### Character Creation

Characters are the focus of role-playing games. Each player takes on the persona of one or more characters in the fantasy world. The players control their characters by telling the referee (otherwise known as the game master, or GM) what the characters do. The GM causes the players to experience the game world by telling them what they see, smell, hear and feel. By this wordplay and the imaginations of the players and GM, a story is told. The player characters (PCs) are the focus of this story and so, creating your character is the first step to entering the game world.

character-front

Before you begin, talk to your GM. See what types of character the GM would like to see and what kind of campaign he is planning to run. Ask if there are any limitations on the types of characters permitted in the game, or if any other player has a character that is filling a particular role. Your GM might have a theme or story in mind and it is best if your character fits into that theme. A swashbuckling swordsman if great in a “Three Musketeers” type game, but not in a gothic horror story.

In addition, the other players might be able to help you with your character concept. Talk to them and see if any of their characters is already filling a particular niche in the group. One brooding priest makes a unique and interesting character. Having two of them in the same adventuring party blunts their dramatic impact. In addition, try to choose characters with a broad range of skills. Some skill overlap is good. You can never have too many medics. However, if every character has diplomacy, then someone is going to feel as though their skill is wasted.

To make a character, follow these steps:

1. **Description:** Who are you and what do you look like?
2. **Roll primary attributes:** Attributes define your character’s raw ability. Strength, dexterity and intelligence are measured by a number ranging from 0-20. To determine the character’s starting attributes, roll 4d6-4 ten times. Take these numbers and assign them to the ten attributes. Some GMs may allow players to roll more than once to get a set of scores that are above average. Other GMs force the players to create characters with the first set of scores rolled. Characters with 3-5 decent rolls (above 11) will make a fine character. However, realize that interesting characters can be made from almost ANY set of statistics.
3. **Figure secondary attributes:** A second set of attributes represents the characters defensive and movement abilities. These secondary (or figured) attributes are calculated using a set of tables. Figure these scores and mark them on your sheet.
4. **Choose a template:** A template represents a character’s previous training. They provide the character with a basic set of skills and unique abilities. Templates are a means of specializing your character and making him different than the other characters in the group. All characters MUST have a template unless the GM agrees otherwise. Choose a template from the list and write the skills and abilities onto your character sheet.
5. character-back**Buy skills with remaining points:** In addition to choosing a template, every character gets a number of buy points with which to purchase new skills, or increase his proficiency in the skills provided with his template. There are no restrictions to the skills a character can purchase. Mages can buy combat skills; fighters can buy spells or runes and so on. Spend your buy points and customize your character.
6. **Choose limitations and talents:** In addition to special abilities and skills, each character has a number of quirks, faults and gifts that make him unique. He may be overly curious, greedy, have a meddling family or he may have keen eyesight, a knack for getting out of (or into) trouble, or even able to sniff out gold and silver.
7. **Determine starting money and equipment:** Generally, your character will start his adventuring career with a few possessions and cash for traveling expenses. However, different campaigns and GMs will allow different amounts of wealth for starting characters. Your GM might be running a game where the PCs start as prisoners, street urchins or wealthy noblemen. Talk to your GM to see what starting equipment is permitted. Then choose your equipment and money and mark it on your sheet.
8. **Weapons:** Depending on your starting equipment, your character might start the game owning one or more weapons. Choose your starting weapons and record their statistics on your sheet.
9. **Armor:** Not all adventurers wear armor, but many do. Depending on your starting equipment, you may own one or more pieces of armor. Write your armor on your sheet. When you are finished, calculate the total encumbrance value of your armor and note any penalties you take from being encumbered.
10. **Quick Reference:** What? You don’t want to endlessly refer to the book during tense action scenes? Many sections on the sheet are not necessary, but are there for your reference during play.

### Attributes and Attribute Checks

Each character is defined by a set of 10 primary attributes and 5 secondary attributes. Each primary attribute is obtained by rolling 4d6-4, producing a bell curve from 0-20. A zero would indicate that a character is severely handicapped in that attribute. A twenty would mean that the character is one of the best specimens of his species. A ten is average.

Attributes define the character and give players a means of describing their characters. A character with a 15 strength score might be described as strong while one with a 6 might be considered weak. Attribute scores also affect the character’s starting skill levels. A strong and fast character will start with a higher sword skill than a slow and clumsy one.

When the character is adventuring, he may come across situations that test his attributes. Lifting a boulder from a passageway would be a test against strength. Diving out of the way of a swinging blade trap is a test against agility.

An attribute check is made by taking the relevant attribute and comparing it to a difficulty determined by the GM. The GM will set a difficulty level (DL) for the attribute check. This DL will be based on the conditions of the test and the GM’s discretion.

Suggested Difficulty Levels

|  |  |
| --- | --- |
| **Description of Task** | **DL** |
| Yawn! Everyone does this every day with little or no trouble. In general, a roll is not even needed. | 3- |
| Simple. This task might pose some difficulty for the clumsy or dumb, but not for most. | 5 |
| Pretty easy. Though simple, you could still mess this up if you are not careful. | 7 |
| Moderate. A normal task that will take some time and care to perform. | 9-11 |
| Pretty Tough. This task gives most people a fair bit of difficulty. Only the clever or strong will get it the first time. | 14 |
| Hard. Difficult for all but the best. | 18 |
| Nasty. Even the strongest, smartest and fastest will fail more often than not. | 24 |
| Impossible. It would take superhuman talent to perform this task. | 27+ |

To determine the success of an attribute check, both the player and GM roll 1d12. The player adds his attribute and the GM adds the DL of the test. If the player equals or exceeds the GM’s total the check is successful, otherwise it fails. Players that are familiar with other game systems might be interested in alternate methods for resolving skill and attribute checks.

In the case of a test that is being opposed by another character (say a chess game, or arm wrestling contest), then each character rolls a d12 and adds their relevant statistic to determine a winner.

Based on the situation and the numbers rolled, the GM may rule that the character can try a test again immediately, after some time has passed, or he may rule that no further attempts are possible. If the roll is missed by a significant amount, or the situation is grave, the character might be the victim of dire consequences from his failure.

In some cases, a character performing a task that requires an attribute check might have a skill that also seems to apply. If the GM rules that a skill or attribute might be appropriate for a particular task, the player may choose the higher of the two to determine his chance of success.

Please note that the system for skill checks is similar to the system for attribute checks just described. Also realize that nearly all the actions that take place in the game use this d12 system. Thus, if you understand how to perform attribute checks, you know how to play the rest of the game.

**Attribute Check Example:** Vorlund is trying to lift a small boulder to clear a blocked doorway. This is a strength test. The GM rules that the boulder is pretty heavy and so the DL is 14. Vorlund has a strength score of 12. His player rolls a d12 and gets an 8. Adding this roll to his strength score results in a 20 for Vorlund. The GM rolls a 5 and adds the DL of 14, for a total of 19. Vorlund strains a bit, but moves the boulder.

**Another Example** : Davross the Scholar is trying to figure out a puzzle box he picked up from an exotic bazaar. The box is quite complex. The GM rules that deciphering the box will take an intelligence test against a DL of 23. Luckily, Davross has an intelligence score of 19. He rolls a 7 and adds his 19 intelligence for a total of 26. The GM rolls a 5 for a total of 28. Davross has failed to open the box. However, the GM rules that since Davross only failed by a small amount, he may try again after a day or so of reflection. On his second attempt, Davross gets a total of 21 (he rolled a 2) and the GM gets a total of 32. This is a significant failure and the GM rules that Davross may not make another attempt until he “gets a fresh set of eyes” and consults someone else about the nature of the box.

Strength (STR)

Strength measures the physical prowess of the character. It has to do with the mass of the character as well as how efficiently that mass is brought to bear. Large, muscle-bound characters have a high strength. However, a thin and wiry fighter might also have an impressive strength score.

Strength affects many weapon skills, as well as physical skills like jumping, climbing and swimming. In combat, strength helps determine the damage done when striking with a melee weapon. Also, characters with a high strength can wear heavier armor without suffering penalties to their ability to dodge.

Strength Chart

|  |  |  |
| --- | --- | --- |
| **STR** | **Damage Die** | **Enc. Mod** |
| 0-3 | 1d3-1 | X 2.0 |
| 4-5 | 1d3 | X 1.5 |
| 6-8 | 1d4 | X 1.0 |
| 9-12 | 1d6 | X 1.0 |
| 13-16 | 1d8 | X 0.9 |
| 17-20 | 1d10 | X 0.8 |
| 21-22 | 1d12 | X 0.7 |
| 23-24 | 1d12+1 | X 0.6 |
| 25-26 | 1d12+2 | X 0.5 |

The strength chart shows the damage die rolled when striking with a melee weapon. This damage is added to the leverage damage done by the weapon. The encumbrance modifier is used when calculating encumbrance due to wearing heavy armor, or carrying lots of equipment. See the section on encumbrance for more details.

Strength tests would be needed when the character is using his muscles to power his way through a situation. Opening a stuck door, or breaking through the strands of a giant spider’s web would require such a test.

Suggested Strength Difficulties

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Opening a stuck door | 6 |
| Opening a locked door (weak) | 12 |
| Opening a locked door (strong) | 18 |
| Breaking giant spider webs | 16 |
| Bending a bar (soft metal) | 6 |
| Bending a bar (hard metal) | 14 |
| Bending a bar (tempered metal) | 24 |
| Lifting a small boulder | 14 |
| Lifting a large boulder | 24 |

#### Agility (AGI)

Agility is a measure of how light the character is on his feet. Agility determines if the character is a good dancer, able to walk a tightrope, or keep his feet on a slippery floor. Agility affects many combat skills, including the ability to dodge blows. Also, certain physical skills like jumping, climbing and stealth require agility.

Agility tests might be required when the character is trying to fight on bad footing, sidestep a trap or keep his balance while standing on a moving cart.

Suggested Agility Difficulties

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Dodging a rolling boulder trap | 6-12 |
| Walking a wide balance beam | 8 |
| Walking a narrow balance beam | 11 |
| Skipping rope (simple moves) | 6 |
| Skipping rope (complex moves) | 13 |
| Crossing a still rope bridge | 7 |
| Crossing a swaying rope bridge | 14 |

#### Dexterity (DEX)

Dexterity measures the hand-eye coordination of a character, as well as his ability to do fine work with his hands. This skill would be critical for lockpicks, street magicians and fencers. Dexterity affects a character’s ability to hit with a weapon and many of the skills that make a good thief.

Dexterity checks are called for when a character must tie a knot quickly, or when he must catch something that has been thrown to him. If fine manipulation is required and no skill applies to the situation, a DEX check can determine success.

Suggested Dexterity Difficulties

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Threading a needle (first try) | 5-8 |
| Threading a needle with arms extended | 12 |
| Holding on to a slick, oily object | 9-13 |
| Catching a swaying rope bridge | 10 |
| Getting keys from a key ring (under duress) | 8 |
| Typing without error (under duress) | 8 |

#### Speed (SPD)

Speed measures the reaction time of a character and to a lesser degree, his foot speed. Some combat skills (knife, for example) rely on speed more than coordination. In addition, speed helps determine if a trap surprises a character, or whether he can react in time to dodge. Speed also helps a character dodge blows in combat.

Speed tests occur when a character must react to a surprising situation. An arrow trap going off in front of him is a good example. Note that speed differs from dexterity and agility in that it measures pure reaction time and reflexes whereas the other two are more refined indicators of ability. A character might be a great dancer (high AGI) but not be particularly fast (low SPD). Another example would be a character that was very accurate at using his weapons (high DEX), but tended to panic and freeze in a live combat situation (low SPD).

Suggested Speed Difficulties

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Avoiding a medusa’s gaze | 8-12 |
| Dodging an arrow trap | 14 |

#### Toughness (TOU)

Toughness measures the ability of the character to take damage and resist the effects of poison and diseases. Toughness is the most important element in determining a character’s starting hit points. Toughness also plays a part in skills that take a high level of endurance. Fighting characters should consider the benefits of a high toughness score when they are assigning rolls.

Toughness checks are used whenever the character encounters a substance that will cause him harm. A successful toughness test might allow the character to ignore the effects of the substance, or at least take less damage. Depending on the situation, one check might be enough, or several periodic checks might have to be made before the character is out of danger.

Examples of places where toughness checks would be appropriate are a character walking into a smoke or poison gas filled room. A character bitten by a poisonous spider, or touched by a diseased ghoul would need a check to avoid the effects of the poison or disease. A character sprayed by weak acid may make a toughness check to avoid damage, while a stronger acid would do half damage, even if the check were made.

#### Intelligence (INT)

Intelligence is the reasoning and learning ability of the character. Intelligence is an important statistic for mages, sages, alchemists and healers, since it is a requirement for many of their skills. Almost all knowledge skills are based on intelligence. In addition, skills with a technical or magical aspect have intelligence as an important attribute.

Intelligence checks are made when the character is learning new skills or solving a puzzle. A hobbit and gollum engaging in a riddle game could be a contest of intelligence, as could a game of chess. If a player forgets a name, or a critical piece of information and you are pretty certain that his character would remember (and you are feeling generous), a check could be made to prod his memory.

Suggested Intelligence Difficulties

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Solving a find-a-word puzzle | 3-5 |
| Solving a simple logic puzzle | 8-12 |
| Solving a complex logic puzzle | 14+ |
| Recalling the names of the people in a room (about a dozen or so) | 9-11 |

#### Will (WIL)

Will measures the character’s willpower. It is the ability to overcome fear and temptation. Many spells dealing with charm and illusion can be resisted through a high will. Mages require a high willpower to harness the power of their runes. Finally, the will to survive gives a character more hit points – something required by anyone desiring a long and prosperous adventuring career.

Will tests are hard to quantify and are generally the result of a spell. However, a character resisting torture, or powerful temptation might need a will check to successfully resist. The difficulty of this test will be up to the GM.

#### Charisma (CHA)

This is a mixture of a character’s appearance and their personality. Characters with a high charisma score are natural leaders, speakers and performers. Many interpersonal and information gathering skills are based on this attribute. At least one character in the group should have a good charisma and some charisma-based skills. Charisma is important to traders and confidence men, as well as public officials and generals.

Charisma tests are hard to quantify and there are probably few times in a game where such a test would be made. Often, situations where success would be determined by a character’s charisma can be resolved with a skill test, or by simply role-playing the event. If the GM had absolutely no idea how an NPC would react to the characters and needed a general guideline, then perhaps a charisma check might be in order.

#### Spirit (SPI)

Spirit measures the character’s ability to mold magical forces to his advantage. In a mage, this attribute would contribute to his magic skill and thus, his chance to cast more difficult spells. In a character that does not use magic, it would act as a measure of luck and the ability to resist harmful magic.

Spirit tests occur as a result of many types of spells. Skills like survival and pickpocket that depend on a fair bit of luck also are affected by spirit. Also, if a situation calls for an attribute check that just does not fit into any other attribute, it is a matter of luck, and a spirit check should be made.

#### Perception (PER)

Perception is the ability to see and hear the world around you and recognize important items. It helps determine a character’s defensive scores and figures into skills such as detect traps and tracking. It is a good attribute for rangers and thieves.

Perception checks are made any time the character is searching for a hidden object or if they are just looking for “something”, a test can determine whether they recognize an item that is important or out of the ordinary. If someone is sneaking up on the characters, a perception check can be made to detect the danger. Some traps require a perception check to see if their effects can be avoided or reduced.

### Figured Attributes

Figured attributes are mainly used in combat situations and determine how well a character can defend himself against attack, how quickly he can act in a combat situation and how far he can move on the tactical map. Figured attributes are not rolled. Instead, they are calculated from the 10 main attributes. Hit points and dodge are figured using a simple formula. The other three scores are determined by adding three primary attributes together and then referencing a simple chart.

#### Hit Points (HIT)

Hit points indicate how much damage a character can take before being wounded, knocked unconscious and killed. In a game where combat is a common occurrence, having a lot of hit points is a good thing. In other games, having lots of hit points cannot hurt.

Hit points are figured using the following formula:

**HIT = TOU + ½ STR + ½ WIL + 8**

When using this formula, a half point of STR or WIL round up. Thus a character with 10 STR will get 5 hit points for his attribute, but a character with 11 STR gets 6 hit points. The same goes for WIL.

**Figuring Hit Points Example**: Ferd the Clumsy has a STR of 17, a TOU of 14 and a WIL of 7. His hit points are calculated as 14 + (17/2) + (7/2) + 8 = 14 + 9 + 4 + 8 = 35.

After figuring a character’s hit points, you should figure out his “wound categories” by determining ¼, ½ and ¾ the character’s hit points (round to the nearest integer) and writing this information on his sheet. The effects of damage, wounds and going unconscious are discussed in the next section of these rules.

**Figuring Categories Example**: Ferd has 35 hit points. This breaks up into categories of 9, 18 and 27.

#### Base Defense/Parry Modifier (BD)

This score represents the character’s ability to defend himself from harm by dodging or blocking attacks. Base defense represents the lowest that a character’s defense can ever be, regardless of negative modifiers, or how many attackers he is facing.

Base defense directly affects a character’s starting dodge score (see below). In addition, it modifies the character’s starting parry values. This modifier is called the parry modifier and it is calculated and listed alongside the base defense.

Calculate base defense by adding **agility, perception** and **speed** and consulting the table below. In the table, the number before the slash is the base defense score and the number after the slash is the parry modifier.

**Base Defense Calculation Example**: Max has an AGI of 13, PER of 11 and SPD of 14. The total of these scores is 38. Consulting the chart below, we see that Max has a base defense of 8. His current parry modifier is 0.

#### Dodge (DOD)

Characters dodging arrows and spells use this statistic to defend. In addition, a character may choose to use this statistic to defend in lieu of his parry or shield block. This may be necessary when a character is facing multiple opponents. Blocking and dodging attacks will be discussed in the combat section.

The formula for dodge is:

**DOD = BD + (SPD/5) + 1**

**Dodge Calculation Example**: After figuring Max’s BD, we can easily find his dodge. His speed is 14. Divide this by 5 and we get 2.8, which rounds to 3. His dodge score is thus 8+3+1 = 12.

#### Initiative (INI)

In combat, it is sometimes critical who strikes first. A character’s initiative score helps determine the order of attacks in a combat situation. Calculate initiative by adding **speed, perception** and **spirit** and consulting the table below.

**Initiative Calculation Example**: Max has a SPD of 14, a PER of 8 and a SPI of 11. His total is 33 and his INI is +1.

#### Base Move (BMV), Swim and Jump

In a combat round, a character may move his base move in hexes and still keep his ability to parry, dodge and shield block attacks directed against him. Characters may move up to ½ this score in hexes and attack. Characters moving more than their base move in hexes will take severe penalties to defense. Calculate base move by adding **speed, agility** and **strength** and consulting the table below. Swim speed and jump distance are both calculated using the same attributes.

**Calculate Base Move Example**: Max has a SPD 14, AGI 13 and STR 11. His total is 38 and so his base move is 7 hexes each combat round.

Swimming is slightly different than running or jumping in that not all characters can swim. To be able to swim, you must purchase the swimming skill for your character. If you have the swimming skill, you can then swim at the rate listed. If your character does not have the swimming skill, then he cannot swim at all.

#### Tables

Base Defense

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-12** | **13-17** | **18-22** | **23-27** | **28-32** | **33-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **BD** | 0/-3 | 1/-3 | 2/-2 | 3/-2 | 4/-1 | 5/0 | 6/0 | 7/0 | 8/0 | 9/+1 | 10/+2 | 11/+2 | 12/+3 | 13/+3 | 14/+4 |

Initiative

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-12** | **13-17** | **18-22** | **23-27** | **28-32** | **33-37** | **38-42** | **43-52** | **53-57** | **58-62** | **63-72** |
| **INI** | -6 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 |

Base Move

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-17** | **18-27** | **28-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **BM** | 2” | 3” | 4” | 5” | 6” | 7” | 8” | 9” | 10” | 11” | 12” | 13” |

Swim

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-17** | **18-27** | **28-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **Swim** | 1” | 1” | 1” | 2” | 2” | 2” | 3” | 3” | 3” | 4” | 4” | 4” |

Jump Distance

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-2** | **3-7** | **8-17** | **18-27** | **28-37** | **38-42** | **43-47** | **48-52** | **53-57** | **58-62** | **63-67** | **68-72** |
| **Jump** | 0.5m | 1m | 2m | 3m | 4m | 5m | 6m | 7m | 8m | 8.5m | 9m | 9.5m |

**Templates**

Templates are packages of skills and special abilities that a character will use in his adventuring career. Templates give a character a distinctive focus, specialty and role within the adventuring fellowship. However, once characters choose a template, they are able to spend points to buy skills and abilities that do not belong in their template. This allows warriors to have scholarly skills, and priests to swing swords if it is appropriate for their character.

After determining the attributes of the PC, he MUST choose a template. These represent the training of the character up until the time he started his current profession. The templates give skills to the PC, but also include special bonuses that cannot be purchased otherwise. The buy points are used to purchase skills, or increase skills in the template. Without special permission from the GM players cannot sell back skills from the template. They must take all the skills, increases and abilities.

Each character should take a template that defines a basic set of skills and abilities with which he will begin play. A player should choose a template for his character, record the skills and abilities the template provides, and the buy points that remain. The suggested attributes and limitations are just that: **suggestions**. There is no reason you cannot have a weak warrior, or a peasant militiaman with etiquette skill. The suggestions are there to get you started thinking about your character’s background and personality.

**Church Templates**

According to Bostonian knowledge, there are two benign gods: the Father Stratus and the Mother Aestra. Both gods have guided mankind since the time of the Ancients. When the Ancients strayed from the faith to join the Cult of the Deceiver, the Father punished them, destroying their civilization. The Mother saved the world and a handful of faithful people so that hundreds of years later, they could return to the land.

The Bostonian Church is the most powerful organization in the land. All right-minded people belong to the Church and observe its rights. Priests and priestesses are accorded a great deal of respect. The Church touches the people as a spiritual, religious and social entity. Priests and priestesses offer theological wisdom, guidance, healing magic and blessings to their flock. In addition, the clergy oversee weddings, funerals and other rituals.

The Church also has a hand in politics. Church Law dictates the responsibilities of nobles to their people as well as punishments for all kinds of crimes. Priests act as judges and oversee disputes among barons to make sure that the nation is not jeopardized by civil war. The Church has the final authority to crown a monarch and provides him with a divine mandate to rule. To back up that mandate and deal with all threats to the Church, its beliefs and members, the Church maintains several fighting orders of templars and monks.

The Bostonian religion is divided into two major factions: the Temple of Aestra, the Mother and the Church of Stratus, the Father.

**The Church of Aestra, the Mother**

Aestra is the Bostonian Sea Mother. She represents the feminine ideal and is patron of mothers, sailors and those in need of healing. She controls the sea and weather and provides mercy, charity and healing to the sick. Schools dedicated to the teachings of this goddess exist all over Bostonia. Young girls from all walks of life attend these schools and the most gifted are chosen at age 12-14 to begin training as priestesses of the Church.

At this stage, the girls are called lay sisters. They are trained in theology, sailing and the healing arts. Their teachers watch them closely to determine which of the sisters has the magical talent to take the priestess’ rune, the Sacred Falls of Aestra. Not all of the sisters will have the aptitude to take the rune. Those that do not, will graduate and become Initiates. Those that excel and show the proper will and spirit will finish their training by making the same sacrifice their ancestors did when the Father destroyed the world, namely drowning themselves in the ocean. They will rise, saved by Aestra and marked by her rune.

Priestesses rarely deal with the complex political landscape of Bostonia. Instead, they work directly with the commoners, healing and educating Bostonia’s destitute and working class. This fact and the common knowledge of their magical abilities make them the focus of great awe and reverence for most.

**Initiate**

|  |
| --- |
| Administrate  Cr: Sailing  Herbalism  Kn: Visions, Symbols and Omens +1  Kn: Church of Aestra +2  Kn: Church of Stratus  Lang: Divine Tongue  Medical  Oratory  Swim  Theology +1  +26 Buy Points |

**Description**

Initiates are women who have finished their training to enter the clergy, but lack the will, spirit or magical aptitude to take the Sacred Falls of Aestra. These women are given additional training in administration or healing and given a place in the Church. They can often be found in charge of the day-to-day affairs of a temple or providing assistance to a master healer.

**Learned Sister (Priestess of Aestra)**

|  |
| --- |
| Ancient Knowledge  Cr: Sailing  Kn: Visions, Symbols and Omens +1  Kn: Church of Aestra +2  Kn: Church of Stratus  Lang: Divine Tongue  Magic: Sacred Falls of Aestra +1  Medical  Oratory  Swim  Theology +1  +18 Buy Points |

**Description**

The title of Learned Sister goes to those women who complete the priestess training and take Aestra’s rune. Once they become a priestess, they are given additional magical instruction and taught much of the Ancients’ ways. These women form the backbone of Aestra’s church. They can heal the sick, minister to the poor, aid ships in trouble and even hold their own in a battle. Though it is not standard training, many sisters who will have duties involving travel learn how to wield a short sword.

**Archer Priestess (Aeltharze)**

|  |
| --- |
| Climbing  Combat: Bows +1  Combat: Swords  Cr: Sailing  Kn: Visions, Symbols and Omens +1  Kn: Church of Aestra +2  Kn: Church of Stratus  Lang: Divine Tongue  Magic: Sacred Falls of Aestra (optional)  Medical  Oratory  Talent: Aimed Shot  Talent: Double Fire  Swim  Talent: Targeted Shot  Theology  +14 Buy Points (or 21 without Magic)  Note: As a bonus, the archer priestess gains her 3 archery talents for 5 points. |

**Description**

The Aeltharze (or “Divine Whisper”) is a militant order that protects the temples of the Mother. They are deadly with bows and are often found in small military units backing up templars in battle. The warrior sect consists of initiates as well as learned sisters who feel called to protect their sisters from harm. The archer priestesses are given military training that precludes extra study of magic or theology.

**Master Healers**

|  |
| --- |
| Cr: Sailing  Herbalism  Kn: Church of Aestra +2  Kn: Church of Stratus  Kn: Diseases +1  Kn: Poisons +1  Magic: Sacred Falls of Aestra  Medical  Lang: Divine Tongue  Oratory  Physician  Swim  Theology  +21 Buy Points |

**Description**

Master healers are priestesses who have devoted their life to healing the sick. They forego some of the magical training given their sisters to learn the arts of the physician. They are skilled doctors and herbalists with an understanding of the ills that plague the land. It takes several years before a priestess can learn enough to become a master healer, so they are quite rare. Often, a master healer will travel from town to town with an initiate and a couple templars or aeltharze in tow.

**The Church of Stratus the Father**

Stratus is the Sun God of Bostonia. He is the Father of All Things. He represents all masculine aspects of mankind and the world in general. He is a stern god, intent on increasing his worship, maintaining order and seeing justice done. When the Ancients strayed from the Church and began following the Deceiver’s Cult of Immortality, Stratus destroyed the world, killing all but a handful of faithful followers who were saved by Aestra.

Priests of Stratus exert the will of the Father in Bostonia. They run his churches, see to the spiritual needs of the people, and play a large role in Bostonian politics. The Church is probably the single most powerful organization in the land and the priests are respected wherever they go.

Young men usually enter the seminary at age 16. Training takes 4-6 years, after which, the student becomes a full-fledged Ilpader and is given charge of a parish somewhere in Bostonia. Dedicated service will bring a slow increase in influence and access to more wealthy and influential parishes. At some point, this will bring the priest into the political sphere, where he will have to gain the trust of, monitor and influence nobility. If he does well here, the priest can have significant impact on the lives of the people, bringing peace and a measure of prosperity to the commoners, as well as wealth and power to the Church.

**Ilpader (Priest)**

|  |
| --- |
| Administrate +1  Kn: Church Hierarchy +2  Kn: Enemies of the Church  Lang: Divine Tongue  Orator  Persuasion  Talent: Petitioner  Theology +1  +31 Buy Points |

**Description**

The word Ilpader means “small father.” Men that graduate the seminary become priests. Priests wield considerable power in Bostonia. They minister to the people and command great respect among the commoners and nobility alike. In addition, they have use of the powerful orders of templars. Priests can be found running small chapels in the rural lands, administering huge congregations in a city, traveling between villages ministering to the poor or playing politics in a noble’s court.

**Sunbringer**

|  |
| --- |
| Base Move +1 hex  Combat: Mace +1  Hit Points +2  Kn: Church Hierarchy +1  Kn: Enemies of the Church  Kn: Undead  Lang: Divine Tongue  Survival: Marsh/Swamp  Talent: Petitioner  Theology  +27 Buy Points |

**Description**

South of Boston, there is a large, dark marsh called the Bloodpools. It is so named because of a massive battle that occurred between men and goblins years ago. The blood of the thousands of men killed seeped into the ground caused the area to turn to fetid swamp. Periodically, undead rise from the pools and sometimes wander into the human settlements nearby.

The Sunbringer Temple sits in the middle of the swamp. Here, young priests train to patrol the marsh and fight the undead. They receive less theology and administrative training, but hone their combat skills and learn about the undead. They are considered some of the best the Church has to offer.

**Right Hand of Justice**

|  |
| --- |
| Administrate  Conversation  Craft: Law  Diplomat  Etiquette  Investigate +1  Kn: Bostonian Law +2  Kn: Church Hierarchy  Kn: Enemies of the Church  Lang: Divine Tongue  Orate  Persuasion  Theology +1  +21 Buy Points |

**Description**

Justices are traveling judges. By Bostonian law, the Barons are permitted to set up courts in their lands to settle disputes. These secular courts generally hear claims from commoners, farmers, small merchants and the like. Major crimes, crimes against the Church or disputes between nobles are often heard by a Justice. Justices are trained in hearing cases and investigating claims and crimes.

**The Left Hand of the Father (Sanctioner)**

|  |
| --- |
| Combat (Choose) +1  Combat (Choose)  Concealment  Conversation  Disguise  Etiquette  Interrogate  Investigate  Kn: Church Hierarchy  Kn: Enemies of the Church  Lang: Divine Tongue  Stealth  Talent: Backstab  Theology  +20 Buy Points |

**Description**

Sanctioners are the secret police of the Church. They are a cross between investigators and assassins. They enforce the will of the Church in cases of heresy, defiance of Church edicts, or outright rebellion. Often, someone who interferes with a Justice simply disappears in the night, likely the result of a “sanction.” Similarly, outspoken critics of the Church are warned to “beware the Left Hand of the Father.”

**Templar Templates**

The Templar Orders are the official military arm of the Church. Their job is to protect the temples, churches, priests and priestesses from harm. In addition, they are charged with protecting the faithful and defending the King from all threats. On rare occasions they may be mobilized to put down a group of pagans, or a noble who is disregarding the will of the Church.

There are currently two orders of Holy Warriors: The Sword of St. Sorthan and The Sail of St. Gilla. The Sword follows the directives of the Grand Father of Boston and The Sail is under the direct order of the Mother Superior in Ismoth (though the Mother Superior takes orders from the Grand Mother in Boston).

**The Sail of St. Gilla**

|  |
| --- |
| +1 Base Defense  Climb  Combat (choose) +1  Combat (choose)  Craft: Sailor + 1  +5 Hit Points  Kn: Church of Stratus  Kn: Sea Lanes  Kn: Temple of Aestra  Talent: Blessed  Swim  Theology  +18 Buy Points |

**Description**

The Sail of St. Gilla is dedicated to the Church of The Mother. They are excellent sailors and patrol the sea-lanes aiding sailors and hunting down pirates.

**The Sword of St. Sorthan**

|  |
| --- |
| Combat (choose) +2  Combat Shield +1  +5 Hit Points  Kn: Church of Stratus  Kn: Temple of Aestra  Tactics  Talent: Blessed  Talent: Tower of Will  Theology  +18 Buy Points |

**Description**

The Sword of Sorthan is a heavy infantry unit consisting of some of the best warriors in Bostonia. They are well trained, professional and devoted to the Church and Crown. Their loyalty to the King and devotion to the Father make them a valuable force. Their fighting prowess strikes fear into the hearts of Bostonia’s enemies.

**Guild Templates**

Bostonia’s cities are the home of several powerful trade and craft guilds. These guilds regulate trade and pricing, provide training to apprentices, loans and generally look out for the interests of their paying members. Most of these guilds are not terribly interesting to the average adventuring type. Few PCs will have a history featuring the Candle Makers’ Guild. However, some of these guilds offer great opportunities for aspiring warriors and mages.

**Mathematicians’ Guild**

The Guild of Mathematicians believes that all things in the universe can be understood in simple, rational, mathematical terms. More importantly, they believe that understanding the mathematical terms that drive the universe gives a person power. The mathematicians have their origins in the more practical Engineers’ Guild. During a routine lecture dealing with the forces on bridges, the Founder, Christo Meridian, had a revelation. With a few non-trivial alterations of fundamental equations, Meridian realized that he could greatly increase his understanding of forces. Extrapolating his process to the basic equations of time and space, he could begin manipulating the world around him.

The Mathematician’s Guild has several functions in Bostonia. First, they run the three universities, educating students in accounting, navigation, physics, and of course, mathematics. They also manage the economy of Bostonia by studying the supply, demand and price of goods and manipulating markets to keep the economy strong. They set standards of weights, measures and purity of goods and precious metals. Finally, they perform esoteric research in using mathematical understanding to alter time and space.

**Layperson**

|  |
| --- |
| Administrate +2  Craft: Accounting +1  Craft: Mathematics +2  Kn: Boston +1  Kn: Trade Houses and Routes  Kn: Weights and Measures  Navigation  Ritual Spells (5 points)  Trading +1  +28 Buy Points |

**Description**

Laypeople are mathematicians who have mastered the mundane aspects of the studies, but cannot take the First Equation. They form the bulk of the administrative staff and do much of the fieldwork, collecting data, performing checks of trading houses to ensure they are following Guild standards. Laypeople do a lot of traveling, so they know the routes. In addition, they are required to know the businesses of the people they monitor.

**Mathematician**

|  |
| --- |
| Administrate +1  Craft: Accounting  Craft: Mathematics +2  Kn: Boston +1  Kn: Trade Houses and Routes  Kn: Weights and Measures  Magic: First Equation +1  Ritual Spells (7 points)  Trade  +25 Buy Points |

**Description**

This package represents a full-fledged mathematician who has taken the First Equation rune. A member with this standing would spend time on the road, teaching and enforcing guild standards as well as researching at a university. Some of this research might force a mathematician to adventure, seeking ancient tomes, or other magical knowledge.

**Engineers’ Guild**

The Engineers are charged with building new structures and maintaining existing ones. In addition, the system of roads and dams that facilitate travel between cities is the responsibility of this guild. Aspiring engineers often come from the ranks of talented tradesmen. When they apply to the guild (usually at age 18-22), they are subjected to a series of tests. If they pass, they enter the guild as a junior foreman. As they complete projects, they gain rank, becoming senior foremen and then Bonded Engineers.

The Engineers’ Guild has a bitter rivalry with the Mathematicians. The Engineers feel that the Mathematicians have usurped some of their historical duties such as teaching and weights and measures standardizing. Furthermore, they feel that the discovery of the First Equation should rightfully be credited to one of their own guildsmen, Padaris Tumult, who had written a treatise on the subject of “Statistical Aberrations in Nature,” long before Cristo made his discovery. The mathematicians disagree and the two groups disparage and thwart one another whenever possible.

**Guild Engineer**

|  |
| --- |
| Administrate  Craft: Architect +1  Craft: Bricklayer, Carpentry, Masonry (choose one) +1  Craft: Mathematics +1  Engineering +2  Kn: Building Techniques  Navigate  Trade  +35 Buy Points |

**Description**

Engineers are adept at designing and overseeing the construction of a structure. A guild engineer will often be in charge of a building or maintenance project. This includes several pieces of equipment and anywhere from 10-50 men. Some of these will be from the guild. Others will be teamsters, or local hires.

**Spice Guild**

The Spice Guild is the foremost trade guild in Bostonia. It maintains shipyards in Boston and Ismoth and offices in every major city in the land. The mission of the guild is to provide personnel and services to member merchants for a share in their profits. To this end, the guild employs hundreds of sailors, navigators, guardsmen, packers, teamsters and traders. The guild is a common starting point for adventuring careers.

**Spice Guild Trader**

|  |
| --- |
| Administrate  Carousing  Conversation  Craft: Sailor  Etiquette  Kn: Cobrat or Borakki +2 (choose one)  Kn: Cobrat or Borakki goods (choose one)  Lang: Cobrat or Borakki (fluent)  Literate  Persuasion  Swim  Trading +2  +25 Buy Points |

**Description**

These characters would lead a trading expedition and be responsible for negotiating deals with members of the Cobrat and Borakki races. In general, the trader makes all the decisions that involve money. This often precludes the authority of other members of the party (such as the Guardsmaster). The trader takes full responsibility for the expeditions’ profit margin.

**Spice Guild Navigator**

|  |
| --- |
| Ancient Knowledge  Craft: Astronomer  Craft: Cartographer +1  Craft: Sailor  Kn: Trade Routes +1  Language (choose, fluent)  Literacy  Navigation +2  Survival: Two environments  Swim  Tracking +1  +22 Buy Points |

**Description**

A navigator is in charge of getting the trade expedition to and from its market as quickly as possible and with a minimum of danger. They are skilled in map reading and navigation. In addition, they know the routes and their dangers. If the trading party is behind schedule, they will look to the navigator to find a shorter route. If there is a potential delay, it is the navigator’s job to find a detour.

**Spice Guild Guardsman**

|  |
| --- |
| Carousing  Combat: Shield  Combat: Sword  Craft: Carpenter, Packer, Teamster (choose one)  Kn: Raider Tactics +1  Hit Points +3  Medical  Tactics +1  Survival: One environment  Swim  +27 Buy Points |

**Description**

Guardsmen are the grunts of the expedition. They are charged with keeping the caravan’s goods (and personnel) safe from harm. On well traveled roads, where there is only a small chance of banditry, guardsmen double as packers and teamsters. On trips to the Borakki and Cobrat lands, there is often much risk. Bandits, goblins, Talak, treacherous terrain and weather keep the guards busy and they rotate out of secondary duties (if they have time for them at all).

**Shield Guild**

The Shield Guild is a sort of Bostonian National Guard. In the early days of the monarchy, the Shield Guild was the king’s standing army. In times of Talak, or goblin incursion, the guild would mobilize and defend the land. When a tribal conflict threatened internal stability, the guild would back up any diplomatic effort with force, if necessary.

Today, the role of the Shield Guild is slightly different. The monarchy is much weaker than it was at the time of the guild’s inception. As such, a large standing army cannot be maintained. Furthermore, the Barons have more power and more income than before. Many of them have garrison forces to protect their interests. To survive in such an environment, the Shield Guild broke into two groups. The King’s Guard is a small, dedicated force that protects the crown and its interest. The Shield Guild is a quasi-mercenary organization.

The Shield Guild maintains small garrisons across Bostonia. These garrisons are generally maintained by the Baron whose land they occupy. In times of need, the guild can be called on to augment the Baron’s troops. The guild actually charges the Barons for their service. In the case of internal strife, the guild’s loyalty theoretically reverts to the king. Whether that is the case or not depends on the garrison commander.

**Shield Guildsman**

|  |
| --- |
| Combat: Shield +1  Combat: Spear +1  Combat: (choose)  +5 Hit Points  Kn: Bandit Tactics  Kn: Goblin Tactics  Kn: Talak Tactics  Tactics  Talent: Choose from (Counter Attack, Impaler, Keep Away, Phalanx or Shield Bash)  +24 Buy Points |

**Description**

Shield Guildsmen are sturdy fighters who are charged with protecting the interests of the Crown. They spend long months manning their garrison until a crisis occurs. Then, they spring into action in defense of the land. They are well trained and disciplined warriors who can battle alone, or in groups.

**Shield Guild Captain**

|  |
| --- |
| Administrate  Combat: Shield +1  Combat: Spear +2  Combat (choose)  +5 Hit Points  Kn: Bandit Tactics  Kn: Goblin Tactics  Kn: Political Situation  Kn: Talak Tactics  Orate  Tactics  Talent: Choose from (Counter Attack, Impaler, Keep Away, Phalanx or Shield Bash)  +14 Buy Points |

**Description**

Guild captains are skilled not only in the art of fighting, but also in the ways of leadership. Their knowledge of tactics and their ability to raise the morale of their troops gives them an edge in mass combats. Captains are responsible for maintaining the garrison, training the men, organizing patrols and of course, leading the guild to battle when necessary. Though not necessarily the best diplomats, captains will be knowledgeable about the local political landscape so they can use it to their advantage.

**Militia Templates**

Militias, town guards and constabularies are common throughout Bostonia. In larger cities, the town guards are well-organized, professional units that provide law enforcement and patrol the surrounding countryside. In more rural areas, the militia is a first line of defense against bandits, raiders, goblins and other potential threats to the community. In addition, the militias provide a career for many young men and women – a way to get off the farm, make a name and perhaps join a mercenary company, or one of the guilds.

**Town Guard**

|  |
| --- |
| Carousing  Combat +1 (choose)  Combat (choose)  Conversation  +3 Hit Points  Interrogate  Kn: Locals +1  Kn: Troublemakers +1  Kn: Home Town +2  Streetwise  +26 Buy Points |

**Description**

Town guardsmen act as police and army in a city, defending it from attack and keeping the peace. In any reasonable sized town, the guard is trained and reasonably effective. They have a good knowledge of their town and the people they deal with on a daily basis.

**Sheriff**

|  |
| --- |
| Climb  Combat Bows  Combat (choose)  Conversation  +3 Hit Points  Kn: Locals  Kn: Patrol Area +2  Survival (One environment)  Track  Trade  +28 Buy Points |

**Description**

The sheriff acts as policeman and guard in a rural area. He may have to patrol several villages within a couple days travel. He knows his patrol area very well and most of the people in it. Due to the amount of time he spends outdoors, he can take care of himself in the wild.

**Mercenary Templates**

Bostonian barons are very powerful men. They are charged with ruling a substantial territory and as long as they pay the proper duties to the King and Church, can do as they see fit. In exchange for this power, Barons are responsible for the defense of their land. Potential enemies range from gangs of roving bandits to tribes of goblins to the dreaded Talak raids. Most Barons maintain some standing army to deal with common threats. However, when a larger or more skilled force is needed, they often look for outside aid. The Shield Guild is one source of veteran fighters, but their garrisons are not always large enough and they are not always willing to help (say in the case of a territorial dispute between barons). In these cases, the nobles will turn to one of the many mercenary companies that do business in the land.

The templates below are examples of mercenary templates for the land of Bostonia. Modifying the existing templates allows the players and GM to create characters from other mercenary companies.

**White Raven Company**

|  |
| --- |
| +1 Base Defense  Climb  Combat: (Sword or Bow) +2  Combat: (Sword or Bow)  Combat: Shield  +3 Hit Points  Kn: NW Territory  Kn: Borakki  Kn: Talak  Medical  Tactics  +22 Buy Points |

**Description**

The White Raven Company consists of about 50 men. 20 of these are bowmen and the other 30 wield sword and shield. They operate in the northwest baronies near Salem and Sunsrest. They are well respected for their fighting prowess as well as their reputation for helping remote villages in need of defense. They are a very disciplined and somber company and it is rumored that nearly all the members have suffered a terrible loss at the hands of raiders.

**Jager’s Daggers**

|  |
| --- |
| Carousing +1  Choose One: Fast Talk, Pickpocket, Stealth, Streetwise  Combat (choose) +1  Combat (choose)  Gamble  +5 Hit Points  Survival: One environment  Talent: Fight with Wild Abandon  +21 Buy Points |

**Description**

The Daggers are lead by their rough and abrasive captain, Benjamin Jager. Jager was booted from the Shield Guild years ago for insubordination. After leading a couple bands of ruffians and raiders, he decided that sort were always cowards. Thus, it would be easy to make a living hunting them. He gathered the roughest and nastiest men he knew and formed this company. They are little better than those they fight and will often defend a town, only to raise their own ruckus. For this reason, they travel throughout the land, staying only long enough to wear out their welcome.

The Daggers specialize in hunting down gangs of bandits and thieves. They number about two dozen men and fight with whatever weapons they can get their hands on. They have little military discipline and go into battle using brute force and personal skill to carry the day. Fortunately, those they fight are often untrained and cowardly.

**Rivers of Blood**

|  |
| --- |
| Combat: (Axe or Mace) +1  Combat: Thrown  Conceal  +2 Hit Points  Kn: Goblin Tactics +1  Lang: Goblin (basic)  Medical  Stealth  Survival: Swamp or Forest  Swim  Track  +24 Buy Points |

**Description**

The Rivers are a mercenary company numbering anywhere from 100-150 men and women. They operate in southern Bostonia, along the goblin and Cobrat borders. They specialize in fighting goblins and are trained in the tactics and favorite terrain of their foes.

**Mage Templates**

The world of Bostonia is full of magic. The Ancients were said to be powerful wizards who could control the elements. When the Father destroyed them, many of their works were destroyed, but some survived buried in ruins or in underground crypts. In addition, the elemental energies released by the Fireseeds entered the earth, filling it with power. There are many in the land that understand this power and would use it to further their ends.

**Trained Mage**

|  |
| --- |
| Artifacts  Kn: Other Mages  Kn: Own Rune Site +1  Literate  Magic Skill (choose) +2  Ritual Spells (7 points worth)  Rune Knowledge  +25 Buy Points |

**Description**

This template represents someone who has trained for some time to seek out and wield the runes that are the basis of Bostonian magic. They have studied and trained, probably under the tutelage of another. In addition to having taken and practiced a rune, they have an understanding of the ways of the ancients, other runes and their meanings and the forces that influence magic.

Please note that the cost of 16 points for the magic skill assumes that the base magic skill costs 7 points. Depending on the rune the mage chooses to start with, this cost might increase. If that is the case, the buy points in this template will drop by an amount equal to the difference in the cost of the mage’s starting rune.

**Student of the Seven Virtues**

|  |
| --- |
| Climb  Combat: Staff  Kn: Choose any three  Kn: Virtues Rune & Cult  Literate  Magic Skill: Virtues of the Body  Magic Skill: Virtues of the Mind  Magic Skill: Virtues of the Spirit  Meditate  Swim  +23 Buy Points |

**Description**

The School was founded in the year 203 by three mages now known only as the Founders. It is said that the Founders traveled the lands; gathering knowledge and performing good deeds for those they met. It so happened that these three mages met one another during one of these adventures and entered into a discussion about which facet of man was the most important to his well-being: Body, Mind or Spirit.

Each mage argued his point, but none of the three were convinced to relinquish his point of view. To resolve the discussion, the mages agreed to meet at an appointed time and place to engage in three contests, each one devised by one of the mages. Whoever prevailed in these contests would be considered the winner of the argument.

The Founders met at the agreed location and engaged in the tests. Of course, each mage devised a test that featured his strength. Thus, each contest was won by its creator and there was no winner. The Founders agreed to rest that night and figure a new contest that would decide the issue.

That night, Talak attacked the village in which the contests were held. The mages worked together to turn back the savages and in doing so, came to the conclusion that none of their disciplines was superior. In fact, it would take a combination of the three to produce a balanced individual.

Each of the Founders taught the others his discipline. The Founders agreed to form a sanctuary where others could come to learn the secrets they had to offer. Thus the Cult of Seven Virtues was begun.

From the first attack, the Founders have protected Varkacen and the surrounding lands. In gratitude, the farmers and merchants of the area have allowed the mages to study in peace and provide them with ample food, drink and other resources. This arrangement continues and has been written into a contract with the locals.

Occasionally, one of these mage-monks will set out upon the world, looking for further understanding and purpose.

**Druid**

|  |
| --- |
| Ancient Knowledge  Animal Handler  Climb  Combat: Crossbow  Kn: The One Tree +1  Magic Skill: Rune of the One Tree +1  Medical  Navigate  Survival: Forest  Survival: Mountain  Track  +18 Buy Points |

**Description**

The druids are a pagan order of mages who dwell in the deep forests and mountains of Bostonia. They generally stay out of Bostonian affairs, studying the ancient ways and worshipping their nature god, The One Tree. They are masters of nature, understanding the ways of the forest and mountains. In addition, their god gives them powerful magic to wield against their foes.

Druids have the skills required to create and use the rare crossbow. This mechanical bow is almost unknown in Bostonia, but common among the druids.

**Order of Flame**

|  |
| --- |
| Artifacts  Combat: (choose) +1  Combat: (choose)  +2 Dodge  +2 Hit Points  Magic: Piercing the Night  Rune Knowledge  +24 Buy Points |

**Description**

The Order of Flame is a small group of warrior-mages that make their home in the northwestern region of Bostonia. Years ago, their founders discovered an old tribal burial ground that held records of the first Bostonians and the teachings of the Mother and Father.

The Order believes that the Mother and Father intend for mankind to use the tools left behind by the Ancients (including their magic). The Order seeks to discover, study and make use of the works of the Ancients to restore the glory of the Bostonian people and their gods.

**Sandalfeet Templates**

The Sandalfeet organization is a descendent of the Dingore tribe. The Dingore tribe consisted of primitive woodsmen who were said to have an affinity for the woods and hills. The Dingore were smaller than their neighbors and did not develop as quickly, technologically speaking. When the Dingore encountered the surrounding Bostonian tribes, they were distrustful of their towns and forts and avoided contact.

To the other tribes, the Dingore were elusive and xenophobic. Many rumors arose about their nature and intentions and some even wondered if they were human. The first real contact with the Dingore came when several settlements encroached on Dingore territory. The Dingore attacked the settlements and the tribes retaliated. The tribes eventually made peace, but relations were always strained. Eventually, through many battles and schemes, the Dingore were destroyed by those who feared them and coveted their lands.

Many of the Dingore leaders escaped their tribe’s destruction. They made a pact to enact vengeance on the Bostonian people. However, they knew they could not fight the Bostonians directly. Instead, they decided to work quietly and gain power through non-military means. The saying “Walk in sandal-clad feet” essentially means to covertly undermine your foes.

Today, the Sandalfeet are a large organized crime syndicate. They operate in Boston, Salem and Ismoth as well as in many of the surrounding towns. Their operations include banditry, theft, racketeering, extortion, protection schemes, forgery, counterfeiting and coin shaving. The Sandalfeet recruit from the streets and slums of every city they operate in. They train their new members in burglary, combat, smuggling, forgery, disguise and any other skill that might aid their cause. They are well organized and effective and many merchants and town officials fear them.

**Sandalfeet Wallclimber (Lightfoot)**

|  |
| --- |
| Acrobat +1  Climb +2  Conceal  Detect Trap  Disarm Trap  Kn: Common Security Devices +1  Kn: Local Buildings  Kn: Sandalfeet  Kn: Town Guard  Lockpick  Stealth  +25 Buy Points |

**Description**

Also called a “Lightfoot,” the wallclimber is a burglar who relies on stealth and skill to steal from the rich merchants and nobles. Wallclimbers typically work alone or in small groups to case a target, plan a burglary and carry out the assault. They are trained stealth, climbing and the skill of disabling security devices.

