

Name	Price	Weight	Name	Price	Weight
Backpack	5sp	2 lbs.	Mess Kit	2sp	1 lb.
Barrel (40 gal)	1gp	30 lbs.	Mirror, Small Silver	2gp	1/2 lb.
Bell	1sp	1 lb.	Mug/Tankard, Clay	2cp	1 lb.
Boots, Leather	4sp	4lbs.	Mug/Tankard, Tin	1sp	1 lb.
Bottle, Glass (8oz.)	1sp	1 lbs.	Oil (1-pint flask)	4sp	1 lb.
Bucket	5cp	5 lbs.	Paper (per sheet)	2cp	1 lb. per 100
Caltrops	4sp	1 lb.	Parchment (per sheet)	1cp	1 lb. per 50
Canvas (sq. yd.)	5cp	2 lbs.	Pick, Miner's	1gp	10 lbs.
Case, Map or Scroll	1gp	2 lbs.	Pitcher, Clay	4cp	5 lbs.
Chain (10 ft.)	2gp	2 lbs.	Piton	4cp	1/2 lb.
Chalk, 1 piece	1cp	1 lb.	Pole, 10-foot	4cp	8 lbs.
Chalk, Colored Set	5cp	1 lb.	Pot, Iron	1gp	4 lbs.
Chest	1gp	25 lbs.	Pouch, Belt	1sp	1/2 lb.
Cloak, Wool	2sp	5 lbs.	Rations, animal (per day)	1sp	1 lb.
Clothes, Ceremonial	2gp	1lb.	Rawhide (sq. yd.)	1sp	2lbs.
Clothes, Desert	5sp	1lb.	Rope, Hemp (50 ft.)	4sp	10 lbs.
Clothes, Commoner	2sp	1lb.	Rope, Silk (50 ft.)	1gp	5 lbs.
Clothes, Wealthy	5gp	4lb.	Sack	2cp	1/2 lb.
Clothes, Winter	1gp	5lb.	Salt	4sp	1lb.
Crowbar	1gp 5sp	5 lbs.	Sandals	1sp	1 lb.
Firewood (per day)	1cp	20 lbs.	Sewing Needle	5cp	1 lb.
Flask (empty)	3sp	1.5 lbs.	Shovel or Spade	6sp	8 lbs.
Flint and Steel	2sp	1 lb.	Signal Whistle	5sp	< 1/2 lb.
Grappling Hook	4sp	4 lbs.	Signet Ring	1gp	1 lb.
Hammer	2sp	2 lbs.	Sledge	1gp	10 lbs.
Hourglass	1gp	1 lb.	Soap (per lb.)	2cp	1 lb.
Ink (1 oz. vial)	1sp	1 lb.	Spyglass	5gp	1 lb.
Inkpen	3cp	1 lb.	Thread (100 yd.)	2cp	< 1/2 lb.
Instrument, Musical	Varies	Varies	Waterskin	1sp	4 lbs. (Full)
Jug, clay	4cp	9 lbs.	Wheel, Wooden	5sp	10lbs.
Ladder, 10-foot	1sp	20 lbs.	Wheel, Rubber	1gp	10lbs.
Lock Pick Set	5sp	3 lbs.	Whistle	1sp	< 1/2 lb.

Weapons

Weapons can be broken down into several categories: Personal, Light, One-Handed, Polearms, Hand-and-a-Half, Two-Handed, and Unarmed. Various weapons can deal slashing, piercing, or bludgeoning depending on the weapon used. If you don't meet the strength requirement for the weapon, you take a -4 penalty to attack rolls.

Personal Weapons: These weapons are small like daggers and are easily hidable. They deal **Strength** + d4 damage and get a +2 bonus to being concealed. They may be used in a grapple. This also represents small throwing weapons like throwing knives.

Light Weapons: These weapons are comfortably used in one hand but are not particularly big weapons. These weapons include short swords, sabers, clubs, hatchets, and light maces. They deal **Strength** + d6 damage and may be used in a grapple. This also includes heavier throwing weapons like javelin and throwing axes.

One-Handed: These weapons fit comfortably in one hand and are battle ready. These consist of longswords, heavy maces, battle axes, war hammers, falchions, and flails. They deal **Strength** + d8 damage and require a d6 in **Strength** to use.

Pole Arms: These weapons are long poles attached with various heads. They must be used in two hands and represent halberds, glaives, and long spears. They deal **Strength** + d10 damage and have a reach of 10ft. (This means they can attack at a distance of 10ft, instead of the normal 5ft.). These weapons require a d6 in **Strength** to use.

Hand-and-a-Half: These weapons can be comfortably in two hands or uncomfortably in one hand. This includes the bastard sword, the katana, larger axes, and larger war hammers. They deal **Strength** + d10 damage in two hands, and **Strength** + d8 damage in one hand and suffer a -1 penalty to all attack rolls being used in 1 hand. These weapons require a d6 in **Strength** to use.

Two-Handed: These weapons must be used in two hands, such as the great axe, the maul, and the greatsword. These weapons deal **Strength** + d12 damage and require a d8 **Strength** to use.

Unarmed: When making unarmed attacks like punches and kick, they use the *Unarmed* skill and deal **Strength** + 1 non-lethal damage

Bows: Shortbows deal d6 + d8 and has a range of 70ft. A Longbows deal deals d6 + d10 and has a range of 110ft.

Crossbow: Light Crossbows deal d8 + d6 and take 1 action to reload. It has a range of 80ft. A Heavy Crossbow deals d12 + d6 and takes a full-round action to reload. It has a range of 120ft.

Armor

Armor comes in a wide variety of styles and functions. For many adventurers, armor is built in piecemeal, taking valuable parts and putting them together. Mundane armor soaks lethal and non-lethal damage from all physical forms of damage such as bludgeoning, piercing, and slashing. There are two parts to armor: the armor pieces themselves, and the suit bonus. Armor represents the main pieces of the armor such as a breastplate, a set of greaves, bracers and arm guards, or a helmet. The suit bonus represents all the protective padding and features that grant an entire suit more protection. The suit bonus, if any, is also applied to any part of the body that has armor.

For example, if a soldier is wearing a chain shirt with splint greaves which protected the arms, legs, and torso for a +3 bonus, the soldier would reduce all lethal and non-lethal damage by the armor bonus. If the soldier had some padding under their armor which gave them more protection, it could grant them a +2 suit bonus. If they were struck by an arrow in the chest for 6 damage, their armor would reduce the damage by 5 taking only 1 point of lethal damage. This is because the suit bonus would be added on top of the already existing bonus from the armor. If they didn't wear a helmet, and someone targeted them in the head, the soldier would receive no benefit from the armor they were wearing. If the target was struck in the head with the same arrow, they would take the full 6 damage. If the soldier had a helmet, they would receive the benefit of their suit bonus.

Armor Penalty

Some armor and shields are thick, bulky, and cumbersome. This causes an armor penalty. This penalty is applied to all physical actions. Armor penalty can be reduced with *Armor Proficiency* (page 54), which reduces the total penalty accumulated from all sources of armor penalty. Shields are not reduced separately from the armor worn.

While casting spells or swimming, this penalty is doubled. When using characteristics like *Armor Proficiency*, the penalty for casting spells and swimming are calculated first before being reduced. This means if you were wearing armor with a -1 penalty, and were swimming, but you also had *Armor Proficiency -1*, you would still take a -1 penalty. You subtract 1 from the normal -2 penalty you would normally take from your armor penalty being doubled. The **GM** may decide to cause a double penalty for wearing armor in other situations where armor would be a disadvantage such as moving through thick deep mud, or squeezing through a tight space.

Table: Example Munition Grade Armors

Name	Torso	Arms	Legs	Suit Bonus	Weight	Cost	Armor Penalty	Special
Padded Tunic	1	-	-	-	5lbs.	1gp	0	
Peasant's Armor	1	1	1	1	14lbs.	2gp 8sp	0	
Hide Armored Tunic	2	-	-	-	10lbs.	2gp	0	
Nomad's Armor	2	2	2	1	23lbs.	4gp 6sp	1	
Lamellar Cuirass	2	-	-	-	7lbs.	3gp	0	
Padded Lamellar Armor	2	2	2	1	18lbs.	7gp 4sp	1	
Scale Cuirass	3	-	-	-	25lbs.	5gp	0	
Steel Lamellar Suit	3	3	3	2	48lbs.	12gp	2	
Chain Byrnie	3	-	-	-	20lbs.	6gp	0	
Guard's Armor	3	1	1	1	29lbs.	7gp 8sp	1	
Chain Hauberk	3	3	3	1	39lbs.	12gp 8sp	1	
Soldier's Mail Suit	3	3	3	2	44lbs.	14gp 8sp	2	
Splint Mail Suit	3	3	3	1	43lbs.	16gp	1	
Banded Mail Suit	3	3	3	2	50lbs.	20gp	2	Pauldrons
Breastplate	4	-	-	-	25lbs.	12gp	0	
Half-Plate Suit	4	4	4	2	57lbs.	24gp 6sp	2	Pauldrons

Pauldrons: Pauldrons give a +1 passive shield bonus which may not be used to block.

Helmets

Helmets are purchased separately from the armor itself. Helmets protect the head and neck. Helmets are not required for a suit bonus to function on a set of armor, though they will receive the suit bonus if worn in conjunction with the armor. If you are not wearing a helmet, you will not receive a suit bonus on anywhere attacked on the head. Because of the lack of visibility that some helmets provide, various helmets may provide a penalty to the wearer's passive alertness. A helmet costs 5sp per armor bonus it provides (up to a maximum of +4 bonus).

Shields

There are four basic types of classifications of shields: bucklers, small shields, large shields, and tower shields. These classifications represent the size and weight of shields used and can come from all sorts of designs.

Bucklers: Bucklers are small shields which are used to parry blows in combat. These shields are small, and are held by the hand. Bucklers are not large enough to provide a shield bonus, but they may be used to block with. Bucklers can be dropped as a free action and take a single action to equip. Bucklers can be used in the same hand with some weapons but only if you choose to use a light or personal weapon, bows, or as the second hand of a two-handed weapon. When using weapons this way, you suffer a -1 penalty to attacks. Unlike other shields, bucklers can be equipped quickly with the *Quick Draw* characteristic (page 59).

Small Shields: Small shields are shields that can be strapped to the arm or held. These shields are large enough to cover parts of your body, and are generally lightweight. They are typically designed in a round shape or a kite shape. Small shields grant a +1 passive shield bonus. They can be dropped as a free action if they are held, but take an action to unstrap and drop. They take an action to equip, or a full-round action to strap on.

Large Shield: Large shields big and cover a significant portion of the body. They are unwieldy to hold and need to be strapped in at the arms. Large shields commonly come in the kite, tear drop, and heater forms. These shields are large enough to provide full cover, but the creature must crouch behind it. This shield provides a +2 shield bonus and a 1 armor penalty. Losing a large Shield takes an action, and equipping a large shield takes 1 full-round action.

Tower Shield: Tower shields are massive shields that are large enough to cover the body. As a free action, you may hide behind the shield for full cover. Tower shields grant a +3 shield bonus and a 1 armor penalty. Loosing and equipping a large shield takes a full-round action.

Table: *Shields*

Name	STR Req.	Price	Weight	Hardness	Hit Points	Shield Bonus	Armor Penalty
Buckler, Wooden	d4	2sp	2 lb.	5	10	+0	0
Small Shield, Wooden	d4	2sp	4 lb.	5	20	+1	0
Large Shield, Wooden	d6	3sp	6 lb.	5	30	+2	1
Tower Shield, Wooden	d6	4sp	10 lb.	5	40	+3	1
Buckler, Iron Reinforced	d4	1gp	4 lb.	7	10	+0	0
Small Shield, Iron Reinforced	d6	1gp	8 lb.	7	20	+1	0
Large Shield, Iron Reinforced	d8	1gp, 5sp	12 lb.	7	30	+2	1
Tower Shield, Iron Reinforced	d10	2gp	20 lb.	7	40	+3	1

Hiding behind Shields, and Shield Damage

Large shields and Tower Shields are large enough to provide cover. As an impromptu action, you may hide behind a shield for full cover. Whenever you use a shield for full cover, it instead becomes attacked, taking the damage in your place. All damage that goes over the shield's total hit points will spill over and hurt you. Shields that lose half their health lose their passive shield bonus and become broken. You may still continue to block with a broken shield, but it cannot be used effectively for shield bludgeoning, cover, or other shield maneuvers. Whenever a shield takes physical damage you subtract the shield's hardness before reducing its health. This hardness only applies to physical damage unless the shield is made out of special materials. Wooden and leather shields hit with fire effects like *Alchemical Fire* may catch on fire.

If a smaller shield is used in combination of other cover, the **GAME MASTER** may allow for full cover. Small creatures can easily adopt shields to work for their size. Treat all shields as one size category larger for small creatures such as the Jinnji. For example, a Jinnji can take a human small shield and use it as a large shield and a few human bucklers can be used as small shields if they are on the larger end.

Making Attacks with a Shield

Whenever using a shield as a weapon, you use your *Melee* skill. Shields always deal **Strength** + 1 non-lethal bludgeoning damage. If you make an attack with a shield, you cannot block with that shield in the same round. Bucklers are treated as "light" weapons for the purposes of melee combat. Making attacks with a large shield suffers a -1 penalty because of its awkwardness and you cannot effectively melee with a tower shield; however, you may use any size shield as part of a bull rush without penalty, including the tower shield.

Blessings

Blessings are spells which come from a divine source, such as a deity. Though sometimes, these spells can come from a collective of people, such as through a cult, or in some cases from the universe itself. Blessings are always tied to an outside source. If that bond is severed, the blessing cannot function.