**Sandalfeet Thug**

|  |
| --- |
| Base Move +1 hex  Carousing  Combat (choose)  Combat: Unarmed +1  +4 Hit Points  Interrogate  Kn: City Layout  Kn: Guard Patrol Schedule  Kn: Sandalfeet  Streetwise +1  Talent: Dirt in the Eyes  Talent: Headbutt  Talent: Press Gang  +21 Buy Points  Note: This template gets its three talents for a discount price of 5 points. |

**Description**

It is a sad fact of business. Sooner or later, someone will need convincing before they see the Sandalfeet point of view. This character’s job is to do the convincing. They ambush their targets in packs of 3 or 4 and attack with a variety of weapons.

**Sandalfeet Doppelganger**

|  |
| --- |
| Acting  Administrate  Conversation  Disguise  Etiquette  Fast Talk  Investigate  Kn: City Officials  Kn: City Politics  Literate  Persuasion  Streetwise  Trade  +28 Buy Points |

**Description**

A doppelganger is a master of people. He is a diplomat, a trickster, a salesman and a manipulator. Doppelgangers infiltrate the city’s power structure with guile and deception. Once entrenched in a central position, they learn the people of their city, discover their strengths, weaknesses and most importantly, their secrets. This information can then be used by the Sandalfeet for money or favors.

**Noble Templates**

The land of Bostonia is ruled by a quasi-feudal system of nobles and peasants. Fourteen strong Barons each rule over a section of Bostonia. They divide this land into parcels and give these parcels to loyal nobles who serve under them. These nobles can, in turn, divide this land and use it to support their own vassals. A relatively weak monarch protects the nation as a whole and watches over the Barons and settles disputes between them. This monarch, and in fact all the nobles, theoretically answer to Church Law.

This feudal system supports hundreds of noble families. These nobles range from the wealthy and powerful Barons, to the lowly, wandering adventurer-knight who is hardly richer than a peasant. Some are devout believers in law and justice, while others only desire to increase their personal power at any cost. The diversity of nobles and their families makes it impossible to represent all the noble factions with templates. The templates here represent the skills and training that a typical “adventuring” member of that family might have.

**Azareth Family**

|  |
| --- |
| Ancient Knowledge  Administrate  Diplomat  Etiquette  Kn: Bostonian History  Kn: Temple of Aestra  Survival: Underground  Swim  Talent: Darkvision  Theology  +30 Buy Points |

**Description**

The Azert were a powerful tribe that lived in expansive underground cities in northwestern Bostonia. When St. Camille sacrificed herself in the Dark Lake and gained the Sacred Falls, the Azert converted to the faith and joined the Unification. Their children, the Azareth, have always remembered that historic event; they pay special homage to The Mother, trace their bloodline through their women, and are as active spiritually as they are politically. Through the years, the Azareth have been active in Bostonian politics and they are considered the wisest and most knowledgeable of the noble clans.

**James Family**

|  |
| --- |
| Combat (choose) +1  +4 Hit Points  Kn: Goblin Tribes  Kn: Goblin Tactics  Kn: Other Nobility  Lang: Goblin  Lang: Cobrat  Survival: Woods, Mountains  Tactics  +31 Buy Points |

**Description**

The James are a relatively young noble family who have carved themselves a barony through hard work and determination. They rule a large portion of the south lands and because of this they have had a great deal of contact with the goblins and cobrat. They are a rugged line that has produced many great warriors and frontiersmen. However, they are considered uncouth by the rest of the noble clans and generally do not bother with politics.

**Terzani Family**

|  |
| --- |
| Administrate  Ancient Knowledge  Etiquette  Kn: Cobrat  Kn: Mages of Bostonia  Kn: Other Nobility  Magic (choose)  Ritual Spells (5 points worth)  Rune Knowledge  +29 Buy Points |

**Description**

The Terzani are a powerful noble bloodline that came to power soon after the unification. They rule the southern coastal lands and are responsible for much of Bostonia’s exploration of the south and for contact with the cobrat. The family puts a high premium on knowledge of the ancient ways. In addition, they feel that magic can give them an edge in military and political matters. They are one of the only families that openly support magical study by their members.

**Pannok Family**

|  |
| --- |
| Administrate  Animal Handler  Carouse  Combat (choose) +1  Etiquette  Kn: Armies of Bostonia  Kn: Inhuman Armies  Orate  Riding  Tactics  +31 Buy Points |

**Description**

The Pannok are a poor noble family. They lost much of their lands due to bad investments and trade deals. Now, they are a small family with only a small holding in the northwest. Members of this family currently seek fortune and fame by selling their services as troop captains. Many nobles in need of leaders look to one of the Pannok sons to become an officer in their army.

**Miscellaneous Templates**

The templates in this section describe characters that are Bostonian in origin and feel, but do not fall into one of the categories above.

**Archeologist**

|  |
| --- |
| Ancient Knowledge  Artifacts +1  Coneal  Disarm Traps  Navigate  Ritual Spells (12 points worth)  Rune Knowledge  +18 Buy Points |

**Description**

This character works for one of the Bostonian universities gathering knowledge on the ancients and their artifacts. He is a student of magic, but has never taken a rune. Instead, he studies the devices, sites and wards left by the ancients by finding their ruins and raiding them.

**Pirate Captain**

|  |
| --- |
| Carousing  Climb  Combat (choose) +1  Craft: Sailor  Interrogation  Kn: Knots and Rigging  Kn: Local Ports  Kn: Pirate Lords  Orate +1  Streetwise  Survival: Water  Swim  +26 Buy Points |

**Description**

To the south of Bostonia dwell the Pirate Lords. These pirates are the exiled remnants of a tribe destroyed by Bostonia during the tribal times. They raid shipping in Bostonian and Cobrat waters.

This character has joined the pirate lords and now leads a ship. They need to be knowledgeable of maritime affairs, have a keen tactical sense and be a leader of men.

**Rat Catcher**

|  |
| --- |
| Combat (choose) +1  Combat: Net  Disease Resistance  Kn: Sewers of City  Kn: Vermin  Navigate  Stealth  Survival: Underground  Talent: Absolute Direction  Swim  +30 Buy Points |

**Description**

Both Boston and Salem were built on the foundations of ruined ancient cities. They have extensive tunnel systems underneath them, as well as some rudimentary sewers built by the Engineers. Unfortunately, these sewers are breeding grounds for all manner of vermin. The rat catchers are the hunters of the sewers, catching and killing the more dangerous specimens.

**Storyteller Guild Member**

|  |
| --- |
| Acting +1  Carousing +1  Craft: Storyteller +1  Craft: Musician +1  Gamble  Kn: Other Storytellers +1  Kn: Guild Circuit +1  Navigate  Orate +1  Persuade  Trade  +22 Buy Points |

**Description**

The Storytellers’ Guild began as an annual contest of bards and entertainers. This contest was held in Salem, lasted for three days and featured some of the best entertainers in the land. The fame of this festival attracted more and more contestants and spectators each year until it became impossible to run. The guild came about as a way to allow the contest to run throughout the year, and in many different venues.

Members of the Storytellers pay a yearly fee. For this fee, they are given a membership ring, and access to the guild maps and list of inns across Bostonia. The member then travels to the listed inns (called “circuit inns”) and performs in exchange for free room and board and tips. At the end of the performance, the innkeeper and patrons score the performer and those scores are collected by a representative of the guild. At the end of the year, the scores are tallied and a Master Storyteller is crowned and given a substantial prize.

**Generic Templates**

Bostonia is a rich world with many different types of characters. This makes a complete list of templates impossible to create. The templates listed in previous sections are an attempt to give a thorough overview of the types of characters possible. However, invariably someone will come up with a new organization or character concept that is not listed. Players and GMs are encouraged to create their own character templates (and submit them for publication in a future supplement). To help you in creating new templates and character concepts, a list of generic templates follows.

These generic templates follow the lines of character classes that exist in other games. No effort is made to integrate them into the world of Bostonia. Thus, you will see templates like warrior and ranger. These templates have skills and abilities, but generally lack the knowledge, crafts and other background skills that flesh out a character and make him a part of the campaign world.

In general, if you are playing in the world of Bostonia, it is suggested that you require characters take a Bostonian template and use these generic templates as building blocks for new templates. However, in cases where no template fits a character concept or if the GM permits, these generic templates may be used. Even so, it is still suggested that the character be required to take from 3-8 points of knowledge, crafts and other background skills to flesh him out.

**Acrobat**

|  |
| --- |
| Acrobat +1  +1 Base Defense  Carousing  Climb +1  Combat (choose)  Craft: Traveling Performer  +2 Hit Points  Jump +1  Kn: Towns on Route  + 26 Buy Points |

**Description**

The acrobat is first and foremost, a tumbler and juggler. His gymnastic skill is unsurpassed. However, with a little bit of training, these skills lend themselves to use in a combative role. The acrobat is well conditioned, and very hard to pin down.

**Assassin**

|  |
| --- |
| Acting  +1 hex Base Move  Combat (choose) +1  Conceal  Disarm Traps  Disguise  Kn: Common Traps  Kn: Poisons  Lockpick  Stealth  Talent: Backstab  +22 Buy Points |

**Description**

The assassin is a stealthy killer who relies on surprise and guile instead of strength. Assassins learn many ways of getting close to their opponent where they can quickly incapacitate him with a surprise backstab attack. In addition, they can set traps to kill the unwary.

**Bounty Hunter**

|  |
| --- |
| +1 hex Base Move  Combat (choose)  Combat: Thrown  Converse  +2 Hit Points  Kn: Local Authorities  Kn: Local Criminals +1  Stealth  Streetwise +1  Survival: One terrain  Track +1  +21 Buy Points |

**Description**

Bounty hunters travel the land, seeking wanted criminals and bringing them to justice. They are good combatants, but specialize in finding and tracking their quarry.

**Hedge Woman**

|  |
| --- |
| Alchemy  Craft: Cooking  Herbalism +1  Kn: Animal Reagents +1  Kn: Common Ailments +2  Kn: Diseases  Kn: Local Folklore  Kn: Plant Reagents +1  Medical  Physician  Ritual Spells (8 points)  +20 Buy Points |

**Description**

A hedge woman acts as doctor, pharmacist and witch. She is both respected and feared by her patrons.

**Ranger**

|  |
| --- |
| Animal Handler  Climb  Combat: Axes +1  Combat: Bows +1  Medical  Navigate +1  Survival (One environment) +1  Swim  Track +1  +18 Buy Points |

**Description**

Rangers are hunters, trackers and warriors who spend most of their time in the wilderness. They have skills that allow them to survive and find their way in a hostile environment.

**Thief**

|  |
| --- |
| Climb +1  Combat (choose)  Conceal +1  Craft: Fence  Disarm Traps +1  Lockpick  Pickpocket  Streetwise  Stealth +2  +18 Buy Points |

**Description**

Thieves use stealth and cunning to obtain their goals. This template would be suitable for a burglar, as well as a traditional “adventuring” thief.

**Warrior**

|  |
| --- |
| +1 Base Defense  Combat (choose) +2  Combat (choose) +1  Combat (choose)  +5 Hit Points  Tactics  +24 Buy Points |

**Description**

The warrior has honed his skills in several different weapons. His physical training permits him to take a great deal of punishment and keep fighting. In addition, he is skilled in assessing his opponents’ skills.

**Skills**

Whereas attributes represent raw talent, skills represent training in specialized tasks. If a character wants to dive out of the way of an oncoming boulder, then an agility test is appropriate. However, if a character wants to be a professional gymnast, then that requires a skill. Similarly, a character with a high charisma tends to deal well with others and can handle himself in a number of social situations. However, giving a speech requires writing ability, an understanding of the intended audience as well as the ability to speak extemporaneously. Charisma helps, but it is not the only factor. Thus, oratory is a skill.

Each template has a number of skills associated with it. In addition, characters can purchase extra skills with their buy points. When a new skill is obtained, the player should record the skill name, the attributes associated with that skill, their base level with the skill, the number of checks they have in the skill (none to start) as well as the number of checks required to raise the skill.

**Skill Resolution**

When the character’s come up against a lock that needs to be picked, an irritable cobrat merchant or a deep, cold pool with a glinting gem at the bottom, this is a test of their skills called a task. Every task in the game is assigned a difficulty level (DL) by the GM.

|  |  |
| --- | --- |
| **Task Description** | **DL** |
| Yawn! People do this all the time. It is relatively easy even for the untrained. | 3 or less |
| Simple. Done everyday by those trained in a skill. Not simple for the untrained, but possible. | 5 |
| Pretty Easy. A standard day-to-day task for those trained in the skill. Still a careless mistake can be made. | 7 |
| Moderate. This task is somewhat tricky and takes concentration and training to perform with any degree of success. Still, it is a standard task and a trained individual will have been taught how to go about doing it. | 9-11 |
| Pretty Tough. Causes trouble for a trained person. Almost impossible for anyone who does not have specific training in the skill. | 14 |
| Hard. A trained person will fail in this task most of the time unless he has help, special equipment, lots of time to prepare, etc. This task is out of the normal range of the skill training. | 18 |
| Nasty. An insane task that only masters in the skill will be able to manage. | 24 |
| Impossible? Someone with god-like capabilities in the skill might be able to pull it off more often than not, but will still fail a significant portion of the time. | 30+ |

After a DL is determined, the character rolls a d12 and adds his skill level and the GM rolls a d12 and adds the DL. If the character equals or exceeds the GM’s score, the task is successful. If the GM’s score is higher, then the task has failed.

**Opposed Rolls**

Opposed rolls occur when a character is attempting a skill in direct conflict with another character’s statistic or skill. When a character uses the stealth skill, he is pitting his stealth against the listener’s PER. Persuasion acts against someone’s WIL or INT. A character that is searching a boat for a concealed compartment can use his concealment skill against the compartment builder’s concealment skill. In this situation, the DL of the skill test is the relevant stat, or skill level of the passive character. The skill user must perform a task with this DL to succeed.

***Example of Opposed Rolls****: A PC with a stealth skill level of 12 tries to sneak past a guard with a PER of 10. Both the stealthy PC and the guard roll a d12 and add their relevant score. The PC rolls an 8 and adds his stealth level of 12 for a total of 20. The guard rolls a 9 and adds his PER of 10 for a total of 19. The PC makes it without being heard.*

On a tie, the active character – the one who is taking the initiative (as opposed to reacting to a situation) – wins.

**Assisting a Skill Test**

When two or more characters work at the same task, they may get a bonus to the skill roll. To do this, both characters must have the skill in question, or a closely related skill (GM’s discretion). The character with the higher skill level is called the actor and the character with the lower skill is called the assistant.

To assist in a skill test, the DL of the task must not be more than 10 levels above the assistant’s skill level. If it is the task is outside of the assistant’s understanding and he will be of no help. In addition, if the DL of the task is 4 or more points lower than the actor’s skill, then he doesn’t really need the help and no assist is possible. The exception to this rule is a character with Craft: Instructor. Characters with this craft skill are adept at teaching others. Thus, they can have an assistant (student) even if the DL of the task is 4 or more points lower than their skill level.

In an assist, the assistant rolls a skill roll vs. the DL of the task –5. Then consult the following table.

|  |  |
| --- | --- |
| **Roll** | **Effect** |
| Succeeds by 4+ | +2 to actor’s skill test. Assistant is eligible for a skill check even if the test fails. |
| Succeeds by 0-3 | +1 to actor’s skill test. Assistant is eligible for a skill check even if the test fails. |
| Fails by 1-3 | No effect. Assistant gets a check, but only if the actor succeeds in the task. |
| Fails by 4-7 | -1 to skill test and the assistant gets no skill check. |
| Fails by 8+ | -2 to skill test, the assistant gets no skill check. In addition, if the skill test fails, the assistant may have blundered so badly so as to cause a critical failure. |

***Example of a Skill Assist****: Ilpader Modlin is researching a theological tome, trying to find some reference to a holy relic called The Cloak of the Martyr. The GM has determined that the DL for this skill test is 19. Modlin has a theology skill of 17. He is aided by a junior priest named Callous. Callous has a theology skill of 12.*

*Callous may help Modlin research the relic. Callous rolls a skill test against DL 14 (19-5). He rolls a 10 and the GM rolls a 6. Callous succeeds by 2. Thus, Callous is successful in aiding his superior. Modlin will have a +1 to his skill roll and Callous will get a skill check regardless of the success of Modlin’s roll.*

**Secondary Skills**

In many situations, the PCs will have knowledge skills, crafts that help flesh out the character and their background. These skills can also come in handy by giving bonuses to other skill rolls. If the PC has a knowledge skill, or a craft that the GM rules is relevant to the situation, then he will award a +1 to +3 bonus to the skill check. The award is based on the skill level in the “secondary” skill and the skill’s relevance to the test.

|  |  |
| --- | --- |
| **Secondary Skill Level** | **Bonus** |
| 1-14 | +1 |
| 15-19 | +2 |
| 20-25 | +3 |
| 26+ | +4 |

*Example of Secondary Skills: Vorlund is using his streetwise skill to gain access to the black market in Boston. He has streetwise of 13. However, he lived in Boston for some time and in that time, hung out in the seedier sections of the city. He has knowledge of Boston underworld at a level of 10. The GM rules that this is relevant and so his streetwise is 14 for the purposes of this test.*

**Skill Tests and Attribute Tests**

There may be cases in which the GM rules that a specific action can be completed by passing either a skill test or an attribute test. For instance, a character jumping over a pit trap might be permitted to use his agility attribute or his acrobatics skill to make the test. In cases like this, the GM must determine the type of test faced by the character.

**Attribute Tests**

An attribute test is a test that even an unskilled person can perform. Specialized training, might help, but is absolutely unnecessary. Forcing a door or jumping over a waist-high obstacle is an example of a task that can be completed by anyone with enough strength or agility.

When confronted by an attribute test, a character can use his skills to overcome it if he has skills that the GM rules are relevant to the task. For instance, acrobatics could be used instead of agility to jump over an obstacle. The escape skill can substitute for strength when a character is attempting to wriggle out of an opponent’s grasp.

When a character substitutes a skill in an attribute test, he gets a +5 to his roll to simulate the fact that his training gives him an advantage. In addition, a character substituting a skill in an attribute test can benefit from having secondary skills and assistance.

***Example of Substituting a Skill During an Attribute Test:*** *Remo the Burglar is fleeing the local authorities and the chase has led them to the rooftops over the Slums District. Remo is leaping from rooftop to rooftop, when he comes to a particularly large gap.*

*The GM indicates that Remo will need to make an AGI roll vs. a DL of 14 or fall to the streets below. Remo’s AGI score is 15, but his acrobatics skill is 12 and the GM rules that acrobatics can be substituted in this case. Since a substituted skill gets a +5 bonus, Remo opts to use his skill, bringing his effective skill level to 17 for purposes of this test.*

**Skill-Preferred Tests**

Tests in which specialized training is important, but not critical are called skill-preferred tests. In these types of tests, the character will use a skill, but can substitute an attribute or another skill specified by the GM at a -5 penalty to the roll.

***Example of Substituting an Attribute During a Skill-Preferred Test:*** *Remo has successfully evaded the town guard, but now finds himself at the home of a wealthy merchant, trying to get past a particularly troublesome puzzle lock. The GM indicates that the lock can be disabled with the lockpick skill, or with an INT test.*

*Unfortunately for Remo, he does not have the lockpick skill and his INT is only an 11. He can try to use his wits to disable the puzzle, but must do so at an effective level of 6.*

**Skill-Required Tests**

A skill-required test requires the indicated skill and can thus only be attempted by someone trained in the skill, or by using the default skill level (see below).

**Skill List**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Improvement** |
| **Acrobatics** | AGI/STR/SPD | None | 5+4 | 5 |
| **Acting** | CHR/CHR/INT | Half | 3+3 | 3 |
| **Administrate** | INT/CHR/WIL | None | 3+3 | 3 |
| **Alchemy** | INT/INT/SPI | None | 5+4 | 5 |
| **Ancient Knowledge** | INT/INT/INT | None | 5+4 | 5 |
| **Animal Handler** | CHR/WIL/PER | None | 3+3 | 3 |
| **Artifacts** | INT/SPI/PER | None | 5+4 | 5 |
| **Carouse** | CHA/PER/INT | Half | 3+3 | 3 |
| **Climb** | STR/STR/AGI | Half | 3+3 | 3 |
| **Combat: Axes** | STR/AGI/DEX | Half | 3+3 | 5 |
| **Combat: Bows** | DEX/DEX/PER | Half | 3+3 | 5 |
| **Combat: Flail** | DEX/AGI/SPD | Half | 3+3 | 5 |
| **Combat: Knives** | SPD/PER/DEX | Half | 3+3 | 5 |
| **Combat: Mace** | STR/AGI/DEX | Half | 3+3 | 5 |
| **Combat: Magic** | DEX/PER/SPI | Special | 3+3 | 5 |
| **Combat: Sling** | DEX/DEX/DEX | None | 3+3 | 5 |
| **Combat: Swords** | DEX/AGI/PER | Half | 3+3 | 5 |
| **Combat: Staff** | DEX/AGI/SPD | Half | 3+3 | 5 |
| **Combat: 2-Handed** | STR/DEX/AGI | Half | 3+3 | 5 |
| **Combat: Pole** | DEX/SPD/AGI | Half | 3+3 | 5 |
| **Combat: Thrown** | DEX/PER/STR | Half | 3+3 | 5 |
| **Combat: Shield** | DEX/PER/SPD | Half | 3+3 | 5 |
| **Combat: Unarmed** | STR/DEX/SPD | Full | 0+3 | 5 |
| **Conceal** | PER/INT/SPI | Special | 3+3 | 3 |
| **Converse** | CHA/INT/PER | Half | 3+3 | 3 |
| **Craft** | Variable | None | 1+1 | 2 |
| **Diplomat** | INT/CHA/PER | None | 3+3 | 3 |
| **Disarm Traps** | DEX/PER/INT | None | 5+3 | 3 |
| **Disguise** | INT/PER/PER | Half | 3+3 | 3 |
| **Engineer** | INT/INT/PER | None | 3+3 | 3 |
| **Escape** | AGI/DEX/WIL | None | 3+3 | 3 |
| **Etiquette** | CHA/INT/PER | None | 3+3 | 3 |
| **Fast Draw** | SPD/SPD/DEX | Half | 3+3 | 3 |
| **Fast Talk** | INT/CHA/CHA | Half | 3+3 | 3 |
| **Forgery** | INT/INT/PER | None | 3+3 | 3 |
| **Gamble** | SPI/SPI/INT | Half | 3+3 | 3 |
| **Herbalist** | INT/INT/PER | None | 5+4 | 5 |
| **Interrogate** | WIL/INT/CHA | Half | 3+3 | 3 |
| **Investigate** | PER/PER/INT | None | 3+3 | 3 |
| **Knowledge** | INT/INT/INT | None | 1+1 | 2 |
| **Language** | (none) | None | 3 | - |
| **Lockpick** | DEX/PER/INT | None | 3+3 | 3 |
| **Magic Skill** | Variable | None | 7+4 | 5 |
| **Medical** | INT/INT/SPI | Half | 3+3 | 3 |
| **Meditate** | WIL/WIL/SPI | None | 3+3 | 3 |
| **Navigate** | PER/PER/INT | Half | 3+3 | 3 |
| **Orate** | INT/INT/CHA | Half | 3+3 | 3 |
| **Persuade** | CHA/CHA/INT | Half | 3+3 | 3 |
| **Pickpocket** | DEX/PER/SPI | Half | 3+3 | 3 |
| **Physician** | INT/INT/DEX | None | 5+4 | 5 |
| **Repair** | STR/DEX/INT | None | 3+3 | 3 |
| **Riding** | AGI/PER/SPI | None | 3+3 | 3 |
| **Rune Knowledge** | INT/INT/SPI | None | 5+4 | 5 |
| **Seduce** | CHA/CHA/INT | Half | 3+3 | 3 |
| **Stealth** | AGI/AGI/PER | Half | 3+3 | 3 |
| **Streetwise** | CHA/PER/INT | Half | 3+3 | 3 |
| **Survival** | INT/PER/SPI | Half | 3+3 | 3 |
| **Swim** | STR/AGI/TOU | Half | 3+3 | 3 |
| **Tactics** | INT/PER/SPI | None | 3+3 | 3 |
| **Theology** | INT/INT/SPI | Half | 3+4 | 5 |
| **Track** | PER/PER/INT | Half | 3+3 | 3 |
| **Trade** | CHA/PER/WIL | Half | 3+3 | 3 |

**Skill Cost**

When you buy a skill, you pay 1 – 7 points for it. This cost is listed as the first number in the cost column. Buying a skill at this cost gives the character his base level in the skill.

To increase the skill level, you can purchase bonuses in the skill. The cost for each bonus is listed after the + in the cost column. Each bonus purchased gives the character a +1 to his starting skill level (see Skill Attributes and Skill Base Level).

***Example of Skill Bonuses****: Torus the Magnificent is purchasing the acting skill at +3. Looking at the cost column of the acting skill, we see its cost is listed as 3+3. This means that the base level of acting costs 3 points, and each bonus costs an additional 3 points. Thus, to buy acting +3, Torus would have to spend 12 total buy points.*

If you already have a skill because of your template and you wish to increase the level of that skill, then you only pay for the bonus levels. You do not have to repurchase the skill at base level.

***Example of Increasing a Skill You Already Have:*** *Telanis took the assassin template and thus has stealth at base level. Stealth is listed as 3+3. So, if Telanis wants to purchase a +1 to his stealth skill, it costs him 3 points to do so.*

**Skill Attributes and Base Level**

In addition to a list of costs, each skill lists 1-3 attributes. These attributes determine the characters base skill level with the skill. To determine the character’s base level with a skill, add the three characteristics and then consult the chart below.

***Example of Base Level Calculation****: Vorlund is buying the Combat: Swords skill. The skill has the attributes DEX/AGI/STR. Vorlund has a 13 DEX, 13 AGI and 12 STR. His total is 38. This gives him a 10 sword skill to start. This costs 3 points. If Vorlund wanted a skill of 11 in swords, he would have to spend a total of 6 points. If he wanted a 12 skill, he would have to spend a total of 9 points. Finally, a 13 skill in swords would cost 12 points.*

***Another Example****: Davross buys the Alchemy skill. This skill is based on INT/INT/SPI. Davross has an INT of 19 and a 14 SPI. This is a total of 52. Davross would start the game with a 14 alchemy skill by spending 5 points. A 15 skill would cost 9 points; a 16 skill costs 13 points and a 17 skill costs 17 points.*

**Skill Level**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-9** | **10-12** | **13-16** | **17-20** | **21-24** | **25-28** | **29-31** | **32-35** | **36-39** | **40-43** | **44-46** | **47-50** | **51-54** | **55-58** | **59-61** | **62+** |
| **Level** | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

**Skill Defaults**

Each skill has a default category to which it belongs. This default determines how well a person with no training in the skill will perform when faced with a skill test. Everyone can climb to a limited degree, but they might need a rough surface, or a bunch of tree branches to succeed. Not everyone can cast magic spells and it takes specialized training to mix a potion.

Characters that purchase a skill with buy points, or gain a skill through their template are trained in the skill. A trained character uses his full skill level as calculated. Characters that did not buy the skill or gain it via their template are untrained in the skill and use their default skill level. The skill default categories are listed below.

* **None:** Characters must have the skill to succeed at any tests involving this skill. Skills with this default require very specialized training to perform with any proficiency. Most scholarly and magic skills, as well as a few of the rare physical skills fit into this category.
* **Half:** Many physical and combat skills have half defaults, as do some people skills. Anyone can try these skills and when they do, their skill is half (rounded up) their base level calculated from their attributes. Anyone can try to swing a sword, or climb a wall, but they will have only half the level of someone who actually purchased the skill or gained it from a character template.
* **Full:** Every character gets this skill for free. Bonuses to the skill should be purchased normally, but base level costs 0 points. Unarmed combat is the only skill that falls into this category.

Characters using skill defaults can get checks if they succeed in skill tests, but cannot place discretionary checks into these skills. Thus, raising the skill will be a slow, tedious process. See Experience for more details on raising skills.

**Skill Improvement**

Each skill has a number of improvement points listed in the chart. This is the number of improvement points needed to increase the skill by one level. Characters gain improvement points by using their skills and successfully completing adventures.

See the experience section for more details on raising skills.

**Skill Descriptions and Clarification**

**Acrobatics**

Acrobatics allows the character to leap, flip, tumble, walk tightropes and perform other superhuman feats of agility. When a character wants to pole vault onto a rooftop, flip over his opponent and strike him in the back or walk a tightrope in a windstorm, this is the skill to use. It may be substituted for any agility check at the GM’s discretion. In addition, if the character has enough space to run up, it can be substituted for the jumping skill.

**Suggested DLs and Modifiers for Acrobatics**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Walking a wide balance beam | 6-8 |
| Walking a narrow beam | 9-12 |
| Walking a greased beam | +4 |
| Walking a tightrope | 13-16 |
| Walking a tightrope in the wind | +2-4 |
| Doing a routine trapeze move | 6-8 |
| Doing a difficult trapeze move | 12-16 |
| Doing a standing back flip | 6 |
| Performing the flip in combat | 10-12 |
| Vaulting onto a one-story building | 8-10 |
| Vaulting onto a two-story building | 12-14 |

**Acting**

Acting is the ability to make an entertaining and convincing performance. In simple situations, like street plays, a roll against a low to moderate DL (between 6-12) based on the mood of the crowd can determine the reaction of the audience.

Acting can also be used to help disguise attempts. Often the DL of the acting roll will be the INT of the onlookers. The GM should apply modifiers to this DL based on the alertness of the onlookers and their association with person being impersonated. A success means that you seem to know what you are doing and the observers believe you are who you say you are. A failure means they spot some flaws in your performance and begin to ask questions and investigate further.

**Suggested DLs and Modifiers for Acting**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Performing a simple street play | 8 |
| Performing complex play with great character depth | 14 |
| Crowd is happy, drunk, well-disposed | -2 |
| Crowd is “tough” or uncultured | +2 |
| Crowd is openly hostile | +4-6 |
| Impersonating someone else | INT |
| Onlooker does not really know impersonated person | -1-3 |
| Onlooker is friendly with impersonated person | +1-3 |
| Onlooker is intimately associated with impersonated person | +3-6 |

**Administrate**

Administrate is the skill of running an organization. It encompasses aspects of accounting, bureaucratics and management. For an administrator, a skill roll could be made each month or so to determine the success of the organization.

For an adventurer, this skill allows the character to navigate the red tape that government and church offices generate. An administrate roll could be used to get a meeting with a clerk, determine the chance that a bribe will convince an official to change his decision and see errors in paperwork.

The DL of these skill checks will be up to the GM. Some suggestions are below.

**Suggested DLs and Modifiers for Administrate**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Spotting an obvious error in paperwork | 6-8 |
| Obtaining a license to sell goods in a major city | 9 |
| Determining if an official can be bribed | 9 |
| Obtaining an audience with a low-level clerk | 8 |
| Obtaining an audience with a high-level official | 13 |
| Obtaining an audience with a nobleman | 11-16 |
| Foreign culture | +1-5 |

**Alchemy**

The alchemy skill allows a character to identify potions he finds during the course of his adventures. Identifying a potion requires a field kit and a few minutes. The DL of the skill test is based on the commonality of the potion being tested.

**Suggested DLs for Alchemy**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Identifying a very common potion | 6 |
| Identifying a common potion | 10 |
| Identifying a rare potion | 14 |
| Identifying a very rare potion | 18 |
| Identifying a unique potion | 22 |

**Ancient Knowledge**

This skill allows the character to know some of the customs, magic and places of the ancients. The ancients are a powerful race of wizards that created all sorts of powerful devices and spells. The sun god Stratus destroyed these wizards when they defied him and tried to gain the gift of immortality. Today, most of the works of the ancients are gone, but remnants of their greatness exist all over Bostonia. Examples of architecture, roads, bridges, sewers and mysterious items can be found. When these “ancient artifacts” are encountered by the PCs, a character with ancient knowledge should be given a skill test to see if what information he has about the thing.

The DLs involved with this skill should be based on the obscurity of the information. If a piece of ancient history is common knowledge, then the DL should be low (like 4-8). If it is obscure, then a high DL (14 or more) should be required.

**Animal Handler**

This skill allows the character to groom, feed, pack and train many common animals. The character could calm spooked animals, break a newly found horse and diagnose common problems and diseases. In addition, training an animal falls under this skill.

Training an animal would take from several weeks to several months. Each creature could learn several commands. As a guideline, 2xINT would be a maximum number of commands that could be learned.

**Suggested DLs and Modifiers for Animal Handler**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Training an animal | 20 – beast INT |
| Diagnosing a common illness | 9 |
| Diagnosing a rare illness | 14-18 |
| Packing an animal (increase its carrying efficiency by 20%) | 10 |
| Calm a spooked animal | 10 |
| Calm a raging animal | 16 |
| Animal is even-tempered | -1-3 |
| Animal is foul-tempered | +1-6 |

**Artifacts**

This is the ability to discern the properties and uses of a magic object. A skill roll can be made to determine whether an item has arcane properties. The nature of these properties can then be determined with another artifact roll. The DL of these tests is variable, but should be proportionate to the power of the item.

A failed roll might mean the artificer must try again after some time. It may mean the PC has used a charge from the item, but learned nothing. If the roll fails by a considerable amount (10 or more), then the item might backfire causing damage to the PC and anyone around him. See Magic Items for more details on the artifacts skill.

**Carousing**

This skill allows a character to fit in, make friends and feel at home in new surroundings. Carousing gives the character the ability to find entertainment, good food, drink and company wherever he travels. A successful roll means the character finds facilities that suit him at a reasonable price. In addition, carousing helps the character fit in with the locals, make new friends in social situations and make strangers feel at ease with him. This can be helpful when trying to gain information, or impress a patron.

**Climb**

This skill allows the characters to climb trees, rock faces, walls and even sheer surfaces with the proper equipment. The difficulty of the check depends on the surface, its angle, smoothness and slickness.

**Suggested DLs and Modifiers for Climb**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Climbing a tree | 4-8 |
| A rough stone wall | 8-11 |
| A bricked wall with spaced ledges | 12-15 |
| A bricked wall with no ledges | 16-18 |
| Totally smooth wall | 20-24 |
| Wall is slick or wet | +2-4 |
| PC has climbing tools | Up to -8 |

**Combat Skills**

In general, when a character buys a melee combat skill, they actually get two skills. The first is an attack skill and the second is a parry skill. When the skill is first purchased, the levels in these skills are the same. Thus, if a character buys sword skill and has a 12 base level, they get a 12 parry skill with swords. Note, that the parry skill is modified by the parry modifier.

***Attack and Parry Skill Calculation****: Tarin the Ranger purchases combat: swords. His DEX is 12, AGI 16, STR 12. This gives him a 40 total and looking at the chart, an initial sword skill of 11. He purchases another level, so he starts the game at a 12 skill. This means he starts the game with a 12 attack skill as well as a 12 parry skill with swords. However, Tarin’s base defense is 10, which gives him a +2 parry modifier. Thus, Tarin attacks at level 12, while defending with level 14.*

After calculating, initial attack and parry values, the character treats them as two separate skills. Skill checks and improvement points are accumulated for attack and parry separately and the two scores can increase separately. See Experience for more details on raising skills.

In general, the combat skills are much the same. There are a few notable exceptions and they will be listed below.

**Combat: Magic**

This skill allows a mage to effectively target spells at his opponents. It is used for any ranged spell that is listed as a “ball/bolt” effect. The mage must roll to hit his target in this case, and his attack skill to do so is his combat magic skill. Combat magic is subject to all the rules that other missile combat skills follow. See Ranged Combat for more information.

Combat magic is unique in that it does not fall into one of the normal default categories. Instead, it defaults to half + 3. Most mages, even those without formal training, have an innate understanding of how to direct their spells, thus the higher default.

**Combat: Thrown**

This skill gives the character the ability to throw most weapons made for that purpose (knives, axes, rocks and throwing spikes). This skill does not impart the melee skill with any of these weapons.

**Combat: Shield**

This skill is different in that it has no attack value, only a parry value, also called a shield block. See Defense Modes for more information on the shield block.

**Combat: Unarmed**

This skill covers unarmed combat, as well as attacking with a makeshift weapon, such as a club. If striking with no weapon, only the character’s strength affects the damage. Clubs can add to that damage, much like a weapon. However, most makeshift weapons take significant penalties to hit. This skill is free, but bonuses must be purchased as normal.

A character can parry with his bare hands if need be. However, an unarmed character parrying an opponent with a weapon does so with a -3 penalty.

**Conceal**

This skill gives the character the ability to hide objects on his person, in a room, under a wagon or nearly anywhere. The size of the object does not matter, as long as there is enough space to hide it. The object in question could anything, including a person. This skill would be appropriate for a game of hide and seek, hiding goods from tax officials, stowing away on a ship, or any other situation where the hider is concealing a stationary object from a search and has time to consider the task.

In general conceal “tests” will not be rolled. Instead, the character concealing the object will determine where he will hide the object, the GM will figure out some appropriate modifiers and then the conceal skill will be added to these modifiers to determine the DL for the perception test required to find the object.

Conceal is special in that its default level is not the same as other skills. All characters have the conceal skill with a default of **Half** (see Skill Defaults for more details) or the character’s PER score – 7, whichever is greater.

**Suggested DLs and Modifiers for Conceal**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Hiding a speck of dust | +16 |
| Hiding a ring-sized object | +8 |
| Hiding a hand-sized object | +4 |
| Hiding an arm-sized object | +2 |
| Hiding a man-sized object | 0 |
| Hiding an elephant-sized object | -8 |
| Hiding a house-sized object | -12 |
| There is no “good” place to hide the object | -2-8 |
| There is no place to hide the object at all | -12-20 |
| Deception is used | +1-8 |
| Hider has time to prepare the environment to help his endeavor | +1-12 |

***Concealment Example****: Grasshopper has the concealment skill at level 10. A group of town guards is searching for him. He flees into a small yard with a hay wagon, several boxes and a small pile of trash. The guards will be here soon and there is nowhere to run. Grasshopper decides to find himself a place to hide. He decides that the trash pile is his best bet (the GM has indicated that it is big enough to hide him). The GM determines that there are no modifiers for size or space. However, since the number of places a human could hide is so few here, the GM rules that there is a –2 to the concealment. Thus, the DL of the guard’s perception test to find Grasshopper will be 8.*

***Another Example****: Let’s rewind a bit and say that Grasshopper opens one of the windows of one of the buildings bordering the yard. The GM figures that the guards will probably check in the hay wagon and in a few of the boxes, and then assume Grasshopper went through the window. The GM rules that this deception is worth a +5 to the concealment attempt. Thus, the DL for the perception test is 13.*

***Another Example****: The Dread Pirate Roberts is creating a hidden compartment on his ship. He spends a considerable amount of money to create a seamless wooden panel in the wall of his quarters. His concealment skill is 15 and the GM rules that his preparation is worth another +6. The DL for finding his panel is 21.*

**Converse**

This skill is the ability to use small talk to gain the confidence of a person. A successful test will allow the character to talk to the target, and gain useful information (assuming the target has any) and leave the target feeling good about the exchange.

The DL of this skill is the INT of the target (or his skill in conversation) modified by circumstance. This skill cannot be successfully used if the target knows the speaker is an enemy and should be very difficult if the target is expecting such a conversation.

**Suggested DLs and Modifiers for Converse**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Target is mildly intoxicated | -1-2 |
| Character has distinctive feature that causes dislike or discomfort in target | +4 or more |
| Target is wary or supposed to keep tight-lipped | +4 |
| Character has basic proficiency in target’s language | +2-4 |
| Character has full proficiency in target’s language | 0 |
| Conversation takes place in an inappropriate environment (guard on duty, in a loud place) | +1-6 |

**Craft**

This skill covers any number of jobs through which the PC can earn money in the fantasy world. Jobs include baker, cook, fisherman, sailor, candle maker, jeweler, fence, town crier and many others. A successful check will allow the character to find work in the field. When the character’s job performance is tested, a skill check against the craft is required.

The GM and the player will have to determine the primary and secondary attributes for a craft. A partial list of crafts and attributes is below. GMs can make changes to the attributes listed, or add crafts as necessary for his campaign.

|  |  |
| --- | --- |
| **Craft Name** | **Attributes** |
| Accounting | INT/INT/PER |
| Architect | INT/INT/PER |
| Astronomy | PER/PER/INT |
| Baker | PER/PER/SPI |
| Barrel Making | DEX/PER/INT |
| Brewer | PER/PER/SPI |
| Carpenter | DEX/INT/PER |
| Cartographer | PER/DEX/INT |
| Cook | PER/PER/SPI |
| Fence | CHA/PER/INT |
| Fisherman | DEX/STR/INT |
| Instructor | INT/WIL/CHA |
| Jeweler | DEX/DEX/PER |
| Law | CHA/CHA/INT |
| Mason | STR/DEX/PER |
| Mathematics | INT/INT/PER |
| Packer | STR/TOU/PER |
| Sailor | STR/AGI/DEX |
| Scribe | DEX/DEX/PER |
| Storyteller | CHA/CHA/INT |
| Teamster | STR/TOU/PER |
| Traveling Performer | CHA/DEX/AGI |

**Disarm Traps**

Disarm tells the would-be thief which wire to cut or which floor tile to pry loose to safely disable a trap. Some simple traps do not need to be “disarmed”. A plank can span a covered pit. Boltholes can be covered or avoided. Other traps have complex mechanisms, are placed so that they cannot be safely avoided, or use deception to hide its mechanisms and effects. In these cases, a disarm test can be made to see if the character can disarm the trap safely. The GM can determine the DL of this skill test, or the test can be based on the disarm traps skill, or the engineering skill of the trap maker.

If a character has the disarm traps skill, then he can set traps as well. His skill at setting traps will be the same as his disarm traps. A character with set traps skill must have knowledge or instructions detailing the traps he sets. He cannot design new traps. To design new traps, he must have the engineering skill.

**Diplomacy**

This skill allows the character to understand complicated political arguments and broker a deal between two or more factions. It is similar to the skill persuade, but diplomacy also includes an understanding of laws, proper procedures, and past precedents. A character using the persuade skill to conduct negotiations would come off as naive when dealing with the affairs of barons and bishops.

In general, a successful diplomacy roll means that the parties in question see the character’s views favorably. Based on the situation, and the discretion of the GM, this might mean that a deal is reached, or it might mean that a particular phase of the negotiations was concluded.

The DL of a diplomacy test is based on the complexity of the issues involved, the current relationship between the factions in question, and whether or not the diplomat is trying to reach a fair settlement, or a deal that favors one side over the other.

**Suggested DLs for Diplomacy**

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Issues are simple (treaty with one provision, agreeing to unite against an obvious common foe, getting someone to come to the negotiating table, short-term treaties, or agreements with escape clauses) | 8-12 |
| Issues are complicated (treaties with multiple provisions, trade treaties, terms of surrender, treaties with long-term ramifications) | 14-18 |
| Parties are allied | -4 |
| Parties are friendly | -2 |
| Parties are unfriendly | +2 |
| Parties are enemies | +4-8 |
| Diplomat is attempting to obtain the upper hand, as opposed to a fair negotiation. | Opposing Diplomat’s Skill, INT, or WIL |

**Disguise**

This skill allows the character to use makeup, wigs and costumes to look like someone else. This could be someone specific, or a type of person (i.e. a guard, monk or priest). In general the DL of the skill is the PER of the targets, or depending on the situation and the GM’s discretion, the INT of the targets.

In general, the modifiers to disguise are similar to those for acting when the character is trying to impersonate a specific person. Other modifiers are up to the GM.

**Suggested DLs and Modifiers for Disguise**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Target does not know impersonated person | -1-3 |
| Target friendly with impersonated person | +1-3 |
| Target intimately associated with impersonated person | +3-6 |
| Cursory physical search | +4 |
| Thorough physical search | +8 |

**Engineer**

This skill permits the character to design and build structures including bridges, shelters, houses and castles. The DL of any engineering skill test is based on the complexity of the structure being built and whether or not the design of the structure is new, or whether there are plans and examples for the character to work with.

In general, a successful test means that the design of the structure is sound and reasonably efficient. A failed roll means that the character has trouble designing the project. A failure of a couple points might mean delays in the project and another roll. A major failure might mean the project is beyond the character’s skill, or it might mean a fatal flaw in the design that will not appear until after the project has been started.

**Suggested DLs and Modifiers for Engineer**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Building a basic structure such as a shed or shelter. | 6 |
| Building a simple structure such as a bridge | 9 |
| Building a moderately complicated structure such as a house | 12 |
| Building a complicated structure such as a castle | 15-22 |
| Character is designing something new for which he has no plans or previous examples | +4 |

**Escape**

Escape is the ability to escape from bonds or manicles. It covers techniques such as contorting the body, dislocating joints, and breathing deeply to keep tied bonds from being too tight. The DL of the skill test is based on the type of bonds binding the character.

**Suggested DLs for Escape**

|  |  |
| --- | --- |
| **Activity / Condition** | **DL** |
| Ropes tied carelessly | 8 |
| Ropes tied carefully (may also use opposed escape or tying skill) | 12-14 |
| Manacles | 12-18 |
| Chains | 14-20 |

**Etiquette**

A character with etiquette can mix with the rich merchants and nobility of Bostonia. They know the proper tone and mannerisms that will impress the upper class. This skill can be used to gain audience with a baron or high Church official. In addition, it prevents the character from making mistakes, like taking the wrong position at the baron’s table, or ordering the wrong wine.

**Fast Draw**

This skill allows a character to ready an item in less time it would normally take. In the case of drawing a weapon, this normally takes a ½ action. With fast draw, it would take no time at all. In the case of readying other items, the time it takes a character with this skill is generally half the time it takes others. Also, this skill might take the place of certain SPD or DEX checks at the GM’s discretion.

**Suggested DLs for Fast Draw**

|  |  |
| --- | --- |
| **Task** | **DL** |
| Draw a weapon as a free action | 10 |
| Pull a potion from a belt and consume it in a half action | 12 |

**Fast Talk**

A character with fast talk thinks quickly and can often fool onlookers in stressful situations. When there is little time to check on the validity of the character’s statements, a fast talk test against the INT of the listener will mean that the listener believes what he hears. Obviously, the GM can apply bonuses or penalties if he feels the fast talker’s statements are particularly clever or patently absurd.

**Forgery**

This skill allows the character to create genuine-looking documents and even coins. A character that wants to forge documents must be able to read and write. A character that wants to forge coins will need to have knowledge of metallurgy. In addition, knowledge of the organization in question and the administrate skill can be helpful.

**Suggested DLs and Modifiers for Forgery**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Forging a simple seal, coin or document (functional lettering, pictures, no ornate borders) | 10 |
| Forging a moderately complex item (ornate lettering, many or complex pictures) | 14 |
| Forging a complex item or one designed to resist counterfeiting (very ornate lettering and borders, has “hidden” pictures) | 18+ |
| Documents will only undergo cursory inspection | -1-4 |
| Document undergoes thorough inspection | +1-4 |
| Character has access to equipment (tools, dies, presses) that are used to produce the item | -2-8 |

**Gamble**

This skill measures the character’s ability at games of chance. Depending on the GM’s mood, the character can make a skill test anytime he wagers. However, for long bouts of gambling, one test can be made for a whole evening. Success indicates that the character comes out ahead. Failure means a loss of money.

The DL of the skill test depends on the game and the opposing players. If the players are gamblers, their gambling skill is the DL. If the opponent is the house, the DL should be set by the GM and will probably be pretty high, since the house will stack most games in its favor.

**Herbalist**

The herbalist skill allows characters to find, recognize and prepare useful herbs. Each herb has its own methods of preparation, properties and skill DLs. A successful skill test allows the character to find useful herbs in the area and prepare them for use. The herbalist section has more details.

**Interrogate**

This skill allows the character to force a target into providing useful information. This might mean questioning the target unceasingly for hours at a time, intimidation, withholding food and water, or torture. A successful roll means the target breaks down and talks. A failure means that a target is resistant. The DL of this skill is the WIL of the target.

**Suggested Modifiers for Interrogate**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Using particularly horrific methods of torture | -1-4 |
| Using friends or loved ones as hostages | -1-4 |
| Using a target’s psychological limitation against them | -2-8 |
| Target has pain resistance | +6 |

In addition, the GM may allow this skill to be used to intimidate people without using the more unpleasant methods usually associated with interrogation. The character’s skill level would be the same, but most of the modifiers would not apply. Most notably, “using particularly horrific methods or torture” and “target has pain resistance” would not apply.

**Investigate**

This skill represents a character’s ability to find clues, interpret the testimony of witnesses and suspects and draw conclusions from this information. A character with investigate can substitute this skill for conversation, concealment, physician or PER when the character is investigating a crime scene, or questioning witnesses and such a test is required. If the character has investigate and one of these skills, the higher of the skills is used and the other can be used as a secondary skill. See Secondary Skills for more details.

***Example of Substituting Investigate for a Skill****: Pandorn the Devout is investigating the scene of a brutal murder. There is blood and broken glass everywhere. In the middle of the room, lies the unfortunate priest who was the victim of this assassination. Pandorn examines the body carefully, attempting to determine the approximate time of death. Normally, this would require the physician skill. However, Pandorn has the investigate skill. The GM rules that Pandorn can roll an investigate test to determine the time the priest was killed.*

**Knowledge**

A knowledge skill can be nearly anything. Since they represent scholarly knowledge of the subject, knowledge skills are based on intelligence. The DL of the roll depends on how obscure the requested information is.

**Language**

For three points, the character can speak another language. The languages that are present in Bostonia are Borakki, Bostonian, Cobrat, Goblin, Grunj, Pirate Lord, and Talak.

**Lockpick**

This skill allows the character to pick locks. A successful roll means the lock is defeated. A failure might mean that the attempt takes a couple minutes and then can try again. At the GM’s discretion, a bad failure (7 or more) means that the character cannot pick that lock until gaining more experience. A really bad failure might mean a broken set of lockpicks or even a jammed lock.

**Suggested DLs and Modifiers for Lockpick**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Simple lock | 6-8 |
| Average lock | 9-12 |
| Complex lock | 14-18 |
| Puzzle lock | 20+ |
| Improvised tools | +1-4 |
| Normal tools | +0 |
| Good tools | -1-2 |

**Magic**

This skill means the character has taken a rune and can cast the spells in the rune. The cost of this skill depends on the rune taken. Generally, a rune costs 7 or 8 points. A different magic skill must be bought separately for each rune. In addition, each rune has certain rituals, advantages and disadvantages associated with it. This skill is more thoroughly described in the magic section.

**Medical**

This skill allows the character to treat wounds, stop bleeding and set broken bones. A successful roll can give hit points back to the character as well as keep them from dying. The DL of this skill is based on the task attempted and the condition of the injured party. See the healing section about healing and the medical skill.

**Meditation**

This skill allows a mage to clear his mind and enter a trance-like state. After about an hour of this, he can regain some of his magical power. The DLs, modifiers and effects of this skill will be detailed in the magic section.

A mage that can rest quietly for an hour may test his meditation skill against a DL of 12. Based on his degree of success, he gains back a number of spell levels that he can distribute among his depleted runes.

|  |  |
| --- | --- |
| **Degree of Success** | **Effect** |
| Failed Skill Test | No levels are gained |
| Success by 0-2 | 1d3 levels are gained |
| Success by 3-6 | 1d4+1 levels are gained |
| Success by 7 or more | 1d6+1 levels are gained |

**Navigate**

This skill measures the ability of a character to find his way using landmarks, maps and the stars. Success means the character can find his way and guide the group to its destination. Failure means the way is unclear of that the group gets lost.

**Suggested DLs and Modifiers for Navigate**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Following a reasonably well-marked path with landmarks (light woods with game trail, plains or barren hills) | 5-8 |
| Path is not well marked, few landmarks and moderately difficult terrain (wooded hills, thick woods) | 9-12 |
| Difficult terrain with few or no landmarks (deep woods, swamps, mountains) | 14-18 |
| Character has good maps | -2-6 |
| Character has bad or confusing maps | +2-6 |
| Character has sextant, spyglass and other tools | -2-6 |
| Low visibility | +3 |
| Terrain is hard to pass or requires special skills to pass (mountains, rivers) | +0-4 |

***Example of Navigation****: Vorlund has navigation skill of 14. He is leading his adventuring band through thick woods. There are no marked paths, and there are few landmarks. The GM rules that the DL for this terrain is 12. However, the woods are so thick and dark, that the GM rules it is hard to maneuver through them, this adds 2 to the DL for a total of 14.*

***Another Example****: Vorlund is trying to find a pass through a mountain chain. The terrain is difficult for a DL of 16, but Vorlund has some good maps and bought a new cobrat spyglass. The GM rules that the maps give him a –3 DL and the spyglass an additional –2. This makes the final DL 11.*

**Orate**

This skill allows the character to communicate effectively with large groups. A character with this skill can write and deliver speeches, as well as compose speeches extemporaneously. Success with orate means that the character’s views are expressed well and are considered by the audience. This generally means that he gets a warm reception and sways many of the listeners to favor his viewpoint. Failure means the speech was ineffective. Perhaps even to the extent of boring or offending the audience.

**Suggested DLs and Modifiers for Orate**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Friendly crowd | 4-8 |
| Neutral crowd | 9-13 |
| Hostile crowd | 20+ |
| Speaker has language level 2 | +4 |
| Speaker has language level 3 | +0-3 |
| Speech plays upon compulsion or code of behavior | -2-4 |

**Persuade**

A character with this skill can convince others to help him. This skill is often used when PCs directly request aid or information from NPCs. The GM should use the results of this skill test to determine the NPC’s reaction to the request. The DL of this skill test is based on the NPC’s attitude toward the characters and their cause. However, at the GM’s discretion, the target may “resist” the persuasion attempt with their INT or WIL.

**Suggested DLs and Modifiers for Persuade**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Friendly target | 4-8 |
| Neutral target | 9-12 |
| Hostile target | 14-18 |
| Enemy | 20+ |
| Request is costly to the target | +2-4 |
| Request is extremely costly or dangerous to the target | +4-8 |
| Cause is in the long-term interest of the target | -0-4 |
| Cause directly benefits target | -0-4 |
| Persuasion attempt plays upon compulsion or code of behavior | +/- 2-6 |

**Pickpocket**

This skill allows the character to pilfer small objects from a target without the target realizing. Success gains the pickpocket an object from the target’s inventory. This could be a random item, or a specific one if the pickpocket knew what he was looking for. The victim’s PER is the DL of this skill test. This is modified by the situation.

**Suggested DLs and Modifiers for Pickpocket**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| In a crowd | -1-3 |
| In large crowd with lots of distractions | -3-6 |
| Target is watching for such an attempt | +4 |
| Target is intoxicated | -2 |
| Target is sleeping | -4 |
| Item is being worn by target | +4-8 |

**Physician**

This skill allows the character to diagnose and treat diseases, poisons and serious wounds. A successful skill test can return hit points to the target, or diagnose an ailment as well as suggest possible treatments. A more detailed discussion of this skill is in the section on healing and the physician skill.

**Repair**

The repair skill allows a character to maintain his weapons and armor as they take damage in combat. Generally, a successful repair check against a DL of 10 or more will repair one mark of damage on a piece of equipment. More details can be found in the Wear and Tear section.

**Riding**

Riding allows the character to ride a suitable animal. This includes the basic commands, controlling the animal as well as use of the various types of equipment. Riding a trained animal under normal conditions does not require a skill roll. However, untrained animals, or dangerous conditions, require a successful riding roll.

**Suggested DLs and Modifiers for Riding**

|  |  |
| --- | --- |
| **Activity / Condition** | **DL** |
| Calm an uncertain or startled animal | 8-10 |
| Forcing an animal to do something outside its nature (like getting a horse to run through a fire, or a giant lizard to jump an obstacle) | 14-16 |
| Guiding an animal on uncertain footing or through distractions | 10-18 |
| Remain on a bucking animal | 16-20 |
| Animal is poorly trained | +2 |
| Animal is untrained | +4 |
| Rider knows this particular animal | -2-4 |
| Rider knows this type of animal | -1 |
| Animal is wild | +2-4 |

In addition, various jumps and other tricks will require a riding test with the DL assigned by the GM.

**Riding in Combat**

Riding also allows the character to control an animal during combat and fight from its back. Each round in which a character rides an animal within 2 hexes of a combat situation, a riding test must be passed.

|  |  |
| --- | --- |
| **Activity / Condition** | **DL** |
| Riding a trained animal in combat | 10 |
| Riding an untrained animal in combat | 16 |
| Animal is injured | +4 |
| Loud noises or flashes (spells, firearms) | +2 |

|  |  |
| --- | --- |
| **Result** | **Effect** |
| Success by 3 or more | Horse will follow its rider’s commands. Rider gets a +1 to hit and ups his leverage die by one step if using a melee weapon. |
| Success by 0-2 | Horse will follow its rider’s commands. Rider can attack normally. |
| Failure by 1-2 | Horse will follow its rider’s commands, but rider takes a -2 penalty to attack. |
| Failure by 3-7 | Horse will avoid combat and try to position itself three or more hexes from battle. |
| Failure by 10 or more | Horse tries to throw the rider who must make a skill check to remain mounted. Horse does not move this round. Rider loses his action. |

The animal and rider move on the rider’s initiative. Controlling the animal is considered a zero-phase action, allowing the animal to move a full move and the rider to still make an attack.

Missile fire always takes a -2 and only thrown weapons, short bows or firearms may be used.

Ordering the mount to attack is a half phase action and is performed using the riding skill of the rider as the attack value. NOTE: Only animals trained specifically to fight (such as a warhorse, or a stoor) will even consider attacking unless cornered.

When using a melee weapon from the back of an animal, the high shot (1d8) hit location table is used. When attacking the rider of an animal the low shot (1d8+4) hit location table is used.

**Rune Knowledge**

This is knowledge of the magical symbols that exist in the world of Bostonia. Some of these symbols are manifestations of elemental power. Others have been left by wizards as wards and traps for the unwary. A character with this skill can recognize these symbols and determine their meaning and power. The DL of skill tests is based on the power and obscurity of the rune in question. A more detailed discussion is in the Magic section.

**Seduce**

Seduction is the art of flirting and using sexual tension to get a member of the opposite sex to do what you want. Generally, this skill is used to convince the other person to sleep with you. However, seduction could also be used to get the target to do you a favor, or to let a secret slip.

The DL of the skill test is based on the target's WIL. Alternately, the DL can be the target's INT if the motive for the seduction is obvious.

**Stealth**

This is the ability to move without being seen or heard. A successful check means that the character is undetected until the situation changes (a spotlight shines in the character’s direction, or the floor changes from a hard stone floor to a creaky, wooden one). The DL is the PER of the people being sneaked upon. This can be adjusted depending on lighting, ground/floor conditions, terrain and other factors.

**Suggested DLs and Modifiers for Stealth**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Bright lighting, no shadows or cover | +6 |
| Adequate lighting, few shadows and cover | +1-4 |
| Dim light and/or lots of cover | +0 |
| Very dark with lots of cover or distractions | -1-4 |

**Streetwise**

This skill is like etiquette for the slums. It allows the character to adopt the proper mannerisms and speech for dealing with the lower elements of society. The character can use this skill to gain contacts with the underworld, access the black market, gain information or hire an assassin. Failure might mean the character is rebuffed. A botched roll might bring hostility.

**Survival**

This is the ability to find shelter, food and water in a hostile environment. This skill is associated with a single type of environment that the character will pick when he chooses this skill.

Environments are:

* Arctic
* City
* Forest
* Jungle
* Mountain
* Plains/Grasslands
* Underground
* Urban
* Water

A successful roll means the character can find food, shelter and sufficient water for that day. For each point the skill roll is made by, one additional person can be fed. The DL of survival tests is based on the terrain.

**Suggested DLs and Modifiers for Survival**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Lush terrain with lots of small game, insects, fruits, nuts and so on | 4-8 |
| Average terrain with sufficient, but not always obvious resources | 11-13 |
| Rough terrain with little wildlife or vegetation | 15-18 |
| Bleached desert or frozen wastes | 22+ |
| Must find shelter quickly for a coming snow or sandstorm | 10-16 |
| Clean, fresh water is scarce | +8 |
| Clean, fresh water is abundant | -4 |
| Character has little or no useful equipment to cut, saw or dig | +2-4 |
| Character is well equipped with outdoor equipment | -2-4 |
| Frigid water | +6 |
| Swimming or treading water for an extended period | +2-8 |

**Swim**

This is the ability to swim and move in the water. Since you rarely need to know the exact speed that a character swims, this skill deals more with surviving and maneuvering in difficult waters and not with speed. The DL of a skill test is based on the conditions of the water. The GM should use his discretion in cases where speed or time is critical.

**Suggested DLs and Modifiers for Swim**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Normal water | 4 |
| Wavy water | 8 |
| Currents and undertow | 10 |
| Rolling waves and strong undertow | 14 |
| Storm, wind and waves | 20 |
| Frigid water | +6 |
| Swimming or treading water for an extended period | +2-8 |

**Tactics**

Tactics allows the character to assess his opponents, terrain and the combat situation. It allows characters to gain information and small advantages on the battlefield.

At the beginning of any combat, a tactician can make a roll to gain any one of the following pieces of information. After combat starts, tactics takes a half-action to use.

**Suggested DLs and Modifiers for Tactics**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Detect Ambush – This allows the character to find good ambush zones as well as determine when he is about to fall into an ambush. A successful use of this skill eliminates the free surprise round given to an ambusher. | 10 or opposed |
| Determine Enemy Plan – This allows the character to determine the plan of the enemy combatants, their objectives and what conditions (if any) would cause them to break off the attack. | 14 or opposed |
| Determine Terrain Bonus – This allows the character to take a terrain feature and determine what bonus or penalty someone would take for fighting from that feature. | 10 |
| Gage Enemy Stats – Normally, the GM should try to keep the stats of the opponents secret. This allows the character to know hit points, attack and defense values and armor. | 12 |
| Recognize Enemy Leader – This allows the character to determine who is the leader of an enemy group by watching them for a short time in or out of combat. | 12 or opposed |

**Theology**

This skill gives the character knowledge about the religions of the world. The nature of the religion, the philosophy, outlook, sects, totems and rituals are included. One use of theology is for the powers held by the Priests of Stratus (see Priest Powers for more details). Other uses include answering questions about the character’s religion, the religions of other cultures and also religions that have passed from the world.

**Suggested DLs for Theology**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Question is about the character’s religion. | 8 |
| Question is about a common religion, but not one practiced by the character. | 12 |
| Question is about a foreign religion that is known in the world and about which there has been much written. | 16 |
| Question is about a little known religion. | 20 |
| Question is about a religion that has been forgotten. | 24 |
| Question is very general and deals with well-known aspects of the religion. | -2-6 |
| Question is specific and/or deals with an obscure piece of knowledge. | +2-6 |
| Question deals with a secret piece of knowledge. Something that is deliberately hidden from non-believers. | +4-8 |

**Tracking**

This skill allows the character to follow a person or a group by finding signs of their passage. Success means the trail can be followed until the situation changes. Failure means the trail is lost. The DL of this skill is based on the conditions and number of people being tracked.

**Suggested DLs and Modifiers for Tracking**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Tracking through brush, soft ground, lots of potential for leaving a trail | 7 |
| Tracking through sparse, hard ground with little potential for leaving a trail | 13 |
| Tracking with no vegetation and stone or road | 19 |
| Large group making trail | -1-6 |
| Group contains animals | -2 |
| Rain, high winds or other harsh conditions | +2-4 |
| Darkness | +3 |
| Path crosses water | +2 |
| Group knows they are being followed and make an effort to not be tracked | +1 or opposed |

**Trading**

A character with trading can barter when he buys or sells goods. Success means the character gets a beneficial change in the price of an object. A failure can mean the original price remains, or that the shopkeeper no longer wishes to deal with the insulting character. To barter the DL is often the trading skill of the merchant. The price break given should range between 5% and 25%. A good guideline is about 2% for each point the die roll was made by.

In addition to barter, the trading skill can be used to appraise goods. The DL in this case is based on the type of goods in question and their rarity in the region. A wagon full of hides might be easy to appraise, but an ingot of strange meteoric metal might be very difficult.

**Suggested DLs and Modifiers for Trading**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Common goods, foodstuffs, hides, common metals | 6 |
| Rare metals, specialty goods | 10 |
| Foreign goods, goods that are not found in the region | 14 |
| Goods that are very rare, or are of interest only to collectors. | 20+ |
| Magic or ancient items | N/A |

**Talents**

Talents are special abilities and traits. Unlike skills, most talents have no levels associated with them; a character either has the ability or he doesn’t.

At character creation time, a character can purchase any talent for which he has the prerequisites by spending the required number of buy points. All such talent purchases are subject to the GM’s discretion unless dictated by the character’s template.

Once play starts, characters gain templates by spending free checks. See the Experience section for more details on learning talents once the campaign begins.

The table below lists the talents available to Runebearer characters. Each talent is described by the following attributes:

Name – The name of the talent.

Effect – This describes the game effects of the talent. Some talents can be purchased multiple times for an increased effect. This is shown as multiple lines in the effect section.

Prerequisites – Each talent requires the character to have certain skills and attributes at certain levels before he can purchase the talent. The prerequisites are divided into lines. To be eligible for a talent, the character must have all of the items in a single line.

Cost – Each talent costs a number of buy points to purchase at character generation, or a number of improvement points to learn once the campaign has started.

**Talent List**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Effect** | **Prerequisites** | **Cost** |
| Ability Increase | When you reach level 15 in a skill, you are eligible to increase any of the attributes that drive that skill. An attribute can be raised multiple times, but the skill level requirement increases by 3 each time. Your second increase can be purchased when you reach a skill level of 18. The third increase at 21, and so on. | * Skill 15+ | 5 |
| Absolute Direction | You always know which way you are facing and a rough estimate of the distance traveled. All navigation rolls and area knowledge skills are at a +2. | * Navigate 10+ * Survival 10+ * SPI 13+ | 3 |
| Absolute Timing | You know how much time has passed between two events and can make accurate assessments of how much time some action will take. At the GM’s discretion, you get a +2 to any skill test for which knowing the exact time would be important. | * Alchemy 10+ * SPI 13+ | 3 |
| Acrobatic Attack | 1. If you make an acrobatics check (DL 15), you may attack at any point in a full move. 2. If your acrobatics skill is higher than the target’s PER, you get +2 to hit. If your acrobatics skill is higher than the target’s AGI, you also get +2 damage. | * Acrobatics 15+ | 5 |
| Acrobatic Cleave | When you drop an opponent in melee combat, you may immediately take a half move and attack another enemy if you can make an acrobatics check vs. DL 15. You can do this once per combat round. | * Acrobatics 15+, Melee 15+ | 5 |
| Acrobatic Disengage | You make an acrobatics skill roll vs. DL 14 + 2/adjacent opponent. If successful, you can make a full move away from your attackers without suffering a free attack. | * Acrobatics 15+ | 5 |
| Administrator | 1. When running the finances of an organization, you can reduce the cost of operations by an additional 10% 2. Your bonus is increased to 20%. Requires Administrate 15+. 3. Your bonus is 30%. Requires Administrate 18+. | * Administrate 12+ | 4 |
| Adrenal Rush | If you remain conscious after being knocked to 50% of his hit points or less, you gain a +1 INI, +1 attack, -1 to all defenses and +2 to all damage rolls. Also, any physical skill rolls are made at +2. | * None | 5 |
| Adventurer | 1. You gain +2 hit points. If your template has a bonus to hit points, you gains additional hit points equal to 1/3 of your template bonus (round down). 2. Same bonus, but requires a skill of 20+ 3. Same bonus, but requires a skill of 25+ | * Combat 15+ * Magic 15+ * Survival 15+ * Thievery 15+ | 5 |
| Aegis | You gain a +2 to all saving throws due to being a favorite of the gods. | * Theology 15+ | 5 |
| Agile Escape | Instead of your strength score, you may use your agility score to escape or maintain a hold. | * Escape 12+ * Unarmed 15+ | 4 |
| Aimed Shot | 1. This is a combat maneuver in which the fighter takes an entire round to aim. He must stand perfectly still (taking a -3 to his defenses and may only dodge) for the entire round and can only draw and knock an arrow if he makes a quick draw skill test (at a DL of 15 instead of 10). The next round, he may loose the arrow with either a +3 to hit or +2 damage. For guns, this is a simple full action with no quick draw required. 2. Both the +3 to hit and the +2 damage are gained each aimed shot. (Requires a ranged skill of 20+) | * Ranged 15+ | 5 |
| Ambidextrous | You can use either hand with no penalty. Off-hand parries are done at no penalty. | * None | 5 |
| Analyst | When analyzing an artifact, you learn two characteristics of a device instead of one for each successful skill test. | * Artifacts 15+ * Investigate 15+ | 4 |
| Anesthetist | You can knock someone unconscious while in combat. On any blunt attack to the head or shoulders, you may make a physician roll vs. DL 15. If successful, the target must save with TOU or WIL vs. DL 20 or fall unconscious. This only works on humanoid targets. | * Physician 15+ | 5 |
| Animal Companion | You may train and keep a dedicated animal companion. The companion becomes a full-fledged NPC written up by the GM, gaining experience and so on. | * Animal Handler 15+ | 5 |
| Athletic | You are a talented athlete. You get a +1 to any STR, TOU or AGI check and an additional +2 if the check is related to running, swimming or jumping. Your base swim is increased by 1 hex/round and your base jump is increased by 1 meter. | * None | 5 |
| Attractive | You are physically beautiful and NPCs who care about such things will initially react well to the character. CHA-based skill rolls against members of the opposite sex are made at a +1, and any tasks based on sex-appeal and seduction are +3. | * None | 5 |
| Artifact Nullification | You get a +2 to save against any effects of artifacts. | * Artifacts 12+ * Theology 15+ | 3 |
| Artifact Resistance | When wearing an artifact with harmful side-effects, you take a -1 or -1/die from the effect. In some cases, the GM might have to come up with an appropriate lesser side-effect. | * Artifacts 15+ | 4 |
| Assistant | When assisting another character, you get an additional +1 to their skill roll and always get a check for your efforts. | * Intelligence 13+ | 3 |
| Avoid Bankruptcy | If an organization you are administering runs out of money, you manage to somehow find the funds to continue operations for one more month, essentially running the operation for free. | * Administrate 15+ | 3 |
| Back Biter | When you use your Backstab ability any wound roll is at +1. | * Backstab | 5 |
| Backstab | 1. If you surprise your opponent, you do double damage. If your opponent is in combat, but you can approach from behind, or with stealth, you do +2 damage. 2. You do triple damage on a surprise attack and +4 damage when attacking from behind. | * Template | 5 |
| Bard | After making a successful performance check, you get a +2 to all social skills when dealing with anyone in your audience. | * Craft 12+ | 5 |
| Base Defense Bonus | This ability increases the character’s base defense score. Please note, this will almost certainly increase the character’s dodge score and might increase the character’s parries as well. See Base Defense for more details.  Beyond what is given in a template, this talent may be taken once by a character that levels an adventuring skill to 15. | * Combat 15+ * Magic 15+ * Survival 15+ * Template * Thievery 15+ | 5 |
| Base Move Bonus | This ability increases the character’s base move score. See Base Move for more details.  Beyond what is given in a template, this talent may be taken once by a character that levels an adventuring skill to 15. | * Combat 15+ * Magic 15+ * Survival 15+ * Template * Thievery 15+ | 5 |
| Bleeder | 1. Any attack that does more than 3 points of damage has a 4/12 chance of causing a bleeder. 2. Your chance of causing a bleeder increases to 6/12. | * Bow 15+ * Knives 15+ * Physician 15+ | 5 |
| Blessed | This ability confers the blessing of the gods to the character. Two times each gaming session, the character gains a +1 bonus to a roll he would normally have missed. The player may choose when this ability is used. So, two times each gaming night, this character succeeds when he misses a roll by one point. | * Template | 4 |
| Blind Fighting | You ignore all penalties for fighting blind. As long as your opponents are within weapon’s reach, you fight normally. | * Perception 13+, Spirit 13+ | 5 |
| Blue Collar | You make 20% more when hired to perform a craft skill. | * Craft 15+ | 3 |
| Bodyguard | If you are standing next to an ally, you give them a +2 to defense, but you take a -1 penalty to your defense while doing so. | * Parry 15+ * Shield 12+ * Tactics 12+ | 5 |
| Bookworm | You have a knack for finding useful information when you have a library available. You get a +2 to any skill roll when you have a library nearby and time to peruse it. | * Investigate 15+ | 4 |
| Bone Cutter | You can use knives and swords to damage skeletal creatures normally. | * Necromancy 10+ * Physician 15+ * Theology 15+ | 3 |
| Bound Cast | You can cast when your hands are bound at a +3 spell DL and take no spell casting penalties for arm and hand wounds. | * Magic 15+ | 5 |
| Brawler | Your unarmed attacks do +2 damage. | * Unarmed 15+ | 5 |
| Break Fall | By making the appropriate skill check, you take half damage from a fall. (See Falling Damage.) | * Acrobatics 12+ * Climb 10+ | 3 |
| Breath Control | You can hold your breath 5x longer than normal. | * Swim | 3 |
| Calm Casting | You can cast Very Short spells in combat as though they were Not Engaged, but it takes 5 full combat rounds to do so. | * Meditate 15+ | 5 |
| Campaigner | You sleep well under any circumstances, including bugs, heat, noise, or wearing armor. As long as there is some time for you to sleep, you are rested and suffer no penalties. | * Toughness 13+ | 3 |
| Careful Shot | You take normal penalties for firing into melee, but only hit your allies on a 1 in 12. | * Ranged 15+, Perception 13+ * Spirit 15+ | 5 |
| Careless Shot | You take no penalty for firing into melee, but if you miss your target, you hit an ally on a 1-4 on a d12. | * Ranged 15+ * Spirit 15+ | 5 |
| Caretaker | You may use medical and physician skills on animals without a penalty. | * Animal Handler 12+ | 3 |
| Casting Parry | 1. You can cast with a single hand and parry or shield block with a weapon in the other. Either spell casting or the parry attempt takes a -2. 2. Neither action takes a penalty. (Requires Magic 15+) | * Magic 12+, Staff 12+ * Magic 12+, Shield 12+ * Magic 12+, Sword 12+ | 5 |
| Catch | * + - 1. You may use your skill to catch thrown projectiles directed at you. The difficulty for doing so is the thrower’s skill + 2.       2. You may catch arrows and bolts by making a skill roll vs. DL 25. | * Thrown 15+ * Unarmed 15+ | 5 |
| Channeling | Before casting a spell, you may pledge up to 3 magic levels (they must come from the same rune as the spell you are about to cast) and get a bonus of +1 for each level. These levels are automatically lost. | * Magic 12+ | 5 |
| Chatterbox | You may make a skill check vs. the target’s INT or CHA. If successful, your target gets a -1 to all actions as long as you keep up the banter. | * Fast Talk 15+ * Interrogate 15+ | 5 |
| Choke Hold | When you grapple a foe, you can choose to do STR(-1) + 1d4 damage through all armor. | * Unarmed 15+ | 5 |
| Circus Rider | You take no penalty for riding strange animals, or riding without a saddle. You get a +2 to your riding skill to perform tricks and jumps and any combat penalties for riding are reduced by one. | * Animal Handler 15+ * Riding 15+ | 3 |
| Cleave | When you drop an opponent in combat, you may immediately take a one hex move and attack another enemy. You can do this once per combat round. | * Combat 15+ | 5 |
| Closet Fighter | With regards to obstructions, a medium weapon is considered small and a small weapon takes no penalty. An unarmed closet fighter is +1 to hit and damage when he is in the same hex as an opponent, or grappling him. | * Combat 15+ * Escape 15+ * Unarmed 15+ | 5 |
| Combat Caster | You get a +3 to the willpower roll to maintain a spell after taking damage. | * Magic 15+ | 5 |
| Combat Medic | If you add +4 to the DL, you may perform a medical skill check in 2 combat rounds instead of the usual 5 minutes. | * Medic 15+ | 4 |
| Combat Reflexes | You get a +1 INI. In addition, you are never surprised. | * Perception 13+ | 5 |
| Contingent Casting | You may cast a spell at a DL of +4 and then have it fire based on a trigger and target you define. | * Rune Knowledge 15+ | 5 |
| Contortionist | You can twist your limbs in ways they should not be able to go. You get a +2 to any escape or concealment roll that depends on you being able to fit inst a small space or twist yourself into an awkward position. You get a +2 to all break fall checks and take -1 damage against any blunt attacks or from falls. | * Agility 13+ | 4 |
| Coordinated Attack | If you attack your target at the same time as an ally who also has this talent, you both get a +1 to hit and +1 damage. | * Combat 15+ * Tactics 12+ | 4 |
| Counter Attack | Once per combat, you may make a counter attack against an opponent who approaches you from the front and attacks you. This attack is a free attack, but comes after your opponent takes his turn. | * Combat 15+ * Tactics 12+ | 5 |
| Crafter | Raising craft skills costs one improvement point and gaining new crafts costs ½ the free checks and time. | * None | 3 |
| Crippling Blow | 1. A blow to the chest cripples your opponent on a 4/12, a blow to the legs on a 6/12. A crippled opponent is -1 INI, -1 movement and -1 defense for 1d3 rounds. 2. Your chance to cripple an opponent increases to 6/12 and 8/12. | * Combat 15+ * Physician 15+ | 5 |
| Cutter | If you are using a melee weapon that has a leverage die of 1d6 or less, you may substitute your Dexterity for Strength to determine your damage. | * Melee 15+ | 5 |
| Dark Consumption | You may pledge 3 hit points when you cast a spell and its damage increases by 3. | * Magic 15+ | 5 |
| Dark Curse | You may pledge 3 hit points when you cast a spell and its resist DL increases by 3. | * Magic 15+ | 5 |
| Darkvision | You can see in dim lighting as though it were daytime. You can see in total darkness up to a distance of 40 meters. | * Template | 5 |
| Darn Lucky | In anything but a knowledge skill, you may replace one INT with SPI to determine your skill level. | * Gambling 15+ | 5 |
| Dead Eye | Once per combat, you can substitute your Perception for your Strength to determine the damage of a melee attack. Alternately, once per combat, you may substitute your Perception for the weapon damage of a ranged attack. | * Combat 15+ | 5 |
| Deductive Leap | Once per gaming session, you may roll your skill against a DL 16 to ask the GM a question pertaining to the current scenario. The question must be able to be answered with a yes or no. | * Investigate 15+ | 5 |
| Defensive Draw | With a fast draw skill check vs. DL 12, you may draw your weapon as a free action just before an opponent swings at you in combat. This allows you to parry with your weapon normally against the incoming attack. | * Fast Draw 15+ | 3 |
| Desperate Fighter | You do +1 damage whenever you are engaged by 2 or more opponents | * Dodge 12+ * Parry 12+ | 5 |
| Dirt In The Eyes | This is an attack maneuver using the throw or unarmed skill at a -3 penalty to hit. If the attack hits, the target’s eyes are irritated and he takes a -2 to attacks and defenses for 1d4 rounds. The target must be adjacent to the attacker. | * Throw 15+ * Unarmed 15+ * Template | 5 |
| Disease Resistant | You get a +3 to save against disease or disease-based effects. Any effects that do occur are -1 point/die. Any diseases you succumb to have their effects and duration halved. | * Medical 15+ * Physician 15+ * Survival 15+ * Theology 15+ | 3 |
| Divine Aura | Your very presence gives your allies a +1 to-hit, damage and saves against demons, the undead and cults opposed to Stratus and Aestra. | * Theology 15+ | 5 |
| Dodge Bonus | This ability increases the character’s dodge score. See Dodge for more details. | * Template | 3 ea. |
| Door Finder | Once per gaming session, you may ask the GM if there are any secret doors or compartments in the space you are currently searching. If there are any, you find them immediately without having to test any attributes or skills. | * Conceal 15+ * Investigate 15+ * Streetwise 15+ | 5 |
| Double Shot | 1. You can fire two arrows in a single draw, but both must be at the same target. The penalty to do so is -4. 2. Each arrow can be fired at a different target and the penalty is only -3. | * Bow 15+ * Template | 5 |
| Dying Breath | Before going unconscious in combat, you get one final action. If you are surprised, you may not use this talent. | * Willpower 13+ | 3 |
| Everyman | You can use your skills to blend in with a crowd. Treat the skill in question as the stealth skill and the number of people around as the “darkness” conditions. | * Acting 15+ * Stealth 15+ * Streetwise 15+ | 5 |
| Extended Block | You may use the maneuver “Block for Someone Else” on any ally in an adjacent hex, but you take an additional -1 to the parry attempt. | * Parry 15+ | 5 |
| Extended Spell Casting | Any spells delivered directly, or through touch have their area of effect increased by one target, or one hex (cone, radius increases). | * Magic 15+ | 5 |
| Fast Climber | Your climb speed is 2 hexes/round. | * Climb 15+ | 3 |
| Fast Fists | 1. Your fists gain the weapon trait Fast(3) 2. Your fists gain the weapon trait Fast(4) (requires Unarmed 18+) 3. Your fists gain the weapon trait Fast(5) (requires Unarmed 20+) 4. Your fists gain the weapon trait Fast(6) (requires Unarmed 22+) | * Speed 15+ * Unarmed 15+ | 5 |
| Fast Healer | You heal 1.5x as fast and all healing results on you are at +1 | * Spirit 13+ * Strength 13+ * Toughness 13+ * Willpower 13+ | 5 |
| Fast Learner | You learn new skills (except for knowledge skills and crafts) in half the time and they cost two less free checks. | * Intelligence 13+ | 4 |
| Fast Reload | Any weapon with a reload time takes one round less to reload. If the weapon takes one round already, then its time is reduced to ½ round. | * Crossbow 15+ * Fast Draw 15+ * Pistol 15+ * Rifle 15+ | 5 |
| Favored Enemy | You may name a class of opponents (a species or faction) and get a +1 to hit, +1 damage and +1 wound rolls against them. You cannot choose your own species. | * Combat 15+ * Magic 15+ * Tactics 12+ | 5 |
| Fearsome Display | You take a round to show others your prowess with your weapons. All intelligent enemies that saw the display must save (INT or WIL vs. DL of your skill) when they first approach you. If they fail they are -1 to hit and -1 damage against you. | * Acting 12+ * Combat 15+ | 5 |
| Feat of Strength | You can push your Strength by up to 5 points, but you take damage (1d2 for 1 extra STR, 1d3 for 2, 1d4 for 3, 1d6 for 4 and 1d8 for 5) after doing so. | * Strength 13+ * Willpower 13+ | 5 |
| Feign Death | You can lie still and slow your metabolic processes to the point where people will mistake you for dead. Someone actively checking will need to make a PER (-5) roll vs. your skill. | * Acting 15+ * Meditate 15+ | 4 |
| Ferocious Spell Casting | 1. Your direct damage spells do +1 damage. 2. Your direct damage spells do +2 damage. (Requires Magic 15+) 3. Your direct damage spells do +3 damage. (Requires Magic 18+) | * Magic 12+ | 5 |
| Fight with Wild Abandon | You get a +2 to damage rolls, but take a -1 to all defenses. | * Template * Combat 15+ | 5 |
| Fighting Mastery | 1. You may reroll any single die roll pertaining to combat (to hit, damage, etc.) once per session. 2. You may reroll any single die roll pertaining to combat (to hit, damage, etc.) twice per session. 3. You may reroll any single die roll pertaining to combat (to hit, damage, etc.) three times per session. | * Combat 15+ | 5 |
| Fish In a Barrel | When you attack a prone opponent, you get a +1 to hit and +2 damage. | * Melee 15+, * Tactics 12+, | 5 |
| First Shot | When you are using your bow and an enemy wins initiative and runs up to you, you may get off a first shot if you have not yet used your action this round. | * Ranged 15+ | 4 |
| Flanker | 1. When you flank an opponent, you get +2 damage. 2. When you flank an opponent, you get +4 damage. Requires Stealth or Physician 18+, or Tactics 15+. | * Physician 15+ * Stealth 15+ * Tactics 12+ | 5 |
| Focused Research | If you have a library available to you, you can study for six hours to gain a +4 to a single skill roll. For instance, you could research artifacts to get a bonus to identify a magical sword, or you could study a treatise on lock smithing to gain a bonus to pick a certain lock. | * Alchemy 15+ * Ancient Knowledge 15+ * Herbalism 15+ * Investigate 15+ * Rune Knowledge 15+ | 5 |
| Focused Spell Casting | You may cast spells marked not engaged as though they were combat (CL) spells. | * Fast Draw 12+ * Magic 15+ | 5 |
| Free Dodge | You can dodge an additional attack each round without your defense degrading. (This replaces combat sense.) | * Dodge 13+ * Template | 5 |
| Free Parry | You can parry an additional attack each round without your defense degrading. | * Parry 15+ * Template | 5 |
| Free Spirit | You get a +2 to any save against an effect that would immobilize or slow you. Any such effects last for a round less and have a -1 effect/die. | * Escape 15+ | 5 |
| Frugal Archer | You have an 8/12 chance of recovering missiles that miss. | * Ranged 15+ | 3 |
| Get Down | If you are standing next to an ally, you give them a +1 to dodge against ranged attacks, but you take a -1 to all defenses while doing so. | * Dodge 13+ * Tactics 12+ | 5 |
| Get Inside | You can close against an opponent with a longer weapon without losing the initiative. Once you have closed with your opponent, you get a +1 defense. | * Knives 15+ * Speed 15+ * Unarmed 15+ | 5 |
| Greedy Disarm | When you disarm an opponent, you can choose to end up holding the weapon. | * Combat 15+ | 5 |
| Green Thumb | You can make anything grow in even the harshest conditions. You get a +4 to any checks dealing with growing plants | * Farming 15+ * Herbalism 15+ | 3 |
| Grenadier | You can alter the target hex of a thrown bottle or spell by 1d3 hexes even if this makes the missile land around a corner or into an unseen area. | * Alchemy 15+ * Thrown 15+ | 5 |
| Hard Drinker | When drunk, you take no penalties to any physical action. In addition, you always win a drinking contest unless your opponent has this talent. | * Carouse 12+ * Toughness 13+ | 3 |
| Hardy | You are a hardy sort and are generally nonplussed by physical hardship. You get a +1 to TOU rolls, rarely gets ill. In addition, you move 20% more when traveling overland and never suffer ill effects from fatigue, hangovers and other minor physical ailments. | * Toughness 13+ * Willpower 13+ | 5 |
| Head Butt | If you have previously grappled a target, you can hit him in the head for STR + 1d4 damage. Alternately, you can attack a non-grappled, adjacent target, but only if you surprise him. This attack stuns on a 3/12. | * Unarmed 15+ * Template | 5 |
| Healing Hands | 1. Any healing effects you perform get a +1 to their amount. 2. Any healing effects you perform get a +2 to their amount. (Requires 18+) 3. Any healing effects you perform get a +3 to their amount. (Requires 20+) | * Healing Magic 15+ * Herbalism 15+ * Medical 15+ * Physician 15+ * Theology 15+ | 5 |
| Heavy Infantry | Your armor encumbrance is reduced by 20%. | * Combat 15+ | 5 |
| Herb Finder | If you make an herbalism roll at DL 15, you can choose what herb you receive from the regional herb chart, as opposed to getting a random one. | * Herbalist 15+ | 5 |
| Hiker | Your overland movement rate is 50% greater than normal. In addition, any Navigation roll to determine if you can overtake, or beat another group to a location is at a +4. | * Navigate 15+ * Survival 15+ | 4 |
| Hit Point Bonus | This ability increases the character’s hit point total. | * Template | 2 ea. |
| Hone Weapon | You can use your repair skill to hone weapons, giving them temporary bonuses. | * Repair 12+ | 5 |
| Impaler | 1. When you wound someone, you may choose to leave your weapon in them on a 4/12. This will increase any wound penalties they suffered by 1. If they pull the weapon out, it takes a full round and they suffer a bleeder. 2. Wound penalties are increased by 2 and they take 1d6 damage if they pull the weapon out in addition to the bleeder. Requires skill level 20+. | * Spear 15+ * Pick 15+ * Sword 15+ * Spear 15+ | 5 |
| Improbable Shot | 1. Once each night, you may call for an improbable shot and regardless of your normal chance to hit, you get a 2/12 chance to succeed. 2. Your improbable shots have a 4/12 chance to succeed. | * Bow 15+ * Crossbow 15+ * Gambling 15+ * Pistol 15+ * Rifle 15+ * Theology 15+ | 4 |
| Improved Charge | When you perform the “Charge” maneuver, you get no penalty to hit. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Disarm | When you perform the “Disarm” maneuver, you get a +1 to hit and a +3 to the attribute test. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Disengage | When your opponent gets a free attack because you are disengaging from melee, his attack does not get the normal +2 bonus. | * Melee 15+ * Tactics 12+ | 5 |
| Improved Feint | If you feint and fail, there is no penalty. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Give Ground | When you Give Ground, you may retreat two hexes. | * Tactics 12+ | 5 |
| Improved Press | * 1. When you press, you take only a -1 to hit and may push your opponent back up to 2 hexes.   2. When you press you do full damage. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Rushed Strike | You take a -2 to hit for a +4 to initiative. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Sweep | 1. You take only a -3 attack penalty and do full damage when you sweep. 2. You may attack everyone in the front three hexes when you sweep. 3. You may attack all adjacent opponents when you sweep. Requires Combat 20+ or Tactics 17+. | * Combat 15+ * Tactics 12+ | 5 |
| Improvised Weapon | You can use everyday objects as weapons. Objects will typically have a -2 to hit and do a die step less in leverage. However, you can use your regular combat skills to wield them. | * Combat 12+, Perception 13+ |  |
| In Plain Sight | You take only ½ the penalties for having “no good place” or “no place” to hide an object. | * Conceal 15+ | 4 |
| Increased Range | Increase the range step of your missile weapons or spells by 2 hexes. | * Ranged 15+ | 5 |
| Instant Aim | * 1. You can aim your bow with a 0-time action, meaning you can move and shoot a bow without taking a snap shot penalty.   2. Your bow gets the weapon trait Fast(1) (Requires Ranged 15+ and SPD or DEX 15+).   3. Your bow gets the weapon trait Fast(2) (Requires Ranged 18+ and SPD or DEX 15+) | * Ranged 12+ | 5 |
| Iron Grip | You can climb and still have a hand free to act (and even fight) without penalty. You get a +4 to any check against being disarmed. | * Climb 15+ | 3 |
| Jack of All Trades | You may use any craft skill as though you had a skill of 8, or half the score you would have had if you had bought the skill whichever is higher. | * Any three Craft skills | 5 |
| Keep Away | 1. If you preempt someone due to having a longer weapon and then hit them, you have a 4/12 chance of ending their turn before they attack, but not before they move into the adjacent hex. 2. The chance increases to 6/12. (Requires a skill of 18+) | * Polearm 15+ * Staff 15+ * Template | 5 |
| Knockdown | 1. A blow to the chest that does 3 or more points of damage knocks the target down on a 4/12. A blow to the legs that does 3 or more points of damage knocks the target down on a 6/12. 2. Your chances to knock down increase to 6/12 and 8/12. Requires Combat 18+, or Tactics 15+. | * Improvised 15+ * Staff 15+ * Tactics 12+ * Two-Handed 15+ * Unarmed 15+ | 5 |
| Know It All | You can make a knowledge check on any reasonable subject (GM’s call) as though you had a skill of 8 (or half if that is higher). | * Charisma 13+ * Intelligence 13+ | 5 |
| Ladies’ Man | You get a +2 to all social skill checks when dealing with the opposite sex. Also, members of the opposite sex will generally go out of their way to help you and will take a -1 to all skill rolls when acting against you. If you are captured, or otherwise in jeopardy, members of the opposite sex who are your enemies will have to make a WIL or INT roll vs. your CHA (alternately, you can use a social skill if you are able) to resist coming to your aid. | * Charisma 13+ * Seduce 12+ | 4 |
| Leap Attack | When you can drop onto your opponent from above, you get a +2 to hit and have a 6/12 chance of knocking him prone. | * Acrobatics 15+ | 5 |
| Light as a Feather | You take 1 point/die less damage from falls. | * Acrobatics 15+, Break Fall * Climb 15+, Break Fall | 4 |
| Light Infantry | You get a +1 INI and a +1 move if you wear less than 36 points of armor. | * Acrobatics 15+ * Combat 15+ | 5 |
| Light Sleeper | You will wake up to any disturbance. While sleeping, the character instantly wakes up and is alert as soon as any noise occurs near him. | * Perception 13+ | 3 |
| Line of Fire | If you miss your first target with a ranged attack, the attack continues on and you must attack the second person in the line of fire, and the third, etc. until your attack hits someone, or a barrier, or flies off of the combat map. | * Ranged 15+ | 3 |
| Linguist | At character generation, you may purchase new languages for one point less. When learning them through experience, they cost 5 checks less to learn. | * Intelligence 13+ | 4 |
| Lone Wolf | You get a +1 to all rolls when acting alone. | * Stealth 15+ * Survival 15+ | 5 |
| Lucky SOB | Once per session, you may totally ignore the effects of one attack. Your incredible luck makes the attack miss you entirely. However, you are *cursed* for the rest of the session. | * Spirit 15+ | 5 |
| Luddite | When attacking inanimate objects, robots or other machinery, you get +1 damage/die. | * None | 3 |
| Mage Slayer | When you strike a mage, they take a -4 to their concentration check to maintain spell casting. You also get +1 to wound rolls against mages. | * Rune Knowledge 15+ * Theology 15+ | 5 |
| Magic Mastery | 1. You may reroll any single die roll pertaining to spell casting (cast roll, to hit, damage, etc.) once per session. 2. You may reroll any single die roll pertaining to spell casting (cast roll, to hit, damage, etc.) twice per session. 3. You may reroll any single die roll pertaining to spell casting (cast roll, to hit, damage, etc.) three times per session. | * Magic 15+ | 5 |
| Mana Burn | * 1. When you choose to lose hit points due to spell failure, you lose one less point.   2. You lose 1 less point for every spell level you would have lost. | * Magic 15+ | 4 |
| Master Trader | 1. You get an additional 10% break/profit when you make a successful trade check. 2. Your bonus profit increases to 20%. Requires a skill level of 20+. 3. Your bonus profit is 30%. Requires a skill level of 25+. | * Persuade 15+ * Trade 15+ | 5 |
| Medical Mastery | 1. You may reroll any physician, medic or herbalism roll once per session. 2. You may reroll any physician, medic or herbalism roll twice per session. 3. You may reroll any physician, medic or herbalism roll three times per session. | * Herbalism 15+ * Medic 15+ * Physician 15+ | 5 |
| Meditative Archery | You can meditate (DL 15) to get a +1 to all missile combat for that day. | * Meditate 12+ | 5 |
| Meditative Curse | You can meditate (DL 15) to give your spells a +2 to their save DLs for the day. | * Meditate 15+ | 5 |
| Meditative Dodge | You can meditate (DL 15) to gain a +1 to dodge for the day. | * Meditate 12+ | 5 |
| Meditative Fury | You can meditate (DL 15) to get a +1/die damage to all direct damage spells for the day. | * Meditate 15+ | 5 |
| Meditative Shield | 1. At the beginning of the day, you may make a meditation skill roll (DL 15) and gain a +2 to all magic saving throws for that day. 2. You also take -1 effect/die from spell effects. | * Meditate 15+ | 5 |
| Meditative Spell Casting | 1. You can meditate (DL 15) to get a +1 to your casting attempts for the day. | * Meditate 15+ | 5 |
| Meditative Spike | 1. At the beginning of the day, you may make a meditation skill roll (DL 15) and gain a single use of Meditative Spike which will increase the save DL of a spell by 4, or will increase the damage by 2/die. 2. You gain 2 charges of Meditative Spike. 3. You gain 3 charges of Meditative Spike. | * Meditate 15+ |  |
| Mentor | When someone assists you successfully, they get an improvement point instead of a check. | * Charisma 13+ * Intelligence 13+ | 3 |
| Method Actor | If you can study a target for at least three days and make a successful skill check of DL 15, you gain useful insight into the target’s nature and get either a +2 bonus to all non-combat checks against the target, or a +1 to combat skill rolls against the target. This bonus lasts for a single adventure. | * Acting 15+ * Investigate 15+ | 5 |
| Mimicry | You may use your skill to imitate a sound or voice you have heard. | * Acting 15+ * Fast Talk 15+ | 3 |
| Mobile Fighter | You take no penalty for moving before attacking. | * Acrobatics 15+ * Combat 15+ * Tactics 12+ | 5 |
| Mobility | You get a +1 initiative and +1 base move. | * Acrobatics 15+ * Combat 15+ * Tactics 12+ | 5 |
| Mountain Affinity | You get a +1 to all skill rolls when in the mountains. | * Mountain Survival 12+ * Navigate 12+ | 5 |
| Mounted Fighter | 1. You can ride an untrained mount into battle as though it were trained. If you ride a trained mount into battle, your penalties are reduced by 2. 2. When mounted you get an additional +1 initiative, +1 to hit and +1 damage. | * Riding 15+ | 4 |
| Nature’s Friend | In general, animals no longer fear you. Small animals will come up to you and treat you as their friend. When alone in the wild, you will have 2d6 small creatures flitting around you. | * Animal Handler 15+ | 3 |
| No Escape | When an opponent disengages you because they have support, you can choose to take a free attack on them anyway, but then their support characters get free attacks against you (at no bonus). | * Combat 15+ * Tactics 12+ | 4 |
| No Sense of Smell | You cannot smell, but get a +2 to save against gases and are immune to attacks that rely on stench. | * Special Background * Template | 3 |
| Observer | 1. If you observe your enemy for one round, you get a +1 attack, damage and defense against him for that combat. 2. In addition to the other bonuses, any of your talent abilities get a +1 chance to occur against an observed opponent. | * Tactics 12+, Perception 12+ | 5 |
| Padfoot | You can make full moves while using stealth. | * Stealth 15+ | 5 |
| Petitioner | You can petition Stratus, Aestra and their saints for aid. You start the game with 6 petitions learned and can attempt to petition up to 3 times/day,  Generally, only priests can purchase this talent. However, it is possible that priestesses and holy characters with special backgrounds can learn to petition. Talk to your GM. | * Theology, Special Background * Template | 7 |
| Piercer | 1. Your weapon gains Pierce(1). 2. Your weapon gains Pierce(2). | * Knives 15+ * Pick 15+ * Tactics 12+ | 4 |
| Phalanx | When standing next to an ally, you both get a +1 defense. The maximum you can stack this bonus is +4. | * Shield 15+ * Tactics 12+ | 5 |
| Point Blank Shot | You get a +1 to hit and +1 damage when firing at point blank range | * Ranged 15+ | 5 |
| Poison Resistance | You gain a +4 to save vs. poison or poison-based effect. Any effects that do occur are at a -1 point/die. | * Alchemy 15+ * Disarm Traps 15+ * Survival 15+ | 4 |
| Porter | Your pack counts as 10 points less toward you encumbrance. | * Strength 13+ * Agility 13+ | 4 |
| Pin | With a bow or thrown weapon, you can take a -5 to hit and pin a part of the foe to a nearby surface. The DL to escape a pin is the damage of the attack +5. | * Bow 15+ * Thrown 15+ | 5 |
| Press Gang | This is a combat maneuver in which the attacker uses his unarmed combat skill at a -3 penalty. A successful attack hits the head and stuns the target for 1 round in addition to whatever damage is done. This attack only works with fists or clubs and the target’s head must be armored with 1 defense or less. | * Unarmed 15+ * Template | 5 |
| Prolific Herbalist | 1. When you search for herbs, you get a +1 to the amount gathered, or +1 to the number of bunches you find. 2. You get both +1 bunches and +1 to the amount of each bunch. | * Herbalist 15+ | 5 |
| Prone Combat | You suffer no combat penalties when prone. | * Acrobatics 12+ * Climb 15+ * Knife 15+ * Unarmed 12+ | 4 |
| Pugilist | * 1. Your fists now do STR + 1d3 damage   2. Your fists now do STR + 1d4 damage (requires Unarmed 15+)   3. Your fists now do STR + 1d6 damage (requires unarmed 18+)   4. Your fists now do STR + 1d8 damage (requires unarmed 20+) | * Unarmed 12+ * Template | 5 |
| Quick Blade | If you a wielding a weapon with the Fast trait, increase the chance by 1. | * Combat 15+ * Fast Draw 12+ * Pickpocket 12+ | 5 |
| Quick Investigation | You can canvas an area for information in 1/3 the normal time. | * Converse 12+ * Investigate 12+ | 3 |
| Quick Meditation | By making your meditation check with a DL of 15 instead of 12, you may meditate in 10 minutes, as opposed to an hour. | * Meditate 15+ | 5 |
| Quick Return | You may use Fast Draw to replace an item in its sheath or belt as a free action if you can make a skill roll vs. DL 14. | * Fast Draw 15+ | 3 |
| Quiet Investigation | You can canvas an area without word getting back to your enemies. If you talk to someone who might inform your enemies of your interest, they have to make an INT roll vs. your skill to even know they've been questioned. | * Converse 15+ * Investigate 15+ | 3 |
| Rallying Cry | Once per combat, you can bolster your allies’ resolve, returning 1d3 hit points of non-wound damage to them. | * Orate 15+ * Tactics 15+ | 5 |
| Ranged Ambusher | You can use your backstab ability at range, but can only do the double damage when you surprise an opponent from point blank range. | * Backstab, Ranged 15+ | 5 |
| Rested Mind | Successful meditation returns an additional two magic levels to distribute amongst your runes. | * Meditate 15+ | 5 |
| Reversal | When you escape a hold, you can apply a hold on the attacker as a free action. | * Escape 15+ * Unarmed 15+ | 4 |
| Ritual Eye | When you see a ritual spell cast, you have a 25% chance of instantly learning it. You can attempt to learn a spell in this fashion one time only. | * Ritual Spell, Intelligence 13+, Spirit 13+ | 5 |
| Rub Some Dirt In It | When you shake off damage, you get a +2 to the roll. | * Combat 15+ * Survival 15+ | 5 |
| Rushed Casting | You cast “Short” spells as though they were “Very Short” with no penalty. | * Magic 15+ | 5 |
| Scholar | Raising knowledge skills costs only 1 improvement point. Learning a new knowledge skill costs ½ the normal amount of checks. | * Any three knowledge skills at 15+ | 4 |
| Scintillating Performance | On a successful acting, or craft: perform check, you so enthrall your audience that they get a -3 to all checks to notice anything else going on. | * Acting 15+ * Craft 15+ | 4 |
| Second Chance Dodge | Once per combat, you may take a second attempt to dodge an attack. | * Dodge 13+, Agility 13+ * Dodge 13+, Spirit 13+ | 5 |
| Second Chance Parry | Once per combat, you may take a second attempt to parry or block an attack. | * Fast Draw 15+ * Parry 15+ | 5 |
| Second Wind | Once per combat, you can heal yourself for 1d4 hit points of non-wound damage if the damage was taken this fight. | * Spirit 13+ * Strength 13+ * Toughness 13+ * Willpower 13+ | 5 |
| Self-Taught Surgeon | You ignore penalties due to performing medical operations on yourself. In addition, you get a +2 to all toughness and willpower rolls. | * Medical 15+ * Physician 15+ | 5 |
| Sense Lie | You get to make a skill check to detect when someone is lying to you. | * Converse 15+ * Interrogate 15+ * Investigate 15+ | 4 |
| Shield Bash | By taking a -3 to hit for the entire round, you can make a second attack with your shield. Your shield does STR(-1) + LEV damage. | * Shield 15+ * Template | 5 |
| Shifty | 1. Once per combat, you can make a skill roll vs. DL 15 to move one hex as a free action. This move can be done without taking a free attack. 2. Once per combat, you can make a skill roll vs. DL 20 to move up to a half move as a free action. (Requires skill of 20+.) | * Acrobatics 15+ * Conceal 15+ * Fast Talk 15+ * Stealth 15+ | 5 |
| Silencing Strike | When you surprise or flank a target, you may take a -2 to hit, but your attack silences them for one round. | * Backstab * Stealth 15+ | 5 |
| Silent Cast | You can cast when silenced at a +3 spell DL. | * Magic 15+ | 5 |
| Small Silhouette | When you are in cover or concealment, you get an additional +1 to dodge. | * Agility 13+ * Spirit 13+ | 5 |
| Smite | Once per combat, you may use your Spirit or Will to substitute for your Strength die (or missile weapon die) to determine the damage of an attack. | * Theology 15+ | 5 |
| Social Mastery | 1. Once per session, you may reroll a failed social skill attempt. 2. Twice per session you may reroll a failed social skill attempt. 3. Three times per session you may reroll a failed social skill attempt. | * Social Skill 15+ | 5 |
| Special Sense | You can sense things others cannot. This may be a type of material, or energy, or anything that manifests a physical presence. The cost is based on the range of the sense. A PER roll will be required for the sense to work. The DL is up to the GM, but should be based on the amount of material present and other mitigating factors. The GM should approve each special sense, since it is possible for a sense to ruin adventure twists and surprises. | * Special Background | 5 |
| Speed Reader | You read 5x as fast as a normal person. Any skill check or action that requires reading gives you a +2 and you can complete it in ½ to 1/5 the time (GM’s discretion). | * Investigate 15+ * Rune Knowledge 15+, * Scholar | 3 |
| Spell Blocker | You can block a spell with your shield, but the shield is destroyed on an 8/12. Magic shields are destroyed on a 1/12. | * Theology 15+, Shield 12+ * Shield 15+ * Magic 15+, Shield 12+ | 5 |
| Spell Gift | You can cast a spell and then give control of it to another. This works for spells with a duration, or spells that can be held. | * Magic 15+ | 5 |
| Spell Hands | You can hold a spell for an indefinite period of time. | * Magic 15+ | 5 |
| Spell Preserver | The DL to maintain your spells is reduced by one point. | * Magic 15+ | 5 |
| Spell Scribe | You may scribe spells onto surfaces, triggering them when someone disturbs the text. It takes 5 minutes to write the spell, and you must cast the spell at a DL of +2. The inscribed runes will last until they are triggered. | * Rune Knowledge 15+ | 5 |
| Spell Spike | You can cast a spell into an object which is then driven into the ground. The spell will trigger when anyone aside from the caster approaches within 1 hex of the spike. It takes no more time to cast the spell than normal, but you must cast at DL+2. A spell spike lasts until triggered or until the mage takes the object out of the ground. | * Artifacts 15+ * Rune Knowledge 15+ | 5 |
| Spy Mastery | 1. You may reroll any single die roll pertaining to acting, conversation, disguise, fast talk, forgery or interrogate once per session. 2. You may reroll any single die roll pertaining to acting, conversation, disguise, fast talk, forgery or interrogate twice per session. 3. You may reroll any single die roll pertaining to acting, conversation, disguise, fast talk or interrogate three times per session. | * Acting 15+ * Conversation 15+ * Disguise 15+ * Fast Talk 15+ * Forgery 15+ * Interrogate 15+ | 5 |
| Stand Ground | You get a +4 to fear effects and are immune to press attacks or attacks that knock you back or down. | * Strength 13+ * Willpower 13+ | 4 |
| Steel Spirit | You may substitute spirit for toughness on wound saves and saves to remain conscious. | * Spirit 13+ | 5 |
| Steel Will | You may substitute willpower for toughness on wound saves and saves to remain conscious. | * Willpower 13+ | 5 |
| Strike True | If you roll a graze on a wound, you may reroll but have to take the second roll even if it is a graze. | * Combat 15+ * Physician 15+ | 5 |
| Stunning Blow | 1. A blow to the chest that does 3 or more points of damage has a chance to stun the target on a 2/12. A blow to the head that does 3 or more points of damage stuns on a 4/12. 2. Chances to stun increase to 3/12 and 5/12. Requires skill level of 18+. 3. Chances to stun increase to 4/12 and 6/12. Requires skill level of 22+. | * Mace 15+ * Staff 15+ * Tactics 15+ * Unarmed 15+ | 5 |
| Stunning Shot | This is the same as stunning blow, but the total damage done must be over the target’s wound threshold. | * Ranged 15+ * Tactics 15+ | 5 |
| Subjugator | You can use the “Club Weapon” maneuver for full damage. | * Combat 15+ * Interrogate | 3 |
| Swamp Affinity | You get a +1 to all rolls in swampy terrain. | * Navigate 12+ * Swamp Survival 12+ | 5 |
| Targeted Shot | By taking a -1 to hit, the archer may move the hit location of his shot up to two places. Thus, an attack that the arm (location 3) could be moved to the head, hand, or chest (locations 1-5). | * Bows 15+ * Template | 5 |
| Taunt | You can get intelligent foes who understand your language to attack you if you can make a test against their INT or WIL and they are in a position to attack you (within a move and don't have to disengage to do so). | * Fast Talk 15+ * Persuade 15+ | 5 |
| Tenacious Spell Casting | 1. The DL to resist your spells is +2. 2. The DL to resist your spells is +4. (Requires 20+) | * Magic 15+ | 5 |
| Test of Wills | In any social skill, gambling, investigate, survival or track, you may substitute an instance of intelligence, perception or charisma with willpower. | * Willpower 13+ | 5 |
| Thievery Mastery | 1. You may reroll any single die roll pertaining to climb, lockpick, stealth or traps once per session. 2. You may reroll any single die roll pertaining to climb, lockpick, stealth or traps twice per session. 3. You may reroll any single die roll pertaining to climb, lockpick, stealth or traps three times per session. | * Climb 15+ * Lockpick 15+ * Stealth 15+ * Traps 15+ | 5 |
| Throw Voice | You can use your skill to throw your voice up to six hexes away from you. | * Acting 15+ * Singing 15+ | 3 |
| Tortoise | You get a +1 to AV, but take a -1 to your movement. | * STR 13+, TOU 13+ | 5 |
| Tough SOB | Once a session you may totally ignore a wound effect. You take the damage, but take no effect from the wound and do not have to roll to remain conscious. After the battle ends, the wound affects you as normal. In addition, roll a d4, take that many hit points as additional damage and add them to the wound. | * Toughness 13+ * Willpower 13+ | 5 |
| Tourist | You can speak every language. However, you suffer a -3 penalty to all social skills while using this talent because of your accent and the embarrassing mistakes you make in vocabulary. | * Carouse 15+ * Converse 15+ | 5 |
| Tower of Will | Your allies get a +1 to all toughness and willpower rolls. | * Orate 12+, Willpower 13+ * Template | 5 |
| Trap Avoidance | You get a +2 to any saving throws pertaining to traps and take 2 less damage from their effects. | * Traps 15+ | 4 |
| Tumbler | 1. By making a skill roll vs. 8 + damage, or 12, whichever is higher, you can land on your feet after being thrown or knocked down. 2. You also get a +2 to any STR or AGI save to avoid being knocked down, entangled, or caught in a blast or an area attack. | * Acrobatics 10+ | 3 |
| Unarmed Parry | You can use your unarmed combat skill to parry opponents using weapons without taking a -3 penalty. | * Unarmed 12+ * Template | 5 |
| Uncanny Escape | You may use your escape skill to escape magical bonds. | * Escape 20+ | 3 |
| Underworld Reputation | You get a +2 to all streetwise rolls. In addition, you may make a roll vs. a DL of 16 to gain access to any criminal organization. How they react to you is another story, but you can almost always gain an audience. | * Carouse 15+ * Streetwise 15+ | 4 |
| Unique Spell | You may create a new spell (though you might incur a component cost). You can only create a spell from a circle you can cast. | * Magic 12+ | 5 |
| Urban Affinity | You get a +1 to all rolls when in an urban environment. | * Streetwise 12+ * Urban Survival 12+ | 5 |
| Weapon Touch | Your touch spells can be delivered through a held object like a staff or sword, even as you attack with that weapon. | * Artifacts 15+ | 5 |
| Weathered | You get a +2 to save against effects based on heat/cold and a -1 effect/die. In addition, you may ignore effects of heat or cold based on your species. | * Survival 15+ | 4 |
| Welcome Traveler | You ignore penalties to social skills due to languages or cultural differences. You always manage to get by using body language, hand signals, or find a translator or guide willing to help. | * Carouse 15+ | 4 |
| Wily | You gain a +1 to all defenses. | * Combat 15+ * Survival 15+ | 5 |
| Woodlands Affinity | You get a +1 to all rolls when in a wooded environment. | * Navigate 12+ * Woodland Survival 12+ | 5 |
| Wrestler | You are adept at grappling foes and get a +1 to hit and +4 to your strength checks when doing so. | * Unarmed 15+ | 5 |
| Wrestling Throw | When you throw a held opponent, you do an additional 1d6 damage and can throw them up to 3 hexes away. | * Unarmed 15+ | 5 |
| Zone of Control | 1. As a melee fighter, you can engage and tie down one additional opponent. 2. As a melee fighter, you can engage and tie down two additional opponents. (Requires melee 20+, or tactics 17+.) | * Melee 15+ * Tactics 12+ | 5 |