Targeting and Uses per Turn

You may only use a blessing a number of times in a round equal to its amount of uses per day. If you used a blessing such as *Flame Strike*, which has 3 uses per day, you can only use it 3 times in a round. Because blessings are called forth from otherworldly sources, blessings that target individuals cannot be called down on the same target in the same round. In the case of *Flame Strike*, you can only use it on 3 different targets in the same round. This targeting stipulation applies even when using different blessings. For example, you can use *Flame Strike* on one target and *Call Lightning* on up to three other targets, splitting between the two blessings; however, since the first target has already been hit by *Flame Strike* in the round, they cannot be hit by *Call Lightning* as well unless it comes from a different caster. You also cannot use *Lay on Hands* and *Cure* on the same subject either, including from *Mass Cure* since the spell also targets individuals. When using area effects, you cannot cast a blessing with an area effect within the same area as another area effect in the same round, unless such an area effect specifically targets individuals in an area, such as using *Mass Cure* and then striking the same area with *Hell Fire*.

Targeting with blessings is not actually made from the caster themselves; instead, the deity or otherworldly forces are actually "aiming" the spells for you. Because of this, most blessings do not require attack rolls. You do not need to always see targets when targeting them with blessings (but you still must know they are there). You do not receive the benefits of feats such as *Assassinate*, *Deadly Aim*, or *Vital Strike* since the blessing itself does not make an attack. However, blessed with the correct *Magical Training* (page 57) may imbue their blessings with mana by using *Meta Magic*.

Level I Blessings

Augury (Divination)			
Blessing Level: 1	Roll: <i>Intellect</i> + <i>Intuition</i> at TN: 5	Uses: 3 per day	Evasion: No
Target/Range: Touch		Domains: Knowledge, Guidance, Prophecy	
Damage/Effect: Gives a feeling of weal or woe to any one question			
Resist: None	Casting Time: Full-Round action	Duration: See Below	

You have the ability to ask for an omen from a higher power or intelligence. By invoking a prayer or attuning yourself with meditation, you may ask a single question and receive a "weal" or "woe" response. This is often times used for "yes" or "no" style questions but the answers never have to return back as a yes or a no. The responses of Augury always come from the source of the blessing. If this blessing came from a deity, then it is the deity who gives the omen. If it comes from a group of individuals or a cult, then the responses come from those who are interlinked, generally giving multiple responses with the feeling being stronger as more individuals agree on a solid answer. Generally, beings that have vast amounts of intellect, or the ability to give foresight have the ability to bestow the *Augury* blessing.

Failure to cast this spell does not mean the question wasn't asked, it just means that you weren't able to understand the answer. The **GAME MASTER** may give a strange response instead. A raise may allow the character to decipher additional information from their answer, but nothing specific. The **GM** may also grant an additional +2 insight bonus to a future Initiative, *Intuition*, or *Instinct* rolls if appropriate.

For Example: If the blessed asked their deity "Will the road be safe for us to travel", the deity might respond with a "strong weal", letting the character know that travel will be safe. The deity might also respond with a "mild woe", which could tell the character that there might be complications ahead; however, unless the deity can see into the future, it cannot give answers to events that have not happened yet.

Bless			
Blessing Level: 1	Roll: None	Uses: 3 per day	Evasion: No
Target/Range: 60ft.		Domains: Guidance, Protection	
Damage/Effect: Grants a bonus that the subject can use.			
Resist: None	Casting Time: 1 Action	Duration: 1 day until expended.	

You have the ability to bless subjects within 60ft. by calling out the blessing of your deity or celestial force. Doing so grants a +1 bonus they can apply to any single skill or resist roll they wish. This blessing lasts a single day until it is expended. You can only add the effects of *Bless* once to any roll, but you may carry a limitless amount of this blessing. You must use the effects of *Bless* before you make your roll and cannot use it after a roll has been made.

Having this blessing does not grant you the alchemist recipe *Holy Water*, but this blessing can be used to make *Holy Water* by replacing the angel glisten ingredient. Blessing a dead body prevents the body from ever being raised from the dead as undead. Blessing a body is a permanent effect.

Call Animal (Nature)

Blessing Level: 1	Roll: <i>Charisma</i> + <i>Nature</i> at TN: 4	Uses: 3 per day	Evasion: No
Target/Range: 3 miles		Domains: Animals, Nature, Life	
Damage/Effect: You can call a particular animal into the area.			
Resist: <i>Focus</i> + <i>Willpower</i> , see below	Casting Time: Full-Round action	Duration: See Below	

You call a nearby animal of your choice to your area. The animals typically take 2d6 minutes to arrive, but the **GAME MASTER** may alter the time it takes if a nest of animals is far away. When calling animals, similar animals may appear instead (such as a moose might come if you call for deer). The animal is neutral towards you until provoked, though it will not perform any actions for you. A raise calls another animal of the same type into the area. If there are no animals of that type in the area, nothing will come and the blessing is wasted. Only intelligent animals get a resist roll against this blessing. Success means the animal may choose to ignore the call. If there are a lot of animals in the area of the type you choose, you may call additional animals at **GM's** discretion.

If this blessing is cast within a powerful place of nature, it is granted an additional +2 to this roll.

Consecration

Blessing Level: 1	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Holy, Good, Protection	
Damage/Effect: Makes a zone holy in a 100ft. radius.			
Resist: None	Casting Time: Full-Round action	Duration: 1 week, See Below	

You imbue an area with holy energy, giving those protected by the *Consecration* a bonus against vile energies. This grants a +1 bonus to resist rolls made against *Mind* spells, *Spirit* spells, fear, curses, and blessings with the (Unholy) descriptor. This area also grants a +1 magical bonus to DV against Chthonic (Evil, Unholy), Psychomic, or Undead type creatures. Any blessings that align with this *Consecration* also get a +1 bonus to all rolls, including attack rolls and damage rolls. The creature types affected may be changed based off the deity.

This spell lasts 1 week and can be made permanent if a shrine is built with at least 1g worth of appropriate offerings. If a holy relic is kept there, the bonus granted to this *Consecration* is increased by 1 and the range of this *Consecration* is increased by another 500ft. radius. If worshipers pay tribute regularly to this shrine (such as a level 1 *Cult*), then this bonus is increased by 1, or the range of this consecration is increased by another 500ft. radius.

Consecrated ground also prevents the creation of undead, regardless of which magic is used to make it. Souls caught within consecrated ground receive all bonuses from this spell and cannot be taken or stolen from their bodies. This blessing is extremely important to all torch bearers of Hekation in order to complete their missionary duties.

Desecration

Blessing Level: 1	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Unholy, Evil, Harm	
Damage/Effect: Makes a zone vile in a 100ft. radius.			
Resist: None	Casting Time: Full-Round action	Duration: 1 week, See Below	

You imbue an area with unholy energy, imbuing those affected by the *Desecration* with vile energies. This grants a -1 penalty to resist rolls made against *Mind* spells, *Spirit* spells, fear, curses, and blessings with the (Unholy) descriptor. This area also provides a -1 magical penalty to attack rolls made and spells use against Chthonic (Evil, Unholy), Psychomic, or Undead type creatures. Any blessings that align with this desecration also get a +1 bonus to all rolls, including attack rolls and damage rolls. The creature types affected may be changed based off the deity.

This spell lasts 1 week and can be made permanent if a shrine is built with at least 1g worth of appropriate offerings. If an unholy relic is kept there, the penalty granted to this *Desecration* is increased by 1 and the range of this desecration is increased by another 500ft. radius. If worshipers pay tribute regularly to this shrine (such as a level 1 *Cult*), then this penalty is increased by 1, or the range of this *Desecration* is increased by another 500ft. radius.

Souls caught within desecrated ground receive all negatives from this spell. Undead creatures are boosted by this ground and receive an extra +1 to all attack and damage rolls.

Divine Protection

Blessing Level: 1	Roll: None	Uses: 3 per day	Evasion: No
Target/Range: 60ft.		Domains: Protection	
Damage/Effect: Provide a protection that can be used when needed against resist rolls.			
Resist: None	Casting Time: 1 action	Duration: 1 day, until expended	

You have the ability to bless a subject with protection within 60ft. by calling out the blessing of your deity or celestial force. Doing so grants a +2 bonus to any resist roll they wish. This blessing lasts a single day until it is expended. You can add as many protections on a single target, but only one protection may be used at any given time for any given resist roll. You must use the effects of *Divine Protection* before you make your roll and cannot use it after a roll has been made.

Divine Speed

Blessing Level: 1	Roll: None	Uses: None	Evasion: No
Target/Range: Self Only		Domains: Athleticism, War, Body	
Damage/Effect: One of your movement speeds increases by 10ft.			
Resist: None	Casting Time: None	Duration: Permanent	

You gain the speed of the gods. You gain +10ft. movement speed to any single movement type (running, swimming, climbing, or flying). You are then considered supernaturally fast and may qualify for specific characteristics.

Note: If this blessing is taken again for the same movement type, its blessing level is increased by 1 to a maximum of a 5th level blessing.

Illusory Script

Blessing Level: 1	Roll: None	Uses: At Will	Evasion: No
Target/Range: 60ft.		Domains: Knowledge, Prophecy	
Damage/Effect: You conjure glowing letters and words.			
Resist: None	Casting Time: 1 action	Duration: Concentration	

You conjure glowing words which others can see clearly. They can be placed against a surface, or even float in midair. They may also be conjured in such a way, that anyone that looks at them can read them from their angle easily. The letters can be as tall as you and you are able to summon up to 250 characters in a single casting. It can be in any language you know, or it can be written in your deity's chosen language (celestial, altrestrial, abyssal, etc.) even if you do not know it.

Special Note: You can learn up to a d4 in your deity's language by performing word for word translations, and is one of the ways blessed begin study in their deity's chosen language.

Produce Water (Nature)

Blessing Level: 1	Roll: None	Uses: At Will	Evasion: No
Target/Range: 5ft.		Domains: Water, Life, Purity	
Damage/Effect: Creates 1 pint of pure clean water			
Resist: None	Casting Time: 1 action	Duration: Instant	

You have the ability to create fresh clean water. You can produce 1 pint of fresh water a round.

This water qualifies as being pure enough for holy water or other alchemical recipes. When casting this blessing within an area surrounded by water (such as a lake, swamp, or ocean) you can create 4 times as much water at a time.

Skill Understanding

Blessing Level: 1	Roll: None	Uses: None	Evasion: No
Target/Range: Self Only		Domains: Knowledge	
Damage/Effect: Your blessing gives you a +1 insight to a particular skill.			
Resist: None	Casting Time: None	Duration: Permanent	

You gain a +1 bonus to a particular skill. This skill is chosen when this blessing is taken. This bonus is constant and applies to all rolls. If you lose this blessing or are unable to use blessings, you lose this bonus. Each time this blessing is taken, it is taken with a different skill. This blessing does not stack with itself, even if it comes from another source.

Summon Weapon

Blessing Level: 1	Roll: None	Uses: 3 per day	Evasion: No
Target/Range: Self Only		Domains: Knowledge	
Damage/Effect: Summon deity's favored weapon.			
Resist: None	Casting Time: 1 action	Duration: 1 hour	

You summon a material weapon appropriate to your deity. This weapon is of your size though there can only ever be one of these weapons out at a time. Once this weapon is resummoned, the previous weapon disappears. If the weapon requires ammunition, it comes with a quiver or pouch of 20 shots.

Special Rule: By spending a story point, the weapon may be summoned as a magical weapon. The weapon gains +3 damage of an element appropriate to the deity's elemental types (which includes holy, infernal, or arcane). If the deity has multiple elements, you only select one at time of summoning. The weapon may also glow like a torch and may be used as a blessed talisman. If this magical weapon was summoned at a holy site, its bonus increases to a +5.

Level II Blessings

Burning Gaze

Blessing Level: 2	Roll: <i>Focus</i> + <i>Perception</i> vs. Touch DV.	Uses: 3 per day	Evasion: No
Target/Range: 60ft.		Domains: Infernal, Fire	
Damage/Effect: Target hit by your gaze take d6 + d6 lethal fire damage.			
Resist: None	Casting Time: Action, See Below	Duration: 1 hour	

You have the ability to burn creatures with your gaze. You roll *Focus* + *Perception* against the target's touch DV. A nearly invisible heatwave attacks the target, superheating them to the point of painful burning. Target struck by the gaze take d6 + d6 lethal fire damage. Like all gaze attacks, you must have complete line of sight to the target. Your concentration on vision must be directed at all times towards the target during the round, though any other actions can be split. The damage for this blessing happens at the end of your turn, and cannot be used as a held action.

Unlike fire spells, this spell does not light anything on fire. This type of damage can represent any kinds of "burns", including those from acid and even ice (And the elemental type is changed respectfully) but the element choice should be chosen when this blessing is taken.

Calm Emotion

Blessing Level: 2	Roll: <i>Charisma</i> + <i>Persuade</i>	Uses: 3 per day	Evasion: No
Target/Range: 60ft., not self		Domains: Peace, Love, Good	
Damage/Effect: You can calm a creature down, making it less hostile.			
Resist: <i>Focus</i> + <i>Willpower</i>	Casting Time: 1 Action	Duration: Instant, Until Broken	

You target a creature and calm it down. Targets who fail to resist cannot take any actions against you or anyone you consider an ally and is no longer in an angered or hostile state. This calm is broken if you attack the creature or make any hostile actions towards it (such as drawing a weapon) Making any attacks, threats, or hostile actions towards any other creatures it considers an "ally" also breaks this calmness. This blessing immediately stops *Rage* as well as any other emotional effects.

Creatures under the influence of fear may reroll their resist roll with a +4 bonus. This blessing also calms sadness, and joy, and returns any other emotion back to a "calm" state. Targets calmed remain calm until you leave line of sight or they do.