**Equipment and Money**

The following section lists some equipment found in the World of Bostonia, as well as a basic explanation of the monetary system.

**Money in Bostonia**

The standard currency in Bostonia is the silver penny or coin. In addition, copper Bits are minted and are valued at 1/10 of a coin. Gold crowns are worth 20 pennies. For very large purchases, precious metal ingots or bank notes can be valued and traded.

In general, a laborer working in a city can expect to earn between 1-2p each day. Likewise, his food, clothing and housing will probably cost him about half that much. Much of the remainder goes to consumables like coal, lamp oil and the occasional luxury or tool. Savings is almost nil.

Prices are listed in pennies or bits. Mixed coin prices are listed as 2&3p5. This means the price is 2 crowns, 3 pennies and 5 bits.

**Starting Equipment**

Determining what equipment with which a character starts the game is a matter of the game in question, as well as the GM’s preference. For that reason, these rules do not include hard and fast rules for starting money and equipment. Instead, here are a few guidelines based on my own games.

Quite simply, I allow starting player characters a “reasonable” list of equipment and a meager amount of starting cash. The definition of reasonable generally means a character can take a suit of light armor (defense 1-3), one of each weapon for which the character has a skill and a selection of equipment from the list. The miscellaneous equipment chosen should be limited to what the character could carry. The starting cash is on the order of 10-200 (1d20x10 or 3d6x10) silver coins.

Obviously, this could be very different based on the character concept and the game being run. Often, if a character wants to play a rich playboy turned adventurer, I will discuss it and try to determine whether it will disrupt my plans for the campaign. If the answer is “no”, then I will try to accommodate the player’s request. Likewise, if the player wants his character to start out destitute, then that can be done as well. Determine what fits the campaign and players – that is the only real rule.

**Equipment List**

**Common Adventuring Equipment**

|  |  |  |
| --- | --- | --- |
| Backpack | 8 p |  |
| Bedroll | 10 p |  |
| Belt Pouch, Large | 6 p |  |
| Belt Pouch, Small | 25 b |  |
| Blanket, Wool/Rough | 2 p |  |
| Blanket, Cotton/Nice | 8 p |  |
| Blanket, Silk/Fine | 25 p |  |
| Candle | 4 b | Lasts 6 hours, enough light to read by |
| Chalk, 10 pieces | 6 b |  |
| Cooking Pot, Small | 2 p | Can cook for 1-2 people |
| Cooking Pot, Large | 4 p | Can cook for 4-8 people |
| Cooking Utensils, Metal | 9 p |  |
| Cooking Utensils, Wooden | 3 p |  |
| Flint and Steel | 1 p | 45% chance of striking flame on dry tinder |
| Flask, Large Metal | 8 p |  |
| Frame Pack | 14 p | Pack encumbrance -2 |
| Frame Pack, Masterwork | 50 p | Pack encumbrance -5 |
| Hammer, Utility | 6 p |  |
| Hammer, Sledge | 9 p |  |
| Hammock | 2 p |  |
| Iron Spike | 4 b |  |
| Knife, Utility | 5 p |  |
| Lamp Oil | 1 p | 1 vial lasts about 3 hours |
| Lantern, Regular | 10 p | 15 m radius |
| Lantern, Shuttered | 17 p | 15 m radius |
| Matches, 12 | 5 p | 75% chance of striking flame on dry tinder |
| Mirror, Polished Metal | 10 p |  |
| Mirror, Silver | 20 p |  |
| Plank, Wooden 2m | 2 p |  |
| Pickaxe | 15 p |  |
| Pole, Iron 3m | 4 p |  |
| Quiver | 5 p | 20 arrow capacity |
| Rope, 15m | 2 p |  |
| Sack, Small | 5 b |  |
| Sack, Large | 2 p |  |
| Scabbard, Fine | 25 p |  |
| Scabbard, Masterwork | 70 p | +1 to fast draw attempts |
| Scabbard, Regular | 10 p |  |
| Scroll Case, Regular | 10 p | 85% chance of soaking contents if immersed |
| Scroll Case, Water Resistant | 35 p | 15% chance of soaking contents if immersed |
| Sharpening Stone | 7 b |  |
| Shovel | 8 p |  |
| Tarp | 6 b |  |
| Tent, 2 Person | 6 p |  |
| Tent, 4 Person | 12 p |  |
| Tent, 8 Person | 20 p |  |
| Tinderbox | 2 p | 85% chance of soaking contents if immersed |
| Tinderbox, Water Resistant | 10 p | 15% chance of soaking contents if immersed |
| Torch, 6 | 2 p | 6 m radius, lasts about 1 hour |
| Twine, 30m | 8 b |  |
| Vial, Glass | 12 p | Alchemically inert |
| Wineskin | 2 p |  |

**Clothing**

|  |  |  |
| --- | --- | --- |
| Belt, Ornate | 5 p |  |
| Belt, Plain | 3 b |  |
| Belt, Weapon | 8 b |  |
| Boots, Dress | 8 p |  |
| Boots, Traveling | 15 b |  |
| Boots, Work | 3 p |  |
| Chemise, Common | 8 b | Shirt; rough cloth; plain |
| Chemise, Fine | 7 p | Shirt; fine, light cloth |
| Chemise, Heavy | 16 b | More suited to cold climates |
| Cloak, Fur, Common | 15 b | Beaver fur |
| Cloak, Fur, Uncommon | 8 p | Fox fur |
| Cloak, Regular | 5 b | Rough cloth |
| Clogs | 5 p |  |
| Coat, Fur, Common | 8 p |  |
| Coat, Fur, Uncommon | 60 p |  |
| Coat, Cloth | 3 p |  |
| Gloves, Cloth | 4 b |  |
| Gloves, Leather | 3 p |  |
| Harness | 1 p |  |
| Hat | 6 b |  |
| Hood | 4 b |  |
| Hose | 3 b |  |
| Leggings, Thick | 8 b |  |
| Padded Undercoat | 12 b |  |
| Pants, Common | 6 b | Shirt; rough cloth; plain |
| Pants, Fine | 5 p | Shirt; fine, light cloth |
| Pants, Heavy | 12 b | More suited to cold climates |
| Sandals | 3 b |  |
| Scarf | 2 b |  |
| Surcoat | 1 p |  |
| Suspenders | 5 b |  |
| Tunic, Common | 4 b |  |
| Tunic, Heavy | 16 b |  |
| Veil | 3 b |  |

**Luxury Goods**

|  |  |  |
| --- | --- | --- |
| Brush, Writing | 6 p |  |
| Comb, Bone | 5 p |  |
| Comb, Silver | 12 p |  |
| Druth, Flavored | 5 b |  |
| Druth, Unflavored | 2 b |  |
| Hourglass | 30 p |  |
| Ink, 1 vial | 1 p |  |
| Oil, Perfumed, 1 vial | 15 p |  |
| Paper, Cheap | 2 b |  |
| Paper, Fine | 6 b |  |
| Paper, Smoking, 12 smokes | 2 b |  |
| Perfume, 1 vial | 25 p |  |
| Pipe, Corn Cob | 2 p |  |
| Pipe, Wooden | 6 p |  |
| Quill Pen | 10 p |  |
| Seeing Lens | 50 p | Magnifying glass, gives +1 PER checks for small detail |
| Soap, 1 Bar | 8 b | About 10 washes |
| Sponge | 2 p |  |
| Sundial | 20 p |  |
| Tobacco, Exotic, 12 smokes | 4 p |  |
| Tobacco, Exotic, 12 smokes | 8 b |  |

**Food**

|  |  |  |
| --- | --- | --- |
| Ale, Common | 1 b | Per glass |
| Ale, Fine | 2 b | Per glass |
| Food, Cold Meal | 3 b |  |
| Food, Hot Meal | 6 b |  |
| Groceries, 1 Day | 5 b | Per person |
| Spices, Common | 4 b |  |
| Spices, Exotic | 2 p |  |
| Trail Rations, 1 Day | 1 p | Per person |
| Whiskey, Common | 3 b | Per shot |
| Whiskey, Fine | 5 p | Per shot |
| Whiskey, Uncommon | 9 b | Per shot |
| Wine, Common | 4 b | Per glass |
| Wine, Fine | 5 p | Per glass |
| Wine, Uncommon | 1 p | Per glass |

**Lodging**

|  |  |  |
| --- | --- | --- |
| Apartment, 1 Month | 20 p |  |
| Lodging, Common Room, 1 Night | 5 b |  |
| Lodging, Fine Room | 4 p |  |
| Lodging, Single Room | 2 p |  |

**Services**

|  |  |  |
| --- | --- | --- |
| Alchemy, Potion Analysis | 40 p | Regardless of success, might use 1 dose |
| Animal Trainer, Training | 5 p/day | Takes 1 week – 1 month |
| Armorer, Repair | Varies | 5%-20% of original armor cost |
| Bard/Entertainer | Varies |  |
| Bounty Hunter | Varies |  |
| Cartographer | 6 p/day |  |
| Guide | 2-4 p/day + food |  |
| Historian | Varies | 5p for simple questions and 3p/day for research |
| Lawyer | 3 p/day |  |
| Mage, Artifact/Rune Analysis | 50-100 p/day |  |
| Physician, Diagnosis | 25 p |  |
| Physician, Healing | 25 p |  |
| Physician, Surgery | 50 p | To cure wound damage |
| Prostitute | 5 b - 10 p |  |
| Sage | Varies | Similar to historian |
| Sailor | 1-3 p/day | Food and lodging is also usually included |
| Scribe | 3 p/day |  |
| Soldier/Guard | 2-5 p/day | Food and lodging is also usually included |
| Sign painter | 5 p/sign | More for larger signs |
| Teamster/Driver | 2 p/day |  |
| Town Crier | 2 p/day |  |
| Tracker | 3 p/day | Food in addition |

**Medical Equipment**

|  |  |  |
| --- | --- | --- |
| Alcohol, 1 liter | 15 p |  |
| Anesthesia, Crude | 5 p | Per application |
| Anesthesia, Fine | 35 p | Per application |
| Bandages, 10 | 1 p | Bleached |
| Leeches | 7 p | Live for 3-6 months |
| Medical Kit, 10 uses | 25 p | Contains bandages, needle, thread, alcohol for 10 uses of medical skill |
| Medicinal Elixirs | 5 p | 1 week for 1 patient, of varying effectiveness |
| Needle | 3 p |  |
| Physician’s Kit, 10 uses | 100 p | Contains consumables for 10 uses of physician skill, surgical tools must be purchased separately |
| Plaster | 10 p | Per application |
| Saw | 5 p |  |
| Scalpel | 25 p |  |
| Surgical Tools, Crude | 300 p | -1 to surgery attempts, -4 to perform surgery without |
| Surgical Tools, Fine | 750 p |  |
| Surgical Tools, Masterwork | 1200 p | +1 to surgery attempts |
| Thread | 4 b |  |

**Uncommon Equipment**

|  |  |  |
| --- | --- | --- |
| Clamp | 20 p |  |
| Drill, Fine | 100 p | Thin and precise |
| Drill, Normal | 25 p |  |
| Lockpick, Fine | 50 p | Hard to break; break on a roll of 1 on attempt |
| Lockpick, Masterwork | 250 p | +1 to Lockpick attempts |
| Lockpick, Normal | 20 p | Break on a roll of 1 or 2 on pick attempt |
| Mirror, mounted | 25 p | Silver mirror mounted on crooked metal handle |
| Pliers | 12 p |  |
| Repair Kit, 10 uses | 50 p | Contains consumables for 10 uses of repair skill |
| Snips, Fine | 20 p | Thin and precise |
| Snips, Heave | 6 p |  |
| Wire, Copper, 1/3 meter | 5 b |  |
| Wire, Copper, Spool | 10 p |  |

**Weapons**

**Weapon Statistics**

**Accuracy**

Accuracy modifies the attacker’s weapon skill when he swings a weapon in melee combat. Add the accuracy listed for the weapon to your character’s attack skill when you strike with this weapon.

**Throw**

Throw modifies the attacker’s thrown weapon skill when he throws this weapon in combat. Weapons with no entry in the throw column cannot be thrown.

**Leverage/Damage**

Leverage indicates which die to roll for damage when attacking with this weapon. Damage is generally the attacker’s STR die added to the leverage die for his weapon. Bows and arrows do not have a leverage entry. Instead, they have a damage entry. Missile damage is generally calculated by adding the weapon’s damage to the projectile’s damage. See the section titled Ranged Combat for details.

**Parry**

Parry modifies the parry skill of the defender when he parries with this weapon in melee combat. Add the parry modifier to your character’s parry skill when you defend with this weapon.

**Initiative**

Initiative measures the attack speed of the weapon and modifies the combatant’s initiative roll when using this weapon in combat.

**Length**

Indicates the relative length of the weapon. Weapons are listed as short (S), medium (M), long (L) and very long (V).

**Range**

Each ranged weapon has a set of ranges listed in hexes.

***Example of Range Listings****: A light bow has its ranges listed as 4/15/25/45. This means that from 0-4 hexes is point blank range; from 5-15 is short range; 16-25 is medium range and 26-45 is long range. Anything more than 45 hexes is considered extreme range for this weapon.*

**Traits**

Many weapons have traits that allow extra attacks, damage or effects based on a random chance or the character’s initiative or hit location.

**Cost**

This is the cost of the weapon in Bostonian pennies.

**Weapon List**

**Short Blades**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Dagger | +1 | 1d6 | -1 | +1 | S | 3 | Fast(1), Thrust | 30p |
| Fencing Dagger | 0 | 1d6 | 0 | +1 | S | 3 | Dex(12), Off Hand(2), Pummel, Thrust | 40p |
| Knife | 0 | 1d4 | -2 | +2 | S | 3 | Fast(3) | 30p |
| Stiletto | 0 | 1d6 | -2 | +2 | S | 2 | Fast(1), Pierce(4), Thrust | 50p |

**Long Blades**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Cutlass | 0 | 1d8+1 | +1 | 0 | M | 3 | Pummel | 75p |
| Long Sword | 0 | 1d10 | 0 | 0 | M | 3 | Thrust | 80p |
| Rapier | +1 | 1d6+1 | +2 | +1 | M | 2 | Dex(12), Pummel, Thrust | 100p |
| Short Sword | +1 | 1d8 | 0 | 0 | M | 3 | Thrust | 60p |

**Hammers and Maces**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Hammer | 0 | 1d8 | -1 | -1 | M | 4 | Concussion(3), Skull Smasher | 50p |
| Mace | 0 | 1d8+1 | -1 | -1 | M | 4 | Concussion(3), Skull Smasher | 65p |
| Spiked Mace | 0 | 1d8+1 | -1 | -1 | M | 4 | Bulky(2), Concussion(2), Piercing(2), Skull Smasher | 75p |
| War Mace | -1 | 1d10+1 | -1 | -1 | M | 4 | Bulky(2), Concussion(3), Skull Smasher, Str(12) | 80p |

**Axes**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Axe | 0 | 1d10 | -2 | 0 | M | 4 | Limb Breaker(1), Shield Smash(2) | 70p |
| War Axe | -1 | 1d12 | -2 | -1 | M | 4 | Bulky(3), Limb Breaker(1), Shield Smash(3), Str(12) | 90p |
| Pick | -1 | 1d8 | -1 | 0 | M | 4 | Pierce(3) | 60p |
| War Pick | -1 | 1d10 | -2 | -1 | M | 4 | Bulky(2), Pierce(3), Str(12) | 90p |

**Flails**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Flail | +1 | 1d8 | -2 | -1 | M | 3 | Concussion(3), Disarm(1), Flail, Skull Smasher | 60p |
| Spiked Flail | +1 | 1d8+1 | -2 | -1 | M | 3 | Concussion(2), Disarm(1), Flail, Piercing(2), Skull Smasher | 75p |

**Two-Handed Weapons**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Great Sword | -1 | 1d12 | -1 | -1 | M | 3 | Bulky(3), 2-Hands, Str(14) | 150p |
| Great Axe | -1 | 1d12+2 | -2 | -1 | M | 3 | Bulky(5), Limb Breaker(1), 2-Hands, Str(15) | 175p |
| Great Mace | -1 | 1d12+1 | -2 | -2 | M | 4 | Bulky(4), Concussion(4), Skull Smasher(1), 2-Hands, Str(14) | 150p |
| Great Flail | 0 | 1d12 | -2 | -1 | M | 3 | Bulky(3), Concussion(4), Flail, 2-Hands, Skull Smasher, Str(14) | 120p |

**Spears**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Short Spear | 0 | 1d8 | -2 | 0 | L | 3 | Bulky(2), Dismount(2), Set, Thrust | 55p |
| Long Spear | -1 | 1d10 | -2 | -1 | V | 2 | Bulky(3), Dismount(2), Set, Reach(1), Thrust | 90p |
| Cobrat Fencing Spear | +1 | 1d6+1 | 0 | 0 | L | 2 | Dex(12) | 75p |

**Staves**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Quarterstaff | 0 | 1d6 | +2 | 0 | L | 5 | Normal Damage, 2-Hands | 40p |
| Heavy Staff | 0 | 1d8 | +1 | -1 | L | 5 | Normal Damage, 2-Hands | 50p |
| Long Staff | -1 | 1d8 | 0 | -1 | V | 5 | Normal Damage, 2-Hands, Reach(1) | 60p |

**Thrown Weapons**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Init** | **Range** | **Traits** | **Cost** |
| Thrown Axe | -1 | 1d10 + STR-1 | -1 | 3/5/8/10 |  | 70p |
| Thrown Dagger | 0 | 1d6 + STR-1 | +1 | 3/6/9/15 | Fast(1) | 25p |
| Thrown Hammer | -1 | 1d8 + STR-1 | 0 | 3/5/8/10 |  | 25p |
| Thrown Knife | +1 | 1d4 + STR-1 | +1 | 3/6/9/15 | Fast(3) | 20p |
| Thrown Short Spear | 0 | 1d8 + STR-1 | 0 | 3/7/14/30 |  | 55p |

**Shields**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Traits** | **Cost** |
| Target or Buckler | 0 | n/a | 1d4 | +1 | 0 | n/a | No Missile, Normal Damage, Str(6) | 25p |
| Round or Flatiron | 0 | n/a | 1d6 | +1 | 0 | n/a | Bulky(2), Normal Damage, Str(9) | 40p |
| Tower or Kite | 0 | n/a | 1d8 | +2 | 0 | n/a | Bulky(4), Normal Damage, Str(12) | 65p |

**Missile Weapons**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Init** | **Range** | **Dur** | **Traits** | **Cost** |
| Sling | 0 | STR-1 | -2 | 3/10/18/32 | 4 |  | 10p |
| Light Bow | +1 | 1d6 | -2 | 5/15/25/45 | 3 | Fast(1) | 40p |
| Heavy Bow | 0 | 1d8 | -2 | 5/20/35/60 | 3 |  | 60p |
| Aeltharze Bow | 0 | 1d10 | -2 | 5/25/40/70 | 3 | Bulky(1), Str(9) | 120p |
| Crossbow | 0 | 1d10+1 | -2 | 6/25/45/75 | 2 | Bulky(1), Reload(1) | 200p |

**Arrows and Other Projectiles**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Cost** | **Traits** |
| Sling Stone | -1 | 1d6 | free | Normal Damage, Recovery(9) |
| Lead Shot | 0 | 1d6 | 2b | Normal Damage, Recovery(9) |
| Heavy Shot | 0 | 1d6+1 | 4b | Normal Damage, Recovery(9) |
| Makeshift Arrow | -1 | 1d6 | free | Recovery(3) |
| Hunting Arrow | +1 | 1d6 | 7b | Recovery(6) |
| Standard Arrow | 0 | 1d8 | 5b | Recovery(6) |
| Piercer Arrow | -1 | 1d8 | 1p | Pierce(2), Recovery(6) |
| Broadhead | -1 | 1d10 | 1p | Bleed(3), Recovery(6) |
| Crossbow Bolt | 0 | 1d10 | 2p | Pierce(3), Recovery(7) |

**Explanation of Traits**

|  |  |
| --- | --- |
| **Trait** | **Description** |
| **Bleed(x)** | When you hit someone with this weapon, you have an x/12 chance to cause the bleed status. |
| **Bulky(x)** | Your weapon is heavy and/or awkward and hard to carry. Carrying this weapon increases your encumbrance by *x*. |
| **Concussion(x)** | If you hit your target in the head, you have an x/12 chance to stun him for one round. Alternately, if you have the *Stunning Blow* talent, you can add x-1 to its chance stun. |
| **Dex(x)** | You must have x dexterity to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Disarm(x)** | You get a +x to disarm maneuvers. |
| **Dismount(x)** | You gain a +x bonus to hit and damage against mounted units. |
| **Fast(x)** | You have an x/12 chance of gaining a second attack action, based on your initiative roll. So, a Fast(1) weapon, gives another action on an initiative roll of 12. A Fast(2) weapon gives an action on 11 or 12. |
| **Flail** | You cannot be shield blocked while using this weapon. |
| **Jagged(x)** | Successful attacks have an x/12 chance of applying the *Bleeding* status on the target. |
| **Knockdown(x)** | An attack to the legs has a x/12 chance of knocking the opponent prone. |
| **Limb Breaker** | You do an additional point of damage when hitting the arms or legs. |
| **No Missile** | Your shield is not suited to block missile attacks. It only allows you to use your block skill against melee attacks. |
| **Normal Damage** | This weapon does normal damage and wound rolls are at a -1. |
| **Off Hand(x)** | You get a +x bonus to parry when using this weapon to off-hand block. |
| **Pierce(x)** | You get an x/12 chance to ignore armor. |
| **Pummel** | Guard acts as a 1d4 leverage weapon when attacking unarmed. |
| **Quick Firing** | This bow takes only a half-action to draw and aim. Fast draw cannot reduce this further, but can remove the penalty for moving. |
| **Reach(x)** | You have a reach of x hexes when using this weapon. |
| **Recovery(x)** | Your chance to recover this ammo after use is x/12. |
| **Reload(x)** | This missile weapon takes x rounds to reload. |
| **Set** | If someone charges you from the front, you get a free first attack with a +1 damage if you hit. |
| **Shard(x)** | On an attack that wounds your opponent, your weapon has an x/12 chance of breaking off in the wound. This increases all wound penalties by one. Removing the weapon takes a full round and gives the target a bleeder. If you have the talent *Impaler*, you get a +2 to the chance of the talent activating and can choose if the weapon breaks or not. |
| **Shield Smash(x)** | When blocked by a shield that has a lower durability than this weapon, you have a x/12 chance of smashing the shield. |
| **Skull Smasher** | You do an additional point of damage when you hit your target in the head. |
| **Staff Parry** | This weapon has two parry values. The first is used when the weapon is wielded with two hands. The second is used when the weapon is wielded with one hand. |
| **Stagger(x)** | A blow to the chest has a x/12 chance of knocking your opponent back one hex and giving him a -1 penalty to his next action. |
| **Str(x)** | You must have x strength to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Thrust** | You may perform the thrust maneuver with this weapon, taking a -1 to hit, but gaining the Pierce(2) effect. |
| **Two Hands** | This weapon requires two-hands to use. |

**Armor**

Armor protects characters by reducing the amount of damage they take from a successful hit. Any damage taken by a character is reduced by the armor value of any armor he is wearing on the location struck. Damage that gets through the armor is taken from the character’s hit points.

**Armor Value**

This is the capability of the armor to absorb damage. All damage taken is reduced by the armor value worn on the affected hit location.

**Locations**

Each piece of armor covers a set of hit locations.

**Encumbrance**

Armor is heavy and bulky and slows its wearer down. Each piece of armor has an encumbrance value. A character’s total encumbrance is found by adding all the encumbrance scores of all the pieces of armor he is wearing. If a character’s total encumbrance is high enough, he may suffer penalties to his initiative, defenses, attacks and athletic skills.

**Encumbrance Modifier Due to Strength**

Characters with exceptional STR may have a modifier to their total encumbrance. This modifier is listed in the STR chart (see Strength) and takes the form of a multiplier. Once a character’s total encumbrance is determined, it is multiplied by the encumbrance multiplier on the STR chart. The final encumbrance value is used on the chart below.

**Encumbrance Penalties**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Enc. Total** | **INI/Skill** | **Action** | **DEF** | **Attack** | **Move** |
| 0-24 | 0 | 0 | 0 | 0 | 0 |
| 25-35 | -1 | -1 | 0 | 0 | 0 |
| 36-45 | -2 | -2 | -1 | -1 | -1 |
| 46-55 | -3 | -4 | -2 | -1 | -1 |
| 56-65 | -4 | -6 | -3 | -2 | -2 |
| 66-75 | -5 | -8 | -4 | -2 | -2 |
| 76 or more | -6 | -10 | -5 | -3 | -3 |

The INI penalty reduces a character’s initiative rolls. The Action penalties include run/jump tests, acrobatics, climb, escape, ride, stealth, and swim. The skill penalties include chariot, craft (GM’s discretion), disarm traps, escape, fast draw, meditate, spell casting, survival, and track. The attack and defense penalties apply to all such combat rolls made by the encumbered character.

**Equipment Encumbrance**

Adventuring equipment has weight and bulk. Lugging around a bedroll and several days of food can be as tiring as wearing chain mail. However, keeping track of an encumbrance value for each piece of equipment is tedious. Instead of tallying encumbrance for each item a character holds in his inventory, the GM should assign the character’s pack an encumbrance value. If he acts with his pack on his back, he suffers the penalties of the additional weight. It takes between 1-4 rounds to remove a typical pack.

**Equipment Encumbrance**

|  |  |
| --- | --- |
| **Pack** | **Added Enc.** |
| Light Pack: Travels with little food, no bedroll. Only the barest essentials. | 10 |
| Standard Pack: Bedroll, about a week or so of food. Some standard gear. | 20 |
| Heavy Pack: Food, bedroll and loaded with treasure and adventuring items. This character carries torches, iron spikes and poles. A walking general store. | 30 |

In addition, the GM might assign encumbrance values to items that he deems to be exceptionally heavy and bulky. Large tomes, lead statues, coin-laden chests and other heavy or bulky items may be assigned encumbrance. Remember, the goal is not to assign a number to each piece of equipment – only those that are particularly difficult to carry.

***Encumbrance Example****: Navik the Steadfast is wearing an assortment of armor. He has a Hard Leather Helmet (enc 3), a Leather Jerkin (enc 12), studded arm and leg greaves (enc 9) and leather boots (enc 2). This is a total of 26. In addition to his armor, Navik carries a pack with some rope, torches, a couple blankets and food for 8 days. The GM rules that this is a standard pack and that adds 20 to Navik’s encumbrance total, taking him to 46.*

*Looking on the chart, we can see that if Navik must act with his pack, he will suffer a –3 to his initiative and skills, a –4 to all athletic actions, a –2 to his defenses and a –1 to his attacks. However, if he can drop the pack, his penalties drop to a –1 initiative, skills and –1 to his athletic actions.*

***Another Encumbrance Example****: Bretan Baskerton has a STR of 18. After calculating his total encumbrance for all of his armor and equipment, he has an encumbrance of 63. His STR score multiplies this by 0.8 which leaves him with a total of 50.4. Comparing the two totals on the chart, we can see that Bretan’s STR has reduced his penalty for being encumbered.*

**Armor List**

The armor listed below is what is commonly found in the land of Bostonia.

**Helmets**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **AV** | **Locations** | **Enc** | **Dur** | **Cost** |
| Cloth Cap or Hood | 1 | 1 | 1 | 2 | 3p |
| Leather Skullcap | 2 | 1 | 2 | 2 | 8p |
| Hard Leather Helmet | 3 | 1 | 3 | 3 | 15p |
| Hard Leather Head Covering | 3 | 1-2 | 6 | 3 | 30p |
| Ring Head Covering | 4 | 1-2 | 10 | 4 | 60p |
| Chain Head Covering | 5 | 1-2 | 14 | 4 | 120p |
| Plate Head Covering | 6 | 1-2 | 18 | 4 | 240p |

**Chest Pieces**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **AV** | **Locations** | **Enc** | **Dur** | **Cost** |
| Padded Cloth Jerkin | 1 | 2, 5-9 | 6 | 2 | 18p |
| Padded Cloth Shirt | 1 | 2-3, 5-9 | 7 | 2 | 21p |
| Leather Jerkin | 2 | 2, 5-9 | 12 | 2 | 48p |
| Leather “Shirt” | 2 | 2-3, 5-9 | 14 | 2 | 56p |
| Studded Leather Jerkin | 3 | 2, 5-9 | 18 | 3 | 90p |
| Studded Vest | 3 | 2, 5-7 | 12 | 3 | 60p |
| Ring Jerkin | 4 | 2, 5-9 | 30 | 4 | 180p |
| Ring Long Jerkin | 4 | 2, 5-10 | 35 | 4 | 210p |
| Chain Vest | 5 | 2, 5-7 | 28 | 4 | 240p |
| Chain Breastplate | 5 | 2, 5-9 | 42 | 4 | 360p |
| Plate Breastplate | 6 | 2, 5-9 | 54 | 4 | 720p |

**Gloves and Arm Pieces**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **AV** | **Locations** | **Enc** | **Dur** | **Cost** |
| Cloth Gloves | 1 | 4 | 1 | 2 | 3p |
| Leather Gloves | 2 | 4 | 2 | 2 | 8p |
| Reinforced Leather Gloves | 3 | 4 | 3 | 3 | 15p |
| Ring Gloves | 4 | 4 | 4 | 4 | 30p |
| Plate Gloves | 6 | 4 | 8 | 4 | 60p |
| Leather Arm Guards | 2 | 3 | 2 | 2 | 8p |
| Studded Arm Guards | 3 | 3 | 3 | 3 | 15p |
| Ring Sleeves | 4 | 3 | 5 | 4 | 30p |
| Chain Sleeves | 5 | 3 | 6 | 4 | 60p |
| Plate Guards | 6 | 3 | 8 | 4 | 120p |

**Boots and Leg Pieces**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **AV** | **Locations** | **Enc** | **Dur** | **Cost** |
| Walking Shoes | 1 | 12 | 1 | 2 | 3p |
| Leather Boots | 2 | 12 | 2 | 2 | 8p |
| Long Boots | 2 | 11-12 | 4 | 2 | 16p |
| Hard Leather Boots | 3 | 12 | 3 | 3 | 15p |
| Leather Pants | 2 | 10-11 | 4 | 2 | 16p |
| Studded Leg Greaves | 3 | 10-11 | 6 | 3 | 30p |
| Ring Skirt | 4 | 8-11 | 20 | 4 | 120p |
| Chain Leg Greaves | 5 | 10-11 | 12 | 4 | 120p |
| Plate Leg Greaves | 6 | 10-11 | 18 | 4 | 240p |

**Combat**

Player characters meet a wide range of non-player characters (NPCs) during the course of their adventures. Some of these NPCs will be friendly; others may be negotiated with. Still others are beyond reason. Hungry beasts, hateful goblins and crazed Talak abound and when the PCs encounter them, they better be ready for a fight.

**Distance Scale**

Combat in Bostonia FRP is played on a map of hexes. Each hex (since the hexes on most maps are one inch, a hex is often called an inch) represents 2 meters. To summarize:

**1 hex = 1” = 2 meters**

**Time Scale**

Combat is played in a series of turns called rounds. Each round represents a frame in a comic book, or a short descriptive passage in a novel. For those situations that need a more accurate representation of time, each round is about 3-5 seconds long.

**1 round = 3-5 seconds**

**Turn Sequence**

Rounds in Runebearer combat are relatively simple. Each round begins with an initiative phase where characters determine the order in which they get to act. Then, each player (in order of their initiative) takes his action. When all combatants have taken their actions, you start a new round.

**Initiative**

Initiative determines who gets the first opportunity to act in a combat round. To determine initiative, each combatant rolls a 1d12 and adds their INI score and any other modifiers for their weapon, spells or the situation. The high total acts first, followed by the second highest and so on. If there is a tie between two or more combatants, they should re-roll to break the tie. When breaking a tie, the second roll has the same modifier as the first.

***Example of Initiative****: Two adventurers, Alanna (INI +1) and Kale (INI 0) are traveling through the forest, when they come upon a group of three goblins along a trail. Neither group is surprised and the goblins immediately move to attack. The GM calls for initiative for round 1. The rolls are as follows:*

|  |  |
| --- | --- |
| ***Character*** | ***INI*** |
| *Alanna* | *6+1=7* |
| *Kale* | *3+0=3* |
| *Goblin 1* | *4+0=4* |
| *Goblin 2* | *8+0=8* |
| *Goblin Leader* | *5+2=7* |

*In this round, goblin 2 goes first. After he acts, the Goblin Leader and Alanna roll to break their tie. Alanna rolls a 5 for this tiebreaker and adds 1 for a total of 6. The goblin leader rolls a 10 and adds 2 for a total of 12. So the goblin leader acts, then Alanna. Next goblin 1 goes and finally, Kale acts.*

**Surprise**

In certain situations, one side in a combat might surprise another. Conditions for surprise are up to the GM and should be based on the situation leading up to the conflict.

The side that surprises its opponents gets a free round of action.

The surprised side cannot act, but can use any appropriate defenses if they can see the attacks coming. Surprised defenders that cannot see the attacks coming can only use their Base Defense.

**Initiative Modifiers**

Many weapons and spells have initiative modifiers. This number modifies the initiative roll at the beginning of the round. Thus, a character using a knife gets a +1 to his initiative roll whereas a person using a pole arm will get a –1.

**Changing Initiative Mid-Round**

Unfortunately, the initiative modifiers assume that the player knows what his character is doing that round and what weapon or spell he is using to do it. When a character takes a modifier to his initiative he is essentially declaring what he intends to do that round. If he does something different, then his initiative could change in the middle of a combat round. A character’s initiative score can never increase in the middle of a round. It can only decrease.

***Example of Initiative Changing in Mid-Round****: Alanna is in combat with two goblins and intends to move up to her opponents this round. She rolls an 8 for initiative. Since moving has no initiative modifier, Alanna acts with an initiative score of 8. The goblins get initiative rolls of 9 and 7.*

*The goblin with a 9 initiative moves first and steps up to Alanna and attacks her. He misses. It is Alanna’s turn to act and she would like to draw her axe and counter-attack. However, her war axe has an initiative modifier of –1. This means she must act with a 7 initiative instead of her 8. Instead of attacking, Alanna must roll a tie breaker against the goblin who ties her 7 initiative.*

***Example of Initiative Not Increasing****: Kale is currently using a long spear to fight. His initiative, including the –1 modifier is 6 this round. A goblin shaman with an initiative of 7 is going to release a spell this round. Kale’s player indicates that Kale is going to drop his spear, draw a knife (init modifier +1) and with his newfound initiative of 8, throw the knife before the spell is released.*

*This is not permitted. The fastest Kale can act is with his original initiative of 6. If instead he were to pick up a small boulder (init modifier –2) and throw it at the shaman, he could act on initiative 5, but the hernia might keep him from acting at all.*

**Actions and Half-Actions**

When it is your turn to act, you can perform a full action, or two half-actions. An action is defined as something you could complete in a round. This might include climbing over a fallen tree, sawing through a thick rope, tying a bootlace, or rummaging in your pack. Anything the GM decides could be done in 3-5 seconds, or a frame in a comic book. A half-action is something that takes only a second or two. Drawing a sword and standing up from a sitting position are examples.

**Actions and Half-Actions**

|  |  |  |
| --- | --- | --- |
| **Full Actions** | **Half Actions** | **No Time** |
| Moving Your Base Move | Moving Up to Half Your Base Move | Speaking |
| Running 1.5x Your Base Move \* | Attacking an Opponent (must be last half-action taken) \*\*\*\* | Drop an Object |
| Sprinting 2x Your Base Move \* | Draw a Weapon/Put a Weapon or Arrow Away | Drop Prone |
| Casting a Spell | Make an Un-aimed Attack With a Missile Weapon |  |
| Rummage Through a Pack \*\* | Stand Up |  |
| Tie/Untie a Knot \*\* | Open a Door (easy) |  |
| Navigate an Obstacle \*\*\* | Pick Up an Object |  |
| Open a Door (stuck) \*\* | Cutting a Thin Rope |  |
| Breaking Out of a Hold \*\* | Scan a Room \*\* |  |
| Sawing Through a Thick Rope |  |  |
| Load a Crossbow |  |  |
| Aimed Attack With a Missile Weapon |  |  |

**Notes:**

\* A character running or sprinting takes penalties to his defense and limitations to his actions the next round. See Movement in Combat for details.

\*\*  The GM might require an attribute test to determine the success of this action. Alternately, he might declare that this action takes more than one round to complete.

\*\*\* Depending on the nature of the obstacle, a successful climbing or acrobatics roll might halve the time required. Also see \*\* above.

\*\*\*\* In a round, attacking must be the last thing that you do. Once you attack an opponent, your action is over, even if you have a half move remaining. See Attacking and Moving in Combat for details.

Some of these actions may not automatically be successful. For instance, to tie a knot, the GM may have you make a DEX test. Rummaging through your pack to find an item might have a random chance of success depending on the number of items in your pack (or the GM might require a PER test). In addition, some of the actions, such as attacking or moving more than your Base Move, have special restrictions on them. These will be dealt with later in the chapter.

In addition, some actions may take more than one round at the GM’s discretion. For instance, the chart says navigating an obstacle takes a single action. This applies for obstacles like small fences, fallen trees or a table – things that are easy to climb or vault over. However, if the obstacle is a high wall with spikes on top, a thorn bush or a pool of quicksand, the GM may rule that it takes many rounds of action to cross. Rummaging through a pack is another potential multi-round action. If you have a sack with 3 or 4 items in it, then one action is an appropriate length of time in which to find that Potion of Might. If you have 25 items in there, then you would have to be really lucky to pull the potion out in that amount of time.

***Example of Actions and Half-Actions****: Kale is in combat with a group of goblins. He wants to attack the humanoids, but is 3” (3 hexes) away from the closest one. This means Kale would need to move 2” to be adjacent to the goblin and then attack. His Base Move is 6”. Looking at the above chart, we see that a move of 2” is less than half of Kale’s base, so it is a half action. Attacking is also a half action, so Kale can move up to the goblin and then attack.*

***Another Example****: Alanna has been knocked down and disarmed by the goblin leader. Alanna wants to get her sword, stand and attack the goblin. Looking at the chart, we see that standing is a half action, picking up her weapon is a half action, as is attacking. She cannot do all three things in a single round. She could get her weapon and attack from the ground (at a penalty for being on the ground), or stand and punch, or stand and get her weapon.*

***An Example of Multi-Round Actions****: The goblins have fled, but more are coming this way. During the battle, Kale is injured and is in need of healing. Alanna wants to apply her healing salve to Kale’s bleeding leg. The GM rules that this “action” consists of getting the salve out of Alanna’s herb pouch (1 round), getting a bandage (1 round), applying the salve to the bandage (1 round) and applying the bandage to Kale’s leg (2 rounds). The GM tells Alanna that using the salve will take 5 rounds.*

**Declaring and Saving an Action**

A character that has the initiative does not necessarily have to act on his turn. He may want to wait and declare his action, saying something like, “I wait until an enemy comes through the door. Then I attack.” Or, it could be a vague decision to wait and “see what happens.”

**Declaring an Action**

A character that declares a specific action and a trigger for that action is said to have made a **specific declaration**. When a character makes a specific declaration, he is poised and ready to act on a moment’s notice. As soon as the trigger happens, the character will act.

***Example of Making a Specific Declaration****: Alanna and Kale have penetrated the goblin stronghold. They enter a room and see furs, chests and trinkets of all kinds lining the floor and walls. They have found the leader’s treasure room. While Alanna enters to search for the object of their quest, Kale moves to the door. Kale’s player states, “Kale moves to the door. He will attack anyone who comes through.” This is a specific declaration. The trigger is someone walking through the door. The action is an attack.*

***Another Example of a Specific Declaration****: A huge combat rages between a group of humans and a group of goblins. Alanna and Kale are in the middle of this melee. During the fight, Alanna has spotted a goblin shaman. His spells could turn the tide of the battle against the humans. Alanna wins initiative this round, but has no way of getting to the shaman. Instead of using her action, she waits, watching the shaman. If he begins to cast a spell, she will draw a throwing knife and use it to attack the shaman. Alanna has made a specific declaration. The trigger is the shaman casting. The action is drawing and throwing a dagger.*

A character that has declared his action will always act when the trigger presents itself regardless of initiative. This will allow the declaring character to act before (or in the middle of) someone else’s action. This makes sense. The declaring character was watching, waiting to act. If the trigger condition is met, the character that has an action declared will get to preempt his enemies and possibly thwart their action.

***Example of Preempting****: Later in the combat round, the goblin shaman begins to cast a spell. Alanna has declared her action, so as soon as the shaman starts chanting, she gets to attack with her throwing dagger. The shaman has no chance of finishing his spell before Alanna attacks, since she was waiting for him to cast.*

In certain situations, the GM might require a PER roll to preempt your opponent. For instance, if there were many combatants between you and the shaman, it may not be easy to discern that he has begun chanting a spell. If it is foggy, or raining, dark or loud, you may have a hard time realizing your action trigger has occurred. On the other hand, some situations might warrant a PER roll to NOT act when the action trigger happens.

***Example of a Good Time Not to Act****: While Alanna searches the treasure room, Kale waits to slice anyone coming through the door. Suddenly, Petor, another adventurer enters the room, looking for our heroes. The GM rules that Kale is startled and starts his attack. He allows Kale to make a PER roll to not hack Petor to bits.*

**Saving an Action**

If you do not want to act when you have the initiative, it is not required that you declare your action. You can also **save your action**. A character that has a saved action is waiting and watching the situation, ready to react to events as they occur. This is different than making a declaration because you are not specifying an action and trigger. You are simply waiting.

After you save an action, you may use it **at any time** (including in the middle of someone else’s action) to try and preempt your enemy. However, since you were reacting (as opposed to making a specific declaration), you do not automatically preempt your target. Instead, both the saving character and the interrupted character roll 1d12 and add their SPD scores. High roll gets to act.

***Example of Saving an Action****: The combat is going badly for the humans. A mage on the human side begins casting. His spell will take a round to complete and is extremely delicate. If anyone hits the mage while he is casting, it will ruin the spell. Alanna decides to guard the mage. When it is her turn to act, she saves her action, ready to react to any threat.*

*Later that round, a goblin charges the mage. Alanna preempts the goblin, attempting to intercept and engage him before he can ruin the spell. Since Alanna did not declare her action, she has to roll against the goblin. Alanna rolls a 6 and adds her speed of 13 for a total of 19. The goblin rolls a 7 and adds his speed of 11 for a total of 18. Alanna wins and gets to act. She moves in front of the goblin and attacks him.*

**Declaring or Saving Across Multiple Rounds**

A character can declare or save an action across combat rounds. However, no character may have two actions in a combat round (there are some specific exceptions to this rule, as we may see later). If you save an action and the current round ends, you may keep your saved action into the next round. At any time before it is your turn to act in the new round, you may use your saved action to preempt your enemies. If you do not use your saved action by the time it is your initiative in the new round. You lose the saved action, but can use your new action normally (including saving it). If you do use the saved action in the new combat round, you may not use your normal action.

***Example of Saving an Action Between Rounds****: In the combat example with Alanna and the shaman, let’s say the shaman does not cast a spell. Instead, he yells orders to his troops. Alanna declared her action on round 3, but since the shaman did not cast, she did not use her action. She keeps her declared action to round 4. This round the shaman gets an 8 initiative and Alanna gets a 4. The shaman will act first.*

*If, on his initiative, the shaman decides to cast a spell, Alanna still has an action declared. She will be able to preempt the shaman and throw her dagger at him. Since she cannot have two actions in a single round, once she throws the daggers, she loses her normal action which would have occurred later that round.*

*If the shaman does not cast, Alanna can still act when it is her normal turn with her 4 initiative.*

**Movement and Position in Combat**

Moving a number of hexes equal to or less than half your base move (rounded up) takes a half action. Moving any more than your half move, constitutes a full action. Please note, that under no circumstances should a character be allowed to take two half moves in an action to take advantage of the rounding and move more than his Base Move score.

***Example of Full and Half Moves****: Alanna has a Base Move score of 7 hexes. This means that in a given round, she can move up to 7/2 = 3.5 which rounds to 4 hexes and take only a half action. If she moves from 5-7 hexes in a round, she must take a full action. She could not tell the GM she would like to make 2 half moves (at 4 hexes a piece) to move 8 hexes in a round.*

**Moving and Attacking in Combat**

In a given round, a character can move up to half his Base Move and then attack. Any character that moves and attacks in the same round takes a –1 to his attack roll. Also, attacking an opponent ends your action. Thus, if you attack during your first half action, you lose your second half action. Attacking must be the last thing done during your action.

**Running and Sprinting**

A character’s full move consists of a cautious jog that takes into account the combat situation. A character can make a full move and still defend without penalty. However, there are times when a character needs to cover a lot of ground quickly, without regard to defense. In these cases, a character might want to run or sprint.

A character that runs can move up to 1½ times his full move. Thus a character with a 6 hex move could run 9 hexes during his action. Running takes a full action. In addition, a character that runs is not paying attention to his defense. He cannot parry or shield block. He is only allowed to dodge at a –2.

A character that sprints can move up to 2 times his full move. Thus a character with a 6 hex move could sprint 12 hexes during his action. Sprinting takes a full action. In addition, a character that sprints cannot defend himself at all. He cannot parry, dodge or shield block and must rely on his base defense mode.

**Facing**

Every combatant has a facing. Characters can face any of the six hex sides of the hex they occupy. They cannot face a hex corner. The three hexes in the front of the character are called his front. The hex directly opposite the one the character is facing is his rear. The other two hexes are his flank.

facing

During your turn, changing your facing takes no time. However, once you attack someone, you must turn so as to have your target in one of your front hexes.

When it is not your turn, you can still change facing, but only if you are aware of an attack. If an attacker starts his turn in front of you, you can freely turn to face him. However, if he starts his turn from behind you, you will have to make a PER check to face him.

If you are out of combat, then the DL for this PER check is 10. If combat is occurring around you, but you are not engaged, then the DL is 14. If you are engaged, you may not turn to face your new attacker until he is done with his first attack.

**Facing Modifiers**

An attack from the front is at no modifier. A flank attack is at a +1 to hit. An attack from the rear is at a +2 to hit. In addition, you can only parry attacks from your front and right (weapon-side) flank. A shield block can only defend attacks coming from the left (shield-side) flank or the two front hexes that are on the shield side. A character can dodge attacks coming from any direction.

**Combat Resolution**

When you have the initiative, one thing you can possibly do is attack your opponent with a melee weapon, a missile weapon or a spell. To damage your foe, you have to hit him. Hitting a combatant takes a skill roll. This is a standard skill test (see the section titled Skill Resolution). The attacker’s attack skill with his equipped weapon is the skill to be tested and the DL of the test is the defender’s current **Defense Mode**. A successful test means the attacker hit his target. A failure is a miss.

**Defense Modes**

A defense mode is simply the way in which a character is defending against a specific attack. The standard defense modes are parry, shield block, dodge or base defense. When a character is attacked, he may defend with any legal mode. However, each mode is somewhat restricted in the types of attacks that it can counter. Each defense mode is described below.

**Parry**

When a character learns a melee weapon skill, they get a corresponding parry skill to go with it. Generally, the starting score in the parry skill is equal to the character’s starting weapon skill. However, once the starting score is determined, the attack and parry skills are two different skills and characters earn checks and raise each separately. Parry can be used to defend against any melee attack the character can detect. It cannot be used to parry missiles of any type. Also, it cannot parry bolt, ball or direct spells.

**Unarmed Parry**

A character can parry with his bare hands if need be. However, an unarmed character parrying an opponent with a weapon does so with a -3 penalty.

**Shield Block**

Characters who buy Combat: Shield can use the shield block defense mode. Their score in this defense mode is equal to their shield skill. A character can shield block any attack he can perceive. Unlike parry, a shield block can defend against missile attacks, but not spell attacks. Shield block is a regular skill and can be raised like other skills.

**Dodge**

Every character has a dodge score. The dodge defense mode can be used against all manner of attacks, including missiles, ball and bolt attacks (but not direct attacks). Dodge is a figured statistic. However, after the initial number is generated, it is treated like any other skill and can be increased with experience.

**Base Defense**

Every character has a base defense score. This score represents the absolute lowest a moving character’s defense gets. It does not matter if he is being attacked by a half-dozen foes and is wounded severely, his worst defense will be his score in base defense. Base defense can defend against any attack (aside from attacks which do not require a to-hit roll). Base defense is not a skill and cannot be raised like a skill. Generally, if you are defending with your base defense, you have been overwhelmed or surprised and are in big trouble.

***Example of Attack/Defense Modes****: Alanna is attacking a goblin guard with her sword. Alanna has a sword attack skill of 12. The goblin has a spear parry of 10 and a dodge of 11. When Alanna attacks, the goblin chooses his dodge to defend. Both combatants roll a d12. Alanna gets a 7 and adds her skill for a total of 19. The goblin rolls a 3 and adds his dodge for a total of 14. Alanna succeeds in the skill test and hits the goblin.*

**Multiple Attacks**

A character may defend as many times in a single round as is necessary. Each time he can pick whatever defense mode is most advantageous. Thus, a character being attacked by two goblins might sword parry the first attack and shield block the second. However, each time after the first he uses the same defense mode in a round, he takes a cumulative –3 penalty to his score in that defense mode.

If you face three attacks in a combat round and choose to parry all three of them, you will parry the first at your skill level. The second you parry at –3. The third you parry at –6. The penalties continue to accrue until you reach your base defense. You can never defend at a score lower than your base defense unless you are unable to move.

***Example of Multiple Attacks****: Kale is fighting three goblins with his axe. This round, the goblins all beat his initiative and get to go before him. Kale has an axe parry of 13, a dodge of 9 and a base defense of 6. The first goblin swings and Kale parries with a score of 13. The second one steps up and attacks and Kale parries again, this time with a 10 defense. When the third goblin swings, Kale could parry at a score of 7 or he could dodge with his score of 9. He chooses to dodge.*

*If a fourth goblin attacked Kale, he would parry at 7. And if his luck really turned sour and a fifth goblin appeared, Kale would defend with his base defense of 6.*

**Free Parries/Dodges**

Some characters get “free parries” or “free dodges”. A character with one free parry can parry one extra attack each round without his parry score degrading. Similarly, a character with a free dodge can dodge twice without suffering a penalty. These characters can face multiple opponents with a greater chance of success.

***Example of Free Parries****: Alanna is facing two goblins. She has a parry skill of 13 with her sword and a free parry. The first goblin swings and Alanna parries with a skill of 13. When the second goblin attacks, she parries again at a skill of 13. If a third goblin would attack and Alanna parried, then her score would be a 10.*

**Hitting Your Opponent**

As stated before, hitting your opponent takes a skill test pitting the attacker’s weapon skill against the defense mode of the defender. If you do hit your opponent, you need to roll a hit location and damage.

**Hit Location**

Roll a d12 and consult the following chart to determine where you hit the defender. To determine which side was hit, roll 1d6: 1-3 Right, 4-6 Left

**Hit Location Chart**

|  |  |
| --- | --- |
| **1d12 Roll** | **Hit Location** |
| 1 | Head |
| 2 | Shoulder or Midline |
| 3 | Arms |
| 4 | Hands |
| 5-7 | Chest |
| 8-9 | Abdomen |
| 10-11 | Legs |
| 12 | Feet |

**Alternate Hit Locations**

During combat, there may be situations in which the standard hit location chart makes no sense. For instance, if you are prone when you attack with your short sword, you probably have little chance of hitting the opponent in the head. Similarly, two opponents standing toe-to-toe will have a hard time striking each other’s legs.

Also, a character can choose to attack his opponent with one of the “specific locations”. He may need to hit his opponent in the legs to slow him down; or he may be facing a creature that takes damage only from blows to the head. In these cases, he can take a penalty to his attack to strike using the following chart. The character does not take a penalty to his attack when the GM rules that a strike MUST use an alternate hit location.

All of the alternate hit locations still use the standard hit location chart above, but the die rolled is different. Thus, the chance to hit different locations is changed.

**Alternate Hit Locations**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type of Shot** | **Called Shot Attack Penalty** | **Description** | **Roll** |
| Head Shot | -2 | Used when the attacker is higher than the defender and the GM rules there is a good chance of hitting in the head or upper-body. | 1d6-1  (0 = head) |
| High Shot | -1 | Used when there is little chance of striking the legs. Punches or small weapons often use this attack. | 1d8 |
| Normal | 0 | This is a normal strike. | 1d12 |
| Low Shot | -1 | Used when attacking from a lower position. | 1d8+4 |
| Leg Shot | -2 | Used when striking from a prone position, or kicking. | 1d6+6 |
| Specific Location | -4 | You can choose the location you strike. | none |

***Example of Alternate Hit Locations****: Kale is fighting his goblins and decides to leap atop a large rock nearby. The rock puts Kale a full meter above his opponents. The GM rules that this is sufficient to give him a Head Shot. In a later combat round, Kale hits a goblin. Instead of rolling a d12 for the hit location, he rolls a 1d6, gets a 1 and subtracts 1 for a total of 0. Looking on the chart, we see that Kale has hit the goblin in the head.*

***Another Example of Alternate Locations****: Alanna wants to finish her opponent quickly. She chooses a head shot to increase her chances of a disabling strike to the head. Because she is choosing to use the alternate hit location chart, she must take the attack penalty listed. She attacks at a –4.*

**Damage**

Every character has a STR die (see section titled Strength) and every weapon has a leverage die. To calculate the damage done by a melee attack, the attacker rolls his STR die and his weapon’s leverage die, adds the results and the total is the damage done by the strike. This damage is then reduced by the armor value (AV) of the armor the target is wearing on the location in which he was hit.

For bows, there is no strength or leverage. Instead, each bow and type of arrow has a damage rating. The damage done by a successful bow attack is determined by rolling the bow’s damage die and the arrow’s damage die and adding the two results. The defender’s AV subtracts from this total.

Thrown weapons are similar to melee weapons. The only difference is that the attacker’s STR die is reduced by one category on the STR chart. Thus, a person with a 15 STR (who would normally do a 1d8) has a STR die of 1d6 when throwing a weapon.

Spell attacks do the damage listed in the spell description. Armor may or may not subtract from this damage depending on the spell. Attack spells often have other effects in addition to the damage they do. Check the spell description for details.

***Example of Calculating Damage****: Brax the Short and Annoyed has a STR of 11 (STR die = 1d6) and is using a short sword with a leverage of 1d8. He attacks a goblin who is wearing furs (AV = 2) over most of his body, except his head. Brax hits the goblin, rolling a 7 for the hit location and a 3 and 6 for damage. The total damage done is 9 points, but the goblin’s armor absorbs 2 points of this. The goblin takes 7 points of damage in his chest.*

**Effects of Damage**

When you are hit, you subtract the final damage taken (after armor) from your HIT total. If you run out of HITS, you are considered to be dying. However, there are other possible effects of taking damage. You may be wounded, stunned or knocked unconscious. These effects are described below.

**Stunning**

Some wound results stun the defender for one or more rounds. A stunned combatant cannot act, but can defend himself with any of the standard defense modes. However, he takes a –2 to all his defenses due to his disoriented state.

**Unconsciousness**

**At Half HITS**

If a blow reduces you to less than half your maximum HITS, you have a chance to fall unconscious. This does NOT mean that one attack has to take away half your HITS. If at any time, you take enough damage to reduce your hit point total below the 50% mark, you must immediately check for unconsciousness.

When you are reduced to less than half your hit points, you must make a TOU save vs. DL 8 to remain conscious. If you fail this test, you fall unconscious until you can get 5 minutes of medical attention. Then, a medical skill test vs. DL 8 will rouse you. Alternately, any healing magic, potion or salve that can raise you to over half your maximum HITS will cause you to come conscious in about 5 minutes. Otherwise, you will remain out for 20-120 (2d12 x 10) minutes.

**At One-Quarter HITS**

If a blow reduces you to less than one quarter of your maximum HITS, you must check for unconsciousness. This check is made against a DL 15. If you fail this test, you fall unconscious until you can get 20 minutes of medical attention. Then a medical test vs. DL 12 will rouse you. Alternately, any healing magic, potion or salve that can raise you to over half your maximum HITS will cause you to come conscious in about 5 minutes. Otherwise, you remain out for 2d12 hours.

Some notes and clarifications:

* Please note, you do **not** have to take the damage all in one blow to be knocked unconscious. Cumulative damage that takes you to under the half (or one quarter) threshold will force you to check for unconsciousness.
* Also note, you make a single unconsciousness check at the moment you cross a damage threshold. You do not have to check for each hit you take once you are below 50% (or 25%). Thus, if you are knocked below half your HITS, but succeed the TOU test, you do not have to roll again until you are knocked below one quarter your HITS (you just crossed another threshold), or until you are healed to above half your maximum HITS, and are subsequently knocked below half again.
* The GM should use the times for the medical checks and unconsciousness as guidelines. If the story would benefit from captured characters being unconscious for 3 days, or waking up just in time to see the villain carrying the princess out the window, then so be it.

***Example of Unconsciousness****: In the previous example, Brax hit a goblin for 7 points of damage. The goblin’s total hit point total is 30, but he had taken some damage earlier in this battle and so he had only 20 hit points. Now, he takes 7 more point of damage, bringing his total to 13. This is less than 50%, which is 15, so the goblin needs to roll to remain conscious. The goblin has a TOU of 12 and the DL of the attribute test is 8. The goblin rolls a 4 for a total of 16. The GM rolls a 9 for a total of 17. The goblin sinks to the ground unconscious.*

**Wounding**

If any **single** attack does damage equal to or in excess of 25% of your maximum HITS, then you have suffered a wound. A wound could be a graze (meaning there is no additional effect besides the damage done), it could impair your ability to fight, or it could mean the loss of a limb, or death.

When you suffer a wound, determine what fraction of your maximum hits the blow delivered, roll a d12 and consult the following chart.

**Wound Severity Chart**

|  |  |  |  |
| --- | --- | --- | --- |
| **Roll 1d12** | **Attack Did 25%** | **Attack Did 50%** | **Attack Did 75%** |
| **1** | Graze  (no effect) | Minor | Minor |
| **2** | Graze  (no effect) | Minor | Minor |
| **3** | Minor | Minor | Serious |
| **4** | Minor | Minor | Serious |
| **5** | Minor | Minor | Serious |
| **6** | Minor | Serious | Serious |
| **7** | Minor | Serious | Serious |
| **8** | Minor | Serious | Mortal |
| **9** | Minor | Serious | Mortal |
| **10** | Serious | Mortal | Mortal |
| **11** | Serious | Mortal | Mortal |
| **12** | Mortal | Mortal | Mortal |

Once you determine the severity of the wound, you can consult one of the following charts based on the wounded hit location.

**Head Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg+2 | * Stun 1 round * Impaired(1) | * Stun 1-3 rounds * Impaired(2) * If TOU check failed by more than 3, you are Down for the Count |
| Serious | TOU vs. DL = Dmg+4 | * Stun 1-3 rounds * Impaired(2) | * KO 2d6 hours * Impaired(3) |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d12 hours * Impaired(3) * Disfigured(1) | * Dead |

**Arm and Hand Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg+2 | * Weakened(1) * Impaired(1) | * Drop item * Weakened(2) * Impaired(2) |
| Serious | TOU vs. DL = Dmg+4 | * Drop item * Stun 1 round * Weakened(2) * Impaired(2) | * Drop item * Stun 1-3 round * Arm is disabled |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d6 hours * Arm is disabled | * KO 2d6 hours * Arm is disabled until magical assistance is found |

**Leg and Feet Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg + 2 | * Crippled(1) | * Prone * Crippled(2) |
| Serious | TOU vs. DL = Dmg+4 | * Stun 1 round * Prone * Crippled(2) | * Stun 1-3 rounds * Prone * Leg is disabled |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d6 hours * Leg is disabled | * KO 2d6 hours * Leg is disabled until magical assistance is found |

**Chest Wounds**

|  |  |  |  |
| --- | --- | --- | --- |
| **Severity** | **Roll** | **Effect if Roll Succeeds** | **Effect if Roll Fails** |
| Minor | TOU vs. DL = Dmg+2 | * Impaired(1) * Winded(2) | * Stun 1 round * Impaired(2) * Winded(3) |
| Serious | TOU vs. DL = Dmg+4 | * Stun 1-3 rounds * Impaired(2) * Winded(3) | * KO 2d6 hours * Impaired(3) * Winded(4) |
| Mortal | TOU vs. DL = Dmg+4 | * KO 2d12 hours * Impaired(3) * Winded(4) * Disfigured(1) | * Dead |

**Death**

A character reduced to zero hit points or less is dying. He is unconscious and will lose 1 hit point each minute. When he reaches a negative hit point total equal to 25% of his total hit points, he is dead. The loss of hit points can be stopped if a character with medical or physician can treat the dying character. The DL of the skill test is 10 + the absolute value of the character’s hit point total.

**Lethal and Non-Lethal Damage**

Most weapons do lethal damage. Any lethal damage taken reduces a character’s hit points and can cause wounds and unconsciousness as described above. However, some weapons do non-lethal damage. Fists, clubs, staves and most improvisational weapons fall into this category.

Any attack that does non-lethal damage still counts against the hit points of the target and can still cause unconsciousness. A character that is reduced to zero hit points is knocked unconscious. He will be dying (see Death above) if the majority of his hit point loss was caused by lethal damage. Otherwise, he is just knocked out as though he failed his 75% TOU test.

Non-lethal damage can cause wounds. The criterion for a wound is the same as for lethal damage: 25% or more total hits in one blow. However, the roll on the wound severity chart is at –2, so many wounds will be grazes. Any damage that does cause a non-graze wound is considered lethal damage for purposes of death and automatic recovery.

After a character has had a few minutes to rest, 100% of the non-lethal damage taken is recovered.

**Engaging Your Opponent**

When a character is adjacent to an opponent, he is engaged with that opponent. An engaged character can move, but must remain adjacent to the combatant with which he is engaged. If he moves away from his opponent, then his opponent may immediately make an attack against him at a +2 to hit. This attack is free and does not take the opponent’s action for that round.

One character can only engage one opponent. However multiple opponents may engage a character that is outnumbered. If he tries to disengage, then all characters with whom he is disengaging (moving to a hex that is not adjacent to them) get a free +2 attack.

There are two ways a character can disengage from melee without suffering the free attack. The first is if the character has allies who are engaging his opponents. Opponents that are otherwise engaged will not get a free attack on a disengaging character. Put more simply, if your friends are keeping the enemy busy, then you can slip away with no penalty.

***Example of Engaging****: Brax the Short and Annoyed is fighting a bandit. Brax and the bandit move so they are in adjacent hexes. Since they are in adjacent hexes and hostile, they are engaged. Neither can move away from the other without facing a free attack.*

***Example of Multiple Opponents****: Later, Brax faces two goblins. Now Brax is engaged by both goblins. If he tries to disengage, he faces a free attack from each goblin. However, either goblin could leave the combat since Brax would be kept busy (engaged) by the remaining goblin.*

The second way to freely disengage is if your opponent cannot follow you into the first hex you are fleeing to, or is unwilling to do so. So, if you are willing to leap off the side of the ship, or out the window, or you can fly (and the opponent cannot), you can avoid the free attack.

***Example of Freely Disengaging***: *Brax is once again facing goblins. This time three of them are pummeling him and he needs to escape quickly. Lucky for him, he is right next to the second story window. Brax figures the fall is probably safer than the knives of three angry goblins and so he leaps out, disengaging without suffering the free attacks.*

***Example of Maybe Freely Disengaging****: This time a bandit chief is battling Brax and Brax is getting the worst of it. The hexes all around Brax are blazing with fire. These flames normally do 2d10 to anyone who enters them. Fortunately, Brax has a spell on him that allows him to resist fire and take no damage. Brax decides to escape combat by fleeing into the flames. Now the bandit has a choice. He can either let Brax go, or use his free attack, but he has to enter the flames and take 2d10 damage doing so.*

**Combat Maneuvers**

To give combat a distinctive feel and allow more tactical flexibility, a large number of combat maneuvers are available. Combat maneuvers are special attacks or defenses that provide modifiers to a characters attack, defense and damage. In addition, some of the maneuvers have special effects. For instance, if you are facing a massively armored opponent, a piercing strike may be in order. If you need to win initiative to ruin the evil sorcerer’s Spell of Ultimate Doom, perhaps you need to use a rushed strike.

**Maneuver Types and Restrictions**

Every combat maneuver has one of four types: standard attack, standard defense, special attack and special defense. The differences between the types are explained below.

**Attack Maneuvers**

A combatant can perform one attack maneuver each round. Two attacks are not permitted. A combatant may choose an attack maneuver when it is his turn to act. Many attack maneuver penalties have modifiers associated with them. Attack modifiers are instant and last for the current action only. Defense modifiers last until the character’s next action.

***Example of Attack Modifiers****: Brax wins initiative and tries a wild strike. He swings (at a –4 penalty), hits and kills one bandit. Another bandit attacks him later that round. Because he performed a wild strike, he is at a –2 to his defense. Next round, Brax loses initiative and the bandit gets to attack. Since Brax has not yet had his action, he is still at a –2 defense. When it is Brax’s turn to act, his modifiers go away and he is able to choose another maneuver.*

**Defense Maneuvers**

A combatant can perform one defense maneuver each round. Two defense maneuvers are not permitted. However, note that a defense maneuver may be combined with any number of defense modes. A combatant may choose a defense maneuver whenever he is attacked. Many defense maneuvers have modifiers associated with them. Defense modifiers are in effect until the character’s next action. Attack modifiers are in effect through the end of the character’s next action.

***Example of Defense Modifiers****: Brax is facing two bandits and is injured. He does not want to take another hit, if he can help it. Brax loses initiative and goes last this round. As the first bandit attacks, Brax decides to give ground, gaining a +2 to all defenses. With the modifier, both bandits miss. When it is Brax’s turn to attack, he takes a –3 to his attack. As soon as Brax takes his action, his attack modifier is gone.*

*However, the round has not ended yet, so Brax still gets his +2 defense. When a third bandit jumps out of the brush, Brax still gets the benefit of his +2 defense.*

**Stacking Modifiers**

If the character uses a combination of maneuvers, then the modifiers will stack.

***Example of Stacking Modifiers****: Brax wins initiative and tries a wild strike which puts him at a -2 to his defenses. Next round, before Brax can act, another bandit attacks him. He is still at a -2 penalty to his defense, so he decides to Give Ground which has a +2 bonus to defense. Brax’s penalty from Wild Strike is canceled by his bonus from Give Ground.*

*However, when it is Brax’s turn to act, his penalty from Give Ground is in effect and he attacks at a -3.*

**Standard Maneuvers**

Standard maneuvers are maneuvers like strike, parry, dodge and shield block. These generally have no special modifiers associated with them. There are no restrictions to using standard maneuvers, except that you cannot use two attack maneuvers, in a round. If a standard maneuver carries modifiers, then the modifiers act in accordance to the rules above.

**Special Maneuvers**

Special maneuvers give special bonuses and penalties to the combatant. Generally, they are ways of gaining extra damage, accuracy or defense. All special maneuvers have trade-offs inherent in their use. If a strike does extra damage, then it will likely be inaccurate. Defensive maneuvers generally penalize the combatant’s attack, and some do not allow an attack at all.

You may never use two special maneuvers in a single round.

**Maneuver List**

**Standard Attack Maneuvers**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Strike** | StA | Skill | Mode | STR + LEV | This is the standard melee attack. |
| **Club Weapon** | StA | Skill – 1 | Mode | STR(-1) + LEV(-1) | This attack allows the weapon to do non-lethal damage as opposed to lethal damage. Wound severity rolls for normal damage are at -2. |
| **Escape** | StA | Special | Special | None | The grabbed combatant rolls a STR test against the character holding him. If it is successful, he is free. |
| **Aimed Ranged Attack** | StA | Skill | Dodge | Special | This attack is a careful attack that takes a full action to execute. |
| **Grab** | StA | Unarmed | Mode – 2 | None | The defender is grabbed. The hit location is determined by a High Shot or Low Shot depending on the relative position of the combatants. Based on the hit location, the GM can rule on how much freedom of action the defender has, what limbs are pinned, if the target can parry or dodge and so on. To break out the defender must succeed in an escape maneuver. |
| **Throw** | StA | Unarmed–2 | Mode | STR | If the attack is successful, the defender is thrown 1” and takes STR damage. The defender is prone. The defender can make a Break Fall (if he has the talent) roll (DL 10 + the amount the attack succeeded by) to avoid damage and roll to his feet. |
| **Un-Aimed Ranged Attack** | StA | Skill – 2 | Dodge | Special | This is a rushed attack with a missile weapon that takes only a half action. |

**Special Attack Maneuvers**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Aimed Strike** | SpA | Skill + 3 | Mode | STR(-1) + LEV(-1) | This is a careful attack with less power behind it. Both the STR and leverage die are reduced by one step. |
| **Charge** | SpA | Skill – 2 | Mode – 2 | STR + LEV | The attacker must make a move of at least half his Base Move and not more than his full Base Move to approach the target. |
| **Disarm** | SpA | Skill – 4 | Mode | None | If this attack hits, the defender must make a DEX save vs. DL 10 + (the amount by which the attack succeeded) to hold his weapon. If he fails, his weapon flies 0-2 hexes in a random direction. |
| **Feint** | SpA | Skill + 2 | Mode | STR + LEV | If the attacker can make a DEX test vs. his opponent’s PER, he gets the bonus. If he fails, he loses his attack this round. A trick like this generally only works on intelligent opponents and most will only fall for this once. |
| **Press** | SpA | Skill – 2 | Mode | STR(-1) + LEV(-1) | If this attack is successful, normal damage is done and the defender must retreat 1”. The attacker has the option of following into the vacated hex. |
| **Rushed Strike** | SpA | Skill – 3 | Mode | STR + LEV | Unlike other attacks, this intention to use this strike must be stated before initiative is rolled. A character using rushed strike gets a +3 to his initiative that round. |
| **Strong Stike** | SpA | Skill – 2 | Mode – 1 | STR + LEV + 3 | A powerful strike that sacrifices accuracy for damage. The attacker gets a +3 damage. |
| **Sweep** | SpA | Skill - 4 | Mode | STR(-1) + LEV(-1) | Attacker can attack two opponents. Each attack takes the attack and damage penalty. |
| **Tackle** | SpA | Unarmed – 2 | Mode – 2 | STR(+1) | The attacker can make up to his full Base Move up to the defender. If the attack succeeds, then both combatants go down. |
| **Wide Press** | SpA | Skill – 2 | Mode + 1 | None | The attacker rolls to attack the best of the defenders in his front three hexes. If the attack is successful, then all three defenders must retreat 1”. The attacker may follow up, if he desires. |
| **Wild Strike** | SpA | Skill – 4 | Mode – 2 | STR + LEV + 6 | A crazed strike designed to do as much damage as possible. |

**Standard Defense Modes and Maneuvers**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Base Defense** | M | Skill | Base Def | -- | This is the standard base defense. Base defense never decreases no matter how many times it is used in a round. |
| **Dodge** | M | Skill | Dodge | -- | This is the standard dodge. Each time you dodge in a round, your dodge drops by 3. |
| **Off-hand Parry** | StD | Skill | Parry– 2 or Parry | -- | A character fighting with a second weapon in his off-hand may parry using this maneuver. The parry is at a –2, unless the defender is ambidextrous, in which case there is no penalty. This maneuver may only be used once in any given round. It essentially allows an extra parry. |
| **Parry** | M | Skill | Parry | -- | This is the standard parry. Each time you parry in a round, your parry score drops by 3. |
| **Shield Block** | M | Skill | Block | -- | This is the standard shield block. Each time you block in a round, your block drops by 3. |
| **Staff Parry** | StD | Pole Arm–2 | Parry + 1 | -- | Pole arms may parry in this fashion. However, since the weapon is out of position for an effective attack, there is an attack penalty. |

**Special Defense Maneuvers**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Maneuver** | **Type** | **Attack** | **Defense** | **Damage** | **Notes** |
| **Acrobatic Dodge** | SpD | Skill – 2 | Dodge+ 3 | -- | The defender must have two adjacent, empty hexes to perform this maneuver. He must make an acrobatics skill test at a DL of 9 + number of opponents near him + number of obstacles near him. Acrobatic dodges are free dodges against missile attacks, but degrade normally against melee attacks. |
| **All-Out Dodge** | SpD | None | Dodge+ 3 | -- | All dodges against missile attacks are free. Against melee attacks, this dodge degrades by 3 points each attack. Defender loses his next action. |
| **All-Out Parry** | SpD | None | Parry + 3 | -- | In addition to the bonus, the defender gets one free parry this round. Defender loses his next action. |
| **Block/Parry for Someone Else** | SpD | Skill – 2 | Parry or Block – 2 | -- | The defender must be in the same hex as the target, or somehow directly between the target and his attacker. The defender’s parry degrades normally for each attack against him as well as against the target. |
| **Defensive Stance** | SpD | Skill – 1 | Mode + 1 | -- | The defender takes a –1 to his next initiative, but gets a bonus to all defenses. |
| **Dive for Cover** | SpD | None | Dodge– 2 | -- | If the defender can make an AGI or acrobatics test vs. DL 10, he may dive up to 2 hexes away. He lands prone. Otherwise, he remains in his hex. Either way, he loses his next action. |
| **Give Ground** | SpD | Skill – 3 | Mode + 2 | -- | The defender must retreat 1 hex. All attackers may choose to follow. |
| **Riposte** | SpD | Skill | Parry – 2 | -- | If the defender’s parry succeeds, his opponent is –2 initiative and –2 defense next round. |
| **Run** | SpD | None | Dodge– 2 | -- | The character can run up to 1½ times his Base Move. He cannot parry or shield block this round. He takes a –1 to his initiative next round. |
| **Sprint** | SpD | None | Base Def | -- | The character can sprint up to 2 times his Base Move. He cannot parry, block or dodge this round. He takes a –2 to his initiative next round. |
| **Turtle** | SpD | None | Block + 4 | -- | All turtle blocks are free blocks. The defender loses his next action. |

**Ranged Combat**

Ranged combat is resolved in a fashion similar to melee combat. The attacker makes a skill test pitting his weapon skill against the defender’s dodge, shield block or base defense. A defender cannot parry a missile attack. Range and intervening obstacles between him and the target modify the attacker’s missile skill.

**Range Modifiers**

The range between the attacker and target reduce the attacker’s chance to hit. A longer range means a greater penalty. Each ranged weapon has a set of ranges listed in hexes for each range band.

**Range Penalties**

|  |  |
| --- | --- |
| **Range Band** | **Penalty** |
| Point Blank | -0 |
| Short | -2 |
| Medium | -4 |
| Long | -6 |
| Extreme | -10 |

**Obstacles**

Intervening obstacles such as trees, boulders and bushes give a –1 to the attacker’s skill for each obstacle in the line of fire. Obstacles such as characters or animals that move unpredictably give a –2 to the attack roll.

**Firing Into a Melee**

Characters firing into an existing melee take a penalty for any friendly characters in the way of a clear shot. Friendly characters are considered obstacles and give a –2 for each character in the way. In addition, a missed shot has a 2 in 12 chance of hitting a friendly character.

**Hitting a Spot**

Some spells and potions require the character to hit a spot rather than a character. The base defense of a hex-sized spot is 4. Normal penalties for range and obstacles apply. A throw that misses causes the missile to scatter in a random direction. The distance of the scatter depends on the failure of the attack roll.

**Missile Scatter**

|  |  |
| --- | --- |
| **Missed by** | **Scatter Distance** |
| 1-2 | 1d3 hexes |
| 3-6 | 1d3+2 hexes |
| 7+ | 1d3+4 hexes |

**Missile Weapon Damage**

Thrown weapons calculate damage in a fashion similar to melee weapons. The only difference is that the STR die of the attacker is reduced by 1 step when throwing a weapon. Other missile weapons calculate damage by adding the damage die of the weapon to the damage die of the projectile fired. In the case of slings and staff slings, the damage of the weapon is based on the STR die of the attacker and so these act much like thrown weapons.

**Additional Weapons and armor Rules**

**Weapon Length and Initiative**

When two opponents first engage, the one with the longer weapon has the ability to preempt his opponent and attack. This attack is like any normal attack and uses the combatant’s action for the melee round. Also, a character that has already used his action in a turn cannot preempt.

***Example of Weapon Length:*** *Janis MacCulluh is facing a swaggering duelist in single combat. The first round, the duelist wins initiative and moves to attack Janis with his sword. Since Janis has a long spear (length V) and the duelist has a long sword (length M), Janis may preempt the swordsman and attack as soon as he is in range.*

**Weapon Length and Obstructions**

Weapons may suffer accuracy and parry penalties depending on the terrain in which they are used. Each hex on the tactical map has a number of obstructions. An obstruction is any feature that might hinder movement or the swinging of a weapon. Dead bodies, trees, barrels or walls (and any number of other things) can be obstructions.

The number of obstructions in a hex is based on how restricted movement is. Generally, if the hex is ¼ or less filled with obstacles then it has 1 obstruction. If it is ½ filled then the hex has 2 obstructions. If it is more than ½ filled then it has 3 or more obstructions.

A long weapon takes a penalty to accuracy and parry equal to the number of obstructions in the attacker’s hex. A medium weapon takes a penalty equal to one less the number of obstructions in the attacker’s hex. A small weapon takes a penalty equal to three less the number of obstructions in the attacker’s hex.

***Example of Obstructions:*** *Janis MacCulluh wields a long spear. His attack skill is 15 and his parry skill is 14. Since his weapon is –1 accuracy and –1 parry, his skill is 14/13. He is fighting in a building with his back to a wall. The GM looks at the tactical map and since the wall cuts the hex in half, he decides there are 2 obstructions in the hex. Since Janis has a long weapon, he takes a –2 to accuracy and parry. This leaves his skills at 12/11.*

**Equipment Damage**

**Wear and Tear**

In combat, the characters’ equipment will degrade. Anytime a 1 is rolled by a combatant, or a 12 is rolled against them, that character will get a “Wear and Tear” check. This happens regardless of the outcome of the attack; you can receive a token even if your opponent misses you.

Once the combat scene is over, checks are made for each Wear and Tear check the PCs have received. Each check must be assigned to a piece of equipment and its effect must be determined.

To assign a location, roll a d20 and check the Wear and Tear Location Table.

|  |  |
| --- | --- |
| **Roll d20** | **Check Assignment** |
| 1-12 | Check is assigned to the armor worn by the PC on the corresponding location |
| 13-16 | Check is assigned to the weapon used in the main hand of the PC or to a two-handed weapon |
| 17-20 | Check is assigned to the item used in the off-hand of the PC or is discarded if the PC uses a 2-handed weapon |

A check that is assigned to an armor location or a piece of equipment that the character does not use is discarded with no effect. So, someone who wears no armor ignores rolls of 1-12. A character who uses nothing in their off-hand ignores rolls of 17-20.

***Example of Assigning Equipment Damage:*** *Janis MacCulluh has just completed a long battle against some bandits. In the battle, he received three checks against his equipment. He rolls a d20 three times to determine the location of the wear on his gear. Janis rolls a 18, 8 and 13.*

*The 18 means he has damaged his off-hand equipment, of which Janis has none and so the check is discarded.*

*The 8 means whatever armor piece Janis has on his 8 location is damaged. Janis has a leather vest and so that piece may have damage.*

*The 13 indicates his main-hand weapon was affected. Janis uses a long spear and so that will need to be checked.*

Once wear and tear is assigned to a piece of gear, roll 1d6. If that roll is equal to or lower than the durability of the item in question, the wear and tear has no effect and the check is erased. However, if the number rolled is higher than the item’s durability, that item has suffered some damage.

***Example of Rolling Against Durability:*** *Janis has two pieces of equipment to check for damage, his leather vest and his long spear.*

*He looks up the durability of his leather vest and he sees that it is a 2. He rolls a d6 and gets a 2. Since that is not higher than his vest’s durability, the vest suffers no damage and the check is erased.*

*The durability of the long spear is also 2, but this time Janis rolls a 4. The damage roll is higher than the spear’s durability and thus, the spear takes damage. Rolling on the weapon damage table, Janis gets a 12, which means his spear becomes Unbalanced and takes a -1 penalty to hit until it is fixed.*

|  |  |
| --- | --- |
| **Roll 1d12** | **Weapon Damage** |
| 1-2 | *Just a Scratch* – This type of damage has no effect, but counts as damage for purposes of increasing the repair DL |
| 3-4 | *Brittle* – A brittle weapon has its durability score reduced by 1 until repaired. A weapon whose durability is reduced to 0 is destroyed |
| 5-6 | *Cracked* – Cracked weapons are in danger of breaking when used in battle. If you roll a 1 when striking or parrying with this weapon, it is immediately destroyed |
| 7-8 | *Cumbersome* – A cumbersome weapon takes a -1 penalty to parry and initiative |
| 9-10 | *Dull* – A dull weapon takes a -1 penalty to damage |
| 11-12 | *Unbalanced* – An unbalanced weapon takes a -1 penalty to hit |

|  |  |
| --- | --- |
| **Roll 1d12** | **Armor Damage** |
| 1-2 | *Just a Scratch* – This type of damage has no effect, but counts as damage for purposes of increasing the repair DL |
| 3-4 | *Brittle* – Brittle armor has its durability score reduced by 1 until repaired. A piece of armor whose durability is reduced to 0 is destroyed |
| 5-6 | *Cracked* – A cracked piece of armor is in danger of breaking when used in battle. If you are hit in a location covered by this piece of armor on a roll of 12, this piece is destroyed |
| 7-8 | *Cumbersome* – A cumbersome piece of armor has its encumbrance increased by 25% |
| 9-10 | *Pierced* – A pierced piece of armor has a 4 in 12 chance of allowing all damage through when hit |
| 11-12 | *Worn* – A worn piece of armor has its AV reduced by 1 |

**Repairing Damaged Equipment**

A repair check takes about one hour and uses one “charge” from a weapon repair kit. The DL to repair a piece of equipment with one damage trait is 10. Every *additional* trait of damage an item has increases this DL by 2. Thus a sword that is Scratched, Brittle and Cracked has a repair DL of 14.

A successful check removes a single damage trait from the weapon and makes the repair DL for the weapon drop. A failed check means the damage is not fixable by the PC at this time. The damage remains on the item until the PC raises his weapon craft level at which time, he can try again.

***Example of Repairing Equipment:*** *After several battles, Janis’ spear has three damage traits: Unbalanced, Just a Scratch, and Cumbersome. Tired of the penalties, Janis decides to sit down and repair his trusty spear.*

*Because the spear has three traits of damage, the DL to repair it is 14. Janis decides to get rid of the Unbalanced trait first. Janis’ Repair skill is 13 and he succeeds in his roll, erases the Unbalanced penalty.*

*Now the DL to repair the weapon is only 12, so he tries to remove the Cumbersome penalty. Again he succeeds.*

*To remove the Scratch, Janis has to succeed against a DL of 10. He is unlucky and fails this last roll. That trait is stuck on the spear until Janis increases his Repair skill, or visits a shop.*

**Status Effects**

|  |  |
| --- | --- |
| **Status** | **Effect** |
| Afraid | A character that is afraid must flee until he either makes his saving throw, or until he breaks line of sight with, and is more than a full move away from, the cause of his fear. |
| Bad Morale | A character with bad morale takes a -1 to all skill rolls until the conditions that cause his demoralization end. |
| Bleeding | A bleeding character takes 1 point of damage each round until a successful medical check (takes one round and has a DL of 12) can be made to stop the bleeding. Bleeding stacks. |
| Chilled | A chilled target is at a -1 for pretty much every combat roll. They take a -1 to attack, defenses, initiative, movement and do 1 less point of damage for each damage die they roll. |
| Blind | A blind character is at a -2 to his hand to hand attacks, and -8 to ranged attacks. In addition, he takes a -2 to all parries, and a -4 to all dodges. At the GM’s discretion, he may have to make perception rolls to move without wandering off target. |
| Choking | A choking character cannot act except to move at half their normal rate. Once they escape the cause of the choking, they recover and can act normally the next round. |
| Crippled(x) | A crippled character takes -x to his movement, defense, initiative and any skills that require AGI, SPD, or movement. |
| Cursed | A cursed foe takes a -1 to all skills and initiative rolls and if he rolls a 1 on any die (d12, like a skill roll, to hit, or initiative), his action immediately ends and he takes 1d6 damage (no armor) from an instance of bad luck. |
| Dazed | A dazed character gets a -1 to his rolls and can take only a half-action. |
| Disfigured(x) | A character that is disfigured is permanently impaired, taking a penalty to all actions equal to the level of disfigurement. |
| Down for the Count | You are unconscious. If an ally spends 1 round trying to rouse you, you can make a TOU check to recover. The DL of the TOU check is based on the DL of the check you failed to gain this status in the first place. |
| Entangled | An entangled character cannot move, attack, or cast spells. He can try to break free from his bonds as a full action. |
| Good Morale | A character with good morale has a one-time +1 bonus that can be used to turn a failed check into a passed one. |
| Ignited | An opponent who is “ignited” suffers 1d6 damage each round (no defense). If the die comes up a 1 or 2, the burning stops. If the die comes up a 6, another burning die is added next round. The target can stop burning by taking a full action to “stop, drop, and roll.” |
| Impaired(x) | An impaired character gets a -1 to all actions for each level of impairment. |
| Prone | A prone character is -2 to attack and defend in melee, but gets a +2 to dodge missile attacks if the attacker is more than 2”away. A prone character can get up as a half-move. A prone character can crawl 2” a round. |
| Smitten | A smitten character cannot attack the opponent who gave him this status. However, if that opponent attacks him, the status is ended. Once a smitten character is free of the status, he cannot be affected by the same opponent again for the rest of the encounter. |
| Stunned | The character cannot attack, move or otherwise activate powers (though powers that were on when he was stunned remain on). He can only defend at a -2. |
| Weakened(x) | You lose 1 STR die step and take a -4 to all STR checks for each level of weakened. |
| Winded(x) | A winded character takes a -1 to all toughness rolls when trying to remain conscious at the 50% or 75% threshold for each level of winded. |

## Magic

In Bostonia there are three main sources of magic. Runic magic is the most common and the most powerful type of magic. It is based on magical symbols left from ancient times. Many runic spells require a few simple gestures and word of power. No material components or lengthy rituals are necessary. With practice, the powers gained through the binding of a rune become an innate part of the mage. However, binding a rune is often a dangerous process and not everyone is capable of it. Runes also tend to alter the mage physically and mentally.

Ritual magic allows a sorcerer to tap magical energy through the use of various materials and sometimes elaborate rituals. These spells can be learned by anyone with the intelligence and discipline to study them. The effects possible with rituals are varied, but ritual magic can never match the power to be gained from a rune. However, ritual magic does not carry the risks of a rune binding.

The final type of magic is spirit magic. The grunj shamans practice this rare type of magic. The shamans use herbs and drugs to enter a trance state where they see the spirits that pervade the land. They befriend or enslave these spirits and cause them to do their bidding. This type of magic can be very powerful, but also perilous. Most spirits do not want to do the shaman’s bidding and they will fight to maintain their freedom. Still a skilled shaman is a powerful character. Spirit magic is not covered in this set of rules. In the near future, each race will be the subject of a supplement. The grunj supplement will cover their unique brand of magic.

**Runic Magic**

Magic power comes from foci called Runes. Each Rune has certain rituals to bind the Rune to the mage, spells the mage can cast and disadvantages associated with the binding. Runes are somewhat like mystical tattoos, marking the mage in exchange for power.

Some runes are just that, tattoos. The First Equation of the Mathematicians is a rune whose form and symbols is known by the highest in their mystical order. When a mage is ready to gain this rune, the order gathers for a ceremony where the acolyte mage is tattooed with the rune. The act of marking the mage, coupled with the ritual, is sufficient to imbue the mage with the new magic skill and the first circle (beginning) spells.

Other runes are ancient symbols and are tied to only one place. Elemental runes are generally found in ancient sites of power called rune sites. The nature of these sites always mirrors that of the rune it holds. Thus a fire rune may be found at the heart of a volcano; an ice rune in the cold northern wastes. Mages come to these lonely places and attempt to bind the rune to their bodies, often having to undergo some sort of trial to do so.

**Acquiring Runes**

Gaining a rune is not an easy task. Runes are symbols of ancient elemental power. Many rune sites are located in remote and dangerous locations. Difficult and painful rituals are often necessary to bind the rune to the mage. Quite often, a test of will, spirit or intelligence will be required for successful binding. However, the acquisition of certain runes is so painful or physically grueling that strength and toughness may be tested.

If some sort of test is involved, its difficulty will be listed in the rune description. Failure often means the mage is not yet ready to gain the rune and can attempt again at a later time. In some cases however, there are permanent effects, perhaps even injury and death. These effects are also listed in the rune descriptions.

If the character succeeds in the test (or if one is not required), the character has bound the rune. He will gain the magic skill associated with that rune. In general, starting level of the magic skill is half the calculated skill (see section on Learning New Skills), though the GM could allow characters to begin new runes at their full skill as figured by the stats. The new mage will be able to cast spells of the first circle.

**Runes and Magic Skill**

Once bound to the mage, each rune is a separate magic skill. All skill losses and gains discussed in the rules below apply separately to each rune the mage has. It is possible for a mage to suffer skill loss in one rune, yet have no such loss in another.

Characters who buy magic skill start with a Rune. Since each rune is represented by its own magic skill, a PC who wants to start the game with more than one rune will have to purchase the magic skill more than once. The starting skill level of the mage will determine the circle of spells the mage will be able to cast. In general, if the mage has sufficient skill for a circle, it should be assumed that he has met any conditions for that circle and can cast spells from that circle.

**Spell Circles**

Spells in each rune are divided into four circles. These circles represent the power of the spells in the rune. First circle spells are weak, while fourth circle spells represent spells of considerable power and effect. When a mage begins his learning of a rune, he can cast only first circle spells. Later, as he increases his skill level, he can cast spells of higher circle.

A mage is "ready" for a circle when his skill level in the rune is of a certain level. The minimum skill level for each circle is shown in the table below.

**Spell Circle Skill Requirements**

|  |  |
| --- | --- |
| **Spell Circle** | **Minimum Skill** |
| First | 1 |
| Second | 11 |
| Third | 16 |
| Fourth | 21 |

In addition, many runes have conditions or tests so the mage may prove he is ready for the new circle. Often, these conditions have to do with the purpose of the rune and become more difficult as the mage progresses. For instance, a rune with the purpose of slaying undead creatures might make a would-be second circle mage defeat a simple undead creature (a skeleton or zombie) single-handedly. For the third circle, he may have to defeat an intelligent undead (wraith or specter) and for the fourth circle a greater undead (vampire) may have to be challenged.