Come No Harm

Blessing Level: 2	Roll: <i>Charisma</i> + <i>Empathy</i>	Uses: 1 per day	Evasion: No
Target/Range: Self Only, Infinite		Domains: Protection, Piety	
Damage/Effect: Targets hesitate to harm you.			
Resist: <i>Focus</i> + <i>Willpower</i>	Casting Time: Full-Round action	Duration: Concentration	

A powerful aura causes enemies to hesitate. You roll *Charisma* + *Empathy* to set the TN of the blessing. While using this blessing, each round an enemy wishes to harm you they must roll a resist roll against your blessing's TN or be unable to perform negative actions against you. They cannot attack you, put you as the target of a harmful spell, or try in any way to hurt you intentionally. If subjects had held actions that would cause harm to you, you disrupt them.

This spell immediately ends if you attack anyone, hurt anyone, or cast a harmful spell on anyone. Foul intention to a certain degree may also end this blessing. Multiple castings of this blessing do not stack you always take the higher TN. This ability does not stop mindless creatures.

Divine Safeguard

Blessing Level: 2	Roll: <i>Charisma</i> + <i>Empathy</i>	Uses: 3 per day	Evasion: No
Target/Range: 60ft. from self.		Domains: Protection, Good	
Damage/Effect: As an impromptu action, you can protect yourself and others from harm.			
Resist: <i>Focus</i> + <i>Willpower</i>		Casting Time: Impromptu Action	Duration: 1 Round

You have the ability to bless allies and those you select with protection within 60ft. Subjects protected by this spell gain a +4 resist to all forms damage, including permanent damage.

Doom (Unholy)

Blessing Level: 2	Roll: <i>Charisma</i> + <i>Leadership</i> at TN: 4	Uses: 1 per day	Evasion: No
Target/Range: 300ft. radius from self		Domains: Infernal, Piety, Fear, Hopelessness	
Damage/Effect: Your strong presence allows enemies to doubt themselves.			
Resist: None		Casting Time: 1 action	Duration: 1 hour + 1 hour per raise

The area around you becomes terrifying and hopeless. You create a 300ft. radius area in which all TNs for fear resist rolls are increased by 1. Targets within the radius suffer a -1 morale penalty to all resist rolls. This effect only affects those who are not considered your allies, and lasts for 1 hour, plus an additional hour per raise.

Heroism

Blessing Level: 2	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft. from self.		Domains: Hope, Good, Protection, Bravery	
Damage/Effect: Your strong presence allows people to fight for your similar cause without fear			
Resist: None		Casting Time: 1 Full-Round action	Duration: Concentration, 1 hour

Those you designate within 60ft. may be subjected to your powerful heroic aura. Doing so grants them a +2 *Willpower* bonus against fear effects and subjects cannot be affected by advanced fear. If targets are already feared, they may immediately reroll their *Focus* + *Willpower* roll against the fear. This ability does not affect you; if you succumb to fear, die, or fall unconscious, this blessing ends.

Holy Shield

Blessing Level: 2	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Self Only		Domains: Protection, Life	
Damage/Effect: Shield becomes emblazed with energy to protect you.			
Resist: None (Willing Only)		Casting Time: 1 action	Duration: 10 minutes

Your shield becomes emblazed with energy to help repel danger. You gain a +1 magic bonus to DV. The shield also gains a +4 to its hardness and can even be used to block *Death* and *Life* arcana based touch and ranged attacks. The shield itself also glows with a clear white light, which provides as much light as a lantern (30ft. bright light, 30ft. dim light).

Hurt

Blessing Level: 2	Roll: None	Uses: 3 per day	Evasion: No
Target/Range: 60ft. from self.		Domains: Wraith, Infernal, Pain	
Damage/Effect: Hurt a subject with divine energy, which is strengthened by your wraith.			
Resist: None		Casting Time: 1 action	Duration: Instant

You strike a subject with ire and spite. Doing so summons a divine strike upon the subject which deals d6 + d6 lethal damage. This damage can be slashing, bludgeoning, or piercing damage. If you were recently insulted, intimidated, feared, embarrassed, or injured by your target, you can increase this damage to d8 + d8 instead. This increased damage also applies to your *Enemy* (page 56) respectively. This blessing cannot affect your allies or anyone you like.

Lay on Hands

Blessing Level: 2	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Life, Love, Celestial	
Damage/Effect: Heal a subject with your touch, healing d6 + d6 lethal damage and all non-lethal damage.			
Resist: None	Casting Time: 1 action	Duration: Instant	

You have the ability to heal creatures by placing a hand on them. Doing so heals d6 + d6 lethal damage, heals all non-lethal damage, and stops bleeding. If the healed damage recovers 6 or more lethal damage, the subject can immediately attempt a wound recovery roll. This blessing may only recover 1 wound per casting, regardless of how much it heals.

Unlike life magic, this spell has no effect on the undead, but still requires the target to be living.

Skin of Bark (Nature)

Blessing Level: 2	Roll: None	Uses: 3 per day	Evasion: No
Target/Range: Self Only		Domains: Nature, Life, Protection	
Damage/Effect: Turns your flesh into tough bark, providing a +2 natural armor bonus			
Resist: None	Casting Time: Full-Round action	Duration: 1 hour	

You cover your flesh in hard bark providing a +2 natural armor bonus. This does not stack with any other natural armor bonus. The bark can appear like any type of tree or plant. This makes you rough or plant-like to the touch, and inhuman.

Speak to Animals (Nature)

Blessing Level: 2	Roll: None	Uses: At Will	Evasion: No
Target/Range: Self Only		Domains: Nature, Life	
Damage/Effect: You can speak and understand animals as if they spoke your native tongue.			
Resist: None	Casting Time: None	Duration: Permanent	

You have the ability to speak with animals as if they spoke your native tongue. Animals however, are not smart and can only convey very simple ideas. A dog might be able to tell you where food is or where people are located, but a dog could not tell you where the best place is to buy a sword. Intelligent animals may be able to relay more complex ideas but are limited by what they find important. Animals will not change their disposition with you just because you can talk to them, and animals do not have to speak to you.

Summon Animated Weapon

Blessing Level: 2	Roll: See Below	Uses: 1 per day.	Evasion: No
Target/Range: 60ft.		Domains: Protection, War	
Damage/Effect: Summon an animated weapon to fight for you.			
Resist: None	Casting Time: 1 action	Duration: 1 minute	

Functions just like *Summon Weapon*, except that the weapon is animated. The weapon functions just like a normal summon except it can only make attacks and perform very simple tasks. It moves around with a perfect fly speed of 30ft. The weapon has 10 hit points, a natural armor of 6, and follows all normal rules for construct creatures (but may still be affected by the *Spirit* arcana). It has a DV of 10 for a personal or light weapon, a DV of 9 for a one handed and hand and a half weapon, and a DV of 8 for polearms and two-handed weapons. It has an *Agility* of d8, *Strength* of d6, and a *Melee, Archery, or Unarmed* of d8 and can only make a single attack per round and cannot perform any maneuvers except the charge maneuver.

If a summoned weapon is a ranged weapon, it magically summons standard ammunition. It may only attack targets within the weapon's first range increment.

Note: If a summoned weapon comes in a pair, like Alioth's dual daggers. They must float together within the same 5ft. space and can make two attacks instead of one if they choose to split their actions (rolling d6 + d6 instead to attack).

Story Points: Story points may be used to upgrade the weapon just like *Summon Weapon*.

Summon Armor

Blessing Level: 2	Roll: None	Uses: 1 per day.	Evasion: No
Target/Range: Self Only		Domains: Protection, War	
Damage/Effect: Summon a set of armor to protect you.			
Resist: None	Casting Time: 1 action	Duration: 1 hour	

You summon a material armor appropriate to your deity. This summon is of your size and becomes worn when summoned. This armor cannot be removed or else it disappears. You may unsummon the armor as a single action as well. You may choose to summon any part of the armor such as not choosing to summon the helmet. The armor is made out of a celestial material and comes in 3 different forms. This blessing can only summon 1 of those forms and must be chosen at the time this blessing is taken.

Table: *Summon Armor Types*

Name	Torso	Arms	Legs	Helmet	Suit Bonus	Weight	Cost	Armor Penalty
Light Armor	1	1	1	1	-	11lbs.	1gp 1sp	0
Medium Armor	2	2	2	2	1	29lbs.	3gp 2sp	0 / -1 P.A.
Heavy Armor	3	3	3	3	2	54lbs.	6gp 6sp	1 / -2 P.A.

You may also use this blessing to summon a shield as well. This summons with your armor if you choose. Below are the types of shields that can be summoned.

Table: *Summon Shield Types*

Name	STR Req.	Price	Weight	Hardness	Hit Points	Shield Bonus	Armor Penalty
Buckler	d4	1gp	4 lb.	7	10	+0	0
Small Shield	d6	1gp	8 lb.	7	20	+1	0
Large Shield	d8	1gp, 5sp	12 lb.	7	30	+2	1

Special Rule: By spending a story point, the armor may be summoned as a magical armor. The armor gains a 4 resistance to an element appropriate to the deity's elemental types and gains an additional +1 suit bonus as if given the "masterwork suit" bonus. The armor and shield may also glow like a torch, and gives a +1 bonus on intimidate rolls to targets it might apply to.

Sustenance

Blessing Level: 2	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Life, Bounty	
Damage/Effect: Creates food suitable for 4 people.			
Resist: None	Casting Time: Full-Round action	Duration: Instant	

You can create enough food for 4 medium creatures. The food is not entirely nutritious but can sustain people without too many ill effects. Any creature that eats normal food can eat food created by this blessing. The food is basic, but does not taste unpleasant. This blessing typically creates food known as manna. Manna is a hardened sap like substance that can easily be pounded into cakes, or can be eaten alone. In many cases, Manna is given out as small cakes to be consumed for religious reasons.

If this blessing is granted from the deity Jaemis or any other deity of bounty, you may spend 1 story point to create any kind of food you want. The taste and nutritional values of the food are remarkable and provide a +1 morale bonus to all *Fortitude* and *Willpower* resist rolls for 24 hours.

Level III Blessings

Angelic Aspect (Holy)

Blessing Level: 3	Roll: None	Uses: None	Evasion: No
Target/Range: Self-Only		Domains: Celestial, Infernal, War	
Damage/Effect: You have angelic aspects to yourself, taking on the traits of angelic beings.			
Resist: None	Casting Time: 1 action	Duration: Permanent	

This blessing makes you beyond human, giving you aspects of an angelic being. You have subtle changes such as having glowing eyes, wild colored hair, or a holy aura around you. You gain resistance to magic 2, and a +2 bonus to resist poison, disease, and aging effects. Your aura becomes more angel-like when viewed through aura reading abilities. The resistance from magic does not prevent healing magics if you choose.

This blessing cannot be taken more than once.

Call Lightning Bolt

Blessing Level: 3	Roll: None	Uses: 3 per Day	Evasion: Yes
Target/Range: 60ft.		Domains: Lightning, Nature	
Damage/Effect: Target is struck down by a bolt of lightning that deals d6 + d6 damage, but it may do more damage.			
Resist: None	Casting Time: 1 action	Duration: Instant	

You have the ability strike down targets with a column of lightning that hails from the sky. Targets struck by the bolt take d6 + d6 lethal electric damage. This spell does not need to be cast outside, as a cloud will form above the target. However, if the area is surrounded by thick stormy clouds, you are in a storm, or are near a medium or larger air or electric elemental, the damage for these lightning bolts increases to d8 + d8 electric damage.

Cure

Blessing Level: 3	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Life, Love, Celestial	
Damage/Effect: Heal a subject with a prayer, healing d8 + d8 lethal damage and all non-lethal damage.			
Resist: None	Casting Time: 1 action	Duration: Instant	

You have the ability to heal creatures by muttering a simple prayer. Doing so heals d8 + d8 lethal damage, heals all non-lethal damage. If the healed damage recovers 6 or more lethal damage, the subject can immediately attempt a wound recovery roll. This blessing may only recover 1 wound per casting, regardless of how much it heals. Targets who have been blinded, deafened in the past hour can have their sight and hearing returned, as long as the eyes themselves are not missing.

Unlike life magic, this spell has no effect on the undead, but still requires the target to be living.

Death Knell

Blessing Level: 3	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Piety, Law	
Damage/Effect: Targets close to death immediately die, reclaiming the remaining life force to heal d6 damage.			
Resist: <i>Endurance</i> + <i>Fortitude</i> at TN: 7	Casting Time: 1 action	Duration: Instant	

You have the ability strike down targets that are close to death and reclaim their remaining life force. If a target is exhausted by lethal or permanent damage, you may force them to die. Targets who fail their resist roll immediately die, taking lethal negative damage. Those who succeed instead take d6 + d6 non-lethal negative damage. This ability does not work on non-living creatures, undead, or creatures immune to critical hits or negative damage. If the creature dies from this effect, the blessed recovers d6 lethal damage.

Demonic Aspect (Unholy)

Blessing Level: 3	Roll: None	Uses: None	Evasion: No
Target/Range: Self-Only		Domains: Celestial, Infernal, War	
Damage/Effect: You have demonic aspects to yourself, taking on the traits of demonic beings.			
Resist: None	Casting Time: None	Duration: Permanent	

This blessing makes you beyond human, giving you aspects of an infernal being. You have subtle changes such as having flaming eyes, tiny horns, or an unholy aura around you. You gain resistance to magic 2, and a +2 bonus to resist poison, disease, and aging effects. Your aura becomes more demon-like when viewed through aura viewing abilities. The resistance from magic does not prevent healing magics if you choose.

This blessing cannot be taken more than once.

Expel Summon

Blessing Level: 3	Roll: <i>Wits</i> + <i>Occult</i>	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Spirit, Purity	
Damage/Effect: Banishes a creature on success, or dazes them on failure.			
Resist: <i>Focus</i> + <i>Willpower</i>	Casting Time: 1 action	Duration: 1 round.	

You have the ability to banish a recently summoned creature back to their realm. This spell only functions on summoned creatures. Targets must make a *Focus* + *Willpower* roll against the caster's *Wits* + *Occult*. If the target fails their resist roll, it is banished back to the plane it was summoned from. If the target succeeds their resist roll, it is instead dazed, taking a -1 penalty to all rolls for 1 round.

Flame Pillar (Holy, Unholy)

Blessing Level: 3	Roll: None	Uses: 3 per day	Evasion: Yes
Target/Range: 60ft.		Domains: Fire, Celestial, Infernal, Arcane	
Damage/Effect: Target is struck down by a column of fire that deals d6 + d6 damage.			
Resist: None	Casting Time: 1 action	Duration: Instant	

You have the ability strike down targets with a column of fire and magic. The target struck by the column takes d6 + d6 lethal damage. Half of this damage is considered fire damage, while the other half is considered holy, unholy, or magic damage (depending on the deity).

Heaven Word "Daze"

Blessing Level: 3	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Celestial, Infernal	
Damage/Effect: Target is subject to a powerful power word that causes creatures to fall into a daze.			
Resist: <i>Endurance</i> + <i>Fortitude</i> at TN: 7	Casting Time: 1 action	Duration: 1 hour, see below	

By shouting a powerful word, you can cause a creature to suffer a mental strain so great, that they fall into a daze. The subject need not hear *Heaven Word "Daze"* for it to take effect. Those who fail their resist roll suffer a greater daze, taking a -2 penalty to all actions. Those who succeed, instead only suffer this effect for 1 round. This blessing only works on living creatures and cannot target undead.

Meta Magic: For 1 mana, you can increase the TN of this resist roll by your *Meta Magic* modifier.

Restoration

Blessing Level: 3	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Self Only		Domains: Life	
Damage/Effect: Target is given aid against normal diseases and poisons and recovers all attribute damage.			
Resist: None	Casting Time: Full-Round action	Duration: Permanent	

You have the power to aid against harmful bodily effects. All non-lethal damage, including mental damage, is healed. Targets that are poisoned or diseased automatically succeed on their next resist roll, which also works on things that act like poisons such as jellyfish, stinger moss stingers, and infestations such as lice, botfly larva, and flanged bone eater. Characters who receive said healing are no longer sickened or nauseated. Targets that have been blinded or deafened within 24 hours can have their sight and hearing returned as long as the eyes are intact and inner ear was not damaged beyond repair. If any ability scores are reduced, they are returned to their normal values.

Rout Undead

Blessing Level: 3	Roll: <i>Charisma</i> + <i>Intimidate</i>	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Protection, Holy	
Damage/Effect: Undead become frightened by your presence.			
Resist: <i>Focus</i> + <i>Willpower</i>	Casting Time: 1 action	Duration: 1 minute	

You have the ability to scare off undead. Undead must make a *Focus* + *Willpower* resist roll against the caster's *Charisma* + *Intimidate* roll, even if they are immune to fear or are considered mindless. Mindless or programmed undead who roll the "fight" or "faint" responses on their fear rolls, are instead forced to "flee". If this blessing gets a raise, the target is given an advanced fear effect.

Sequester

Blessing Level: 3	Roll: None	Uses: 1 per day, See Below	Evasion: No
Target/Range: Touch		Domains: Secrets	
Damage/Effect: Target becomes hidden from scrying, and from all divinations			
Resist: None	Casting Time: Full-Round action	Duration: Permanent, Until Broken	

This blessing gives you the ability to hide someone, something, or yourself from all forms of divination, included direct questions asked about you via *Augury* (page 64) or other divinations. While it will block any current information gathered about your persons, it does not directly prevent others from finding information about you through *Gnosis*. This blessing allows you to select one target, such as a person, object, 10ft. cube, or self. While this target is selected, it remains hidden until a new target is selected or the target has been dismissed. The blessing does not recharge if a target is protected by *Sequester*, and once it ends, it may begin to recharge normally.

Note: The second time this blessing is taken, it is a 4th level blessing, and if it is taken again thereafter it is considered a 5th level blessing.

Smite (Holy, Unholy)

Blessing Level: 3	Roll: None	Uses: 3 per day	Evasion: No
Target/Range: 60ft.		Domains: Celestial, Infernal, Arcane, War	
Damage/Effect: You smite a target with holy or unholy energies, dealing an extra d8 damage.			
Resist: None	Casting Time: Free Action	Duration: Instant	

You have the ability strike down targets with a powerful smite. Doing so, you deal an extra d8 damage to the next melee, unarmed, or ranged weapon attacks. The damage is holy, unholy, or magic damage depending on your deity or cause. If the target of your smite is a chthonic creature that is opposite aligned (holy or unholy), the smite instead deals d10 damage. If the creature is a chthonic creature that is aligned (holy or unholy), this Blessing has no effect.

You may only smite once in a round, regardless of how many times you can do it and therefore only applies to a single attack. Ranged attacks must be done within 60ft. and you may also use smite as part of a charge attack.

Sun Burst

Blessing Level: 3	Roll: None	Uses: 1 per day	Evasion: Yes
Target/Range: 200ft.		Domains: Love, Hope, Wishes	
Damage/Effect: Causes a 30ft. radius globe of searing light to explode, dealing d4 + d4 fire damage and blindness.			
Resist: <i>Endurance</i> + <i>Fortitude</i> at TN: 7	Casting Time: 1 action	Duration: 1 round	

Causes a 30ft. radius globe of searing radiance to explode silently from a point you select. All creatures in the globe must make an *Endurance* + *Fortitude* at a target number 7 or are blinded for d4 rounds. Anyone within the globe takes d4 + d4 lethal fire damage and cannot see within the radius of the globe unless they leave it. This globe of light lasts until the start of your next round. This blessing creates another 30ft. radius of light outside the 30ft. radius and another 30ft. of dim light which lasts for a total of 1 round.

This blessing is treated as sunlight for the purposes of weakness.

Level IV Blessings

Comprehend Languages

Blessing Level: 4	Roll: None	Uses: None	Evasion: No
Target/Range: Self Only		Domains: Diplomacy, Divination	
Damage/Effect: You have the ability to understand all languages.			
Resist: None	Casting Time: None	Duration: Permanent	

You are able to understand all languages as if they were native to you. You understand with clarity, treating your language skill as if it were a d10. This does not allow you to speak or write the language. This only works on spoken and written languages only.

Devil's Sight

Blessing Level: 4	Roll: None	Uses: None	Evasion: No
Target/Range: Self Only		Domains: Infernal, Darkness	
Damage/Effect: You can see in all forms of darkness including magical darkness			
Resist: None	Casting Time: None	Duration: Permanent	

You have eyes like a devil's. You gain the benefits of devil sight. You can see well in all forms of darkness including pitch-black darkness, magical darkness, and dim light. You are immune to all blindness effects that use darkness. It may even be possible to see things in the far reaches of subspace with this ability.

Heaven Word "Blind"

Blessing Level: 4	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Celestial, Infernal	
Damage/Effect: Target is subject to a powerful power word that causes them to become blind.			
Resist: <i>Endurance</i> + <i>Fortitude</i> at TN: 8	Casting Time: 1 action	Duration: 1 hour, see below	

By shouting a powerful word, you can cause a creature to become suddenly blind. The subject need not hear *Heaven Word "Blind"* for it to take effect. Those who fail their resist roll cannot see, regardless of sight, including all supernatural sights except for sight granted from tremor sense. Those who succeed, instead only suffer this effect for 1 round. This blessing only works on living creatures and cannot target undead.

Meta Magic: For 1 mana, you can increase the TN of this resist roll by your *Meta Magic* modifier.

Heaven Word "Deafen"

Blessing Level: 4	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Celestial, Infernal	
Damage/Effect: Target is subject to a powerful power word that causes them to become deaf.			
Resist: <i>Endurance</i> + <i>Fortitude</i> at TN: 8	Casting Time: 1 action	Duration: 1 hour, see below	

By shouting a powerful word, you can cause a creature to become suddenly deaf. The subject need not hear *Heaven Word "Deaf"* for it to take effect. Those who fail their resist roll cannot hear, regardless of hearing, including all supernatural hearing granted from tremor sense. Those who succeed, instead only suffer this effect for 1 round. This blessing only works on living creatures and cannot target undead.

Meta Magic: For 1 mana, you can increase the TN of this resist roll by your *Meta Magic* modifier.

Hero's Defiance

Blessing Level: 4	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Self Only		Domains: Protection	
Damage/Effect: You do not easily fall in combat.			
Resist: None	Casting Time: None	Duration: Instant	

If you are dropped down to 0 hit points, you remain with 1 hit point instead. This ability always looks supernatural, such as bright light pouring out of great wounds, or other anima effects.

Unlike normal blessings, this blessing cannot be recharged with story points, and cannot be taken multiple times.

Indignation

Blessing Level: 4	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 200ft.		Domains: Wraith, Rage, Justice	
Damage/Effect: You cause a wave of backlash at enemies who attack you.			
Resist: None	Casting Time: Impromptu	Duration: Instant	

You unleash a powerful wave of wrath against your attackers. Whenever you take damage, as an impromptu action you can unleash a powerful backlash at those who hurt you within 200ft., sending their own attack back at them in revenge. Doing so deals d10 + 1 lethal damage at the target, dealing the same type of damage dealt to you. If an attacker is making multiple attacks in a round, they must make a *Concentration* roll against the damage taken or else forfeit their next attacks. You do not need to see your attacker for this blessing to function.

Sphere of Invulnerability

Blessing Level: 4	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft. from self.		Domains: Protection, Arcane	
Damage/Effect: A magical globe that protects you from harm, resisting 4 from all forms of damage.			
Resist: None	Casting Time: 1 action	Duration: 1 minute	

You gain a globe of magical energies that protects you and all allies within 60ft. of you from harm. This blessing provides resist 4 against all forms of damage.

Tongues

Blessing Level: 4	Roll: None	Uses: None	Evasion: No
Target/Range: Self Only		Domains: Diplomacy, Divination	
Damage/Effect: You have the ability to speak all languages.			
Resist: None	Casting Time: None	Duration: Permanent	

You are able to speak all languages as if they were native to you. You speak with clarity, treating your language skill as if it were a d10. This does not allow you to understand or read the language, but it does allow you to write the language. This only works on spoken and written languages only.

Ward Against Death

Blessing Level: 4	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Life, Death	
Damage/Effect: Target is given a protective barrier that prevents death.			
Resist: None	Casting Time: 1 action	Duration: 24 hours	

A magical protection prevents targets from dying, even under extreme circumstances. Targets that are reduced below 0 hit points from lethal or permanent damage are instead reduced to 0 hit points and are no longer bleeding (but does not stop burning, poison, disease or other continuous effects). *Ward Against Death* will also protect you from death effects that may instantly kill you, reducing you down to 0 hit points instead. Once the *Ward Against Death* is used to protect you in any way, the blessing ends. *Ward Against Death* **never** stacks.

Level V Blessings

Banishment

Blessing Level: 5	Roll: <i>Wits</i> + <i>Occult</i>	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Subspace, Good, Evil, Arcane	
Damage/Effect: Banish a creature back to its home plane.			
Resist: <i>Focus</i> + <i>Willpower</i>	Casting Time: See Below	Duration: Concentration	

You summon a set of green glowing chains which begin to drag their victims back to their home plane. Initiating this spell takes 1 full-round action; in which quasi-real ghastly chains begin to surround the subject. While grabbed by these chains, they immediately start pulling down the following round and carrying the target back to their home plane. The creature will feel the weight of the chains pulling on themselves, but these chains will have no effect on the physical actions performed on the creature being pulled. Since these chains do not truly exist in the plane they are summoned, other creatures cannot assist or remove the chains unless the chains are targeted with *Spirit* magic or a *Ghost Touched* weapon (in which case the chains are treated as normal chains). If the chains become broken, for any reason, the blessing ends.

On the caster's turn the following round, the creature must make a *Focus* + *Willpower* resist roll against the caster's *Wits* + *Occult* or be forced back into their home plane; back to a location determined by the **GM**. If the creature succeeds, the caster must continue concentration on the spell if they wish to try again the following round. The spell continues until the creature fails, the chains are broken, or concentration on the caster is broken. If the spell fails, the blessing cannot be cast on the creature again for 24 hours.

If the target is bound to an object (such as a cursed magic item), place (such as a ghost's fetter), or person (such as in the case of possession), the target creature cannot be banished, but instead takes d6 + d6 lethal void damage, dealing equally as much damage to the object or person possessed. Creatures which normally do not need to make *Concentration* rolls for possession, must make *Concentration* rolls equal to the damage taken or be shunted from the body, 5ft. away. After the damage is taken, the spell ends.

Some creatures have specific weaknesses or items that can be used to aid with *Banishment* such as using silver against psychromic creatures, cold iron for fey, or performing a *Banishment* during an eclipse for demons. The **GAME MASTER** may grant up to a +4 bonus if appropriate.

Break Curse

Blessing Level: 5	Roll: <i>Wits</i> + <i>Occult</i> , see below	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Protection, Celestial, Purity	
Damage/Effect: Breaks a curse.			
Resist: None	Casting Time: Full-Round action	Duration: Instant	

You have the ability to break curses. Doing so requires a *Wits* + *Occult* roll against the curse's rating + 3. Most curses have a rating between 1 through 5 (TN 4 through 8). This blessing does not destroy the means to reinitiate a curse, but does separate the ties to the curse.