Conditions and tests are different for each rune and are listed in the rune descriptions.

**Casting Spells**

Casting a spell is a skill test with the player's magic skill acting against the difficulty of the spell. A success means the spell is cast. A failure means the spell is not cast. A particularly poor result may cause the spell to backfire in some random fashion. As the mage casts spells, he expends power and his control of his rune begins to wane. This loss of control is affected by a temporary reduction in the mage’s magic skill as he attempts spells.

**Spell Success/Failure Table**

|  |  |
| --- | --- |
| **Skill Test** | **Effect** |
| Success by 3+ | Spell succeeds and no skill loss. |
| Success by 0-2 | Spell succeed, mage loses 1 skill level. |
| Failure by 1-2 | Spell fails and mage loses 1 skill level. |
| Failure by 3-6 | Spell fails and mage loses 2 skill levels. |
| Failure by 7-9 | Spell fails and mage loses 3 skill levels. |
| Failure by 10+ | Spell fails; mage loses 3 skill levels (possible spell backfire) |

**Skill Loss**

Mages temporarily lose levels in their magic skill as they cast and fail to cast their spells. This has the effect of making subsequent spells harder to cast. A mage can cast spells until his magic skill drops to 0. However, casting at such low skill levels is dangerous, as most spells will backfire.

**Fatiguing Spell Levels**

Some spells cause their caster to fatigue spell levels. These spells are so tiring that the caster loses extra levels in addition to those lost based on their degree of spell casting success or failure.

***Example of Fatiguing Spell Levels****: Sister Grace is casting the spell Sacred Immersion on an injured Templar. The spell requires her to fatigue two spell levels. She rolls to cast her spell and succeeds, but just barely. Normally, she would lose a single spell level, but because of the spell’s fatigue, she loses 3 levels from her Sacred Falls rune.*

**Investing Spell Levels**

Some spells require investiture to cast. This means that if the spell is successfully cast, the mage loses levels in his rune permanently. These levels can be regained through experience.

***Example of Investing Spell Levels****: Toman has Marsh Song at level 25. He casts the spell Create Marsh successfully. This spell requires the investiture of one spell level so after he casts, his level in Marsh Song is only 24.*

**Burning Hit Points**

In lieu of losing skill levels for casting, mages may choose to take damage to their hit points instead. A mage loses 3 hit points for each magic skill level they would have lost. This damage cannot cause wounds, but it can cause unconsciousness or death. This damage can only be healed over time, or by magic or a physician.

**Recovering Magic Skill**

Each full night of rest gives a mage 2d4 levels in each of his runes. A mage that has his rest interrupted gets only 1d4 for his rest. A mage that gets no rest gains no magic skill levels.

**Meditation**

A mage can gain skill levels if he can meditate for an hour. The levels gained are based on his degree of success in a meditation test vs. DL 12.

|  |  |
| --- | --- |
| **Degree of Success** | **Effect** |
| Failed Skill Test | No levels are gained |
| Success by 0-2 | 1d3 levels are gained |
| Success by 3-6 | 1d4+1 levels are gained |
| Success by 7 or more | 1d6+1 levels are gained |

**Casting Spells in Combat**

Spells that can be cast in combat have casting times of **combat** or **not engaged**. Casting a spell in combat is a full action. However, it works differently than a normal action. On his initiative, the mage declares his intention to cast a spell. He prepares the spell for a round. The spell goes off on the mage’s initiative for the **next round**. Releasing a spell is a no time action. Thus, directly after releasing his spell, the mage may take his full action.

***Example of Casting a Spell in Combat****: Tangent and his band are facing a horde of undead. Tangent does not have a lot of combat spells, but he can aid his companions by casting his speed spell on them. His speed spell has a casting time of combat, so Tangent can cast this spell. On round 1, Tangent has the highest initiative and goes first. He declares his intention to cast speed. Tangent spends the rest of the round casting. The undead and Tangent’s friends all get to act. On round 2, Tangent’s initiative comes in the middle of the round. When it is Tangent’s action, his spell is cast and he releases it. Since releasing a spell is a no time action, Tangent has a full action to work with. He decides to declare he is casting his blur spell. It will finish on Tangent’s initiative next round.*

**Defending While Casting**

While the caster is in the process of casting his spell, he cannot parry. He can dodge, and takes no penalty to do so. However, a casting mage may take no special defensive maneuvers. This means he can only defend with his dodge and not “all-out dodge”, or “give ground”.

If the caster takes damage while he is casting, he must succeed at a WIL test to maintain his concentration enough to continue his spell. The DL of this WIL test is equal to the damage taken + 5. In addition, a mage who is grabbed, otherwise restrained, silenced or knocked to the ground will have his spell casting interrupted.

**Holding a Spell**

A mage can hold a spell for three rounds after casting it. Only spells with casting times of combat or not engaged can be held. Holding a spell requires that the mage have a hand free in which to hold the magical energy. The mage can act normally in the rounds he is holding the spell. He can attack and defend with a weapon in his other hand, move or perform any actions he could otherwise perform one-handed. A mage holding a spell cannot cast other spells. If a mage holding a spell takes damage, he must make a WIL test to keep the spell held. This WIL test has a DL equal to the damage taken + 5.

Releasing a held spell takes no time and once the mage releases the spell, he can take his full action.

**Saving Throws**

Many spells allow the target a chance to ignore or reduce the spell’s effects. Spells that allow such a saving throw will have one or more statistics and difficulty levels listed in the spell summary. The target must succeed an appropriate attribute test against the listed DL to save. If this test fails, the target takes the full effect of the spell. If the test succeeds then the effects of the spell are ignored or reduced. Each spell has details in its description.

**Casting Times**

Instead of listing specific casting times, Bostonia breaks casting times into rough categories. These categories indicate when the spell can be cast and approximately how long it takes to cast. A description of the casting times follows.

**Combat**

Combat spells take only a few seconds and require no special preparation. A few key words and gestures are all that is necessary. These spells take a round to cast and may be interrupted. A caster can only dodge while casting a combat spell.

**Not Engaged**

The spell can be cast in combat, but it takes a bit more effort and concentration. Not Engaged spells take one round to cast, just like combat spells. However, the caster cannot be engaged when he declares this spell. In addition, the caster can only use his base defense to defend against incoming attacks. If the mage is hit and takes any damage, the spell will fail. The normal WIL save does not apply.

**Very Short**

A very short ritual takes less than a minute to complete. The gestures and phrases required are not too complex and there are only minimal preparations, if any. Still, this spell cannot be cast in combat. However, if there is a break in the fighting - even a brief one - the spell can be cast.

**Short**

The spell takes a couple of minutes to cast and the caster may need to get a few trinkets from his inventory, or draw a rune in the ground. Combat of any sort is too much distraction for this spell to be completed. If the caster is in the next room, behind a closed door, he may still cast. However, if his friends are valiantly holding a line in front of him, then a short ritual cannot be made.

**Long**

The spell takes major preparation and concentration. The spell takes up to an hour to cast. Any disturbance will cause this spell to fail. The caster must be in quiet and peaceful surroundings.

**Very Long**

The requirements of this spell will usually be listed in the spell description. This spell is like a long ritual, only worse.

**Maintaining Spells**

Certain spells are maintainable. This means that the caster can continue gaining the benefit of the spell without having to take the time to recast it.

The DL to maintain a spell is 2 less than the DL to cast it. Each time the spell duration runs out, the mage can choose to maintain it. All he needs to do is make the magic skill roll at the maintaining DL. The mage rolls and checks the spell success chart. If a loss of levels is indicated, then the mage must lose the levels (or hit points) to maintain the spell, or deactivate the spell.

***Example of Maintaining a Spell****: Tangent is maintaining his warp space spell. The DL of the spell is 14 so the maintain DL is 12. Tangent has a magic skill of 15. He rolls a 2 on his d12 and adds his magic skill for a total of 17. The GM rolls a 7 on his d12 and adds the DL of 12 for a total of 19. Tangent fails the skill test by 2 points. Consulting the spell success chart, we see that Tangent must lose 1 magic level.*

*This means Tangent has three choices. He can lose the level and maintain the spell; he can lose 3 hit points and maintain the spell; or he can deactivate the spell and lose nothing.*

**Maintaining Multiple Spells**

Maintaining more than one spell poses a problem. Generally, a mage will cast many different spells, each with different durations. Keeping track of when each spell ends and needs maintained would be a bookkeeping nightmare.

Instead, a caster maintaining two or more spells divides the spells into two groups: short duration spells and long duration spells. Short duration spells have their duration listed in **rounds**. Long duration spells have their duration measured in **minutes, hours** or **days**. The maintenance of each group of spells is calculated and rolled separately.

To maintain each group of spells, the caster adds the maintain DL of the most difficult spell and half the maintain DLs from the rest of the spells. This is the DL for maintaining the entire group of spells. This maintenance roll must be made each time the spell with the shortest duration expires. The mage determines the result of his maintenance test by consulting the spell success chart. If a loss of levels is indicated, then the mage must lose the levels (or hit points) indicated, or deactivate spells to reduce the DL of the skill test such that no levels would be lost.

*Example of Maintaining Multiple Spells: Zoltar the Oddly Named has three spells active:*

*DL: 10, Maintenance DL: 8, Duration: 10 rounds*

*DL: 12, Maintenance DL 10, Duration: 6 rounds*

*DL 14, Duration: 3 hours*

*These spells are divided into two groups. The first two are short duration spells and the last spell is a long duration spell. Let’s determine the maintenance DL for the short duration spells first. The most difficult short spell is the second spell with a maintenance DL of 10. So Zoltar’s maintenance DL starts at 10. He then adds half the maintenance DL of the other spells in the short duration group. The first spell is the only other spell in this group and its maintenance DL is 8. Half of this is 4. The total short duration maintenance DL is 10 + 4 = 14. This must be rolled when the shorted duration spell ends. This means Zoltar must maintain his short duration spells at a DL of 14 every 6 rounds.*

*The long duration spell is simple. There is only one of them. Thus the maintenance is DL 12 every 3 hours.*

***Another Example of Maintaining Multiple Spells****: After 6 rounds, Zoltar must maintain his short duration spells. He rolls badly, failing his maintenance test by 3. Looking at the chart, we see Zoltar must lose 2 levels, or 6 hit points to maintain the spells. Alternately, Zoltar could deactivate one of the spells in an attempt to reduce the DL of his maintenance test from 14 to 8 (remember, it is not enough to succeed the maintenance test; you must not lose levels).*

*If he deactivates spell #1, then spell #2 will be the only spell to maintain. Its maintenance DL is 10. This would not bring the DL down enough. However, if he deactivates spell #2, then spell #1 will be the only spell to maintain. Its maintenance DL is 8. This would meet the requirements.*

**Clever Use and Alteration of Spells**

Nearly all of the spells listed have a specific effect listed in their description. However, there will be times when a mage will want to use a spell for a different purpose than the author intended. He may want to use his fog spell to dampen a growing fire or his stinging insects that normally distract spell casters to cause a ladder-climbing enemy to fall.

In general, the GM should encourage this clever thinking and allow a new effect if he deems that it is in the spirit of the original spell description. Read the spell description and determine the spell’s effect and how it achieves that effect. If the power of the new effect is similar, and the GM is comfortable with the use of the spell, then he should allow it. However, he should maintain as closely as possible the intended effect of the spell as well as its duration, area of effect, range and saving throw.

***Example of a Clever Use****: An ice mage has a spell that coats the ground and makes it slippery. The spell has an area of effect of 4 hexes and targets must make an AGI save vs. DL 14 to not slip. The character wants to use this spell to coat the rungs of a ladder to make it hard to climb. This is a no-brainer as the only difference between this use and the written description is on what surface the spell is cast. The GM should use the same saving throw (perhaps changing the AGI to DEX) that the original spell uses to determine if someone can climb the ladder. In addition, he should translate the area of effect to cover 4 hexes of vertical ladder.*

***Another Clever Use****: A character is lost in the woods, but knows his friends will be out looking for him. He casts his faerie lights spell on a rock and tosses it into the air. The GM reads the description and determines that since the spell allows a target to be tracked up to 200 hexes away, then the glowing rock could be used as a sort of flare and can be seen from a similar distance.*

In some cases, a mage might want to alter a spell to produce an extended or slightly different effect than the standard spell. In general, mages can alter spells to increase their range, area of effect, accuracy or damage. A summary of these standard alterations is below.

**Spell Alteration Table**

|  |  |
| --- | --- |
| **Alteration** | **+ to DL** |
| Spell that affects self now affects single target. Note a self spell must get this alteration before it can have a range or area of effect. | +3 |
| Give ball, bolt or direct spell a 1 hex area of effect. | +3 |
| Give area of effect spell 2x area of effect. | +3 |
| Give radius spell +1” radius. | +3 |
| Give touch spell 5” range. | +3 |
| Reduce casting time by one level. Spells with casting times of very short or combat cannot be reduced. | +3 |
| Give ranged spell 2x range. | +2 |
| +1 to hit (up to +3). | +1 per +1 to hit |
| +1 point of damage per die. | +2 per +1 damage |
| +1 to DL of saving throw. | +2 per +1 save DL |

Other alterations must be adjudicated on a case-by-case basis. A good idea is to use the DL of the spell being cast and add from 2-6 to the DL. The GM can increase this penalty or reject the spell altogether if he thinks the alteration could imbalance the game if used too often. No spell alteration can create an effect of a higher circle spell in the same rune.

***Example of Spell Alteration****: An evil alchemist attacks a practitioner of the rune Gale of Teeth and his band. The alchemist tosses a potion that spews poison gas into the midst of the group. The mage could easily cast the spell Good Breath (DL 6) to save himself, but want to save his companions as well. His companions are close to him (within 1 hex), so he attempts to alter the spell by making it affect others (+3 DL), giving it a 1 hex area of effect (+3 DL), then increasing the area of effect to 2 hexes (+3 DL). The final spell allows everyone in the caster’s hex and all surrounding hexes to breathe in the gas. The final DL of the altered spell is 15.*

***Another Alteration****: A practitioner of the Eye of the Hurricane is facing a heavily armored opponent. He wants to use his large bolt spell to fuse the armor joints and render the target immobile. The GM rules that this is an appropriate alteration and assigns a DL penalty of 4 to it. This makes the final DL for the altered spell 20.*

**Creating New Spells**

Mages may create new spells. Unlike impromptu spell alterations, created spells become a part of the mage’s spell list and become easier to cast over time. To create a new spell, the mage must spend experience to purchase the talent Unique Spell. The checks spent to buy the talent represent the time spent in study and meditation.

Once the Unique Spell talent is purchased, the mage has a revelation and discovers the desired spell. Because the spell is not yet bound to the mage’s rune, it is more difficult to cast. The first time the mage casts the spell, it is at a DL+4. Once the mage successfully casts the new spell, its difficulty drops by one until it reaches its normal DL and the spell is permanently bound to the rune.

Created spells are available to the creating mage. When the mage returns to his rune site to gain a new circle, he transfers his created spells to the rune. Other mages with the same rune will now receive that spell when they return to the rune site. First through third circle spells are transferred this way. Fourth circle spells are only given to the rune site when the mage dies and he must be at the site at the time of his passing, otherwise the spells are lost.

**Rune Knowledge**

The skill rune knowledge gives the mage an understanding of runes, their powers and limitations. Part of this information is gained by rote memorization of the way various runes look and how they behave. Much of the information comes from a general understanding of runes and the elemental or spiritual power they represent. Some of the many uses of rune knowledge are listed below.

**Identifying Inscribed Runes**

Certain runes and arcane spells allow a mage to inscribe a rune on an area or item. These runes might be left as a ward or alarm or to store the power of a spell for later release. A mage that can succeed in a rune knowledge test can identify inscribed runes and the spells they hold.

**DLs and Modifiers for Identifying Inscribed Runes**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Identifying a 1st circle spell | 8 |
| Identifying an 2nd circle spell | 12 |
| Identifying a 3rd circle spell | 16 |
| Identifying a 4th circle spell | 20 |
| Character is of a lower circle than the spell | +2 |
| Character is of a higher circle than the spell | -4 |
| Character can cast the spell himself (not cumulative with same or similar rune bonus) | -8 |
| Character has the same rune (not cumulative with same spell or similar rune bonuses) | -4 |
| Character has a similar rune (not cumulative with same spell or rune bonuses) | -2 |
| Character has never seen the rune in question or one of its practitioners | +2 |
| Spell is created recently or unique | +4 |
| Rune is well known (mathematician or Sacred Falls) | -2 |
| Rune is obscure | +2-4 |

**Identifying a Mage’s Powers**

All runes leave telltale signs on their practitioners. In some cases, the rune is tattooed, etched or burned onto the mage. Some runes give the mage a deformity such as an extra eye or a clawed hand. Others are subtler and change the mage mentally and emotionally. A character with rune knowledge can make a skill test to tell what powers a mage might have by seeing the marks left on his body by the rune binding process. Mages with very high rune knowledge might not even need to see the mage’s rune to identify it. The behavior of the mage, his voice, eye or skin color may be enough to deduce his powers.

**Suggested DLs and Modifiers for Identifying a Mage’s Powers**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Character can study the target’s markings | 12 |
| Character can get a glimpse of the markings | 16 |
| Character cannot see the target’s markings | 20 |
| Character has the same rune (not cumulative with similar rune bonus) | -10 |
| Character has a similar rune (not cumulative with same rune bonus) | -4 |
| Character has never seen the rune in question or one of its practitioners | +2 |
| Rune is well known (mathematician or Sacred Falls) | -4 |
| Rune is obscure | +2-4 |

**Detecting Magical Influences**

The environment can have an effect on spell casting. Mages with rune knowledge can detect these effects and use them to their advantage. For instance, a mage using a fire rune would be at a severe disadvantage if he were casting spells in the middle of a blizzard, or knee deep in water. However, that same mage might get a bonus when he casts in the middle of a dry and blighted forest, or standing in a bonfire. For elemental runes, the environment can be a huge factor in the success or failure of a spell.

**Suggested DLs and Modifiers for Detecting Magical Influences**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Detecting influences for your rune | 10-12 |
| Detecting influences for other runes | 12-14 |
| Other rune is obscure | +2-4 |
| Other rune is well known | -2-4 |

The GM must decide when a rune gets a bonus or penalty due to the environment. In general, the bonuses and penalties should be limited to 1 or 2 points. The GM should try to be fair and reasonable and watch for abuses. For instance, it is probably not reasonable for a fire mage carrying a torch to get a +1 to his spell skill. However, come first frost, he should not get a penalty either. These modifiers should occur only when extreme conditions are present.

**Elements and the Environment**

The presence or lack of the element, or the presence of an oppositional element always affects elemental runes. An earth mage buried underground is much happier than one on a ship at sea. Lightning mages cast more efficiently if it is storming or at least cloudy.

**Special Locations**

Certain runes may be tied to specific locations or a class of locations. Runes tied to a saint may be stronger when on holy ground or when there is a likeness of that saint nearby. Some runes are associated with a certain region and will generally gain power when used in that region. Others are tied to a terrain type such as a swamp or mountain rune. Most runes associated with rune sites will be more powerful when the caster is at the site.

In addition, certain places may weaken the power of a rune. The effect of necromantic magic might be lessened when the caster is near a church, or on holy ground. Runes that are tied to the energy of the woodlands tend to suffer in cities or on farms.

**Dates and Times**

Runes tied to night and day will certainly get modifiers depending on when they are used. Runes tied to saints may gain power on the saint’s birthday. In addition, it is said that various heavenly bodies have an effect on some runes and their power ebbs and flows with the position of those bodies in the sky.

**Material Components**

Most runic magic does not require material components for spell casting. However, many materials have magical properties and can affect the casting of spells. Healing spells may benefit from the use of giant or troll blood. Spells that deal with magnetism are enhanced when lodestone is present. Spells of decay may be accelerated by the presence of acid.

### Ritual Magic

Ritual magic is the second type of magic that exists in Bostonia. Ritual magic is also called “scholarly” magic. Ritual spells do not belong to any rune. Instead, they are studied and practiced. Ritual spells require exact gestures, incantations and material components. Generally (though not always), they take a fairly long time to cast and require significant preparation. Anyone can learn a ritual spell if they can find a book or teacher from which to study.

Each ritual spell is bought as its own skill. Each spell has its own attributes that determine the character’s starting skill rank. In addition, each spell has a list of difficulties that determine the DL when performing the ritual. Ritual magic “skills” can be raised like any other skill. They take 3 improvement points to increase unless the spell description states otherwise.

Ritual spells are not tied to any rune. Thus there is no skill loss incurred for using ritual magic. Instead, the ritual mage must lose 3 hit points for each point of level loss called for on the spell success/failure table, but only if the spell fails. There is no penalty for success. This is exactly like burning hit points when failing to cast a runic spell.

Rules for casting times, saving throws, to hit rolls, etc. are the same as for runic magic.

**Priestly Powers**

Priests of Stratus do not take runes or cast ritual magic. Long ago, they were permitted to do so, but many of these mage-priests became heady with their power and broke from the teachings of the Church. St. Michael and the last of the loyal mage-priests struck down the rebels and then gave up their runes, forsaking magic for all time.

Priests are not without recourse however. They are the chosen of Father Stratus and leaders among men. Though their powers are not as devastating, or obvious as those of mages, they are still formidable characters.

**Saints and Petitions**

When a follower of Stratus and Aestra perform extraordinary acts of faith and service in their life, they are sometimes recognized and venerated as saints after their death. According to the Church, saints act as a bridge between the mortal world and the divine world, interceding on behalf of mortals who petition them for aid.

Common Bostonians pray for favor, or leave offerings at a church or statue hoping for a subtle blessing. Priests and priestesses are taught prayers in a special language that put them in direct contact with the saint’s power. These prayers are called Petitions.

**Petitions for Starting Characters**

Starting characters with the theology skill and the Petitioner talent start the game with 6 petitions learned and 3 attempts/day. Generally, only priests of Stratus have this talent, but it is possible for priestesses and other religious characters to buy it at the GM’s discretion.

**Learning Petitions**

Petitions are usually learned at churches, temples and shrines dedicated to a specific saint. Each saint has a set of petitions characters can learn. Learning a petition typically requires traveling to a place associated with the saint and being taught the proper prayers. A small donation (100p) or a service might be asked of a potential petitioner at the GM’s discretion.

Once the local religious folks agree to teach the prayers, the petitioner must make a theology skill test against the DL of the prayer. Success means the character spends five free checks and marks the petition on his sheet. Failing this skill test generally means that the character cannot learn the petition until his theology skill level increases through experience.

A character can learn as many petitions as his current theology skill level.

**Petitioning Saints**

Petitions are prayers asking for a saint to intercede on behalf of the petitioner. The success of a petition depends on the theology skill.

A given petitioner is only allowed three total petitions a day. More daily petitions can be earned by purchasing talents. A petition is considered used even if the petition skill test fails. There is no other penalty for failing a petition.

**Types of Petitions**

**Belssings**

Blessings are permanent boons given to a priest for his devotion to a saint. Once the blessing is learned, its bonus is permanently bestowed to the priest. A petition slot is taken, but a daily attempt need not be used for the priest to get his bonus.

The priest may also bless others, in which case, blessings behave exactly like prayers. Blessings bestowed to others do not remove the boon from the priest, take an action to attempt, require a successful theology roll, use up a petitioning attempt and are temporary.

**Charms and Medalions**

Some of the petitions listed allow the priest to create blessed charms or medallions. These are symbols of the saint’s favor and provide boons to whoever possesses the object as long as that person is a member of the Bostonian Church.

Creating a charm requires spending free points as though the priest were purchasing a three-point talent. Three improvement points must be earned by spending a free check and rolling under his theology skill level.

Charms are permanent and any number of them may be created as long as the priest is willing to spend the experience.

**Prayers**

Prayers are direct petitions to the saints to intervene on the priest’s behalf. They take a full action to complete and require the priest to make a theology check against the DL of the petition. Success means that the saint responds, providing the listed benefit for the remainder of the scene (unless a duration is specified in the petition’s description). Failure means that petition slot is used for that day.

**Miracles**

Miracles are special petitions that do not have to be learned by the priest. Instead, they are available if the priest knows ANY of that saint’s other petitions.

Asking for a miracle takes no time, but does use one of the priest’s daily petition attempts. Miracles have high DLs and produce striking effects.

Successfully invoking a miracle costs the priest a level of theology that can be earned back with experience. In addition, the priest cannot ask for that same miracle for at least a year.

**List of Petitions**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Saint | Type | DL | Effects |
| Aeltharze’s Chant | Camille | Prayer | 14 | * You get a +1 to all missile attacks for the encounter. |
| Aestra’s Blessing | Camille | Blessing | 14 | * You cannot drown. |
| Agatha’s Aegis | Agatha | Prayer | 14 | * Any direct damage spells or fire damage against your allies can be directed at you instead. Damage is done to you and your saves and resistances are used. |
| Agatha’s Blessing | Agatha | Blessing | 10 | * You are *blessed* after participating in any singing performance, or religious observance that includes song. |
| Agatha’s Medallion | Agatha | Charm | 10 | * You get a +1 to all checks related to singing and playing music. |
| Agatha’s Mercy | Agatha | Prayer | 14 | * You get a +3 to save and -1 damage/die vs. fire effects until you are out of danger. |
| Agatha’s Soothing Hand | Agatha | Prayer | 12 | * You get a +1 to healing skill rolls and effects when healing burn damage. |
| Alice’s Charm | Alice | Charm | 14 | * You get a +3 to save against disease, or any disease-like effect. |
| Alice’s Light | Alice | Blessing | 14 | * You get a +1 to all physician rolls pertaining to diagnosing and curing disease. |
| Alice’s Touch | Alice | Prayer | 17 | * You get +1 to healing effects for the rest of the day. |
| Antel’s Blessing | Antel | Blessing | 10 | * You are *blessed* when you heal someone from unconsciousness or near death (<25% hits). |
| Antel’s Mending | Antel | Prayer | 17 | * You lay your hands on an ally after combat and allow them to shake off wound damage. |
| Beggar’s Blessing | Fergus | Blessing | 12 | * You are *blessed* when you give something of value to the needy. |
| Beggar’s Prayer | Fergus | Prayer | 12 | * You get a +2 to survival rolls in an urban setting. |
| Beheaded Sermon | Elbrand | Prayer | 10 | * You get +2 theology and persuasion when making a religious argument, or converting someone. |
| Blessing of Burning Water | Tristan | Prayer | 14 | * Your holy water does +2 damage to the undead for the remainder of the encounter. |
| Brega’s Knowing | Brega | Prayer | 10 | * You gain knowledge of tomorrow’s weather. |
| Brega’s Mercy | Brega | Prayer | 12 | * You get +2 to all checks pertaining to avoiding the effects of bad weather or escaping bad weather. |
| Chant of the Metal Devils | Sebastian | Prayer | 14 | * You get +4 to stand firm against the fear effect from talak chariots. * You get +1 attack and defense when fighting talak. |
| Consecration | Camille,  Dovid,  Others | Prayer | 14 | * All enemies of the church suffer a -1 penalty to all actions. * This effect can be made permanent if the prayer is repeated for 3 consecutive days and 2 levels of theology are invested. |
| Curing of the Leper | Alice | Miracle | 24 | * You cure someone of a disease and reverse all ill-effects of that disease (including the loss of a limb or organ). |
| Defiance of Callous | Callous | Prayer | 14 | * Protects an enclosed or delimited space from demonic influence by engaging the demon in theological debate. * Each hour, you make an opposed check of your theology vs. the theology of the creature (or INT, WIL or SPI at -5). * If successful, the creature and its fellows are unable to enter or affect your space. * After 8 hours, you must make TOU checks to continue the debate. The first of these is DL 10, but they increase by 2 each hour afterwards. These can be avoided if there is a way to avoid sleep and the need to eat, excrete, etc. |
| Divine Contract | Camille, Dovid | Prayer | 17 | * Nearby templars feel called to come to your assistance. * It is up to the GM if there are templars around or not. If unsure, a good random chance might be 7/12. |
| Dovid’s Blessing | Dovid | Blessing | 12 | * You get a +1 to all administrate and craft: law checks. |
| Elbrand’s Medallion | Elbrand | Charm | 14 | * You get +1 AV to the head, but the medallion shatters once you are hit there. |
| Exorcist’s Medallion | Roard | Charm | 17 | * The first attack from a demon or its minions shatters the medallion, but does no damage to you. |
| Exorcist’s Prayer | Roard | Prayer | 14 | * You get +1 to attack and defense against demons and spawn until dawn of the next day. |
| Father’s Light | Roard | Prayer | 10 | * A vial of your holy water will glow with a faint light, similar in strength to candlelight. This effect lasts for one hour. |
| Fergus’ Bargain | Fergus | Prayer | 17 | * You and your fellows can travel for a night through an urban setting without encountering any thieves, pick pockets, or cutthroats. |
| Fergus’ Returning | Fergus | Prayer | 18 | * Causes a lost or stolen item to find its way back to its owner. * This takes on the order of 2d8 days. * Someone in possession of the lost item can save to keep it (SPI 16) |
| Fury of Callous | Callous | Prayer | 17 | * You do 2d6 penetrating damage to any undead or demon you hit with an unarmed attack, or +1 damage if fighting with a weapon. |
| Gidus’ Medallion | Gidus | Charm | 10 | * You get a +1 to rolls dealing with gardening, farming, or animal husbandry. |
| Gidus’ Thumb | Gidus | Blessing | 10 | * You get +2 to crafts and knowledges dealing with agriculture and gardening. |
| Gidus’ Walk | Gidus | Prayer | 17 | * You can travel this day without being subject to random encounters of a natural nature (wolves, bears, etc.). |
| Goblin Friend’s Medal | Olum | Charm | 12 | * You get +1 to all social skills when dealing with goblins. |
| Gods’ Beacon | Seldon | Prayer | 17 | * You wander, allowing the gods to guide you and end up where you are most needed. * You invest a level of theology. |
| Grasp of Callous | Callous | Prayer | 14 | * You may substitute your theology skill for your unarmed combat skill when grappling an enemy of the church. |
| Healer’s Medallion | Antel | Charm | 14 | * You get a +1 to all medical skill rolls. |
| Miracle at the Orphanage | Weirgrub | Miracle | 28 | * You return a recently dead person back to life. |
| Miracle of Elbrand | Elbrand | Miracle | 24 | * You can operate for up to 10 rounds after being killed or knocked unconscious. |
| Miracle of the Inferno | Agatha | Miracle | 22 | * You and your allies are miraculously saved from a fire. Either an escape route is found, or the fire is extinguished by a sudden rainstorm, or a mysterious girl appears to lead you to safety. |
| Miracle of the Wretched One | Olum | Miracle | 26 | * You instantly convert a pagan, or non-believer. |
| Mountain Sanctuary | Sebastian | Prayer | 17 | * You find a shelter in a cave or crevasse. * The cave is hidden from plain sight and by entering it, you have a 8/12 chance to avoid pursuit. |
| Mountaineer’s Prayer | Sebastian | Prayer | 14 | * You get +1 to climb checks. |
| Olum’s Blessing | Olum | Blessing | 13 | * You get +1 to all saves made against goblin spell casters. |
| Olum’s Tongue | Olum | Prayer | 18 | * You can speak an unknown language for a couple of hours. |
| Orphan’s Blessing | Weirgrub | Blessing | 12 | * You have a way with children and get a +2 to social checks when dealing with them. |
| Parsus’ Forked Tongue | Parsus | Blessing | 14 | * You get a +1 to all social checks when dealing with cobrat. |
| Physician’s Prayer | Antel | Prayer | 13 | * You get +1 to physician rolls when trying to heal wound damage. |
| Pilgrim’s Chant | Seldon | Prayer | 14 | * You can travel and extra 20% overland this day. |
| Pilgrim’s Prayer | Brega | Prayer | 14 | * If you are on a pilgrimage, or a journey with some significance, you insure good weather for the next 1d6+2 days. |
| Prayer for a Clear Mind | Roard | Prayer | 14 | * You get a +3 to save against mind and perception-altering effects for the duration of the encounter. |
| Prayer for Quiet Earth | Weirgrub | Prayer | 14 | * You get +3 to save against earth spells and -1 effect/die. * The region around you is protected from natural earthquakes for the day. |
| Prayer of the Restful Dead | Tristan | Prayer | 14 | * You gain a +1 to attack and defense against undead until dawn of the next day. |
| Prayer of Sanctuary | Tristan | Prayer | 17 | * Your holy water is blessed so that undead cannot cross an unbroken line of it. |
| Purifier’s Prayer | Seldon | Prayer | 14 | * You get a +3 to save vs. spells and trap effects. |
| Roard’s Vigil | Roard | Prayer | 14 | * You can maintain vigil over your charges all night without needing sleep. |
| Sailor’s Medallion | Camille | Charm | 10 | * You get +1 to all sailing, fishing and swimming checks. |
| Seeker of the Valley | Sebastian | Charm | 10 | * You get +1 to navigation and survival in the Seeker’s Valley and the surrounding mountains. |
| Seldon’s Lens | Seldon | Prayer | 14 | * You look through a vial of holy water and can detect magic and evil auras for 5 minutes. |
| Soothing Voice | Gidus | Prayer | 12 | * You get +2 to animal handling rolls to calm an animal. |
| Stratus’ Wrath | Roard, Tristan,  Others | Prayer | 12 | * You can call upon Stratus to destroy his enemies (primarily undead and demon-kind). * Invoking this petition is automatic, but the results are based on a test of your theology vs. the spirit of the creatures you are destroying. * You choose a group of creatures to destroy and then roll your theology vs. the highest spirit score in that group. * Success means one creature in that group is destroyed. Every 2 points you succeed by destroys another creature in that group. |
| Sunbringer’s Blessing | Tristan | Blessing | 17 | * You get a +2 to all attempts to turn unholy creatures using Sunbringer’s Wrath. |
| Tristan’s Medallion | Tristan | Charm | 10 | * You get a +1 to all navigation, survival and stealth checks in swampy terrain. |
| Tristan’s Miracle | Tristan | Miracle | 24 | * All unholy creatures within your sight are turned. Lesser creatures are destroyed. Major ones are destroyed, or forced to flee (GM’s call). |
| Unifier’s Blessing | Dovid | Blessing | 14 | * You are *blessed* when you put an enemy of the church to the sword. |
| Unmaking | Callous, Dovid, Others | Prayer | 14 | * You destroy a magical artifact and receive a boon from the gods. The DL to learn the prayer is 14, but actually using it has a DL based on the power of the artifact in question and the boon the GM has in mind. * You must invest a level of theology to use this petition. |
| Urchin’s Charm | Fergus | Charm | 12 | * You get a +1 to all concealment rolls unless you have stolen something in the previous week, in which case you get a -1 to all concealment rolls. |
| Visionary’s Prayer | Camille | Prayer | 18 | * You get a vision that helps you answer a pressing question. |
| Voice of Dovid | Dovid | Blessing | 14 | * You get a +1 to all social checks with devout Bostonians. |
| Weirgrub’s Meditation | Weirgrub | Prayer | 14 | * You return one level to any one of the runes you possess. |

**The Saints of Aestra and Stratus**

**Alice (Nov 3)**

Born to a poor peasant family, Alice was bedridden with leprosy while still very young. She lost the use of her arms and legs, and then lost the limbs themselves. She became known for her holiness and devotion to Aestra. When a temple to the Mother was built next to her home, she had a window cut into the wall so that she could attend services with the priestesses. She later trained to be a priestess, but never attained the rank of Learned Sister. Nonetheless, it is said her touch could heal. Before her death, she was cured of her disease by the grace of the Mother.

**Antel Gemenir (Jul 27)**

A member of the Gemenir tribe, Antel was said to have been contacted by Aestra and taught the healing arts. He became the first physician. Said to have had supernatural powers to mend bone and torn flesh.

**Camille (Oct 12)**

The founder of the Temple of Aestra. Mistress Camille was a common fisherwoman. Aestra came to her in a dream. In this dream, she was sitting in her boat after a full day of fishing. There was no wind and the sun was setting and she was left with no way home. As she pondered her problem, a flock of crows landed on deck and began eating her fish.

As fewer fish remained, the crows began squawking and pecking at one another, bloodying each other. As the crows argued, a large hawk and a gull swooped down and screeched. Most of the crows quieted, but some continued to attack the others. The gull and hawk jumped upon these unruly crows, pecking them to death. The flock of birds, now acting as one pulled on the nets and rigging and towed the shore.

She found herself on a stretch of rocky coast by the mouth of a powerful river. The hawk, gull and remaining crows, piled the dead birds onto the shore. From their blood, a city of metal and stone began to rise.

Camille took news of her vision to the others in her village. Her visions were not unique. A young warrior named Dovid had also had a similar vision. The elders decided that these visions portended the rise of the Bost tribe to supremacy in the land. They chose the visionaries to spread the word to the other villages. Elders of the other villages were excited about the news and praised Camille and Dovid as messengers of the gods.

Camille was also the first to gain The Sacred Falls of Aestra. She convinced the Azert tribe to join the Unification by drowning herself in the Dark Lake. When she rose from the lake, water dripped down her back, burning the Mother's mark on her. This mark gave her amazing powers to heal the sick and injured. Seeing this miracle, the Azert had no choice but to join the new Bostonian nation.

**Callous (Mar 25)**

A cantankerous priest who visited the Demon City, Tertentathador on a number of occasions in an attempt to save the souls of the damned. It is rumored that he wrestled the demon prince Makav and won.

**Dovid (Aug 14)**

The original founder of the Church of Stratus. He shared Camille’s visions. Dovid was a farmer and later a warrior who led the Bosts in uniting all the tribes in the valley. After founding the church, Dovid wrote many works that became the basis for much of Bostonian law and tradition.

**Elbrand (Oct 9)**

After the founding of the Church, Elbrand traveled the Seeker’s Valley converting the pagan tribes that still practiced there. He was captured by a hostile tribe and beheaded. Legends say that after he was beheaded, Elbrand stood and carried his still preaching head in his hands. The pagans scattered and filled with fear, many of them converted to the Father.

**Fergus (Sep 10)**

St. Fergus is patron saint of the poor and the downtrodden. He looks after street urchins, beggars and prostitutes.

**Gidus (Sep 1)**

Born a wealthy noble in Salem. When his parents died, he used his fortune to help the poor. He was so generous that his philanthropy left him impoverished. He left the city and became a hermit in the nearby hills. Legend says that Aestra, touched by his gentle nature, sent animals to him and blessed him with the ability to make apple trees and grapevines grow at a touch.

One day, Baron Celus and his hunting party chased one of the animals to Gidus’ dwelling and a stray arrow injured Gidus’ leg. The Baron was horrified at the accident and had Gidus brought to a nearby village to be treated. While there, the villagers were stunned as all the animals flocked to him and a beautiful orchard grew around his dwelling. Upon hearing the story, the Bishop of Salem built a monastery at the site and made Gidus the abbot.

**Michael (Feb 19)**

Led his followers against Erzan’s rogue mage priests after they had been tainted by the foul rune Lightbane. Michael destroyed the rebel mage priests and then determined that the influence of magic could only be contrary to the influence of god. He and his followers gave up their runes and priests have not taken runes ever since.

**Olum (Dec 2)**

St. Olum was a young nobleman who lived from during the years 459 and 516. In y484, Olum was moved by Grand Father Michael Richelau’s call for a focus on spiritual and religious concerns. He renounced politics and war, and joined the monastery at Avenol.

After several years as a monk, Olum sought a more personal relationship with Stratus and Aestra. Olum became a hermit, but when his father heard of his new calling, he tried to get his son to reconsider. Olum’s father became more and more insistent until Olum worried his father would force him from his solitude. Olum fled south, deep into goblin territory.

Olum the hermit lived alone for a dozen years until a nomadic goblin tribe, the Brigg Dah, happened upon his home. The goblins captured the human, and were about to kill him, when Olum found he could speak the goblin tongue so long as he was reciting scripture. These goblins had not had much contact with humans and so tales of the new gods fascinated them. Olum was spared and set about converting the pagan goblins.

Olum died after a month-long theological argument with a thugraa of The Wretched One. Olum convinced the goblin to give up his hideous rune and convert. However, in doing so, he contracted a wasting disease, and died shortly thereafter in y516.

**Parsus (Nov 1)**

Traveled south and became a missionary in cobrat lands. He learned cobrat and lived as much like a cobrat as possible, trying to prove that belief in the Father and Mother did not interfere with cobrat traditions. When the cobrat king expelled all foreign missionaries and made it illegal to preach anything but belief in the Great Turtle, Parsus did not flee. Instead, he went into hiding so that he could minister to his converts. Years later, he was discovered and killed.

**Roard (Feb 5)**

St. Roard is the patron saint of guardsmen, vigils

**Sebastian (Aug 3)**

A great believer in converting enemies instead of fighting them, Sebastian spent years ministering to the Borakki and the Cobrat. In his travels, Sebastian theorized that other enclaves of humans must have survived the Fireseeds. Sebastian traveled across the Teeth Mountains to find these enclaves and teach them the ways of the Mother and Father.

**Seldon (Dec 31)**

A scholar who studied the ways of the Ancients, Seldon often came into contact with forces both mystical and unholy. He joined the priesthood late in life, citing a need to protect innocent people from the horrors left behind by the Ancients. Just before his death in y607, he founded the Purifiers – a sect of traveling priests who seek to neutralize dangerous ancient sites and runes.

**Tristan (Aug 14)**

Tristan was a young priest who spent years fighting the undead in the Blood Swamps. After suffering a particularly nasty wound at the hands of a restless walker, he had a vision from Stratus. Soon after, he built a church in the middle of the fetid swamp. A handful of priests came to worship there and became the Sunbringers.

**Weirgrub (June 6)**

The daughter of a Seeker’s Valley nobleman, she was schooled at the Temple at the Falling Water in Seeker’s Watch. Her studies brought her close to the Mother, and she became a Learned Sister. She remained at Falling Water and became head of the orphanage there, tending to the city’s forgotten children for many years. She was known not only for her kind spirit, but also the hours she spent in meditation and contemplation of the Mother’s ways.

Late in her life, Weirgrub received a vision in which she was granted the ability to raise the dead through the power of the Sacred Falls of Aestra. The next day, an earthquake struck Seeker’s Watch, leveling her beloved orphanage. All of the children were killed. Weirgrub walked from child to child, touching each of them and bringing them back to life. Soon after, she died.

**Magic Items in Bostonia**

In Bostonia, the primary source of magic is runic mages – where elemental power is bound to a living being. However, magic can be bound to items as well. Spirits can be trapped in a ring or a sword. Runes can be etched into a wand, storing spells to be released by speaking words of power. Certain materials have unique properties that allow them to steal energy from the living to power magical effects. Finally, the world is littered with relics from ancient times, waiting for the clever (or unwary) to unleash their powers.

**Artifacts Skill**

The primary means of detecting and analyzing magic items in Bostonia is the artifacts skill. This skill permits the artificer to study an unknown item, note the materials from which it is made, any markings or runes engraved on it, research tomes and manuscripts for hints on the item’s history and experiment with different ways of unleashing its power.

Each item has a DL associated with it. This DL indicates how difficult it is for an artificer to understand and activate the item. Analyzing an artifact takes a week of dedicated study. At the end of the week, the artificer can make a skill test to learn one characteristic of the device. A characteristic can be a single power (and how to activate that power), the device’s history, or how to recharge it.

**Suggested DLs and Modifiers for Artifacts**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Artificer has tools and equipment | -2 |
| Artificer has library at his disposal | -2-6 |
| Artificer is rushing to analyze the object (3 days) | +2 |
| Artificer is rushing to analyze the object (1 day) | +4 |
| Artificer is rushing to analyze the object (instant) | +8 |

**Item Types**

Magic items can be classed into wands, jewelry and clothing, miscellaneous items and weapons. Items of a like class have certain features and behaviors in common. Each class and the rules that apply to them will be described below.

**Wands, Rods and Staves (charged items)**

Wands, rods and staves differ in size and material. However, they all have two things in common. First, all have runes of power and command carved somewhere on them. If these runes are deciphered, they often indicate the wand’s method of activation and sometimes, its purpose. Second, all items in the wand category have limited uses that are replenished by the consumption of minerals, gems, crystal or precious metal. The mineral consumed and the manner of consumption varies with each item.

**Rings, Amulets and Clothing (alteration items)**

Items worn close to the body are often ensorcelled with alteration magic. These items have spirits bound in them. These spirits are trapped in the item and forced to lend their magic to the wearer. However, they power this magic by stealing some of the life force of the wielder, so there is almost always a trade-off.

Because of the parasitic nature of alteration magic, all magic rings, amulets and similar items all have side effects. The effect will begin once the item’s magic has been activated for the first time. It grows quickly to its maximum effect. Once they has taken hold, the item’s side effects are continuous and will last for as long as the host wears the item and for several weeks after (regardless if he uses the item’s powers or not). Once you put such a device on, you must deal with the consequences for some time.

**Swords and Other Weapons**

Weapons come in a variety of types and powers. In Bostonia, magical weapons are all created from a meteoric metal called spirit iron. This is a strong metal that alloys easily with many other materials. These weapons are hard to break and hold their edge well. Spells and runes can be etched into the metal to bind spells to the weapon. In addition, spirit iron has the unique property that it attunes itself to its wielder. This is a gentle process that takes many years, but over time such a weapon will gain power due to the deeds and legends associated with their owners.

**Miscellaneous Items**

These items are hard to classify. They come in all manner of shapes and sizes and can exhibit a wide variety of powers. A small number of these are deliberately created by mages. Others are of ancient origin, or the result of magical experiments or backlash. In general, these items do not have charges and do not have the same deleterious side effects of jewelry.

Instead, these items work on a balanced effect principle. Each time they are activated and cause an effect, another nearly opposite effect occurs. Unlike alteration magic, this effect is not necessarily bad and it does not have to occur to the user of the item. It will affect something close to the item, but otherwise the target of the balancing effect will be random. The GM should try to have fun with this whenever possible.

**Sample Runes**

**The Rune of Earthsblood**

**Description**

This rune manifests itself as a tarry, earthy substance that replaces a portion of the caster’s blood. A first circle mage has about 25% of his blood replaced, making it brown, thick and gritty. A fourth circle mage no longer has human blood. There is no visible mark on the caster’s skin. However, as soon as he is cut, his inhuman nature will become apparent.

**Purpose**

Earthsblood is an elemental rune of earth and has no agenda. Most who seek it are mages that desire the considerable power associated with elemental earth. There is one pagan cult in Bostonia that views this rune as holy. Priests of this earth cult seek to master this rune.

**Rune Site**

This rune is found in a dark swamp in the wilds between Bostonia and the cobrat lands. The swamp is difficult to cross and filled with dangers. Disease carrying mosquitoes, giant spiders, quicksand and man-eating plants make finding the site dangerous. At the heart of this place is a black, oozing pool that contains the elemental power of Earthsblood.

**Binding and Raising**

A mage who wishes to obtain the Earthsblood rune must immerse himself in the tarry mess and allow it to enter his body. Exactly how this happens is not generally known. Some scholars speculate that the mage must wound himself before entering the pool. Others argue that the process is closer to drowning. Only practitioners of the rune know for sure and they are not sharing their secrets.

Assuming the mage has properly entered the pool, binding the rune takes a SPI check vs. DL 12. Success means that Earthsblood accepts him and he emerges with a host of new powers. Failure means the mage is rejected by the elemental power and must struggle to the surface or drown. Doing so is difficult requiring a STR (or swimming test) vs. DL 17.

Raising the rune requires that the mage return to the rune site to accept more of the earth’s essence into his blood. Since the Earthsblood has accepted him once, there is no danger associated with this ritual.

**Practitioners**

There are few practitioners of Earthsblood in Bostonia. Only four mages have taken the rune and returned to the lands. The rest of the Earthsblood mages belong to a pagan cult that believes the rune is the manifestation of an elemental god. This cult consists of about 30 members, five of which are mages. These pagans dwell at the edge of the swamp, protecting it from intruders and trying to fathom the wishes of their bubbling, oozing master.

**Effects**

Mages that bind Earthsblood tie a portion of their life energy to the earth. If the mage is not in contact with the earth, he cannot regain spell levels or hit points for resting. Instead, he loses 1 hit point each day. Being in contact with the earth means that he is standing on the ground, or underground. If he is on a floor made of earthen materials, then he is considered in contact with the earth. However, if a floor is wooden, then it must be directly above the ground (say no more than a couple inches from the earth). Thus, an Earthsblood mage could not sleep on the second story of a standard wooden building and regain his strength or magical power. In blighted or diseased lands, the effect is accelerated and the mage loses 1 hit point each hour.

**Skill**

The magic skill for this rune costs 7 buy points and has a base level of SPI/SPI/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Climbing Claws | 10 | S | S | 10m | Y | * You grow claws that allow you to easily climb stone or brick * Gain +3 to climb skill, or a level of 13, whichever is higher |
| Detect Minerals | 8 | S | S | 5m | Y | * Select a mineral at the time of casting * Can detect that mineral and get a general idea of the amount within a 50 hex radius |
| Encapsulate | 10 | VS | T | 30m | Y | * You encase a single object you can fit in your hands to be encased in stone * The stone protects and hides the object |
| Phantom Digger | 10 | S | 100” | 1h | Y | * Calls an minor earth elemental into being to dig or build an earthen structure * The creature digs at the same rate as an average man * Subsequent castings create additional diggers, but each additional casting has a +2 DL |
| Stone Skin | 10 | C | T | 10r | Y | * Gives stone skin, increasing the target’s armor value to 4, or increasing it by 2, whichever is higher * Decreases movement, defenses and action skills by 1 |
| Whipping Stones | 10 | CS | 6/12/18/30 | Inst | N | * Stone flies through the air, striking the target for 2d8 damage |
| **Second Circle** | | | | | | |
| Earth Sink | 13 | NE | S | 10m | Y | * You sink into the earth to a depth of 2-10 meters * You are hidden and protected from most environmental effects * You do not need to breathe, eat or excrete * You can rise at any time * This spell confers no special senses, and if you can be found, you can be dug up |
| Melt Stone | 13 | S | 10” | Inst | N | * You can destroy about 1 cubic meter of stone |
| One with the Earth | 12 | NE | S | 10r | Y | * You gain an awareness of vibrations and the layout of earthen structures around you in a 10 hex radius * You can detect tunnels and passages * You cannot be flanked or surprised in combat unless your opponent is totally still, or can leap or fly to your position |
| Preserve | 14 | S | T | Perm | N | * Encases a non-living object you could carry in stone and sinks it into the earth * Item remains hidden until the spell is cast within 10 hexes of the original spot, or until dug up manually |
| Singing Stones | 14 | VS | 20” | 5m | N | * Make stone object answer a question that can be answered in one word * Question must be about someone who has passed across it, touched it, something sitting on or near it, or the layout of adjacent floors and walls * Only a single question can be asked and then the spell ends |
| **Third Circle** | | | | | | |
| Bloody Earth | 16 | C | 20” | 10r | Y | * Create a 3 hex area of bloody, marshy ground * Anyone in, or moving through, the target hexes must save or be immobilized (STR 16) * Immobilized characters can attack and defend at -2, but cannot move * Escape takes a full action and requires another STR save * Swimming skill (+5) may be substituted for STR |
| Call Earthen Wolf | 18 | S | 6” | 1h | Y | * Creates a wolf made of earth, roots and stone to act and fight for the caster through a telepathic link * Additional castings call another wolf, but have a DL of +2 |
| Earth Slip | 17 | NE | S | 10m | Y | * You gain the ability to slip into the earth and move unseen below the surface (PER 20 to spot, Track 20 to follow your trail) |
| Hail of Stones | 17 | C | 6/12/18/30 | Inst | N | * Throw 4 different stones at up to 4 targets * Each stone does 2d8 damage |
| The Cage | 18 | C | 40” | 1h | N | * Cause jagged, earthen teeth to trap an enemy (SPI 18) * 1d4+1 sharp teeth hold the victim in place * If the victim tries to break free, or someone else tries to break him free, 1 tooth/combat round can be broken * If any tooth is broken, the remaining teeth do 1d6 points of damage and the damage has Pierce(8) |
| Whipping Rock | 16 | C | 6/12/18/30 | Inst | N | * Tosses a stone at the opponent that does 3d10 damage |
| **Fourth Circle** | | | | | | |
| Animate Statue | 24 | VL | T | 1w | Y | * Animates a statue to do your bidding * Exact attributes of the statue are up to the GM and are based on the subject of the statue * Spell can be maintained, but each week has a 25% chance of crumbling regardless of success |
| Earthquake | 25 | L | Sight | 2-4m | N | * Causes an earthquake that severely damages structures in a 100 hex radius * Characters in the area take 0-20d6 damage based on where they are during the quake (GM’s discretion) * Characters in the open take 0-3d6 damage, while characters in a collapsing structure take 10-20dg |
| Eternal Rest | 24 | S | T | Perm | N | * Similar to Preserve spell, but can be cast on a living object (SPI 24) * Target cannot age, or be harmed while under the effects of this spell * Target can be dug up, or recalled if this spell is cast within 50 meters of the original spot |
| Gruesome Cage | 22 | C | 80” | 6h | N | * Similar to The Cage, but save is SPI 22 and 2d4+1 teeth are created |
| One with Earth True | 22 | S | S | 30m | Y | * Similar to One With Earth, but effect is 250 hex radius * Surface terrain is also detected with this spell so that you get the lay of the land * +6 bonus to navigation checks and important features such as passes, river crossings, etc. are easy to find |
| Sink Into Stone | 21 | NE | S | Inst | N | * You sink into the earth and appear instantly up to 10 hexes away * If you can concentrate for 3 rounds, you can travel up to 150 hexes |

**Fire Winder**

**Description:** This rune is the manifestation of pure fire, undaunted.  Those that are touched by this rune are easily marked by dark eyes that always seem to roll with flame. In addition, the left hand of these mages will seem to be grotesquely burned, though they will still have use of the member.

**Purpose:** This is an elemental rune of primal fire. As such there is no purpose, or agenda associated with its use. People who seek it are generally mages who desire the considerable power associated with destruction or fire. There are many who fear and restrict its usage.

**Rune Site:** It is said that when a fire becomes large enough, it gains a malevolent personality and becomes like a creature, cunning and cruel, relishing the power of wanton destruction and moving to trap those that would dare too close. When this happens, the flames move as though they are alive and perhaps a person trapped, near-death and delirious from breathing the searing air might see a face peering out from the blaze.

This rune is not easy to find. It exists anyplace there is a great conflagration. Usually, the rune appears only occurs during forest fires (which are rare, due to Bostonia's damp and chilled climate), but sometimes the burning of an entire town will cause the rune site to appear. The site is the dead center of the fire, where it is the hottest and most destructive.

**Binding:** Since the rune only occurs in the heart of large, out of control fires, binding it can be a special problem. The mage must find a way to navigate the blaze without succumbing to it. Worse, legend has it that any mage who wishes to bind the rune must reach the heart of the flame without dousing any part of it, and without using any other fire magics (such as protection).

A mage who reaches the heart of the flame sticks his left hand into it, and the flame either accepts him, in which case he binds the rune, or else it consumes him... though no one is quite sure the criteria for this choice though legend has it that the flame decides based on the manner in which the mage entered the heart. If he did so cautiously and used such protections as wetting himself, then he will be killed. If he entered wildly and without regard for the heat, smoke and licking flames, then he will be received.

**Effects:** Mages who take this rune have tied a portion of their life energy to fire. The mage will have a need to be around fire. It can be either a camp fire or a pipe, but it must ***always*** be there or the caster will feel ill at ease and take a -1 to all skill tests.  The caster will also appear to move like a dance of a flame when he is seen in dim light, or out of the corner of someone's eye.

Like mages with other fire runes, the caster angers easily, and is quickly brought to action.  The caster also has a hard time sleeping or sitting still.  Finally, he hates the cold and will take a -1 in wintery weather.

**Skill:** The magic skill for this rune costs 7 points and is SPI/WIL/WIL

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Eternal Flame | 10 | L | T | 2h | Y | * Your staff bursts into magical flames * You control the brightness and color of the flames * Your staff does +1 damage and gains Ignite(2) |
| Heat Sense | 10 | S | S | 30m | Y | * You gain infravision |
| Inner Warmth | 6 | VS | S | 1h | Y | * You are immune to temperature-based weather effects such as hypothermia, or heat exhaustion * You gain a +2 to survival skill checks in extremely hot or cold climates * You gain a +2 to save vs. any fire or cold-related spell * You are invisible to creatures that use infravision |
| Smoldering Skin | 10 | C | S | 10r | Y | * You gain a +1 to your defenses * Anyone touching you takes 2d4 penetrating damage |
| Steam | 10 | C | 20” | Inst | N | * A burst of hot air and steam strikes a single target up to 20 hexes away for 2d6 damage * Alternately, the spell strikes everyone adjacent to you for 2d6 damage * Anyone hit in the head is blind for 1d3 rounds (TOU 12) |
| **Second Circle** | | | | | | |
| Flame Finger | 13 | C | 4/8/12 | Inst | N | * You throw one of your flaming body parts at your enemies * *Finger* – 2d8 damage with Ignite(2); you take -1 to spell casting, DEX rolls, and all skills that require your hands for every two missing fingers (round down); fingers regenerate in one round * *Hand* – 2d6 damage to everyone in a 2 hex radius with Ignite(2); you take a -2 to spell casting, DEX rolls, and all skills that require your hands; your hand regenerates in 1 round * *Arm (Club)* – You can use your arm as a flaming club which is -1 to hit, but does 1d8+1d6+STR damage; you take a -2 to spell casting, DEX rolls, and all skills that require your hands; your arm regenerates in 2 rounds * *Arm (Thrown)* – You hit either a single target for 2d8+3 and Ignite(4), or 3 targets for 2d8 and Ignite(2); you take a -2 to spell casting, DEX rolls, and all skills that require your hands; your arm regenerates in 2 rounds * *Head* – You do 3d8 damage to all targets in a 4 hex radius with Ignite(4); you go unconscious for 1d6 hours while your head regenerates * Parts only regenerate once you stop casting this spell * Penalties listed are the minimum and other penalties might be assessed by the GM based on the fact that you are missing one or more body parts |
| Flame Immunity | 13 | C | S | 10r | Y | * You sacrifice 1d6 hit points * Your body ignites making you immune to normal flames, or any flames from spells in this rune * You gain a +2 to save against all fire and cold-based spells * You get -2 damage or effect/die on any such spells |
| Flicker | 12 | C | S | 10r | Y | * You get +1 initiative * You gain +2 to your defenses |
| Heat Shroud | 14 | CL | 10” | 6r | N | * You superheat a region of air * Anyone in the region, or entering it, must save or be stunned for one round (TOU 15) * Anyone failing their save is also Crippled until they can begin a round outside of the region * Anyone in the region takes 1d4 penetrating damage every round they are in the region regardless of the result of their saving throw |
| **Third Circle** | | | | | | |
| Blinding Heat | 18 | CL | S | Inst | N | * Everyone in a 3 hex cone is blinded for 1d3 rounds (TOU 17) |
| Fire Walk | 17 | VS | 5000m | 1m | N | * You may step into any fire that is the size of a small campfire or larger and appear in any other fire of an appropriate size up to 5km away * If you know a specific fire in range, you may travel to that one, otherwise you appear at the nearest eligible fire * After you walk once, the spell ends |
| Funeral Pyre | 17 | CL | 20” | Inst | N | * Everyone in a 3 hex radius takes 2d8+3 points of damage * Victims are knocked prone (AGI 17) |
| Immolation | 18 | C | S | 10r | Y | * You are covered in a sheathe of fire * Anyone adjacent takes 1d6 penetrating damage/round * Anyone you touch takes 2d6 penetrating damage * You get +2 to all defenses and add 2 armor to any attack that have to physically hit you * You are immune to fire-based attacks and entangles that require a physical medium * Once/round, you can hurl a bolt of fire that does 2d8 and Ignite(2) * If hit by water, you take 2d6 penetrating damage * If immersed on water, you take 2d10 points of penetrating damage each round * You fail any save vs. water-based spells and take 2 extra damage/die |
| **Fourth Circle** | | | | | | |
|  |  |  |  |  |  |  |

**First Equation of the Mathematicians**

**Description**

This rune manifests as a complex tattoo extending up the arm of the mage. The tattoo consists of mathematical symbols and formulae, incomprehensible to the layman.

**Purpose**

This rune symbolizes the understanding of time and space. No spiritual purpose is associated with this rune. However, since greater skill comes only through greater understanding, the First Equation demands study and scholarly pursuit from its disciples.

**Rune Site**

There is no site associated with this rune. Given the correct conditions, it could be bound anywhere.

**Binding and Raising**

This rune takes several years of study and preparation to bind. A mage wishing to become a mathematician must have the skill craft: mathematics. In addition, they must study various complex mathematical works. Finally, they must come to an innate understanding of Meridian Mechanics and its axiomatic First Equation. After years of arduous scholarship, the most intelligent and disciplined students will be ready to bind the rune. The actual binding ritual requires the mage to formulate the answers to dozens of complicated arcane questions administered by a 4th circle proctor. A KN: Mathematics test is required to gain the rune. The DL of this test is 10.

Raising the rune requires more tests. Each circle, the DL of the test increases by 2 and must be administered by a 4th circle proctor.

**Practitioners**

The only practitioners of the First Equation are members of the Mathematicians’ Guild, which has offices all over Bostonia. The Guild consists of over 3000 members. Of these, only 100 have mastered the First Equation. Of these, the large majority are 1st or 2nd circle. Only 12 individuals have this rune at the 3rd circle and only 4 mages have the final circle.

No outsiders are allowed to study the arcane texts, or runic tattoos of the mages. The Guild goes through great pains to keep their knowledge secret. They even go as far as to collect the bodies of their fallen to insure that no one can study the dead mage’s tattoo.

**Effects**

This rune stresses understanding of cause and effect, time and space. Practitioners are trained to observe their surroundings and analyze them. This gives them a +1 PER. However, this bonus is offset by a –3 to all saves dealing with illusions. Mathematicians are likely to interpret sensory data as evidence to be analyzed, as opposed to something that can be discounted and disbelieved.

**Skill**

The magic skill for the First Equation costs 7 points and has a base level of INT/WIL/SPI.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bean Counter | 8 | S | S | Inst | N | * Can instantly count any number of visible objects, or can extrapolate if only a portion of the objects are visible |
| Blur | 10 | C | S | 6-9r | Y | * +3 to your defenses * Creatures that don’t rely on sight to target are unaffected |
| Calculate | 8 | VS | S | 10m | Y | * +2 to trade and administrate skills * +2 to any situation in which mathematical acumen would be helpful * Can ask the GM the chance of a given event occurring |
| Counting Days | 8 | S | S | ? | N | * Alters your perception of time by a factor of 100x * For example, a trip of 1 week can seem to take about 2 hours, or a puzzle that has to be solved in 5 minutes can be extended to take 500 minutes * You can meditate in 36 seconds if this spell is in effect * Does not alter time for anyone but the caster * Cannot engage in strenuous activity, or cast spells while this spell is active * Ends whenever the caster desires |
| Decay | 10 | C | T | Inst | N | * Does 1d8 damage to bare flesh * If hitting armor or a weapon, breaks it if the damage is greater than the durability score * If not destroyed, the durability is reduced by 1 |
| Time Jump | 10 | C | S | 6-9r | N | * +2 to initiative * 2/12 chance of dodging any attack that would have otherwise hit |
| **Second Circle** | | | | | | |
| Appraise | 14 | VS | T | 10m | Y | * You appraise a single item * You know the average value of that item and gain a +2 to trading skill when buying or selling this item (or a similar one) * Can detect forgeries |
| Confuse | 13 | VS | 10” | 10m | Y | * Can confuse up to three targets with which you are talking * Targets become confused and disoriented and will tend to agree with the caster so as not to look foolish (INT 13) * You gain a +3 bonus to persuasion, fast talk and trade against affected targets |
| Glimpse | 14 | S | S | Inst | N | * You glimpse into the future * You can ask the GM about the immediate consequences of a specific action * You can only cast this spell once/hour |
| Minor Telekinesis | 13 | VS | 30” | ? | N | * You can grab and manipulate an object of 10kg or less * You can move this object at a rate of 10 hexes each combat round * If you hold a creature, they can escape with a STR save vs. DL 7 * A thrown object could do up to 2d6 using this spell |
| Slow | 14 | C | 10” | 6-9r | N | * Target takes -2 to movement and initiative and a -1 to defenses (SPI 14) * In addition, if an affected target rolls a 1-2 on their initiative, they lose their action that round |
| Speed | 14 | C | T | 6-9r | N | * Increases movement and initiative by 2 and gives a +1 to all defenses * In addition, if the target rolls 11-12 on his initiative, he gets a second action that round |
| Stasis Bubble | 14 | S | T | 1d | Y | * Creates a small zone in which time stops * Item will not age or decay * Does not work on still living matter |
| Warp Space | 14 | C | S | 6-9r | N | * Creates a bubble around you that prevents small objects, tiny creatures and missiles from reaching you * Melee attacks are unaffected, as are gas and wind attacks |
| **Third Circle** | | | | | | |
| Accelerate Healing | 18 | S | T | Inst | N | * Speeds the healing processes of the body * Target heals 1d4 hit points as though they had been healed naturally over time * Healing caused by this spell does not count as magical healing and thus another spell can still heal the same flurry of injury * This spell cannot be cast on a single person more than 1/week |
| Telekinesis | 16 | VS | 50” | ? | N | * You can grab and manipulate an object of 100kg or less * You can move this object at a rate of 10 hexes each combat round * If you hold a creature, they can escape with a STR save vs. DL 16 * A thrown object could do up to 2d12 using this spell |
| Teleport | 17 | NE | 100” | Inst | N | * Teleports you and everything you are holding up to 100 hexes away * If you can see your location, you can teleport to it automatically * If you cannot see your location, then you must have knowledge of it and spent at least an hour there * If you teleport into a space that is occupied, the spell fails and you lose 3 magic levels |
| Time Prison | 18 | C | 100” | 1d6d | N | * You freeze the target in time (SPI 18) * Victim is trapped for 1d6 days, or until someone shatters the prison by attacking it and doing more than 10 points of damage in a single blow * Victim can be moved |
| Violent Conservation | 16 | C | 20” | Inst | N | * You switch position with your target and both of you take penetrating damage * You can determine the amount of damage – anywhere between 1d6 to 3d8 points * The target of the spell always takes -1 point/die * You take full damage |
| Wither | 16 | C | 10/25/40/50 | Inst | N | * You fire a beam of chaotic temporal energy * The beam does 2d8 points of damage to bare flesh * If it hits armor or a weapon, it destroys it if the damage is greater than the item’s durability * Even if the item is not destroyed, its durability is reduced by 1 |
| **Fourth Circle** | | | | | | |
| Improved Teleport | 24 | S | 1000” | Inst | N | * Can teleport up to 8 people up to 2km |
| Rejuvenate | 24 | S | T | Inst | N | * Speeds the healing processes of the body * Target heals 2d4 hit points as though they had been healed naturally over time * Healing caused by this spell does not count as magical healing and thus another spell can still heal the same flurry of injury * This spell cannot be cast on a single person more than 1/week |
| Rot | 22 | CL | 10/25/40/50 | Inst | N | * You fire a beam of chaotic temporal energy * The beam does 4d8 points of damage to bare flesh * If it hits armor or a weapon, it destroys it if the damage is greater than the item’s durability * Even if the item is not destroyed, its durability is reduced by 1 |
| Second Chance | 27 | L | ? | ? | N | * You go back in time as far as a week and change one event in which you directly took part * The GM will have to adjudicate the impact of this spell * You must invest a rune level to cast this spell |
| Temporal Bubble | 23 | CL | S | 6-9r | N | * You create a bubble through which no effects can pass * You can deactivate or reactivate this bubble once each combat round as a free action |

**Marsh Song**

**Description**

The marsh song shows itself as a thin mat of tiny reeds and rushes growing from the character’s skin. In most cases the reeds grow from the scalp and become entwined with the mage’s hair. In other cases, the reeds grow from the mage’s back forming a thin mat of grass down his back.

**Purpose**

Marsh song has no true purpose. It is an elemental rune dealing with swamps and summoning marshland creatures. Many cobrat priests take this rune for the purpose of entrapping the creature from which it comes.

**Rune Site**

Deep in the dank and steamy marshes far to the south of Bostonia, there was a Cobrat city named Shan’Shar. Legend has it that the high cobrat that ruled the city were learned scholars and mages. These highs learned of a powerful elemental creature of the marsh and used a powerful magic weapon to subdue the creature. For years, the city stood guardian over the elemental. One day the beast escaped. In its rage, it destroyed the city and submerged it in the swamp. However, in the battle, the cobrat mages wounded the creature and it once again fell dormant. The site where the creature fell contains the elemental’s power for the bold to bind.

**Binding and Raising**

The elemental of Shan’Shar is not dead, but simply dormant and healing slowly. To bind the rune, a mage must have some healing magic (or potion) available to him to partially revive the creature. When the creature stirs, the mage then siphons some of its energy, binding it to him and attaining the rune. This energy comes from the elemental’s life energy and thus every mage that binds marsh song ensures the creature remains dormant for a longer period of time. This process requires that the mage know the ritual to do so. Generally, he would have to be instructed on how to do this by a marsh song practitioner, or study and research the site (perhaps an INT test at DL 14 to do the proper research). If the mage knows the ritual, then the binding requires a SPI test vs. DL 14 to succeed.

Raising the rune requires the mage to return to the elemental and again drain some of its energy. This requires another SPI test at DL 14 to succeed. Failure means that the mage will be damaged by the creature (3d8 hit points) and will have to try again when he regains his strength.

**Practitioners**

There are few practitioners of the marsh song. The rune site and required ritual are hard to find unless the mage knows another who has bound this rune. In addition, the site is remote and the swamp is rife with beasts and disease. Only 2 Bostonians have this rune. A little over a dozen cobrat have the rune and many of those are mage/priests of the Great Turtle who have bound marsh song to keep the Shen’Shar elemental dormant.

**Effects**

In binding the energy of the elemental, the mage also takes on aspects of the creature’s personality. A mage of the marsh song becomes greedy, haughty and cowardly. Treat these as compulsions at the 35% level.

**Skill**

The magic skill for marsh song costs 7 points and is based on SPI/SPI/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Fog | 10 | S | S | 1h | Y | * Create fog around you in a 50 hex radius * Fog cuts visibility to 6 hexes * Fire spells and effects in the area are -1 point/die |
| Fog Sight | 6 | VS | S | 1h | Y | * You can see through fog as though it were a clear day |
| Marsh Lights | 6 | VS | 20” | 1h | Y | * Small lights flitter about you giving light like a lantern * Lights can be moved up to 20 hexes away |
| Marshy Ground | 8 | VS | 40” | 10m | Y | * Ground becomes wet, muddy and difficult to navigate * Anyone moving in the area has movement rate halved * Anyone in the region has their defenses reduced by 2 |
| Snare | 8 | S | 1” | 1h | N | * You create a snare trap in an adjacent hex * Anyone stepping on that hex will be trapped (AGI, PER 12) |
| True Ground | 8 | S | S | 1h | Y | * You traverse difficult terrain without penalty |
| **Second Circle** | | | | | | |
| Decay | 12 | NE | T | 1h/4r | N | * Your touch makes organic material age and decay at a rapid rate * The decay will rot through a rope, eat away at straps on a backpack, make wooden supports weak and make food inedible * You can choose the rate of decay, from seconds to an hour * As an attack, the spell’s duration is 4 rounds * At the end of the spell, any leather armor, or wooden weapon will be unusable * If flesh is touched, the victim takes 1d6 penetrating damage each round (TOU, SPI 12) |
| Envenom | 12 | VS | T | 5m | N | * Envenoms a weapon for 5 minutes or one application * Anyone hit by the weapon takes 1d6 damage each round (TOU 13) |
| Marsh Guide | 14 | L | S | 1d | N | * You gain an innate understanding of the swamp * You gain knowledge and survival of swamps at 14, swim 14 and stealth 12 * If you have these skills at a higher level, they increase by 1 |
| Summon Mosquito | 13 | CL | 1” | 10m | N | * Summon a giant mosquito to fight for you * Subsequent castings have their DL increased by 2 |
| Summon Snake | 14 | CL | 5” | 10m | N | * Summon a giant snake to fight for you * Subsequent castings have their DL increased by 2 |
| Thorns | 13 | C | 5/10/15/20 | Inst | N | * Thorns shoot from your hand doing 2d10 damage |
| Weaving Weeds | 14 | S | T | Inst | N | * You heal 2d4 damage |
| **Third Circle** | | | | | | |
| Ball of Mud | 17 | C | 5/10/15/20 | 6r | N | * You throw a ball of mud and slime at your target * The slime does 2d8 damage if it hits and trap its target (STR, AGI 18) * If trapped, your victim takes 1d4 penetrating damage each round from suffocation * A trapped character can save each round to free himself |
| Knowing Tentacles | 17 | L | S | 1h | N | * You gain intimate knowledge about a swamp as though you had a knowledge skill of 24 * You gain information about the presence and location of non-native beings, construction, or other odd features |
| Marsh Gas | 17 | C | 30” | 6r | N | * You create a cloud of noxious gas * Anyone in the cloud is stunned for 1 round * After 1 round, victims have their movement rate halved and are dazed until they leave the cloud * You can move the cloud up to 2 hexes each round |
| Quicksand | 17 | C | 30” | 20r | N | * You create 1 hex of quicksand * Anyone in the hex becomes trapped (STR 17) and begins to sink * Each round, for the first 4 rounds, the victim can save to free himself, but the save is -1 for each round trapped * After 4 failed attempts, the victim can no longer free himself * After 6 rounds, the victim is covered and he will drown in another 6 rounds * Someone helping the victim can use their STR to save if it is higher and each person gives a +2 to the save |
| Summon Swarm | 18 | NE | 100” | 6r | Y | * You create a swarm that covers a 10 hex radius and can move up to 2 hexes each round * Buzzing Swarm – All actions are at -2, and actions taking concentration (spell casting, lock picking) are -4 * Creeping Swarm – Anyone in the swarm is afraid (WIL 18) * Stinging Swarm – Anyone in the swarm takes 1d4 penetrating damage each round |
| **Fourth Circle** | | | | | | |
| Create Marsh | 24 | L | 100” | Perm | N | * You cause a 200 hex radius to become marshy ground, complete with standing water and swamp flora and fauna * Land that was desert, or rocky will revert in 2-24 months * You must invest a rune level to cast this spell |
| Toman’s Bounty | 23 | VS | S | Inst | N | * You find 2d8 doses of an herb of your choice that occurs naturally in your region |
| Wisp Guardian | 24 | L | 0” | 6M | N | * You summon a wisp to guard an area for 6 months * You may give the wisp up to 100 words worth of instructions * The wisp will follow those instructions to the letter |

**Piercing the Night**

**Description**

This rune appears as colorful tattoo on the right arm of the mage. The rune depicts a brilliant yellow sun and its rays reaching into a dark, starry night.

**Purpose**

It is believed that this rune is a tool given to the earliest Bostonians as they emerged from the nearby lakes. The faithful that emerged were cold, frightened and without tools. It is said that the Father and Mother gave the tribes the tools they needed to survive in the hostile Bostonian landscape.

**Rune Site**

The rune sight for Piercing the Night is a tribal burial ground in an isolated region of northwestern Bostonia. In the middle of the cemetery sits a statue that depicts the sun rising from the sea.

**Binding and Raising**

The binding ritual for this rune is a nightlong vigil in the burial grounds. Spirits and ghosts swirl about the mage. The mage must block the distractions from his mind and will the night to retreat from him. In doing so, the mage causes light to appear from the statue through the force of his will. In game terms, this is a WIL test vs. DL 12. If the mage fails, he suffers no ill effects. However, he is driven from the site and cannot attempt to bind the rune again.

Raising the rune requires another nightlong vigil. The vigil can be performed anywhere and during the vigil the caster will receive a vision. This vision will be of an enemy that must be defeated, or some task that must be completed to raise the rune.

**Practitioners**

This rune is said to be the focus for an ancient cult that worships Stratus in his most basic form: a bringer of light and punisher of evil. This cult has existed throughout history, training its members to protect the outlying settlements and destroy enemies of humanity. At any given time, there are 6-20 of these mages, most of which also have warrior and ranger skills.

**Effects**

Practitioners of Piercing the Night are drained by total darkness and immersion in water. Anytime they are exposed to either of these conditions, they lose one spell level immediately and one more for every minute of exposure thereafter.

**Skill**

The magic skill for Piercing the Night costs 7 points and is based on SPI/INT/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Blessing of Dry Wood | 6 | S | T | Inst | N | * Create a spark that dries and lights an amount of wood, hay or grass |
| Camp Ward | 10 | S | T | 6h | N | * Guards a campsite, alerting you and your companions if any intruder comes within 5 hexes of the campfire |
| Flare | 10 | C | 50” | 2r | N | * Creates a brief, bright flash to illuminate a 10 hex radius * Undead take 1d6 penetrating damage from this light * Darkness is dispelled in the area * The flare can be seen up to 1km away |
| Smokeless Flames | 10 | S | T | 6h | N | * Causes a campsite to be difficult to detect, even with a fire present * The campfire will not cast light beyond the bounds of the camp * Anyone trying to find the campsite has to make a concealment check vs. the caster’s rune level |
| Tiny Flame | 6 | VS | 20” | 6h | N | * You cause a tiny flame to sprout from your hand * The flame casts light in a 3 hex radius and can start small fires * The flame can move at 6 hexes/round and can move up to 20 hexes from the mage |
| Toolmaker | 10 | VS | S | 1h | Y | * You gain a +2 to all repair and crafting checks |
| **Second Circle** | | | | | | |
| Cure Blindness | 14 | C | T | Perm | N | * Cures blindness if the target has eyes that are not physically damaged |
| Night Vision | 13 | S | S | 30m | Y | * You gain darkvision |
| Polish | 13 | CS | T | 10r | Y | * You improve a shield so that its block bonus is increased by 2 points |
| Resist Flame | 14 | S | S | 10m | Y | * You are immune to normal smoke and flame * You gain a +4 to save vs. fire-based effects * All such effects are -3 points/die |
| Temper | 13 | VS | T | 30m | Y | * Tempers a metal item * Item is resistant to all wear and tear checks * Item can withstand forces it was not meant to withstand * Item gains +6 STR to determine how much force is required to break it |
| Torch Wand | 14 | CS | 20” | 6r | Y | * Turn a torch into a wand of flame * You can attack one enemy with fire each round for 2d6+2 and Ignite(3) * You can hand the wand off to another to use |
| Warm Embers | 13 | L | T | 1h | Y | * When cast on a walking stick, staff or torch, this spell will slowly consume the item, but provide protection from normal cold to everyone within 5 hexes of you * In addition, all affected allies get +2 to save against cold-based effects and -1 point/die |
| **Third Circle** | | | | | | |
| Become Smoke | 17 | S | S | 30m | Y | * You become a cloud of smoke * You cannot be affected by physical attacks, but magic and natural effects dealing with air and water can * You can fly 7 hexes/round and pass through barriers that are not airtight * You are -3 perception and cannot hear while this spell is in effect |
| Billowing Smoke | 18 | NE | 20” | 20r | Y | * You create a thick cloud of black smoke in a 6 hex radius * Anyone caught in the cloud is impaired(2), takes -2 INI and has their movement rate cut in half (TOU 16) * Also, if a 1 or 2 is rolled on initiative, the victim is stunned and loses their action that round |
| Fire Bird | 17 | NE | 10” | 20r | N | * You summon a hawk-sized firebird to do your bidding |
| Fire Ward | 17 | NE | 30” | 12r | Y | * You summon a raging wall of flames that covers a 6 hex area * Creatures will not approach the wall unless they are unafraid of fire or they are summoned and their master makes a save (WIL 17) * Anyone passing through this wall takes 3d8 damage and Ignite(2) |
| Fire Wand | 18 | C | 20” | 6r | Y | * Turn a torch into a wand of flame * You can attack one enemy with fire each round for 2d8+2 and Ignite(3) * You can hand the wand off to another to use |
| **Fourth Circle** | | | | | | |
| Fire Shift | 23 | L | 10km | Inst | N | * You can teleport to any fire up to 10 km away * You take 1d6 penetrating damage when casting this spell |
| Improved Fire Ward | 24 | NE | 30” | 20r | Y | * You summon a raging wall of flames that covers a 10 hex area * Creatures will not approach the wall unless they are unafraid of fire or they are summoned and their master makes a save (WIL 22) * Anyone passing through this wall takes 4d8+2 damage and Ignite(4) |
| Light of Day | 24 | NE | 100” | 20r | Y | * Floods a 20 hex radius with bright light * Dispels all darkness and other effects that impair sight in the area * Blinds creatures caught in the area for 1d6 rounds (SPD 17) * Any mage who has spells that deal with darkness, necromancy, ice or destructive fire takes -3 to all magic rolls * Demons, devils, undead, spirits and summoned creatures take 4d8 damage * All of your allies gain +1 to hit, damage and defense while in the area |
| Temper Divine | 25 | VL | T | Perm | N | * The treated object will never dull or rust * Objects will only break under extreme conditions * Treated weapons gain the following benefits   + Get a +1 to attack, damage or parry   + Can effect creatures normally unharmed by mundane weapons   + Never take wear and tear * Treated armor gains the following benefits   + Protects against attacks that normally penetrate armor   + Ignore attacks that damage armor   + Never take wear and tear   + All piercing effects have their chance reduced by 2 * You must invest a rune level to cast this spell |

**Rune of Gossamer Wings**

**Description**

This rune appears as a small pair of faerie wings (about 1' total wingspan) on the back of the character. The wings are useless (without some magical aid) for flight.

**Purpose**

This rune is associated with the magic of faeries and wood spirits. It has druidic and pagan significance and is often found with mages who act to protect woodland sites and creatures. It is given by the faeries to mortals they favor.

**Rune Site**

This rune is given by faerie mages to mortals they favor. These are often members of druidic sects, but can be anyone who has somehow provided a service to the faerie powers. On rare occasions, a mage might acquire the rune by coercion, trading or trickery. However, the long-term cost for obtaining the rune in these fashions can be quite painful for the mage as the faerie creatures consider such a practitioner their enemy and will try to make his life miserable.

**Binding and Raising**

A mage binding the faerie rune must have a faerie mage sing a binding song to the character. That is all that is required. This benefit is reserved for special friends of the faerie people. If the GM is using the advantage rules, anyone who wishes to obtain this rune must have the luck advantage.

Raising the rune occurs automatically when the mage is eligible. However, it is common (75% chance) that the faeries that provided the rune in the first place will require some task from the mage at this time.

**Effects**

This rune gives the caster faerie blood. He can be detected by spells that detect faeries and he is affected by magic that can affect only these types of creatures. In addition, he can be summoned at any time by the mage that sang the binding song. The character loses a point of TOU and STR and gains SPD and AGI.

**Skill**

This rune costs 7 points and its skill is SPI/INT/CHA.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Glimpse | 8 | VS | 40” | Inst | N | * The target sees movement, or a brief light or shadow that causes him to think that something is moving in the target area (SPI 12) * A creature so affected would be very likely to give chase or investigate, or at least look in that direction * This spell is perfect for a momentary distraction |
| Spirit Speak | 10 | L | S | 1d | Y | * You are granted the ability to speak in the language of spirits and woodland creatures |
| Wild Wood | 10 | S | S | 1d | N | * You move easily through wooded areas and have 1.5x movement rate * You get a +2 to navigation and survival skills while in the woods (or level 12, whichever is higher) |
| Wisp Lights | 8 | C | 40” | 5m | Y | * 1-3 targets are surrounded in a dim glow (SPI 12) * Targets must be within 6” of each other * Affected targets are easier to spot (+5 PER to spot them) up to 200” away * Works on otherwise hidden or invisible creatures |
| Wood Sight | 8 | L | S | 1h | Y | * You get a +3 perception * You are aware of small woodland creatures and faeries |
| **Second Circle** | | | | | | |
| Command | 13 | CS | 20” | 1r | N | * You shout a one-word command to your target who must then obey for one combat round (SPI 14) * The target must hear the command, but he does not need to understand it * Targets without minds or souls are immune |
| Dryad’s Kiss | 13 | VS | 0” | -- | N | * Heals 1d6 damage |
| Sleep | 14 | S | 50” | 1h | N | * Target falls asleep (SPI 16) * Target must be out of combat and not ready for trouble |
| See Invisible | 13 | S | S | 1h | Y | * You see invisible creatures |
| Visions | 14 | VS | LS | 1h | N | * Create an immobile illusion the size of a person of something you have seen before (PER 20 to see through the illusion) * Lasts until touched or 1 hour * SPI 16 to see through the illusion before touching it |
| **Third Circle** | | | | | | |
| Charm | 18 | C | 0” | 6r/5m | Y | * You charm a single, intelligent, humanoid target to do your bidding (SPI 18). The target will regard you as though you were a trusted friend and will behave accordingly * The target gets to save each time you maintain the spell and each save is at a cumulative +2 * Behavior that is antithetical to the target will allow an immediate save * This spell can be cast in or out of combat. Out of combat, the spell lasts much longer |
| Dazzle | 17 | C | 6” | 1-4r | N | * Blinds your target for 1d4 rounds (SPD 14) |
| Invisibility | 17 | NE | S | 1h | Y | * You become invisible * You gain +2 defense vs. melee * You gain +8 defense vs. missile * PER 20 to spot you using indirect means, in which case your bonuses are halved |
| Kiss of the Nereid | 17 | NE | S | 1h | Y | * You gain the ability to breathe underwater * You gain +2 to swim checks, or a skill of 12 |
| Mask | 17 | L | S | 1h | Y | * You impersonate a non-descript member of another humanoid race * Your deception cannot be detected by sound or smell * This spell confers no language or knowledge abilities |
| Mirror Image | 17 | C | S | 12r | Y | * Creates 2d3 images of you * Anytime you are hit, there is only a 1 in x chance that you are hit (where x is the number of images in existence) * If you are not hit, then one of your images is hit and it disappears |
| Wings of Gossamer | 17 | S | S | 30m | Y | * You can fly at a rate of 13 hexes/round * Your wings can be fouled by nets, grappling, etc. |
| **Fourth Circle** | | | | | | |
| Curse of Sleep | 24 | VL | ? | Perm | N | * Casting this spell requires a personal item from the target * This spell works over any range * The target falls into a deep sleep (SPI 24) * You must state one simple way the target can be roused * You forfeit one SPI until the target wakes |

**The Sigil of the One Tree**

**Description**

This rune is a green and brown tattoo of a huge oak tree that covers the mage’s chest and abdomen. The skin of the mage takes on the texture of the tree’s parts, smooth and soft where the leaves of the tree are, and tough and bark-like on the trunk.

**Purpose**

This rune is holy to the followers of the One Tree, otherwise known as the Green Druids. The rune gives its practitioners great powers over the forest and its denizens. The Druids consider themselves protectors of their people, their land and the One Tree.

**Rune Site**

The location of this rune site is a closely guarded secret. Somewhere deep in the southern Great Woods, south of the goblin lands is the Druid’s enclave and their sacred worship site, The One Tree. The Druids believe that this Tree is the source of all life, its roots extending underneath the entire land.

**Binding and Raising**

A person who would be a Druid must first be blessed by a High Druid. The initiate is then partially buried in the ground near The One Tree. Over the course of a week, the roots of the Tree snake around and over him, embracing him. The Tree accepts the initiate if he is true to the Druids’ cause and can make a SPI test vs. DL 14. If the initiate is rejected, he will be lifted by the roots of The Tree and be slowly forced out of the ground. A failed initiate is often exiled from the enclave.

Raising the Sigil requires the mage to return to the One Tree and undergo another SPI test. The 2nd and 3rd circle test are DL 14. The 4th circle test is DL 20 however. Failure means that the character must complete some quest for the One Tree. This quest will be assigned by the High Druid. Once this quest is complete, the druid may try again, this time with a +4 to his roll.

**Practitioners**

The Druids are descendants of a lost tribe called the Druidine. Their ancestors were embraced and protected by the Mother when the world was destroyed. They emerged in an isolated region, far from the other tribes. Throughout the tribal times, the Druidine never encountered other Bostonians and developed their own technologies and traditions. In time, they found The One Tree, learned its ways and came to worship it as their patron.

The Druidine are a small tribe of about 1000 people. They live by hunting, gathering and a small amount of agriculture. The Druidine excel at woodcraft, agriculture and herbalism. Of the people in this tribe, 25 have the Sigil of The One Tree. These 25 Druids act as priests, leaders, advisors and protectors.

**Effects**

Because all plants are aspects of The One Tree, Druids are very protective of plant life. Agriculture is seen as partaking of The Tree’s bounty, but logging, burning and wholesale destruction of plant life is not tolerated. The Sigil intensifies this attitude and all who take the rune feel a strong need to protect the woodlands.

The Sigil also ties the mage to The Tree, giving him an affinity for the forests (as per the advantage). However, it also makes him more vulnerable to fire and fire magic. The mage will have a –2 to all saves vs. fire magic and all effects and damage will be +1 point/die of effect.

**Skill**

The magic skill for the Sigil of The One Tree costs 7 buy points and is based on SPI/SPI/PER.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bark Skin | 8 | C | S | 10r | Y | * You gain 3 armor on all locations, or +1 armor value (whichever is higher) * You take -1 initiative, move and defense |
| Bounty of the Land | 10 | S | S | Inst | N | * Woodland animals bring you food and can lead you to water * You get enough food to feed a single person for a day * Subsequent castings of this spell increase the DL by 1 * Failing the spell means you cannot cast it for the rest of the day |
| Know Weather | 8 | S | S | Inst | N | * You know the weather for the next 2-4 days |
| Roots That See | 10 | S | S | 1d | N | * Plants speak to you and tell you about the geography in a 2km radius * You gain +3 to tracking and navigation * You gain +1 to survival and herbalism |
| Thorns | 10 | C | 6/12/18/30 | Inst | N | * You cause a plant to grow and shoot thorns at a target doing 2d8 damage * This attack is indirect and can circumvent obstacles in the way of the target |
| Vine | 8 | NE | 6” | 10m | Y | * A vine springs out of the ground and goes 20 hexes in any direction * The vine will affix itself at each end if you wish it * The vine holds up to 200 kg and takes a STR test vs. DL 16 to break |
| **Second Circle** | | | | | | |
| Brambles | 14 | NE | 40” | 20r | Y | * Creates a wall of thorny brambles * The wall is about 7 hexes by 1.5 hexes by 1 hex * The dimensions of the wall may be altered, but the wall must be at least ½ hex thick * Each hex of the wall takes 50 points of damage to clear * The wall can be pushed through in a round, but the character doing so takes 2d8+2 damage |
| Clear the Path | 12 | VS | S | 1h | Y | * Clears a 1 hex wide corridor through vegitation |
| Druid’s Walk | 14 | S | S | 1h | Y | * Plants and animals in the forest assist your movement * Your movement rate is doubled when traveling through wooded lands |
| Entangle | 13 | C | 20” | 10r | Y | * Roots grow in a 2 hex radius * The roots trip and grab enemies, causing them to fall prone and lose their action (AGI 13) |
| Plant Growth | 12 | S | T | Perm | N | * One plant of a species that grows to a length of 4m or less grows to maturity in the span of a minute |
| Warp Wood | 12 | VS | T | Inst | N | * You may shape one hand-held wooden object however you desire |
| **Third Circle** | | | | | | |
| Cure Poison | 18 | S | T | Inst | N | * Cures normal plant or animal based poisons * Does not work on magical poisons, or those that are entirely mineral |
| Grow Tree | 17 | S | T | Inst | N | * A tree grows to full maturity in the span of 10 minutes |
| Plant Prison | 17 | C | 40” | 20r | Y | * Vines grow around a target hex, trapping anyone inside (STR 17) * Trapped targets are constricted and bound and unable to make more than an initial save * Allies of the trapped character can free them by doing 50 points to the prison |
| Thorn Spray | 17 | C | 6/12/18/30 | Inst | N | * 2d2 plants appear and each shoots a thorn at the enemy * Each thorn does 2d8 damage |
| Tree of Life | 16 | L | T | Inst | N | * Heal 2d6 damage |
| Warp Wood II | 17 | S | T | Perm | N | * Warps a 4 hex area of wood to whatever you desire |
| Wood Walk | 17 | NE | 100” | 5r | N | * You merge with a tree and can travel 20 hexes a round for up to 5 rounds * At the end of the spell, you must emerge from a tree or take 4d8 damage and are stunned for 1d6 rounds |
| **Fourth Circle** | | | | | | |
| Awaken Tree | 25 | VS | 6” | 1h | N | * Turns a normal tree into a walking tree that will serve and fight for you |
| Call the Forest | 23 | L | S | Perm | N | * All plants within a 50 hex radius grow to full maturity in the span of 1 hour |
| Healing Sap | 25 | L | T | Inst | N | * Create sap that heals 4d6 * A dose of sap lasts 1 week before losing its power * You fatigue 3 spell levels when you cast this spell |

**The Blizzard**

**Description**

This rune appears as frosty trails along the veins in the mage’s arms. His visible veins (on his hands for instance) appear white and have icy crystals along them. The web of ice looks much like a frosty window in the winter.

**Purpose**

The Blizzard is the manifestation of an ice spirit. The spirit is trapped and is looking for a means of release. By granting power to chosen mortals, the spirit is hoping to find a way of freeing itself. However, his power is limited, so he tests those who seek to bind his power.

**Rune Site**

The blizzard spirit is trapped in an ancient tomb that lies far to the north of Bostonia in the Borakki homelands. The area around the tomb is forested hills, which the spirit buffets with wind and icy storms.

**Binding and Raising**

To bind the Blizzard, a mage must brave the ice storms and find the tomb. He must then invoke the ice spirit by calling its name, or presenting an offering of a large woodland animal such as a stag or a bear. When the spirit appears, it will be hostile toward its summoner, hoping to test him. The mage must defeat it, trap it or otherwise coerce it into granting the rune.

Defeating the spirit is very difficult since it has 100 hit points, cannot be affected by normal physical attacks (only magic weapons or spells) and a magic skill of 30 in the rune. A direct combat is foolish and the spirit will almost certainly kill the mage. However, the creature fears fire and will cower from large fires and obviously powerful fire spells. This fact could be used to coerce it, or trap it.

In addition, the creature will certainly bargain with a mortal it feels could help it. The mage would have to display amazing skill, or have information that might lead the spirit to feel the mage was worthy.

Raising the rune requires the mage return to the rune site and present the spirit with some sacrifice. This could either be some enemy of the cult, a magic item or the body of a magical cold-dweller (like a winter wolf or frost giant). Alternately, the ice spirit could be coerced or tricked into raising the mage’s circle, but this is rare and of course, dangerous.

**Practitioners**

There are only two Bostonian mages with the Blizzard. Most who attempt to bind the rune flee or die in the process. However, a small Borakki cult has evolved around the rune. This cult has thirty-five members, four of which have bound the Blizzard. Their purpose is to free the ice spirit as they believe it is an avatar of one of their gods. To this end, they train new members, quest for a means to free the spirit and direct hopeful mages to the tomb in exchange for services, ritual spells and magic items.

**Effects**

Practitioners of this rune take on some of the personality traits of the spirit that grants the rune. They become cold and aloof in their personal relationships and take a –1 to CHA and skills pertaining to social situations.

In addition, they feel the need to help the creature in its quest to be free. This is a strong drive and the mage must make a WIL test against DL 17 to resist it. If the mage fails the test, he must spend some of his time (about 25%) researching various magic in the hopes of freeing his master. If he succeeds, he has no such desire and can do as he pleases. However, both the spirit and his cult will be unhappy with such a character and they will actively try to kill or capture the character when he returns to increase his circle.

Finally, this rune allows the character to ignore the effects of normal cold. He could easily stand naked in a snowstorm and feel no effects. He gets a +2 to all spell saves pertaining to cold and takes –2 points of damage/die from ice spells. However, he hates hot weather and gets a -1 to all skills when the temperature is hot (about 80 degrees Fahrenheit or more). All spell saves are at –2 against fire spells and he takes +2 damage/die of effect from fire spells.

**Skill**

The skill for The Blizzard costs 7 points and is based on SPI/SPI/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Chill | 8 | VS | 30” | 1h | Y | * Drops the temperature in a 10 hex radius by 30 degrees Celsius (~50 degrees Fahrenheit) |
| Frostbite | 8 | C | T | Inst | N | * Your touch does 2d6 damage with Pierce(3) and Chill(1) * A toughness save vs. DL 12 will avoid the chill effect |
| Ice Shield | 8 | C | S | 10r | Y | * Creates a shield of ice on your arm * The shield has a block bonus of +3 * You get the shield skill at a level of 10 if you do not already have it |
| Resist Cold | 10 | S | T | 1h | Y | * You are immune to normal cold * You get a +2 to save vs. cold effects * All cold effects are reduced by 1 point/die |
| Snow | 10 | S | S | 1h | Y | * You cause snow to fall for one hour * During that time, about 6-9cm (3 inches) will fall |
| **Second Circle** | | | | | | |
| Freeze | 13 | S | T | Inst | N | * Freezes about ½ cubic meter of material |
| Frost | 12 | NE | 30” | 10r | Y | * Causes a 4 hex area of ground to become slippery * Anyone entering the region falls prone and loses the remainder of their action (AGI 15) * Anyone trying to stand must save (AGI 11), or fall and lose their action again |
| Ice Armor | 12 | C | S | 10r | Y | * You gain 2 value ablative armor * Against fire attacks, this spell gives 10 armor, but afterwards the armor is melted completely |
| Ice Spike | 12 | CS | 6/12/18/30 | Inst | N | * You throw a spike of ice doing 2d10 to your target * Alternately, you can choose to fire a volley of small spikes that give you a +3 to hit, but do only 2d6 |
| Igloo | 14 | S | S | 1h | Y | * You create a zone that protects everyone in a 4 hex radius as though they had Resist Cold cast on them |
| Snow Blind | 12 | NE | 30” | 10r | Y | * Kick up snow or dust from the ground to create whiteout conditions * No one can see through the cloud |
| Solid Ground | 14 | VS | T | 30m | N | * Freezes water or marshy ground to make it easy to cross * Spell affects up to 50 hexes * This spell can trap people already in the water (AGI 14) * Trapped characters can attempt to free themselves each round (STR 14) |
| **Third Circle** | | | | | | |
| Erode | 17 | L | T | Inst | N | * Causes the water in a porous material to freeze and melt hundreds of times in a matter of seconds * Stone, wood and earthen objects will break apart * An object, or wall section about a hex in size can be affected |
| Ice Prison | 17 | C | 30” | 10r | Y | * Traps your target in a block of ice (AGI, STR 17) * Target will not suffocate while in the ice * Allies can free the victim if they can do 60 points of damage to the prison |
| Ice Storm | 17 | C | 6/12/18/30 | Inst | N | * Similar to Ice Spike, but 3 spikes are created and can be thrown at up to 3 different targets |
| Summon Winter Wolf | 18 | NE | S | 20r | N | * Summons a winter wolf to do your bidding |
| Wall of Ice | 17 | NE | 30” | 10m | Y | * Creates a wall of ice 6 hexes by 1.5 hexes by 1 hex * Dimensions may be changed, but you need at least ½ hex thickness for the wall to stand * Each hex of thickness takes 100 hits |
| **Fourth Circle** | | | | | | |
| Blizzard | 24 | VL | Sight | 1h | Y | * 2d8+16 centimeters of snow drop on all you can see * Bitter cold and winds rage * People with shelter and heat will be safe, but those caught outside will have to make skill tests (survival 20) or take 3-6d6 damage (GM’s discretion) |
| Body of Ice | 23 | NE | S | 20r | Y | * You turn into solid, enchanted ice * You get armor 3 on all locations * You are immune to thrusting weapons (spears, arrows) * You take ½ damage from slashing weapons * Maces, axes and picks do full damage * You float * You may cast one ice spike each round * You freeze the ground you walk on * Anyone touching you takes 2d6 penetrating damage |
| Cold Realm | 24 | VL | S | Perm | N | * Requires the defeat of an ice elemental and the trapping of its essence into an ice prison * The region (30 km radius) becomes unnaturally cold, trapped in eternal winter until you are defeated or the ice elemental is freed * You must invest one rune level to cast this spell |
| Ice Tomb | 23 | NE | 30” | Perm | N | * Traps the target in an ice prison (AGI, STR 23) * Victim can only be freed by 100 points of magical fire damage |

**The Hand of Lightning**

**Description**

This rune appears as a jagged, blue-tinged lightning bolt brand across the chest of the mage.

**Purpose**

This is an elemental rune of lightning. As such, it does not have a purpose aside from that of its practitioners.

**Rune Site**

There is no rune site associated with this rune. The original practitioners of the Hand constructed three magical lightning rods. These rods are long metal branding irons that are made of the lightning sigil attached to a long metal rod. These rods are able to transfer the rune to a mage who knows the proper procedure.

**Binding and Raising**

To bind the Hand of Lightning, a mage must possess one of the three rods. During a thunderstorm, he takes the rod to the highest possible point. Then the mage lay flat on the earth and places the rod on his chest. He chants calls to the lightning to call it down upon himself. When lightning strikes the rod, the mage makes a TOU save vs. DL 10. If he succeeds, the rod becomes hot and brands the mage’s chest. If he fails, he is electrocuted and dies.

Raising the Hand involves a similar test. There are two important differences, however. First, before taking the test to raise his rune, the mage is drained of his electrical powers by deliberate contact with metal. This contact is maintained long enough to drain the caster of all his spell levels, but not long enough to reduce his TOU. The second difference is that each TOU save gets harder as the mage gains higher and higher spell circles. The 2nd Circle test is DL 12, the 3rd is DL 14 and the 4th is DL 16. Many mages seek herbal, alchemical or magical aid before embarking on this dangerous test.