Breath of Life

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: Life	
Damage/Effect: Save someone from the brink of death.			
Resist: None	Casting Time: Full-Round action	Duration: Instant	

You have the ability to heal a creature that was recently slain by breathing into the creature you touch. Doing so heals d6 + d6 lethal damage. The creature heals a wound for every 6 hit points recovered. This ability can be used even if the target is dead as long as the creature has not been dead longer than 3 days. If the creature has been destroyed due to permanent damage, or if the body has had the head severed off, this spell fails.

This spell also heals targets that have been recently drowned, and converts all permanent damage caused by drowning into lethal damage. Unlike life magic, this spell has no effect on the undead and all non-lethal damage is cured by this spell. Permanent damage cannot be cured with this spell nor can it restore lost limbs.

Call Ice Barrage (Nature)

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: Yes
Target/Range: 200ft. from self.		Domains: Nature, Weather, Ice	
Damage/Effect: You call a hail storm that can strike targets down once per turn.			
Resist: None	Casting Time: Full-Round action	Duration: Concentration up to 1 min.	

You summon a powerful storm of ice that swirls around you in a 200ft. radius. Once per round as a free action you can summon a massive hailstone that can strike a single target, as long as your target is within the storm's radius. Targets struck by the hailstone take d8 + d8 lethal bludgeoning damage. The air within the storm becomes extremely frigid, putting out candles and small fires.

Call Lightning Storm (Nature)

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: Yes
Target/Range: 200ft. from self.		Domains: Nature, Weather, Lightning	
Damage/Effect: You call a lightning storm that can strike targets down once per turn.			
Resist: None	Casting Time: Full-Round action	Duration: Concentration up to 1 min.	

You summon a powerful lightning storm that swirls around you in a 200ft. radius. Once per round as a free action you can summon a lightning bolt that can strike a single target, as long as your target is within the storm's radius. Targets struck by the bolt take d6 + d6 lethal electric damage. If the area is surrounded by storm clouds, or are near a medium or larger air or electric elemental, the damage for these lightning bolts increases to d8 + d8 electric damage.

Control Weather (Nature)

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 10 mile radius from self.		Domains: Nature, Weather	
Damage/Effect: You can change the weather of an area			
Resist: None	Casting Time: 10 minutes	Duration: Concentration	

You have the power to sway nature in your favor. There are three categories to the weather: Temperature, Precipitation, and Wind. After this spell is complete, you may alter any or all of these states by two steps in any direction based on the chart below. You may continue to concentrate on the spell, maintaining this change in the weather. You may also control the direction of the wind at any time while maintaining the spell, and can also prevent lightning from striking specific areas during a strong storm. Once the spell is broken, the weather will attempt to return back to its normal state within the hour.

Table: *Weather Changes*

Temperature	Precipitation	Wind
-20°F - 0°F	Clear Skies	Calm
0°F ~ 40°F	Cloud Cover	Strong Breeze
40°F ~ 90°F	Overcast, Fog, or Sprinkle	Strong Wind
90°F ~ 110°F	Rain, Hail, or Snow	Gale-force Winds
110°F ~ 140°F	Downpour, Driving Hail, Blizzard	Tornado, Hurricane

Special Note: Two blessed with the same blessing can cast against each other, canceling each other out; however, if cast in unison, both casters can change the weather two steps (4 steps total) in any direction instead. Unlike most strong weather effects, you do not need to roll *Concentration* to maintain this spell when being distracted by the weather itself.

Heaven Word "Kill"

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 60ft.		Domains: Celestial, Infernal	
Damage/Effect: Target is subject to a powerful power word that causes targets to become instantly harmed.			
Resist: <i>Endurance</i> + <i>Fortitude</i> at TN: 9		Casting Time: 1 action	Duration: Instant, see below

By shouting a powerful word, you can cause a creature to die. The subject need not hear *Heaven Word "Kill"* for it to take effect. Those who fail their resist roll take 16 points of lethal non-typed damage which cannot be resisted, including magical resistance, and cannot be turned into non-lethal damage by *Resiliency*. The damage afflicted does not create wounds or visible signs of damage (though it is very much felt by the victim). Those who succeed take only 8 points of damage and cannot be dropped below 1 hit point. This is a death effect; targets that have the blessing *Ward Against Death* cast on them are treated as automatically succeeding against this blessing. This blessing only works on living creatures and cannot target undead.

Meta Magic: For 1 mana, you can increase the TN of this resist roll by your *Meta Magic* modifier.

Hellfire

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: Yes
Target/Range: 200ft. from self.		Domains: Nature, Weather, Fire, Infernal, Unholy, Arcane	
Damage/Effect: You call forth fire from the depths of the earth that can strike targets down once per turn.			
Resist: None		Casting Time: Full-Round action	Duration: Concentration up to 1 min.

You summon powerful geysers of flame within a 200ft. radius. Once per round as a free action you can summon a pillar of fire that can strike a single target, as long as the target is within the blessing's radius. Targets struck by the pillar of flame take d6 + d6 lethal damage. Half of this damage is considered fire damage, while the other half is considered Holy, Unholy, or magic damage (depending on the deity).

Mass Cure

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: 30ft. from self		Domains: Life	
Damage/Effect: Heal 6 creatures around you in a 30ft. radius, d6 + d6 lethal damage.			
Resist: None		Casting Time: 1 action	Duration: Instant

You have the ability to heal creatures that are around you. Doing so heals d6 + d6 lethal damage to up to 6 targets within 30ft. of you. If the healed damage recovers 6 or more lethal damage, the subject can immediately attempt a wound recovery roll. This blessing may only recover 1 wound per casting, regardless of how much it heals. Targets who have been blinded, deafened in the past hour can have their sight and hearing returned, as long as the eyes themselves are not missing.

Unlike life magic, this spell has no effect on the undead, but still requires the target to be living.

Strike True

Blessing Level: 5	Roll: None	Uses: 1 per day	Evasion: No
Target/Range: Touch		Domains: War, Wish	
Damage/Effect: Your weapon is made to strike true, allowing you to reroll the attack roll and take the better of the two.			
Resist: None		Casting Time: Full-Round action	Duration: Instant

As a full-round action, you may make a single attack that strikes true. This attack is rolled twice, using your attack modifiers as normal. You take the better of the two attack rolls, and deal damage as normal.

Story Points: When spending story points to reroll this attack roll, you may reroll twice and take the better of the two rolls as well. This means if you spent 1 story point, you would have 4 results to choose from.

Arcana

Types of Spells

Touch Spells for Arcana: Touch spells require that the caster touch the target to release the energy stored. Unlike most spells, missing an attack does not cause the spell to discharge prematurely; however, it does require concentration to keep it stored in the hand. Touch spells can be held for a minute before they have to be released. These spells make excellent use in holding actions.

Rays: A ray spell is a small concentrated line of magic that strikes the target from a long distance. Because of how thin and concentrated they are, they can be reflected by specific enemies and substances.

Create Element

All practitioners know the basics when it comes to their spell casting fields. Because of this, by simply having a d4 in an arcana, you gain the *Create Element* spell. This spell costs 1 mana, and its duration varies by arcana. No roll is necessary for this spell.

Air

You blow a light breeze up to 30ft. in a line from you, strong enough to throw paper off a table or blow a pinwheel. Over time, this can help clear a room of stale air, or remove dust, fog, or gas from a room. Clearing a 10ft. radius of dust and harmful gasses takes 1 hour. This spell can be maintained with concentration for up to 1 hour.

Earth

You can harden mud into dirt in a 1ft. by 1ft. square per round, or you can create dirt or soft stone. You can also dig or move earth in a 1ft. by 1ft. square a round. When creating stone objects or structures with this spell, it is considered soft stone (stone mixed with earth) and only has a natural Armor of 3. It cannot support large structures. If you shape the earth into spikes, they can deal 1 point of piercing damage for those who step or fall on them. This spell can be maintained with concentration for up to 1 hour, but all effects are permanent.

Fire

With a touch attack, you may deal 1 point of fire energy damage. Doing so can light things on fire, which is useful for starting fires.

Ice

You can freeze or chill 1 gallon of water into ice, or you can create a 5 inch cube of ice in your hands. If you shape these ice cubes into spikes, they can deal 1 point of piercing damage for those who step or fall on them. You can also create a crude weapon out of these spikes, which deals **Strength** + d4 piercing damage, however, the weapon is instantly destroyed after a successful attack, regardless of any damage dealt.

Life

You can heal 1 point of lethal damage with a touch. This stops all bleeding.

Air Spells “Ventus”

Ventus represents your control over the wind, and the particles that are carried by the wind. Its basics are easily taught, but only a true master can use Ventus for finer manipulation.

The Nature of Air Spells

Air spells often appear reckless, especially when a novice is in control. Wind can blow things around with large waves of force. A true master of the winds will never allow you to see, let alone feel, the winds manipulated by their magics until it is too late. Air magics can push and pull air, as well as condense or even compress it, allowing for a variety of different moves and abilities involving the kinetic forces of air. Though it is not impossible to see electricity form within the air, electricity is best left to those who practice *Fulgar*.

Aerial Flight

Target/Range: Self-Only	Roll: <i>Intellect</i> + <i>Air (Ventus)</i> at TN: 4	Evasion: No
Damage/Effect: Caster can fly at a speed of 30ft. with perfect maneuverability.		
Resist: None	Casting Time: 1 action	Duration: Concentration, 10 mins + 10 mins per raise.
Mana Cost: 3		

By propelling and carrying you with strong winds, you fly through the skies. You have a flight speed of 30ft. (240ft. maximum each round) with perfect maneuverability. This spell lasts for 10 minutes plus an additional 10 minutes per raise. When the spell ends normally, you fall at a rate of 60ft. (240ft. maximum each round) for an additional minute.

Air Bubble

Target/Range: Touch	Roll: <i>Intellect + Air (Ventus)</i> at TN: 4 (or vs Resist)	Evasion: No
Damage/Effect: Allows the Subject to breathe normally by surrounding their head full of air.		
Resist: <i>Endurance + Fortitude</i>	Casting Time: 1 action	Duration: 10 mins + 10 mins per raise
Mana Cost: 3		

You create a bubble of air over the subject's head, which allows them to breathe normally for 10 minutes + an additional 10 minutes per raise. This does not protect you from the void of space or the depths of the ocean, but it will allow you to breathe normally in those places. If the target cannot breathe air, instead they are forced to hold their breath. As an action, the subject may attempt another resist roll.

You may cast this spell multiple times to stack durations.

Comforting Winds

Target/Range: Touch	Roll: <i>Intellect + Air (Ventus)</i> at TN: 4	Evasion: No
Damage/Effect: Makes the air a lot more tolerable, allowing you to survive in hotter and colder temperatures.		
Resist: None	Casting Time: 1 action	Duration: 1 hour + 1 hour per raise
Mana Cost: 1		

You create a swirling push of air that is comforting, protecting you from the heat and cold. When casting this spell, you decide to either protect the subject from heat (which makes the air cold) or protect the subject from the cold (which makes the air hot). This air will protect you up to 140°F or down to -20°F. The air will adjust itself to temperature, but can only protect against either hot or cold at time of casting.

Deflecting Winds

Target/Range: Touch	Roll: <i>Wits + Air (Ventus)</i> at TN: 5	Evasion: No
Damage/Effect: Provides a +1 magical bonus to DV, and another +1 for each raise.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes.
Mana Cost: 3		

This spell creates spinning winds that deflect attacks. This spell grants a +1 magical bonus to DV, and another +1 bonus for each raise (Up to a maximum of +3).

Emergency Vortex

Target/Range: Self-Only	Roll: <i>Wits + Air (Ventus)</i> at TN: 4	Evasion: No
Damage/Effect: Causes a vortex of wind to form, protecting you for danger.		
Resist: <i>Strength + Lift</i>	Casting Time: Impromptu Action	Duration: 1 Round.
Mana Cost: 3		

This spell creates an impromptu burst of air that surrounds you, pushing everyone and everything backwards. You gain a +4 magical bonus to DV and an additional +2 to DV for each raise. Creatures within 5ft. must make a *Strength + Lift* resist roll against your spell or be blown back 5ft. Those who approach the space while this spell is still active are subject to the vortex.

Enchant Gusting

Target/Range: Touch	Roll: <i>Intellect + Air (Ventus)</i> at TN: 4	Evasion: Yes
Damage/Effect: Causes a weapon to gain the <i>Gusting</i> property.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 1		

This spell creates a gusting force upon non-magical weapons, causing people to lose their balance. When hitting a target with a gusting weapon, targets must make a *Strength + Lift* at a TN: 7 or be blown back 5ft. This does not affect targets that are larger size category than you. If placed on a non-magical shield, the shield gains a +1 bonus whenever used for blocking against projectiles.

Feather's Descent

Target/Range: 60ft.	Roll: <i>Wits</i> + <i>Air (Ventus)</i> at TN: 4	Evasion: No
Damage/Effect: Target is caught and falls downwards at a rate of 60ft. per round.		
Resist: None	Casting Time: Impromptu Action	Duration: 1 minute
Mana Cost: 1		

This spell can cause creatures or objects to float downward at a speed of 60ft. a round for 1 minute, protecting them from falling damage. As an impromptu action you may target yourself as well as 2 additional creatures or up to 300lbs. of objects. For each raise, you may target an additional target or an additional 300lbs. of objects.

Slicing Gust

Target/Range: 200ft.	Roll: <i>Dexterity</i> + <i>Air (Ventus)</i> at TN: 5	Evasion: Yes
Damage/Effect: Creates a whirlwind of air, causing <i>Air (Ventus)</i> + d8 lethal slashing in a [<i>Air</i> modifier × 10ft.] burst		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 5		

This spell creates a slicing whirlwind that rapidly dissipates in an area. This explosion deals *Air (Ventus)* + d8 lethal slashing damage in a [*Air* modifier × 10ft.] burst.

Suffocate

Target/Range: 60ft.	Roll: <i>Wits</i> + <i>Air (Ventus)</i>	Evasion: No
Damage/Effect: Target that fails resist starts to suffocate.		
Resist: <i>Endurance</i> + <i>Fortitude</i>	Casting Time: 1 action	Duration: Concentration, until resisted.
Mana Cost: 5		

This spell sucks all the air out of a breathing creature, forcing them to suffocate. Targets who fail their resist roll immediately begin suffocation (page 19). If the target is suffocating, the caster may continue to maintain the spell through concentration until the target passes out. Each round the target is still conscious they may make another resist roll on the caster's turn.

Wind Slice

Target/Range: 60ft.	Roll: <i>Dexterity</i> + <i>Air (Ventus)</i> vs DV	Evasion: No
Damage/Effect: Launches a thin wave of sharp wind dealing <i>Air (Ventus)</i> + d8 lethal slashing damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell creates a spinning blade of cutting wind that is barely seen by the naked eye. It blows away light objects under 5 lb. Targets hit by the blade take *Wind (Ventus)* + d8 lethal slashing damage.

Wind Wall

Target/Range: 60ft.	Roll: <i>Wits</i> + <i>Air (Ventus)</i> TN: 4	Evasion: No
Damage/Effect: Creates a wall of wind that deflects attacks.		
Resist: None	Casting Time: 1 action	Duration: 10 mins + 10 mins per raise.
Mana Cost: 3		

This spell creates a wall spinning winds that deflect attacks. The wall is extremely thin and covers a length of [*Air (Ventus)* × 20ft.] and a height of 20 feet. The wall can curve around to make a hemisphere, or may even curve upwards or downwards as it does not need to sit upon a surface to function. All ranged attacks made through the wall suffer a -4 penalty and all actions made inside the wall require a *Concentration* roll of TN: 7 or become disrupted. The wall stays active for 10 minutes and an additional 10 minutes per raise.

Earth Spells "Terra"

Earth spells represent all the rocks and minerals that are created and solidified through pressure and the transfer of heat. Earth can represent various materials such as stone, sand, earth, flint, clay, and even other materials like gems and coal. In various situations, this type of magic can even influence liquids like oil, or mud. Most solid non-living material that is not metallic in nature may be manipulated by the *Earth* arcana.

The Nature of Earth Spells.

Earth spells are very rigid and generally pretty blocky when not given the time and effort to be made smooth. The earth is drawn from the available earth around the caster; stone colors and designs often match the stone of the surrounding area. When a lot of earth magic is cast in a specific area, the rock and soil itself becomes soft and sometimes unstable. This is due to the constant deconstruction and reconstruction of the earth itself. Often times, if earth mages are called for construction projects, they use their earth magics to create a solid foundation, while most other stone is exported from an outside source.

What type of damage does earth do?

Earth damage is typically bludgeoning, but in some cases, such as the use of obsidian, crystals, or spikes; earth spells can inflict slashing or piercing damage.

Burrow

Target/Range: Self-Only	Roll: <i>Intellect + Earth (Terra)</i> at TN: 4	Evasion: No
Damage/Effect: You can burrow through dirt, earth, sand, and stone.		
Resist: None	Casting Time: 1 action	Duration: Concentration, 10 mins + 10 mins per raise.
Mana Cost: 3		

The subject can burrow at a speed of 15 ft. through sand, loose soil, or gravel, or at a speed of 5 feet through hard dirt or stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. Burrowing creatures cannot charge while burrowed. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else they may suffocate. A raise increases the duration by 10 minutes. This ability does not allow for the creature to see through stone, but you can sense any material that is not earth that you come "in contact" with.

If a 5ft. space is attacked while you are burrowed under it, damage can still be dealt to you if the stone is attacked. Standard earth has a hardness of 8 and thus provides 8 natural armor.

The caster can also use this spell to dig a tunnel or hole. You may clear a 5ft. area you come in contact with as a full-round action. The material is then displaced up to 10ft. away from the caster. If the stone or earth is magically enchanted or enhanced, burrow has no effect.

Clay Doll

Target/Range: Touch	Roll: <i>Intellect + Earth (Terra)</i> at TN: 4	Evasion: No
Damage/Effect: You create a form out of clay that looks realistic from a distance.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

You create a figure out of stone, clay, and mud. Colorful clay pigments will make up some of the colors, which from a distance will look like a real object or creature. If you are making a person, you can make it look like yourself or any person you have a good reference of. Any creatures that come within 60ft. of the *Clay Doll* will recognize it as a fake. These clay dolls have a natural armor of 4. As objects, they have critical resistance. It has hit points equal to its base size category (24 for large, 18 for medium, 12 for small, 9 for tiny etc.). You can make a large sized creature or smaller, or you may make any object that is no larger than 10ft by 10ft. It can weigh up to 500 lbs. for a large sized creature or object, 200 lbs. for a medium sized creature, 50lbs. for a small sized creature or object, 20lbs. and for a tiny sized creature or object.

Create Fuel

Target/Range: Touch	Roll: <i>Intellect + Earth (Terra)</i> at TN: 4	Evasion: No
Damage/Effect: Creates 1 quart of oil or 1 lb. of coal out of organic material.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 1		

With a bit of organic material and some dirt you can create fuel. This spell creates 1 quart of oil or 1 lb. of coal. You create an extra quart of oil or 1 extra lb. of coal for each raise. The oil is crude and the coal is impure, but can be sold for 5cp each.

Earthquake

Target/Range: [<i>Earth</i> modifier × 100ft.]	Roll: <i>Wits</i> + <i>Earth (Terra)</i> at TN: 5	Evasion: Yes
Damage/Effect: Shakes the ground, dealing damage to structures and causing people to fall down in a [<i>Earth</i> modifier × 60ft.] burst		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 5		

This spell causes the ground to violently shake. Creatures that are caught in the *Earthquake* must roll an *Agility* + *Acrobatics* against the spell's TN or fall prone. Flying creatures, creatures that do not touch the ground, or creatures that cannot be knocked prone are immune to this spell. If the ground is made of stone, dirt, earth, or other materials that can be damaged by an earthquake, the ground becomes difficult terrain.

This spell deals *Earth (Terra)* + d4 damage to buildings in its radius which bypasses all forms of natural armor and hardness (but not any magical forms of protection). This spell also bypasses critical resistance to buildings and objects. If a building becomes broken (the building has half of its health), it risks collapsing. A smaller building made of wood, daub, or thatch might deal d10 + d10 lethal bludgeoning damage upon collapsing, trapping subjects underneath. Larger buildings made of stone, hard wood, or heavier materials can easily deal twice or three times as much damage at the **GAME MASTER'S** discretion.

Emergency Earth Field

Target/Range: Self-Only	Roll: <i>Wits</i> + <i>Earth (Terra)</i> at TN: 4	Evasion: No
Damage/Effect: Creates a shell of earth to protect you from damage. 5 hit points and an additional 5 hit points per raise.		
Resist: None	Casting Time: Impromptu Action	Duration: 1 Round.
Mana Cost: 3		

Creates a shell of earth that surrounds you, protecting you from harm. The shell has 5 hit points and gains an additional 5 hit points per raise. This spell is treated like temporary hit points for the purposes of how damage is dealt. When the spell is destroyed, the remaining damage goes to the target(s) protected by said barrier. This spell does not prevent the effects of *Vital Strike* or *Assassinate*.

Encase in Earth

Target/Range: Touch	Roll: <i>Wits</i> + <i>Earth (Terra)</i>	Evasion: No
Damage/Effect: Mud and clay start clumping on the target, causing encumbrance penalties or immobilizing them.		
Resist: <i>Agility</i> + <i>Acrobatics</i>	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell covers the target in earth and clay, covering their entire body to the point where they cannot move. The target must roll an *Agility* + *Acrobatics* resist roll to avoid being covered. Targets that succeed their resist roll are dazed for 1 round taking a -1 penalty to all actions as they shake the dirt and clay off themselves. If the target fails to resist, the target takes a -1 encumbrance penalty as they are covered in mud and clay. The target takes an additional -1 encumbrance penalty for each raise the caster gets. As long as the target is mobile, they may remove some of the mud and clay as a full-round action, lowering the encumbrance penalty by 1. Other creatures can help remove the mud and clay as well as a full-round action. Targets who suffer a -3 penalty are completely immobilized and must make a *Strength* + *Lift* roll against a TN: 13 or remain trapped and begin to suffocate.

Rock Throw

Target/Range: 60ft.	Roll: <i>Dexterity</i> + <i>Earth (Terra)</i> vs DV	Evasion: No
Damage/Effect: Flings a rock dealing <i>Earth (Terra)</i> + d8 bludgeoning damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell forms a heavy ball made of mud and other earthy materials, which strikes a target. It strikes with heavy force dealing *Earth (Terra)* + d8 lethal bludgeoning damage. Upon impact the pieces of rock, dirt, and clay scatter around the target.

Sandstorm

Target/Range: [<i>Earth</i> modifier × 100ft.]	Roll: <i>Wits</i> + <i>Earth (Terra)</i> at TN: 5	Evasion: No
Damage/Effect: Creates a whirlwind of dust in a [<i>Earth (Terra)</i> modifier × 60ft.] radius.		
Resist: None	Casting Time: 1 action	Duration: 10 mins + 10 mins per raise.
Mana Cost: 2		

You create a whirlwind of sand, concealing everything. The sand vortexes in a [*Earth (Terra)* modifier × 60ft.] radius. It is hard to see through the sandstorm, and all *Perception* rolls inside the sandstorm are at a -4 penalty. Targets within the sandstorm are hampered by the sand, and take a -1 penalty to all actions while within the sandstorm. Wind may move the vortex around, and reduce the duration by half.

Spike Stone

Target/Range: 200ft.	Roll: <i>Wits</i> + <i>Earth (Terra)</i> at TN: 5	Evasion: Yes
Damage/Effect: Covers an area in sharp stone spikes dealing <i>Earth (Terra)</i> + 1 lethal piercing damage in a [<i>Earth</i> modifier × 10ft.] radius.		
Resist: <i>Agility</i> + <i>Acrobatics</i>	Casting Time: 1 action	Duration: Instant
Mana Cost: 4		

This spell creates an [*Earth* modifier × 10ft.] radius of stone spikes that shoot from the ground. If creatures are in the area of effect when the spell is complete, they must roll an *Agility* + *Acrobatics* resist roll against the caster's roll. Targets who fail to resist take *Earth (Terra)* + d4 lethal piercing damage, which is treated like Caltrops (attacking the feet). Anyone who moves through the area can only move at half speed to avoid the spikes. Anyone who runs or charges through the area will take the damage and stopped. Creatures who fall in the spiked area takes damage from the spikes, including any falling damage that may apply.

Stoneskin

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Earth (Terra)</i> TN: 4	Evasion: No
Damage/Effect: Grants the subject a +2 natural armor and a -1 armor penalty. Grants a +1 bonus per raise.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 3		

This spell covers the subject in thick earth, granting a +2 bonus to natural armor and a -1 armor penalty. Each raise increases the natural armor bonus by 1 (Up to a maximum of +4 total bonus).

Tremor Sense

Target/Range: Self-Only	Roll: <i>Focus</i> + <i>Earth (Terra)</i> at TN: 4	Evasion: No
Damage/Effect: Detects tremors through the ground, allowing you to pinpoint creatures without sight.		
Resist: None	Casting Time: 1 action	Duration: Concentration, up to 10 mins
Mana Cost: 1		

You gain the ability of tremor sense. With tremor sense, you are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that has contact with the ground.

Wall of Stone

Target/Range: 60ft.	Roll: <i>Earth (Terra)</i> TN: 4	Evasion: No
Damage/Effect: Creates a wall a wall of solid rock.		
Resist: <i>Agility</i> + <i>Acrobatics</i> TN: 5	Casting Time: 1 action	Duration: Instant
Mana Cost: 3		

This spell creates a wall of solid rock consisting of [*Earth* modifier × 4] 5ft. long panels that are 4 inches thick and 10ft. tall. You gain an additional 2 panels per raise. This wall can have any kind of holes and openings, as long as it is structurally solid. You may stack the walls on top of each other to a maximum of 20ft. tall. This spell can extend passed your reach granted the wall is connected. The wall has a hardness of 4 and has 30 HP per panel. If the wall takes damage equal to half (broken condition), it crumbles, allowing passage through.

You may also use this spell to make various stone features, granted they are simple. You may allow for handholds on any sides of the wall panels, to allow for climbing (at a difficulty similar to a ladder), or you may use 1 panel to make a set of simple stairs that attach to one of the other panels. This spell can also be used to create a bridge, spanning no longer than 20ft. in length, (though expending other panels to create supports may be possible at the **GAME MASTER'S** discretion and as long as the character has the appropriate level of *Engineering* skill.)

If this spell is cast under or around a target, they can move out of the way by making a resist roll. Failure means the subject is pushed on top of the wall or pushed in a direction at the caster's choice. If there is nowhere to move, they are trapped but are not strangled.

Fire Spells "Ignius"

This magic governs the concept of fire and heat. Strings are typically vibrated in such a way to create ignition with the air. These spells use mana as the primary fuel, which is typically extremely quick burning and hot. Because of this, this type of magic can still perform under difficult circumstances like extreme cold; and with extreme practice and ability, can even function in a low oxygen setting, or even under water (to a limited extent).

The nature of fire spells:

Fire is flighty and wild. It creates a great amount of heat and typically sparks in a lot of directions. Fire spells will always light combustibles on fire (anything with an ignition point of 500°F or below) if the effect deals at least 1 point of fire damage.

Emberstorm

Target/Range: [<i>Fire</i> modifier × 100ft.]	Roll: <i>Wits</i> + <i>Fire (Ignius)</i> at TN: 5	Evasion: Yes
Damage/Effect: Creates a storm of embers in a [<i>Fire (Ignius)</i> modifier × 60ft.] radius.		
Resist: None	Casting Time: 1 action	Duration: 10 mins + 10 mins per raise.
Mana Cost: 2		

You create a whirlwind of ember, concealing everything in bright sparks. The embers rain in a [*Fire (Ignius)* modifier × 60ft.] radius. It is hard to see through the *Emberstorm*, and all *Perception* rolls inside the storm are at a -4 penalty. Targets within the sandstorm are burned by tiny embers, taking 1 non-lethal damage each round, which has a small chance of catching combustibles on fire.

Enchant Scorching

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Fire (Ignius)</i> at TN: 4	Evasion: No
Damage/Effect: Causes a weapon to gain the <i>Scorching</i> property.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 1		

This enchants non-magical weapons with the power of fire, increasing damage. Weapons gain +1 lethal fire damage and an additional +1 lethal fire damage for each raise (to a maximum of +5). If applied to non-magical ranged weapons, it affects all non-magical ammunition with the enchantment. If cast upon non-magical armor, targets who successfully hit you with a melee or unarmed attack take 1 lethal fire damage and an additional +1 lethal fire damage for each raise (to a maximum of +5).

Fireball

Target/Range: 200ft.	Roll: <i>Wits</i> + <i>Fire (Ignius)</i> at TN: 5	Evasion: Yes
Damage/Effect: Creates an explosion of fire, causing <i>Fire (Ignius)</i> + d8 lethal fire damage in a [<i>Fire</i> modifier × 10ft.] burst.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 5		

This spell creates a ball of fire that explodes in an area. This explosion deals *Fire (Ignius)* + d6 lethal fire damage in a [*Fire (Ignius)* modifier × 10ft.] burst.

Fire Sling

Target/Range: 60ft.	Roll: <i>Dexterity</i> + <i>Fire (Ignius)</i> vs touch DV	Evasion: No
Damage/Effect: Shoots a ball of fire dealing <i>Fire (Ignius)</i> + d6 lethal fire damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell creates a ball of fire that is thrown from our hands at a target. It lights combustible materials on fire but quickly burns out without a fuel source. The ball deals *Fire (Ignius)* + d6 fire damage.

Flaming Vengeance

Target/Range: See Below	Roll: None, only damage.	Evasion: Yes
Damage/Effect: Whenever you take melee damage, as an impromptu action you deal <i>Fire (Ignius)</i> lethal fire damage.		
Resist: None	Casting Time: Impromptu Action	Duration: 1 Round.
Mana Cost: 3		

This spell creates an impromptu burst of fire that retaliates against targets that touch you or hit you with melee. You deal *Fire (Ignius)* lethal fire damage. Flammable objects will light on fire.

Heat Metal

Target/Range: Touch	Roll: <i>Agility</i> + <i>Fire (Ignius)</i> against target's touch DV.	Evasion: No
Damage/Effect: Object you touch becomes charged with heat dealing damage.		
Resist: <i>Endurance</i> + <i>Fortitude</i> , See Below	Casting Time: 1 action	Duration: 1 minute
Mana Cost: 3		

This spell creates a heating effect on any metallic object you touch. The following round the item becomes uncomfortable, in which case the creature can remove or drop the item. The next round if the item has not been removed, the target takes a single point of lethal fire damage. The round thereafter, the target takes *Fire (Ignius)* + 1 lethal fire damage. If the item is resistant to fire in any way, this spell has no effect. If the target is doused in water or comes in contact with a cold effect, the spell ends.

Metallic creatures can resist this effect with an *Endurance* + *Fortitude* of TN: 7 each round to end the effect.

Keep Warm

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Fire (Ignius)</i> TN: 4	Evasion: No
Damage/Effect: Protects a subject from the cold.		
Resist: None	Casting Time: 1 action	Duration: 1 hour + 1 hour per raise
Mana Cost: 1		

You coat the subject in warm energy, keeping away the cold. You can keep a subject comfortable down to -20°F without having to take penalties for the cold. However, in the heat, all *Fortitude* rolls are made with a -2 penalty. The target is protected for 1 hour and an additional hour for each raise.

Resist Energy Fire

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Fire (Ignius)</i> at TN: 4	Evasion: No
Damage/Effect: Grants fire resist 3, +3 for each raise.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 3		

This spell coats your body in a shield that absorbs heat and displaces fire. This spell grants the target a resist fire 3, and for each raise, this resistance increases by 3.

Scorching Palm (Touch)

Target/Range: Touch	Roll: <i>Agility</i> + <i>Fire (Ignius)</i> vs touch DV	Evasion: No
Damage/Effect: <i>Fire (Ignius)</i> + d8 lethal fire damage to target touched.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 1		

This spell creates fire in your hands, burning anyone you touch. It burns with intense heat dealing *Fire (Ignius)* + d8 lethal fire damage.

Scorching Ray (Ray)

Target/Range: 200ft.	Roll: <i>Dexterity</i> + <i>Fire (Ignius)</i> vs touch DV	Evasion: No
Damage/Effect: Shoots a ray of fire dealing <i>Fire (Ignius)</i> + d6 lethal fire damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 3		

This spell creates superhot ray that burns targets. It lights combustible materials on fire and can melt soft metals. This flaming ray deals *Fire (Ignius)* + d6 lethal fire damage.

Wall of Fire

Target/Range: 60ft.	Roll: <i>Wits</i> + <i>Fire (Ignius)</i> TN: 4	Evasion: Yes
Damage/Effect: Creates a wall of fire that harms those who pass through it.		
Resist: <i>Agility</i> + <i>Acrobatics</i> TN: 7	Casting Time: 1 action	Duration: 10 mins + 10 mins per raise.
Mana Cost: 3		

This spell creates a wall of flame and ember that burns victims that pass through it. The wall is thin and has a height of 10ft. You create a number of 5ft. panels equal to [*Fire (Ignius)* × 3]. The wall can curve around to make a hemisphere. The wall must be attached to a surface to function and cannot stand on itself. Those who pass through the wall take *Fire (Ignius)* + d4 fire damage. If the wall is created on top of a target, the target must make an *Agility* + *Acrobatics* TN: 7 or risk taking the damage from the *Wall of Fire*. Regardless of success or failure, the target gets to decide which side of the wall they end up at. The wall lasts for 10 minutes plus an additional 10 minutes per raise.

Warm Stone

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Fire (Ignius)</i> TN: 3	Evasion: No
Damage/Effect: Warms up a stone to use as a long term heat source. Can become hotter if warmed again.		
Resist: None	Casting Time: 1 action	Duration: 2 hours + 2 hours per raise.
Mana Cost: 1		

By stacking a pile of stones together, you can imbue them with heat that acts like a campfire. These stones are kept warm for 2 hours and an additional 2 hours per raise. If the stones are placed against the skin for long enough, they deal 1 point of lethal fire damage. These stones are warm enough to serve as a means to cook and keep warm. If the spell is cast again, the duration is reset, and the stones become hot enough to handle baking bricks or smiting with normal metals. When the rocks are this hot, touching the rocks deal 1 lethal fire damage. If these rocks are dropped on targets when hot, the pile of rocks deals d8 lethal bludgeoning damage and d4 lethal fire damage. Warming the stones a 3rd time does nothing, but resets the duration.

Ice Spells “Frigus”

Ice magics represent your ability to manipulate the cold, typically in regards to water that is often found in the air. You can use this form of magic to cool a creature’s core temperature, or create solid ice forms out of thin air.

Creating Water and Freezing

Just like *Water (Aquis)* magics, this spell can also create water in the form of ice. This water is pulled from the atmosphere just like *Water (Aquis)* magics; however, many contaminants of the atmosphere and surrounding water sources are found within the ice, meaning that the water is not considered pure, making it unusable for alchemy and making it possibly unsafe to drink. Cold damage will cause most liquids to freeze. If a potion is specifically targeted, damage equal to the level of the potion will cause the potion to become ruined.

Cryo Blast

Target/Range: 60ft.	Roll: <i>Dexterity</i> + <i>Ice (Frigus)</i> vs touch DV	Evasion: Yes
Damage/Effect: Creates a vortex of cold dealing <i>Ice (Frigus)</i> + d6 lethal cold damage in an [<i>Ice (Frigus)</i> modifier × 10ft.] radius.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 5		

This spell creates a swirling vortex of freezing cold. This vortex deals *Fire (Ignius)* + d6 lethal cold damage in an [*Ice (Frigus)* modifier × 10ft.] radius.

Enchant Freezing

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Ice (Frigus)</i> at TN: 4	Evasion: No
Damage/Effect: Causes a weapon to gain the <i>Freezing</i> property.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 1		

This enchants non-magical weapons with the power of cold, increasing damage. Weapons gain +1 lethal cold damage and an additional +1 lethal cold damage for each raise (to a maximum of +5). If applied to non-magical ranged weapons, it affects all non-magical ammunition with the enchantment. If cast upon non-magical armor, targets who successfully hit you with a melee or unarmed attack take 1 lethal cold damage and an additional +1 lethal cold damage for each raise (to a maximum of +5).

Freezing Palm (Touch)

Target/Range: Touch	Roll: <i>Agility</i> + <i>Ice (Frigus)</i> vs touch DV	Evasion: No
Damage/Effect: <i>Ice (Frigus)</i> + d8 lethal cold damage to target touched.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 1		

This spell creates freezing energies in your hands, burning anyone you touch with frostbite. It chills with intense cold dealing *Ice (Frigus)* + d8 lethal cold damage.

Frost Bolt

Target/Range: 60ft.	Roll: <i>Dexterity</i> + <i>Ice (Frigus)</i> vs touch DV	Evasion: No
Damage/Effect: Shoots a bolt of ice dealing <i>Ice (Frigus)</i> + d6 lethal cold damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell creates cold blue bolt that freezes targets. It is cold enough to freeze most liquids it touches. This frosty ray deals *Ice (Frigus)* + d6 lethal cold damage.

Hailstorm

Target/Range: 200ft.	Roll: <i>Dexterity</i> + <i>Ice (Frigus)</i> at TN: 5	Evasion: Yes
Damage/Effect: Creates a hailstorm of ice, causing <i>Ice (Frigus)</i> + d8 lethal bludgeoning damage in a [<i>Ice</i> modifier × 10ft.] radius.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 5		

This spell creates a hailstorm of large, heavy ice chunks that rain in an area. This explosion deals *Ice (Frigus)* + d8 lethal bludgeoning in a [*Ice* modifier × 10ft.] radius.

Ice Armor

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Ice (Frigus)</i> TN: 4	Evasion: No
Damage/Effect: Grants the subject a +2 natural armor and a -1 armor penalty. Grants a +1 bonus per raise.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 3		

This spell covers the subject in plates of ice, granting a +2 natural armor bonus and a -1 armor penalty. Each raise increases the natural armor bonus by 1 (Up to a maximum of +5).

Icey Armament

Target/Range: Self Only	Roll: <i>Intellect</i> + <i>Ice (Frigus)</i> TN: 4	Evasion: No
Damage/Effect: Creates a weapon made of ice that deals an additional 1 cold damage.		
Resist: None	Casting Time: 1 action	Duration: 1 hour
Mana Cost: 1		

This spell allows you to create a normal sized weapon out of ice that will last 1 hour if not kept frozen. The weapon can be any sized medium or smaller melee weapon. The weapon is treated as being enchanted and deals an additional +1 cold damage. This spell can also create 10 ammunition or 5 throwing weapons. These weapons are made of ice and have the fragile property. You may also create a shield as well, up to a large size with the spiked property if you choose; however, the shield is heavy as if it were made out of steel.

Ice Dart

Target/Range: 60ft.	Roll: <i>Dexterity</i> + <i>Ice (Frigus)</i> vs DV	Evasion: No
Damage/Effect: Flings a spike of ice dealing <i>Ice (Frigus)</i> + d8 lethal piercing damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell forms a spike made of sharpened ice. It strikes with heavy force dealing *Ice (Frigus)* + d8 lethal piercing damage. Upon impact the pieces of ice scatter around the target.

Ice Spikes

Target/Range: 200ft.	Roll: <i>Wits</i> + <i>Ice (Frigus)</i> at TN: 5	Evasion: Yes
Damage/Effect: Covers an area in sharp icy spikes dealing <i>Ice (Frigus)</i> + 1 lethal piercing damage in a [<i>Ice</i> modifier × 10ft.] radius.		
Resist: <i>Agility</i> + <i>Acrobatics</i>	Casting Time: 1 action	Duration: Instant
Mana Cost: 4		

This spell creates an [*Ice* modifier × 10ft.] radius of ice spikes that shoot from the ground. If creatures are in the area of effect when the spell is complete, they must roll an *Agility* + *Acrobatics* resist roll against the caster's roll. Targets who fail to resist take *Ice (Frigus)* + d4 lethal piercing damage, which is treated like caltrops (attacking the feet). Anyone who moves through the area can only move at half speed to avoid the spikes, but anyone who charges through will take the damage and be prevented from charging. Creatures who fall in the spiked area take damage from the spikes.

Resist Energy Cold

Target/Range: Touch	Roll: <i>Dexterity</i> + <i>Ice (Frigus)</i> at TN: 4	Evasion: No
Damage/Effect: Grants cold resist 3, +3 for each raise.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 3		

This spell shields the body from cold energies. This spell grants the target a resist cold 3, and for each raise, this resistance increases by 3.

Wall of Ice

Target/Range: 60ft.	Roll: <i>Ice (Frigus)</i> TN: 4	Evasion: No
Damage/Effect: Creates a wall of ice.		
Resist: <i>Agility</i> + <i>Acrobatics</i> TN: 5	Casting Time: 1 action	Duration: Instant
Mana Cost: 3		

This spell creates a wall of ice consisting of [*Ice* modifier × 7] 5ft. long panels that are 8 inches thick and 5ft. tall. You gain an additional 5 panels per raise. This wall can have gaps in it and simple openings, as well as consist of varying heights. You may also use the wall as a ceiling as long as it is structurally sound. You may stack the walls on top of each other to a maximum of 10ft. tall. This spell can extend passed your reach granted the wall is connected. The wall has 24 HP per panel. If the wall takes damage equal to half (broken condition), it crumbles, allowing passage through.

If you use this spell to create bridges or other flat surfaces, the surfaces are treated as difficult terrain because they are made of ice and follow all rules for traveling on ice.

If this spell is cast under or around a target, they can move out of the way by making a resist roll. Failure means the subject is pushed on top of the wall or pushed in a direction at the caster's choice. If there is nowhere to move, they are trapped but are not strangled.

Life Spells “Vita”

Life magic represents the manipulative and regenerative principles of biological strings. It represents the ability to manipulate the way biological elements of the body function, which can allow targets to change shape, or recover from damage. While death magic and life magic share similar elements of bodily control, what generally separates life magic from death magic is life's ability to cause the reproduction of bodily elements such as blood and flesh. The life string is one of the most difficult strings in the world to manipulate and control, and much like the *Death* arcana, it requires more mana to manipulate.

Damage to Undead

Any amount of healing done with life magic does the opposite with the undead. Other effects such as body modifications do not effect undead or cause strange results. Ghosts, however, are unaffected by life magic, and receive no benefit.

What Can't Life Magic Heal?

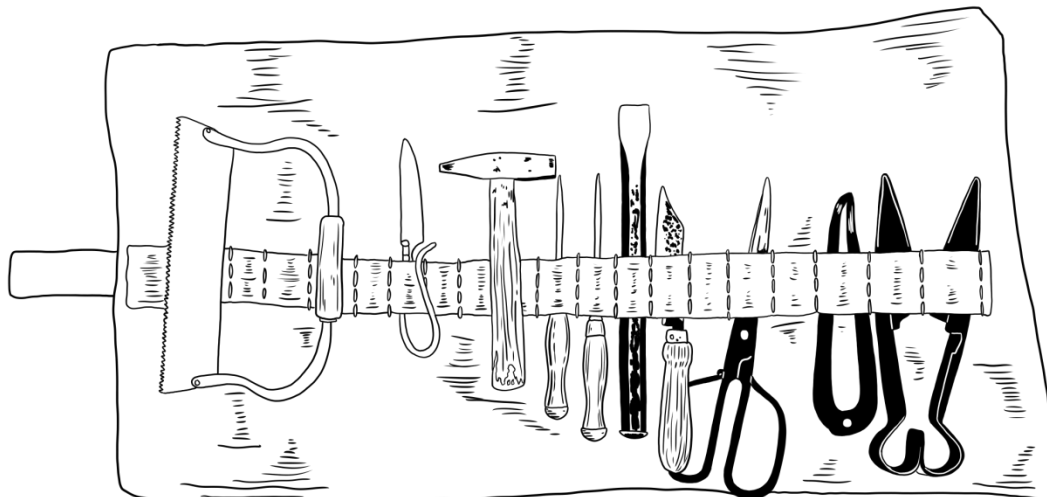
Mineral components of the body such as iron and calcium are better controlled by magics such as *Metal* and *Earth*. *Life* magics may be able to repair the biological components of the brain, but *Mind* magics govern the means to recover lost memories or cure mental problems.

Aid

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Life (Vita)</i> at TN: 4	Evasion: No
Damage/Effect: +2 bonus to the next resist roll against disease and poison, and +1 bonus to the next wound recovery.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 1		

This spell aids the sick, poisoned, and those who are recovering from their wounds by boosting the body's natural response. This spell grants a +2 bonus to the next resist roll against disease and poison, and provides a +1 bonus to the next wound recovery.

This spell does not stack with itself, regardless of source. This spell has no effect on targets that are immune or resistant to *Life* magic.



Alter Form

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Life (Vita)</i> at TN: 5	Evasion: No
Damage/Effect: You disguise a creature's form entirely, making yourself look like someone else.		
Resist: <i>Endurance</i> + <i>Fortitude</i>	Casting Time: 1 action	Duration: 10 mins + 10 mins per raise.
Mana Cost: 4		

You have the ability to change a target's body, giving them a new face and form. The caster can shrink or grow a subject by 1 foot and make them gain or lose 25% of their body weight. You can change hair color, and even skin tone; adding blemishes, moles, and facial hair where you need. The caster can make someone appear 30 years older or 30 years younger by adding or removing wrinkles, ages spots, or the like. It is impossible to change a person's species. This new form lasts 10 minutes + 10 minutes per raise. Once the spell ends, the body starts to warp and twist painfully, since the life string is attempting to revert itself back to its normal form. If the caster does not revert the target back to their previous form before the spell ends, the target risks being hurt as the body tries to revert to its previous form. The target takes d4 + 1 lethal damage every 10 minutes after the spell ends. This damage can cause wounds. After 60 minutes, the target stops taking damage and remains in a horrifying twisted mixture between their normal form, and their morphed form. Reverting a body back to normal requires a touch, just as if casting the spell. Anyone who knows this spell can revert a target's body back to its original form.

Unlike *Disguise* you can very easily change your appearance to the point you are unrecognizable. The caster gains a +4 to all *Disguise* rolls made to look like someone specific. Performing this spell will not regenerate lost body parts, nor will it be able to create fake replicas, however, it may remove *Scars*, *Overweight*, *Ugly* or *Disfigured* trait at the **GAME MASTER'S** discretion.

Channeled Healing Burst

Target/Range: [<i>Life</i> modifier × 10ft.] from self.	Roll: <i>Dexterity</i> + <i>Life (Vita)</i> at TN: 5	Evasion: Yes
Damage/Effect: Heals <i>Life (Vita)</i> + d6 lethal damage in a [<i>Life</i> modifier × 10ft.] radius burst.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 6		

This spell channels a burst of white healing light that surrounds the caster. Anyone caught in the area heals *Life (Vita)* + d6 points of lethal damage, or twice as many non-lethal points of damage. This spell does not recover permanent damage, though it stops all bleeding and may be used to recover wounds. By recovering at least 6 points of health in a single casting, the target may make an immediate wound recovery roll. This spell can only remove a single wound per casting, regardless if a raise is made.

Empowered Stamina

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Life (Vita)</i> at TN: 5	Evasion: No
Damage/Effect: Converts lethal damage into nonlethal damage equal to <i>Life (Vita)</i> modifier.		
Resist: None	Casting Time: 1 action	Duration: 10 minutes
Mana Cost: 4		

This spell increases the natural vitality of the subject, making their body less likely to suffer lethal blows. Lethal damage dealt by slashing, bludgeoning, or piercing attacks are converted into non-lethal damage. The amount of damage converted is equal to the caster's *Life (Vita)* modifier. Non-lethal attacks are still received as normal.

Heal Wounds

Target/Range: Touch	Roll: <i>Agility</i> + <i>Life (Vita)</i> vs touch DV	Evasion: No
Damage/Effect: Heals <i>Life (Vita)</i> + d8 lethal damage or twice as much non-lethal damage.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 2		

This spell creates bright energy in your hands, empowering those you touch with vitality. It glows with a white light healing *Life (Vita)* + d8 lethal damage or twice as much non-lethal damage. If the spell recovers 6 hit points, the target may immediately attempt to recover 1 wound with no negative effects for failing.

Physical Boost

Target/Range: Touch	Roll: <i>Wits</i> + <i>Life (Vita)</i> at TN: 5	Evasion: No
Damage/Effect: Subject gains a mega attribute bonus to a single physical stats		
Resist: None	Casting Time: 1 action	Duration: 10 mins
Mana Cost: 2		

You boost the physical capabilities of a creature's body. This spell grants a die bonus to a physical stat (*Strength*, *Endurance*, *Agility*, or *Dexterity*). A success grants a d4 magical bonus to any physical stat. A raise increases this die type by one step per raise (to a maximum of d12).

Raising *Strength* does not provide hit points; it only provides a strength bonus. Raising *Endurance* does not provide hit points but instead provides temporary hit points equal to the bonus die modifier.

Raise Dead

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Life (Vita)</i> at TN: 7	Evasion: No
Damage/Effect: Brings a target back from the dead, healing <i>Life</i> + 1 lethal damage		
Resist: See Below	Casting Time: 1 action	Duration: Instant
Mana Cost: 8		

This spell raises creatures recently slain from the dead. Doing so heals *Life* + 1 lethal damage. This ability will heal dead targets as long as the creature has not been dead longer than 3 days. If the creature has no lethal damage to recover (such as a creature whose body is completely destroyed with permanent damage), this spell fails.

Creatures that are brought back from the dead must be willing to return and their souls must be near their bodies. Targets must roll a *Focus* + *Willpower* at a TN: 7 to reawaken from the dead and spend a permanent story point. Failure means the spirit does not enter the body, and the spell fails. If successful, any permanent damage caused by normal decomposition is converted back to lethal damage.

Regenerate

Target/Range: 30ft.	Roll: <i>Intellect</i> + <i>Life (Vita)</i> at TN: 7	Evasion: No
Damage/Effect: Regenerates a damaged body.		
Resist: None	Casting Time: 1 action	Duration: Instant
Mana Cost: 8		

You have the ability to regenerate bodies that are beyond repair. This spell converts *Life* + 1 permanent damage into lethal damage, and also converts *Life* + 1 lethal damage into non-lethal damage. Both of these rolls are made separately but damage is not converted twice. The target may immediately attempt to recover 1 wound with no negative effects for failing. This ability can be used even if the target is dead but it only aids in recovering their body and does not bring them back from the dead.

If this spell is used within two weeks of losing a limb (and the limb is reattached to the body, in which proper stitches are enough), the limb is recovered. Damaged eyes are no longer blind, and missing fingers and toes can grow back. Problems associated with the permanent hit point damage are cured. Recovered limbs require 3 successful wound recovery rolls before they can become fully functional. These recovery rolls are treated like wounds though they cause no wound penalties (except when using the limb in specific). This spell can also allow for the curing of deafness, blindness, and paralysis, as long as such effects haven't been established for longer than 2 weeks, and as all necessary bodily parts are available to be regenerated.

Spasm

Target/Range: Touch	Roll: <i>Intellect</i> + <i>Life (Vita)</i>	Evasion: No
Damage/Effect: Causes target's body to spasm, causing a -1 penalty to all actions and restricting movement.		
Resist: <i>Endurance</i> + <i>Fortitude</i>	Casting Time: 1 action	Duration: 1 minute
Mana Cost: 2		

By touching someone, you can cause them to spasm out of control. Targets who fail their resist rolls lose control of their bodies, taking a -1 penalty to all physical actions and cannot run, sprint, or charge. This penalty increase by 1 for each raise (to a maximum of -5).

Any ability or spell that recovers paralysis heals this effect. Targets immune to paralysis is immune to this effect.

Credits

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Technical Editor

Chris Pazzint

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Front Cover Character Art

Stephanie Eaton

Additional Design

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THANK YOU!

For taking the time to check out this demo. We hope that you may consider looking into the full version of the game with added equipment, magic, characters, and other abilities. We've put over 9 years of hard work into the Machina and Magic project so we hope that it is the best fantasy roleplaying game you have ever played!



† Equipment †

Head (+4)	<i>Portrait / Banner</i>	Torso (±0)	Items:	Qty.	Wt.
Base + Suit:		Base + Suit:			
Left Arm (+2)		Right Arm (+2)			
Base + Suit:		Base + Suit:			
Left Hand (+4)		Right Hand (+4)			
Base + Suit:		Base + Suit:			
Left Leg (+2)		Right Leg (+2)			
Base + Suit:		Base + Suit:			
Left Foot (+4)	Right Foot (+4)				
Base + Suit:	Base + Suit:				
Rings(2) , Amulet, Etc.					

Armor Bonus:		Suit Bonus:		Money		
Encumbrance:		Weight:		gp:	sp:	cp:

Weapon 1	Damage	Type	Dice Roll + Bonus	Range	Ammo	Special
Weapon 2	Damage	Type	Dice Roll + Bonus	Range	Ammo	Special

Shield	Armor Penalty	Shield Bonus	Special	Shield Health: _____ ○○○○○○○○○○○ ○○○○○○○○○○○ ○○○○○○○○○○○ ○○○○○○○○○○○
Natural Armor and Resistances:				

† Spells, Blessings, Rituals, Etc. †

Name:	roll:	mana:	Name:	roll:	mana:
Notes:					
Name:	roll:	mana:	Name:	roll:	mana:
Notes:					
Name:	roll:	mana:	Name:	roll:	mana:
Notes:					
Name:	roll:	mana:	Name:	roll:	mana:
Notes:					
Name:	roll:	mana:	Name:	roll:	mana:
Notes:					
Name:	roll:	mana:	Name:	roll:	mana:
Notes:					
Name:	roll:	mana:	Name:	roll:	mana:
Notes:					

† Magic †

Access to Blessings?	<input type="checkbox"/>	Deity Blessing:	
Total Mana	<input type="text"/>	Focus Modifier as Base	○○○○○○○○○○○○
Trappings:	<input type="checkbox"/> Verbal	<input type="checkbox"/> Somatic	○○○○○○○○○○○○
	<input type="checkbox"/> Talisman	<input type="checkbox"/> Anima	○○○○○○○○○○○○
			○○○○○○○○○○○○
Notes:			