**Practitioners**

This rune is more common than most. There are three masters that possess the rune rods (Araxis in Salem; Trenna who lives alone in the wilds of the northwest; and Sxtaa a cobrat that lives in the city-state of Oniss) and young mages seeking the considerable combative power of the Hand often petition them for access to the rune. The masters are generally careful about to whom they give the rune. There are about a dozen practitioners of the Hand (not including the masters). These range from 1st to 3rd circle. Most are human, but there are 2 cobrat who practice this rune.

**Effects**

Mages possessing this rune abhor contact with metal objects. Touching such an object for more than a split second will cause a loss of one skill level in the Hand as though the mage lost the level casting a spell. This penalty does not occur if the mage is struck with a metal weapon unless the weapon is left in the mage’s body for a round or more. This level can be regained through rest or meditation. Prolonged contact sickens the mage and he will lose 1 STR and TOU each hour (after he has lost all of his skill levels in the rune, of course). This sickness will not kill the mage, but once he is reduced to 0 STR or 0 TOU, he is unable to act. Once the contact is ended, the mage will regain his STR and TOU at a rate of 1 point each day.

**Skill:** The magic skill for this rune costs 7 points. The base level of this skill is determined by SPI/INT/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Crackling Glow | 6 | S | T | 1h | Y | * You cause an object to glow and spark, producing as much light as a torch |
| Know Weather | 10 | L | S | Inst | N | * You gain knowledge of the weather for the next 3-5 days, including whether a given weather pattern is natural or magical in nature |
| Magnetize | 8 | VS | T | 6h | N | * You cause a piece of metal to become a powerful magnet that can hold up to 25 kg * Any ferrous metal within 1 hex of the magnet will be attracted to it * It takes a STR test (DL 10) to resist the pull of this spell |
| Shocking Grasp | 8 | CS | T | Inst | N | * Your touch does 2d8 damage that penetrates metal armor and has Daze(3) |
| Sparks | 6 | CS | 10” | Inst | N | * You fire sparks from your hands that do no damage, but light flammable materials |
| Static | 8 | VS | 20” | 10m | N | * You cause a metal object to build a significant static charge * The first to touch the object takes 1d4 penetrating damage and is dazed for 1d6 rounds (TOU 12) |
| **Second Circle** | | | | | | |
| Lightning Shield | 12 | CS | S | 10r | Y | * Anyone attacking you with a metal weapon gets a -2 to hit * If you are hit with a metal weapon, or an unarmed attack, the attacker takes 2d4 penetrating damage |
| Lightning Trap | 14 | VS | T | 1h | N | * You touch a metal object and trap it * Anyone but you touching the object causes it to discharge either magnetizing it (as per the spell), or firing a small bolt at the victim |
| Small Bolt | 12 | CS | 8/20/30/40 | Inst | N | * Bolt of lightning does 2d10 damage that penetrates metal armor and does Daze(4) |
| Stun | 14 | C | T | 2-4r | N | * Target is stunned for 1d3+1 rounds (TOU 14) |
| Wind | 12 | C | 20” | 10r | Y | * A powerful wind blows in a 5 hex radius * All missile fire through the area is at -3 to hit * Torches and small fires are extinguished * Gas, dust and fog spells are dispelled |
| **Third Circle** | | | | | | |
| Ball Lightning | 18 | C | 50” | Inst | N | * Anyone in an 8 hex area takes 2d10 and Daze(4) as though they were hit with a Small Bolt |
| Cloudburst | 17 | L | S | 20m | Y | * You cause a storm to drench everything you can see for 20 minutes |
| Coming Storm | 17 | S | 100” | 10m | Y | * Causes animals within a 20 hex radius to get spooked and panic (WIL 17 or animal handling 12) * Affected animals will bolt, throw their riders, jump fences, stampede |
| Large Bolt | 17 | C | 10/30/45/60 | Inst | N | * Bolt delivers 3d10 damage that penetrates armor and does Daze(5) and Stun(1) |
| Magnetize II | 17 | C | 30” | 2-6h | N | * More powerful and ranged version of Magnetize * Holds about 50kg and requires a STR 15 to resist * Anyone within 2 hexes with a metal weapon suffers a -2 to hit, unless they are trying to hit the magnetized target, in which case, they get a +2 to hit, but must roll STR to retrieve their weapon |
| **Fourth Circle** | | | | | | |
| Ball Storm | 24 | C | 50” | Inst | N | * As Ball Lightning, but targets take 3d10 |
| Hurricane Bolt | 24 | C | 10/30/45/60 | Inst | N | * Does 5d10 and Daze(7) and Stun(3) |
| Summon Storm | 25 | VL | ? | 6h | N | * A powerful storm gathers for 2 hours, rages for another 2, then recedes for the final 2 * This spell fells trees, causes floods, knocks small buildings down * All you can see is wrecked by this storm * Anyone exposed takes 1-4d8 points of damage from exposure * You must invest 1 level to cast this spell |

**Hand of the Just**

**Description**

This rune appears as a tattoo of a balanced scale on the chest of the mage.

**Purpose**

This rune is a twin of a second rune, Hand of the Tyrant. This rune is a physical manifestation of the values of justice and wisdom. It is a rune used by scholars, monks and warriors of good. Many people have speculated that this rune was first used by St. Michael in his destruction of the Wizard Priests.

**Rune Site**

Somewhere in the mountains surrounding the Seeker’s Valley there exists a shrine marking the location of the final battle between St. Michael and the Zealot Erzan. It is rumored that if a person who has been wronged comes here and sits vigil for three days and three nights, they will be granted a vision that will show them the path to right the injustice done to them.

**Binding and Raising**

Sitting vigil for three days and three nights straight requires a test of either TOU or WIL vs. a DL of 18. If the petitioner succeeds, he may bind the Hand. If he fails, he falls asleep at the shrine and can never bind the rune.

Raising the rune requires the mage to return to the shrine. If the mage has behaved according to the tenets of the rune, he raises automatically. If he is found wanting, he must make a SPI save vs. DL 16 or be stripped of the rune forever.

**Practitioners**

Practitioners of the Hand come from many different backgrounds, but they all have one thing in common; they have all been wronged in some terrible way. At any given time, there will be about half a dozen people in Bostonia that have this rune.

**Effects**

Mages with this rune are virtuous, wise and just. Essentially, this translates into a Code of Behavior that causes these mages to help the weak and innocent, fight evil, not use treacherous means to achieve their goals and so on.

**Skill**

The magic skill for this rune costs 7 points and is WIL/SPI/INT

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Detect Poison | 8 | S | T | Inst | N | * Detects poison on an object that the caster touches with his hand, or an implement (spoon, wooden dowel) * Some very rare or special poisons might be undetectable (GM’s discretion) |
| Freedom | 10 | C | T | Inst | N | * Immediately frees the target from bonds or entanglement |
| Light of Truth | 8 | C | S | 5m | Y | * Creates a 3 hex radius of light * Cuts through natural darkness, mist or fog * Magical darkness requires the spell be cast at the same DL as the darkness spell |
| Wall of Intellect | 10 | S | S | 1h | Y | * Allies within 3 hexes get +3 to willpower and intelligence and +1 to all such skills |
| **Second Circle** | | | | | | |
| Awe Aura | 13 | S | S | 5m | Y | * You gain an aura of leadership * You get a +3 to persuade and orate * In a crisis, civilians will tend to listen to your commands without hesitation |
| Compel | 14 | L | T | 5m | N | * Compels an intelligent target to tell the truth * The target does not have to speak, but it he does he must tell the truth (WIL, CHA 15) * If the target tries to save and lie, if he fails his save he must speak and speak the truth (You cannot fail your save and then decide to remain silent) |
| Fair Play | 15 | CL | S | 10r | N | * Changes the circumstances of a combat to counter the effects of an ambush, surprise attack, or other unfair advantage your opponent has * The exact effects are up to the GM, but some examples are below   + If the enemy has poison on their weapons, this spell could neutralize that venom, or envenom your allies weapons   + If the enemy is shooting from a ledge, this spell could allow you to find a way up to that ledge, or provide cover from their missiles   + If the enemy surprised you and got a free attack, this spell would counter that by giving your allies a free attack   + If the group was gassed by a spell and half your numbers were knocked out, this spell might wake them, or knock half of the enemy out * Being outnumbered, or just weaker combatants is NOT covered by this spell * The duration of this spell depends on the effect it is countering, but regardless, the maximum duration is 10 rounds * You fatigue 1 spell level |
| Heal | 13 | S | T | Inst | N | * You heal your target for 2d6 hit points |
| Summon Lesser Avatar | 14 | NE | 10” | 6r | N | * You summon a lesser avatar to serve and protect you in combat * If the avatar dies in combat, you cannot summon another for a week * Subsequent castings summon an additional creature, but raise the DL by 2 each time |
| **Third Circle** | | | | | | |
| Cure Poison | 17 | NE | T | Inst | N | * Cures normal poisons and many magical ones (GM’s discretion) |
| Rain of Tears | 17 | NE | 20” | Inst | N | * Does 2d8 penetrating damage to all your enemies in a 3 hex radius * Heals your allies in a 3 hex radius for 1d6 hit points |
| Summon Avatar | 18 | NE | 10” | 6r | N | * You summon an avatar to serve and protect you in combat * If the avatar dies in combat, you cannot summon another for a week * Subsequent castings summon an additional creature, but raise the DL by 2 each time |
| **Fourth Circle** | | | | | | |
| Valley of Darkness | 22 | NE | S | 10m | Y | * You are immune to all damage and effects cast by evil beings * You cannot attack while this spell is active, but all attacks against you fail |
| Wrack | 23 | L | 100” | Inst | N | * Your target relives the worst pain he ever inflicted on another * He takes 4d8 penetrating damage (unless the GM has a specific incident and amount of damage in mind) (SPI 24) * Your target is writhing in pain and is effectively stunned for 2-4 rounds |

**Hand of the Tyrant**

**Description**

This rune appears as a tattoo of an unbalanced scale, bound in chains and being manipulated by a sinister looking hand.

**Purpose**

This rune is a twin of a second rune, Hand of the Just. This rune is a physical manifestation of the concept of injustice and tyranny. It was conceived by Tomax and then granted to seven spirits. These spirits roam the world, giving the Hand’s power to those they deem worthy.

**Rune Site**

There is no rune site associated with this rune. Instead, a spirit creature determines who is worthy and an appropriate vessel for the Hand of the Tyrant.

**Binding and Raising**

This rune is bound by facing the spirit creature in a conflict of some sort. The conflict generally takes the form of a wager over a battle of wills. If the GM can think of something clever, he can play this out. If not, then a WIL test vs. DL 14 will suffice to bind the rune. Failure means the mage loses the wager with whatever unfortunate consequences that might entail.

**Practitioners**

**Effects**

This rune slowly corrupts the soul of the wielder. As he gains circles, he becomes more domineering, cruel and twisted. He loses a point of CHA each new circle he attains.

**Skill**

The magic skill for this rune costs 7 points and is WIL/WIL/SPI

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bondage | 10 | CS | T | 12r | N | * You trap your victim in magical chains (STR 12) * Your victim cannot move, cast spells, attack or parry, but can dodge * Others can help set the victim free, allowing another save * If the victim takes damage, it has a 50% chance of breaking the bonds |
| Dark Aura | 10 | S | S | 1h | Y | * You gain a dark aura that makes others wary of you * Anyone attacking you is at -1 to hit and damage because they are overly cautious (SPI, WIL 12) * You gain +3 to intimidation or interrogation attempts |
| Foul Food and Drink | 8 | L | T | Inst | N | * Causes about a barrel full of food or drink to be rendered inedible |
| Mind Siphon | 10 | S | S | 1h | N | * You drain anyone who comes within 3 hexes of you of 1d4 points of both INT and WIL (SPI 12) * You gain half of anything you drain * A victim can only be affected by a single casting of this spell once, regardless if they enter the area of effect multiple times |
| **Second Circle** | | | | | | |
| Fear Aura | 14 | S | S | 5m | Y | * Anyone coming within 5 hexes of you is subject to fear (WIL 14) * After they regain their senses, they still have to save to approach or attack you * Once someone saves, they are no longer affected by this casting of the spell and may move and attack freely |
| Foul Play | 14 | L | ? | ? | N | * You cast this spell when planning to attack an enemy, but no more than 6 hours before the fight * Your group gains a temporary advantage in the coming battle * The GM can determine the effects, or roll on the table   + 1 – *Surprise*: The mage's party gets a free attack round against the enemy. This round occurs when the caster's group is spotted, or chooses to ambush the targets.   + 2 -- *High Ground*: The mage's party starts with the high ground for the combat. They get a +1 to hit, and use the high shot for hit location. This effect lasts until there is a change in the relative position of the combatants.   + 3 -- *Bad Footing*: The targets find themselves on shaky ground and get a -1 defense and movement until they move at least 10" from their starting position.   + 4 -- *Great Cover*: The mage's party attacks from cover that gives them a +4 defense against all missile attacks. This lasts until they are forced to move from the cover and does not affect hand to hand.   + 5 – *Poison*: The mage's party has their weapons covered in a weak poison. Each member of the group has their first successful attack that does damage increased by 1d6.   + 6 – *Fury*: The mage's group has a +1 to hit and damage for the entire combat. |
| Harm | 13 | C | 20” | Inst | N | * You do 2d8 penetrating damage to your target |
| Obfuscate | 14 | VS | S | 5m | Y | * If cast on you, you can lie in such a convincing fashion that it is undetectable and you get +4 to any social skill test that involves you lying * Your lie cannot be detected magically, nor can you be compelled to tell the truth magically * If cast on an object, you get a +4 to conceal that object and magical detection is defeated |
| Summon Lesser Demon | 14 | NE | 10” | 6r | N | * You summon a lesser demon to serve and protect you in combat * If the demon dies in combat, you cannot summon another for a week * Subsequent castings summon an additional creature, but raise the DL by 2 each time |
| **Third Circle** | | | | | | |
| Poison | 17 | C | T | 10r | N | * Your touch is poisonous * Anyone you hit with an unarmed attack is poisoned for 2d5 rounds (TOU 17) * Victims are *impaired(1)* and lose 1d6 hit points each round |
| Rain of Blood | 18 | CS | 20” | Inst | N | * All creatures in a 3 hex radius take 3d8 penetrating damage |
| Summon Demon | 18 | NE | 10” | 6r | N | * Summons a mid-level demon spawn (enforcer or horned) to serve you * If the demon dies another cannot be summoned for 1 week * Subsequent summoning call an additional demon, but each increases the DL by 2 |
| **Fourth Circle** | | | | | | |
| Oppression | 24 | VL | S | Perm | N | * This spell requires a month to prepare and a sacrifice of 10 victims each day * You must invest 2 levels to cast this spell * Oppression affects an entire city and the surrounding lands * You hear any conversation in which your name is spoken * When spying on a conversation, you can cast spells on the participants as though you were standing directly next to them * Anyone in the region whose views to not align with yours has a -1 penalty to all actions * Enemies of yours, or those who question your authority have a -2 penalty to all actions * All of your spells do +1 effect/die and have their save DLs increased by 2 * This spell lasts until your death |
| Wrack | 23 | CL | 100” | Inst | N | * You cause the target to relive the worst suffering he ever experienced (SPI 24) * He feels the full effects of the trauma and takes 4d8 penetrating damage due to the shock (unless the GM has a more specific incident and damage number in mind) * The victim is writhing in pain and is effectively stunned for 2-4 rounds |

**Rune of the Beast**

**Description**

This rune is a series of scars that ring the caster’s body. Each new spell circle brings another ring. Upon close examination, the scars can be seen to be tiny runic script. The words make up the ritual used by the caster to gain the spell circle.

**Purpose**

This rune is tied to the magic of demons and devils. It is used by mages that hunt or revere these beasts. The purpose of the rune is to give the caster demon-like abilities and bring him closer to demonkind. Hopefully, bringing the mage closer to his enemy gives him a greater understanding of that enemy and thus a better chance of success. Unfortunately, it also attracts those that desire to commune with demons for their own nefarious purposes.

**Rune Site**

This rune site can be found on a small island about 6 hours sail to the northwest of Ismoth. The island has some scattered wooded areas surrounding a set of jagged peaks. At the top of one of these peaks is a tiny cave. The cave holds a variety of physician’s equipment and a nasty looking cage. The cage is fitted with several tiny bladed wheels sitting at the end of articulated arms that extend into the cage. Beside the cage sits a granite altar.

**Binding and Raising**

A mage seeking the Rune of the Beast needs to sacrifice an enemy (either a demon, a demonologist, or a demon hunter), enter the cage, and speak the phrases that will start the cage on its gruesome work. The wheels spin and enter the cage, cutting the mage with the mystic symbols that make up the rune.

Starting the cage takes an act of will (and a WIL save vs. DL 10). Failure to start the device has no penalty. However, the would-be mage will have to wait at least a month before having the courage to try again. Once the process has begun, it cannot be stopped before the mage is marked. He will take 8d6 damage from the marking. If he survives, he has bound the rune.

Raising this rune requires that the mage undergo the same ritual marking as he did to originally gain the rune. He will take the same damage (8d6) as is done by the initial binding. No WIL roll is necessary.

**Practitioners**

Mages who bind the Rune of the Beast are either demon hunters, or cultists. There are currently ten mages with the rune in Bostonia. Of these, four are demon hunters and six are demonologists. These two groups make war with each other at every opportunity. When they are not busy elsewhere, they actively attempt to keep the rune site from falling under the control of the other group.

**Effects**

This rune twists the mage’s soul, bringing him closer to demonkind. This makes both hunter and cultist more prone to evil and violence. They see killing to be a tool in their war and human life cases to have meaning outside of the context of the individual’s use in the hunt. Beast Mages become kin to demons and thus, kin to the Deceiver himself. This gives the mage a +1 to all skill tests that involve lying or fooling someone (fast talk and persuade being two possibilities). Beast Mages become quick to anger and resort to violence and get a +1 INI. Finally, the gods write off practitioners of this rune. They cannot have any beneficial spells or effects cast on them by priests or priestesses. They can be turned by priests of Stratus and are affected by spells and other magical effects that affect demons.

**Skill**

The Beast Rune costs 7 points and is based on WIL/WIL/SPI.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Claws of the Beast | 8 | CS | S | 10r | Y | * You gain demonic claws, using your unarmed skill to attack * Claws do STR + 1d6+1 damage * Claws have Fast(2) * Claws are considered magical weapons with regard to who you can damage with them |
| Courage | 8 | VS | S | 10m | Y | * You get a +3 to all WIL saves and all saves vs. fear effects |
| Detect Demonic Magic | 10 | S | S | 5m | Y | * You feel the presence and strength of demonic taint within 10 hexes * Some of the most powerful demons are immune when in human form * Spells cast by demons or demonic runes, items forged by demonic hand, people under the magical influence of demons will be detected |
| Scales of the Beast | 10 | CS | S | 10r | N | * You grow scales, giving you 3 armor value or +1 to your current armor value, whichever is higher * You have a -1 initiative |
| Voice of the Beast | 10 | VS | S | ? | N | * Your voice grows deep and evil * You gain +3 to interrogate (or level 12, whichever is higher) * You may speak one command to a target and make an interrogate check vs. their willpower * If you succeed, they are cowed and will do as you command for 1d6 minutes |
| **Second Circle** | | | | | | |
| Aura Sword | 14 | VL | T | 1d | Y | * The targeted weapon can damage creatures that require magical weapons * Requires at least 3 hit points worth of blood to cast |
| Bone Mace | 13 | CS | S | 10r | Y | * Your hand forms into a spiked mace made of bone * This mace does STR + 1d8+1 damage and has the traits Concussion(2), Fast(1), Piercing(2), Skull Smasher |
| Quiet Sleep | 12 | L | T | 1d | N | * The target sleeps soundly and dreamlessly for the night * Any magic or powers that affect the target while he is sleeping or that alter his dreams are ineffective unless the caster can save (SPI 19) |
| Stench of the Beast | 13 | S | S | 10m | Y | * You take on the smell and aura of a demon * Animals avoid you, or act hostile towards you * People must make a save (WIL 13) to approach within 2 hexes of you * You can breathe on a target, stunning him for a single round (WIL 15), but this ends the spell |
| Visage of the Beast | 13 | CS | 8” | Inst | N | * Your face contorts into a demonic visage * The eight nearest people facing you must save (WIL 13) or be affected for 1d6 rounds * Affected targets will have a random reaction (roll 1d6)   + 1-2 – Target is subject to fear and must flee until he breaks line of sight   + 3 – Target is enraged and will attack the caster with a +2 to hit and damage, but a -4 to defense   + 4-5 – Target trembles in fear and cannot move or attack; he may only defend himself   + 6 – Target vomits and for one round cannot act and can only defend at base defense. For the remainder of the spell, he is impaired(1) |
| Wings of the Beast | 14 | S | S | 20m | Y | * You can fly at 8 hexes/round |
| **Third Circle** | | | | | | |
| Talons of the Beast | 17 | C | S | 10r | Y | * You grow powerful talons that do STR + 1d10 + 2 damage and have the trait Fast(2) |
| Tower of Courage | 16 | VS | S | 10m | Y | * All allies within 6 hexes gain +4 to all willpower and spirit saves * All allies are immune to fear effects |
| True Scales | 17 | C | S | 10r | Y | * You grow a scaly hide that provides 5 armor value or +2 to any locations with armor (whichever is higher) * All defenses and initiative are -1 |
| True Visage | 18 | S | 30” | Inst | N | * You force a creature to reveal its true nature if it is using magic or demonic powers to hide its identity (SPI 22) * You must use 1d6 hit points of fresh blood to power this spell |
| True Wings | 18 | C | S | 20m | Y | * You can fly 13 hexes/round |
| **Fourth Circle** | | | | | | |
| Banish | 24 | VL | T | 3d | N | * You enchant a weapon for 3 days * If this weapon strikes a demon, they are banished from this world for a year and a day (SPI 24) * You must invest a spell level to cast this spell |
| The Becoming | 24 | L | S | ? | N | * You turn into a powerful demon * You gain +5 STR, +5 TOU, +10 Hits, +2 Base Move, +2 Initiative * You gain 5 armor * Any of the transformation spells can be activated at will (wings, talons) * Any attack spell may be used instead of a normal attack * You regenerate 1 hit point each round * To return to normal you must cast a Return spell which is DL 10, but the DL increases by 2 each hour * The Return spell can only be attempted once each hour * If the Return spell is failed 3 times, you are permanently trapped in this form |
| Pure Blood | 24 | L | T | Inst | N | * Cures almost all normal poisons and magical poisons of demonic origin |
| Summon Spawn | 24 | S | 6” | 6h | Y | * 1d3 mid-level demon spawn appear (horned or enforcers) and must make a save (SPI 23) or serve you * If they save, they are not compelled to service and can act freely |

**The Sacred Falls of Aestra**

**Description**

This rune appears as a beautiful blue waterfall cascading down the priestess’ shoulders and back. Green trees and rocks flank the falls. The sky is just visible on the shoulders of the priestess, as are golden rays of sunlight. It is a striking and colorful tattoo beyond the skill of any Bostonian artist.

**Purpose**

This rune is given to the worthy sisters of the Church of Aestra. It is her gift to those that excel in learning her ways. It gives its practitioners power over healing and the elements of water. Its purpose is to heal and protect the faithful and spread the ideals of the Church.

**Rune Site**

The rune site is located at the Sacred Temple of Camille at the Dark Lake, which is in the caverns near Sunsrest.

**Binding and Raising**

This rune is bound in the ceremony inducting new sisters into the Church. Once an initiate has undergone enough training and understands the ways of the Mother, her superiors will judge if she is ready to bind the rune. If she is ready, she will undergo the ceremony, which consists of walking into the sea and giving herself to the protection of the Mother. This ultimate act of faith binds the woman to the goddess and the Sacred Falls.

Raising the rune means returning to the Dark Lake and repeating the binding ritual. There is no test or danger involved. However, generally the rune increase is granted only if the sister has performed some service to the church (GM’s discretion).

**Practitioners**

There are about 600 temples to Aestra and 5000 priestesses of various ranks and titles. Of these, only a small fraction is deemed to have sufficient virtue and faith to attain the Sacred Falls. Approximately 300 priestesses qualify as Learned Sisters (the title given to those with the Sacred Falls). All of these women are devout followers of the Mother, skilled at healing and ministering to the people.

**Effects**

All priestesses are respected and revered and can expect to have allies and friends at any temple of the Mother and among the common people of Bostonia. In addition, this rune makes the priestess more thoughtful and introspective. This gives them a +1 CHA, +1 SPI and –1 INI. This rune is tied to the element of water and unless the mage can immerse herself in water at least once a day, her power cannot be recharged and she will not regain her spell levels for that night’s rest.

**Skill**

The skill for the Sacred Falls costs 7 points and is based on SPI/SPI/WIL

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Blood to Water | 10 | S | S | Inst | N | * You take 1 hit point of blood and turn it into enough water to sustain a person for 1 day * The lost hit points can be gained only by natural healing |
| Breeze | 10 | L | 200” | 20m | Y | * You conjure a gentle sea breeze * You can propel a sailing ship at a speed of 2-3 knots * You can dispel gas-based spells and effects |
| Detect Water | 8 | S | S | 10m | Y | * You detect a significant amount of water (a barrel or more) within 60 hexes * You can tell if the water is fresh, salty or contaminated |
| Ease Pain | 10 | C | T | 30m | Y | * Your target gains 1d6 hit points * Your target is immune to effects of wounds * Your target gains +2 to saves dealing with pain effects or falling unconscious * When the spell wears off, the hit points are lost, wound effects return and any saves made while under the spell must be remade |
| Healing Water | 10 | S | T | Inst | N | * You heal your target of 1d4 damage |
| Purify Water | 10 | S | T | Inst | N | * You turn a barrel of water into clean water, fresh or salty at your discretion * Requires a few drops of blessed water |
| **Second Circle** | | | | | | |
| Blessed Water | 12 | S | T | Perm | N | * You turn 10 vials of water into blessed water that can damage the demons and the undead |
| Calm Water | 13 | VS | S | 10m | Y | * You calm a 60 hex radius area of water, turning crashing waves into tiny ripples * If a spell caused the disturbance of the water, the DL is the casting DL of the opposing spell * This spell causes hostile water creatures to flee (WIL 14) |
| Divine Agility | 14 | C | T | 10m | Y | * The target gains 3 agility and +1 to all skills that contain agility |
| Divine Spirit | 14 | C | T | 10m | Y | * The target gains 3 spirit and +1 to all skills containing spirit |
| Divine Whisper | 14 | C | S | 10r | N | * The next arrow fired by you that hits does +1 damage and has +1 wound roll |
| Free Action | 13 | C | T | 1h | Y | * The target can move in difficult environments without penalty * The target can move and fight underwater (through not breathe) * Also, quicksand, sticky webs and slippery surfaces can be navigated without issue |
| Healing Hands | 14 | S | T | Inst | N | * You heal your target of 2d6 damage * Requires a vial of blessed water |
| Mother’s Shield | 14 | C | 10” | 10r | Y | * You throw a vial of blessed water on your target and they gain +1 armor value |
| Still Blood | 14 | VS | T | 1h | Y | * You stop the biological processes of the target * The target need not eat, breathe or excrete * Poisons, disease or blood loss does not affect him * This spell is automatically successful on an unconscious target * Conscious targets may save (SPI 14) to resist |
| Water Walking | 14 | VS | S | 10m | Y | * You can walk on water as though it were normal ground * Rolling waves require an agility check vs. DL 16 to avoid being knocked over |
| **Third Circle** | | | | | | |
| Cure Poison | 18 | VS | T | Inst | N | * Cures normal, non-magical poisons of any origin * Magical poisons can be cured, but the DL is +1-6 at the GM’s discretion |
| Guardian Water | 17 | C | 20” | 20r | Y | * Summons a minor water elemental to fight for you if there is at least a small pool of water nearby |
| Holy Arrow | 16 | C | S | 10r | Y | * You take -2 initiative * Any vial of blessed water you touch can turn into a magical arrow that does 1d12+2 damage with Pierce(4) when it strikes demons or undead |
| Mass Water Walk | 17 | VS | S | 10m | Y | * You and 8 others can water walk |
| Sacred Immersion | 17 | L | T | Inst | N | * You immerse the target in water and they are healed for 3d8 hits * You fatigue 2 rune levels |
| Wall of Water | 17 | C | 20” | 10r | Y | * You create a wall of water 6 hexes by 2 hexes by 1 hex * The water provides +2 against missile attacks * Anyone trying to cross the wall must save (STR 17) or be thrown back and take 1d6 penetrating damage |
| Water Breathing | 17 | VS | S | 1h | Y | * You can breathe underwater as though it were air |
| **Fourth Circle** | | | | | | |
| Cure Disease | 23 | VL | T | Inst | N | * Cures normal, non-magical disease * Magical disease may be cured at the GM’s discretion at a DL of +1-6 |
| Mass Water Breathing | 24 | VS | S | 1h | Y | * You and 8 others can breathe underwater * Affected targets also get Free Action |
| Part Water | 24 | VS | S | ? | N | * You part up to 5500 square meters of water to any depth * The corridor lasts until you leave it, or you are killed |
| Summon Guardian Elemental | 24 | S | 20” | 8h | Y | * You summon a water elemental to do your bidding * You fatigue 2 rune levels |

**The Third Eye**

**Description**

This rune manifests as a third, bloodshot eye in the center of the mage’s forehead.

**Purpose**

This rune’s origins are unknown. Its powers rely on the caster’s third eye as a focus and deal with clairvoyance, vision and hypnosis. It has been said that the Deceiver created this rune so he could see through the eyes of its practitioners. There is no evidence of this fact, however.

**Rune Site**

The site of The Third Eye is a natural cave that is nearly circular in shape. A set of lit oil pits illuminates the cave. There are dozens of tiny alcoves along the walls and a large statue dominating the center of the site. Each alcove contains a ten-centimeter (about four inches) tall pedestal with a small ivory disk sitting on it. Closer inspection by a physician or medic will reveal that the disks are made of bone from the foreheads of various humanoid creatures.

The statue looks like a molten heap of metal with a number of faces straining to peer out. In addition to the faces, a number of eyestalks with life-like eyes extend from the statue. Anyone looking at the statue for a prolonged period will see that it shifts and flows **very** slowly. An eyestalk will move about a couple centimeters (an inch) or so over the course of a couple hours. In addition, the faces seem to distort, flow and move.

**Binding and Raising**

The first person that gets too close to the statue will be in for quite a surprise. They will see starts and feel a blinding pain in their head. They will be knocked unconscious by the force of the blow. Their companions might see a small amoeba-like arm shoot out from the statue and strike the victim square in the forehead. There is a sickening crunch of broken bone and a high-pitched buzz. Before the unconscious victim can fall, another arm strikes him in the head, this time with a popping noise.

The victim loses 2d8 hit points and has a –2 to all skills and actions for 2d3 days due to dizziness. When they awaken from their sleep, they will have a fully functional third eye in the center of their forehead. The victim’s face is added to the statue and a new alcove opens in the wall, with a new bone disk on a pedestal.

In a day or so after claiming a new face, the cave will disappear, only to reappear again in another remote hilly region.

Raising this rune is automatic once the character gains the proper skill level. However, as the eye gains power, the mage suffers blurred vision and terrible headaches. This leaves him in a weakened state for a week. During this time, all rolls made by the mage will be at a –3 penalty due to blurred vision, dizziness and pain. Most practitioners tend to wait out the change in a quiet, safe and totally dark place.

**Practitioners**

Since it is possible to obtain this rune by accident, its practitioners have few common features. At any time, there are about 5-10 characters that are cursed with The Third Eye.

**Effects**

The mage gains the disadvantage ugly, which gives him a –3 to any CHA test in which appearance is a factor. Otherwise, he gains a working third eye.

**Skill**

The magic skill for The Third Eye costs 7 buy points and is based on SPI/WIL/PER.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bloodshot Eye | 8 | C | 20” | 1h | Y | * You make the eyes of your target dry and itchy * They are distracted and take -2 to all perception tests |
| Keen Vision | 10 | S | S | 15m | Y | * You get amazing distance vision (10x) * You get a +3 to all perception checks |
| Night Vision | 8 | VS | S | 15m | Y | * You gain darkvision * This spell does not offer any assistance in magical darkness |
| Protection From Dust | 6 | C | S | 1h | Y | * You can see through clouds of dust, smoke or gas * Your eyes are protected from any irritating effects of these conditions |
| Rear Guard | 6 | S | S | 15m | Y | * Your third eye watches behind you * You cannot be flanked in combat |
| Third Watch | 10 | L | S | 4h | N | * Your eye holds vigil over you with your perception score * You are awakened and alerted if the eye spots anything |
| **Second Circle** | | | | | | |
| Archer’s Eye | 12 | C | S | 10r | Y | * You get a +2 to hit with all missile attacks |
| Detect Scrying | 12 | S | S | Inst | N | * You detect whether you, or anyone or anything within 20 hexes is the target of a scrying spell |
| Eyes Open | 14 | VS | S | 20m | Y | * You gain a +6 to save vs. illusions |
| Floating Eye | 14 | VS | 100” | 20m | Y | * The eye floats up to 100 hexes away at your direction * You can see whatever the eye sees * You must be in possession of the eye when the spell ends, or it is blinded for a day and cannot be used to cast spells |
| Mezmerize | 13 | C | 5” | 6r | N | * Your target is transfixed and cannot act * If attacked, he defends at -2, but then the spell is broken |
| Shielded Gaze | 12 | C | S | 20m | Y | * You are immune to flash, gaze, or sight-based attacks |
| **Third Circle** | | | | | | |
| Borrowed Eyes | 17 | L | T | 3d | Y | * With a single touch, you mark the target’s back with the rune of an eye * You can see through his eyes for the duration of the spell * Can only be cast on dog-sized or larger creatures |
| Eye Blight | 17 | C | 40” | 10r | Y | * You blind 1-3 creatures (SPI 17) and render their gaze attacks ineffective |
| Eyes Closed | 16 | L | S | 3h | Y | * You seal the third eye and cause it to look like a scar * Someone examining you closely can make a perception check (DL 20) to realize something is amiss with your scar |
| Gaze Reflection | 16 | C | 50” | 10r | Y | * You protect a single creature with this spell * Any gaze attack cast at the target is reflected and the attacker must save or be affected by its own attack |
| Proof Against Scrying | 17 | L | S | 1d | Y | * You an everything within 20 hexes is immune from scrying * Anyone wishing to bypass this protection must save (SPI 21) or their spell automatically fails |
| **Fourth Circle** | | | | | | |
| Devourer of Eyes | 23 | NE | T | T | N | * You must cast this spell on an conscious victim who is grappled, or otherwise unable to move * Your third eye’s lashes become tentacles that pull the victim’s eye from its socket and devour it (SPI 20) * The process takes a full three rounds to complete * You gain one of the following benefits:   + +2 Intelligence   + +2 Willpower (and +1 Hit Point)   + +2 Spirit   + +2 Perception   + Gain one of the target’s memories about a single item or event   + A one-time 25% chance to gain one of the victim’s runes |
| Steal Gaze | 23 | VL | T | Perm | N | * You enchant the eye of a defeated creature and can then replace your third eye with it by using a full action * You gain all of the vision and gaze powers the creature had and can use them with the same effects, power levels and limitations * You cannot cast spells while using a stolen eye |
| Sinister Eyes | 23 | C | 10” | 3h | N | * You summon 2d3 sinister eyes to aid you * Subsequent castings call more eyes, but increase the DL by 2 |
| Strike Blind | 24 | C | 50” | 1h | Y | * You strike up to 25 creatures blind (SPI 20) |

**The Vault**

**Description**

The Vault is invisible unless the viewer is under the effects of a spell or power that allows him to detect magic. In this case, viewer will see the mage as though his eyes and mouth are sewn shut and his ears are removed.

**Purpose**

The Vault is the prison of an ancient spirit called Whisperer of Secrets. This spirit is fascinated by rumors and secrets. He sits in his vault, hoarding a vast catalog of forbidden knowledge. The rune is a manifestation of the Whisperer’s will and its practitioners find themselves driven to go into the world and increase their master’s knowledge.

**Rune Site**

The Vault is located in an ancient ruin deep under one of Bostonia’s major cities.

**Binding and Raising**

There is no ritual to bind The Vault. The Whisperer will take any who happen upon his prison as long as they have a dark secret of their own, or a need to learn secrets. For example, a character trying to learn who killed his father would be accepted, as would someone with a dark past.

To raise the rune, the character must return to The Vault and provide the Whisperer with a particularly enticing secret. Obviously, what constitutes an “enticing secret” is up to the GM; the darker and deeper the better and the less people that know the secret, the better. The location of a long-hidden treasure hoard, or the fact that the Baron ordered the assassination of his own daughter, would be good examples.

**Practitioners**

Because of the nature of the Vault, no one knows how many practitioners exist, but the number is certain to be very small.

**Effects**

The Whisperer is continuously seeking to increase his collection of secrets and thus, his rune causes its bearers to do the same. Practitioners of The Vault become intensely curious and are always seeking out secrets – the deeper and darker, the better.

In addition, practitioners of The Vault are incapable of relating something told to them in confidence to anyone but the Whisperer. Any secret told to them will stay with them, even under extreme circumstances such as torture, or mind reading magic. A practitioner who willingly attempts to tell such a secret will be unable to do so.

**Skill**

The magic skill for this rune costs 7 points and is WIL/PER/SPI

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Eavesdrop | 8 | NE | 20” | 5m | Y | * You can listen to a conversation up to 20 hexes away regardless of how quietly the participants are talking * Only magical means can hide the contents of the conversation from you |
| Far Whisper | 8 | NE | 100” | 1m | Y | * You whisper a message that travels on the wind to a target up to 100 hexes away * The target hears the message as though you whispered it directly into his ear and he will know from who the whisper came, but not necessarily where unless you wish him to know * If the target does not want to hear the message, he may block it out with a successful WIL save (DL 10) |
| Lurker | 8 | VS | S | 10m | Y | * You get a +3 to stealth and concealment checks (or a level of 12, whichever is higher) |
| Preserve Secrets | 10 | NE | T | 1h | Y | * You stabilize someone who is dying due to having zero hit points * The target loses no more hit points from bleeding, poison or disease, though he can be attacked |
| Strike Deaf | 10 | C | T | 10m | Y | * You strike your target deaf (WIL 12) * Your target gets a -1 to cast spells unless he can silent cast |
| **Second Circle** | | | | | | |
| Detect Door | 14 | L | S | Inst | N | * You detect secret doors and compartments within a 5 hex radius |
| The Fly | 13 | L | T | 6h | N | * You enchant an insect for 6 hours * The insect will not move on its own and will remain where the caster places it * It will record all conversations spoken within 5 hexes and when retrieved, it will repeat those conversations to you |
| Silence | 14 | C | 20” | 6r | N | * Everyone in a 5 hex radius is rendered unable to speak (WIL 15) or cast spells unless they can silent cast * Stealth checks get a bonus of +3 in the area (This bonus does stack with Lurker, but only gives an additional +1) * The area can be static, or move with a primary target |
| Stash | 12 | VS | T | 1h | Y | * You render one item on your person impossible to find by a cursory search * A very thorough search may find the item, but only if a PER test is made (DL 22) |
| **Third Circle** | | | | | | |
| Blood Reading | 17 | L | T | Inst | N | * You collect a small cup of your target’s blood and pour it onto the ground while asking a question about the target * The drops of blood form the answer as they spill (SPI 18) * The target does not need to be present, but they must be alive |
| Hideaway | 17 | S | T | 1d | Y | * You enchant a doorway so that when a command is spoken, it becomes a portal to a cozy room complete with bed, fireplace and bathroom facilities * When the doorway is activated, you and anyone you are touching is taken to the hideaway * Anyone else passing through the doorway goes through normally * The hideaway lasts for as long as you can maintain the spell, or until you return to the real world * Time passes normally in the hideaway and so you can use it to escape pursuers, rest, heal, etc. |
| Strike Blind | 18 | C | 20” | 6r | N | * You strike your target blind for 6 rounds (WIL 18) |
| The Unspeakable | 17 | VS | 20” | Perm | N | * You work this spell into a normal conversation and the target will not know until the spell is cast * You tell your target an important piece of information and indicate that it is to be kept secret * The target will be unable to tell anyone the secret, write it down, or otherwise allow it to willingly be discovered (WIL 18) |
| **Fourth Circle** | | | | | | |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

**The Virtues of the Body**

**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies strength, fortitude and control.

**Purpose**

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker’s Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

**Rune Site**

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

**Binding and Raising**

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of STR, AGI or TOU (or some combination of these) with a DL centering on 12.

Examples might be balancing on one foot on a narrow post for a full day, digging a trench around a village in the course of a day or crushing a stone block with only your fists.

Raising the rune requires a similar test. This test can be given by any student that has attained the desired circle or higher. The DL of the test increases by 2 each circle above 1st. Alternately, the student can defeat a practitioner of the desired circle in single combat.

**Practitioners**

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

**Effects**

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

**Skill**

The magic skill for this rune costs 7 points and is based on TOU/STR/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Blade Hand | 10 | CS | S | 10r | Y | * Your hand becomes hard as tempered steel * You do STR + 1d6 and Fast(2) when attacking unarmed * You can parry unarmed * If you are hit in the hands (loc 4) you take no damage |
| Breath Control | 10 | VS | S | 10m | Y | * You can hold your breath as long as you can maintain the spell |
| Pain Resistance | 8 | C | S | 10r | Y | * You resist pain, gaining the equivalent of 2 value armor (or +1 to existing armor) * You get a +2 bonus to all toughness saves |
| Strong Body | 8 | NE | S | 10r | Y | * Your strength, agility and toughness increase by 2 * You gain 5 temporary hit points * You get a +1 to any skill including one of your boosted attributes * You lose the hit points when the spell ends, unless that would take you to zero hits * In that case, you end the spell with a single hit point |
| **Second Circle** | | | | | | |
| Adrenal Rush | 14 | CS | S | 10r | Y | * You get +1 to hit and +1 defense * You get +2 to melee damage * You do not have to make unconsciousness tests * The DL of this spell is only 12, if you have <50% of your hits left * You fatigue one level |
| Blur | 12 | CS | S | 10r | Y | * You get +2 to your defenses if you are wearing no armor * You get a +1 to your defenses if you are wearing armor |
| Feat of Strength | 14 | S | S | 1d | N | * You store energy for a single feat of strength * For a single action, you can increase your strength score by 10 * You fatigue one spell level * Your strength drops by one point until you rest |
| Light Walk | 14 | VS | S | 5m | Y | * You walk lightly, barely touching the surface * You do not trigger pressure plates or tripwires * You make no noise * People get -4 to track you * You can walk on water, quicksand, mud, or difficult terrain with no penalty |
| Self Heal | 14 | CL | S | Inst | N | * You heal yourself 2d4 hit points |
| Stretch | 14 | S | S | 20m | Y | * You stretch your limbs up to 12 meters * You can attack out to this distance, gaining 6 hex range on melee attacks * You add 3 to your movement rate and add 12 meters to your jump distance |
| **Third Circle** | | | | | | |
| Alteration | ? | S | S | 20m | Y | * You make an alteration to your body * The DL of this spell is variable based on the degree of alteration  |  |  | | --- | --- | | **Alteration** | **DL** | | Making your eyes glow | 6 | | Shrinking/growing a several centimeters | 8 | | Turning your hands/feet into flippers | 10 | | Growing an eye in the back of your head | 12 | | Growing a tail | 14 | | Shrinking/growing half total height | 16 | | Growing wings, Becoming invisible | 18 | | Shrinking to several centimeters | 22 | | Turning to liquid | 27 | | Turning to gas | 30 | |
| Metal Body | 18 | C | S | 10r | Y | * Your body becomes metal * You get 6 armor on all locations * You take a -3 to all your defenses and movement, a -1 to your attacks * You lose fine dexterity and can no longer do tasks requiring manipulation (such as lock picking, physician, sewing) * Magical damage penetrates your armor |
| Sword Hands | 17 | C | S | 10r | Y | * Your hand becomes hard as tempered steel * You do STR + 1d10 and Fast(2) when attacking unarmed * You can parry unarmed * If you are hit in the arms or hands (loc 3-4) you take no damage |
| **Fourth Circle** | | | | | | |
| Death’s Hand | 23 | C | S | 10r | Y | * You do STR + 1d12 + 2 and Fast(2) when attacking unarmed * You can parry unarmed * If you are hit in the shoulders, arms or hands (loc 2-4) you take no damage |
| Titanic Strength | 23 | CL | S | 10r | Y | * You gain 15 strength, 10 toughness * You gain +4 to all strength-based skills and +2 to toughness-based ones * You gain 18 hit points |

**The Virtues of the Mind**

**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies intelligence, perception and control.

**Purpose**

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker’s Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

**Rune Site**

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

**Binding and Raising**

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of INT or PER (or some combination of these) with a DL centering on 12.

Examples might be solving a difficult puzzle, or defeating the master at a challenge of logic.

Raising the rune requires a similar test, the DL of which increases by 2 for each level above 1st. Any student of a higher circle than the mage can administer this test. Alternately, the student can defeat a practitioner of the desired circle in such a test.

**Practitioners**

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

**Effects**

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

**Skill**

The magic skill for this rune costs 7 points and is based on INT/PER/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Clear Thought | 10 | C | 20” | Inst | N | * Cures the target from any effect that causes confusion, befuddlement, dazing or stunning |
| Keen Eye | 10 | S | S | 10m | Y | * You get a +2 to all perception checks and a +1 to missile attack rolls |
| Mind Over Body | 10 | C | S | 10r | Y | * You get a +1 to your armor value on all locations |
| Peaceful Mind | 8 | S | S | 1h | Y | * Your mind is clear and you get a +1 bonus to all skill checks outside of combat * Combat or strenuous activity cancels this spell |
| Rational Sight | 10 | VS | S | 10m | Y | * You get a +4 to save against illusions or illusory effects |
| **Second Circle** | | | | | | |
| Knowing | 13 | S | S | 3h | Y | * You get any knowledge skill at a rank of 11, or +1 to an existing knowledge skill * The knowledge skill must be general – a region, a city, a type of item, a species, or a race of people * Skills about specific people, items or events cannot be attained through this spell (though they can be augmented) |
| Levitate | 13 | NE | S | 10m | Y | * You use your mind to raise your body off the ground * You can float up at a rate of 3 hexes/round, but have no lateral movement |
| Mental Blast | 14 | C | 20” | 2-5r | N | * You send a wave of mental energy toward a target, causing him to suffer a random debilitation (INT 14) * 1-3 – The target is *dazed* * 4-5 – The target is nauseated and must save (TOU 13) or be *stunned* for 1 round and *impaired(1)* for the rest of the duration (whether or not he saves) * 6-8 – The target is *stunned* * 9-10 – The target is *blinded* * 11-12 – The target is *confused* and will move in a random direction each round. If he finds himself next to another character, he has a 75% chance of attacking |
| Mind Lock | 14 | C | 20” | 2-5r | N | * The target is unable to formulate a thought or plan and will mindlessly continue the same course of action as the one before the spell was cast (INT 14) * The target will perform this action to the exclusion of anything else, even if it puts him in serious danger * For instance, if the target was fighting, he will continue to attack that same opponent * If the target was walking, he will continue to walk in a straight line, even over a cliff |
| Recall | 14 | VS | S | 20m | Y | * You have total recall of a single event, place, item or person studied |
| Silent Speech | 13 | VS | ? | 20m | Y | * You can communicate with one willing individual * The communication can continue if the two participants can see one another, or are within 100 hexes * You can communicate with an unwilling subject (WIL 13) |
| **Third Circle** | | | | | | |
| Alter Memory | 18 | L | T | Perm | N | * Allows you to change or implant a memory in an unconscious target * The memory must be of a single, specific event * You could implant the memory of a battle, but not create an entire childhood * You could not implant the memory of the target’s enemy being a lifelong friend, but could implant a memory where the enemy had saved your target’s life * Your target can save (INT 17) to know something is amiss * He will still have the memory, but know it is flawed * The DL of the save will change based on the reasonability of the memory  |  |  | | --- | --- | | **Alteration** | **DL** | | Scope of the memory alteration is minor and perfectly natural based on the target’s knowledge of reality. For instance, a detail about an event might be changed – the color of someone’s clothes, what someone said, what the target ate or whether it was raining. | +5-6 | | An alteration that is either very reasonable, given the characters knowledge, or is minor (but not necessarily both). The target might recall a friendly conversation with a comrade, or a few key words of a real conversation could be changed. | +2-4 | | A memory that is reasonable and plausible and does not stretch the character’s idea of reality. | 0 | | A memory that has a basis in reality, but is weird. If the character would think the event is strange, then more than likely, he will think the memory is strange as well. He may remember himself or a friend acting totally out of character. | -2-4 | | The implant or alteration strains credibility but is still *possible*. A simple peasant might remember leading an army to battle. | -5-6 | | The implanted memory or alteration is absurd and flies in the face of the character’s idea of reality. The character might remember an instance when he flew, or when everyone was purple, or when fish fell from the sky. | -7-10 | |
| Combat Precognition | 17 | CS | S | 6r | Y | * You can substitute your INT score for your dodge, or get +1 to your dodge (whichever is higher) |
| Mental Link | 17 | L | 10km | 3h | Y | * You are linked to a single, willing target * You can communicate telepathically with the target * You can cast beneficial spells on the target as though you could touch him |
| Mental Storm | 18 | C | 20” | 2-5r | N | * Up to 4 targets in a 3 hex radius are effected by a Mental Blast (INT 16) |
| Telepathy | 18 | VS | S | 5m | Y | * You can read your target’s mind (INT, WIL 18) * Very deep memories, or things not consciously known by the target will make his save easier |
| **Fourth Circle** | | | | | | |
| Psychic Surgery | 24 | VL | T | 1y | N | * Similar to Alter Memory, but entire scenarios can be constructed (INT 22) * A peasant can be made to remember being raised as nobility * A man can have his spouse and child erased from his memory * Every year, a new save is made and once made, the old memories start to return and within a couple of weeks, the target’s memory has returned * You invest one level |

**The Virtues of the Spirit**

**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies spirituality, willpower and control.

**Purpose**

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker’s Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

**Rune Site**

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

**Binding**

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of SPI or WIL (or some combination of these) with a DL of 12.

Examples might be defeating the master at a game of riddles or a staring contest.

Raising the rune requires a similar test, the DL of which increases by 2 for each level above 1st. Any student of a higher circle than the mage can administer this test. Alternately, the student can defeat a practitioner of the desired circle in such a test.

**Practitioners**

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

**Effects**

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

**Skill**

The magic skill for this rune costs 7 points and is based on SPI/CHA/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Command | 10 | CS | 40” | 1r | N | * You issue a simple, one-word command and your target must follow it (SPI 12) * Your target must be able to hear the command, but does not necessarily need to understand you * Only intelligent creatures are affected |
| Detect Life | 10 | S | S | 6r | Y | * You feel the living beings around you, getting an idea of the number, type and general state of the creatures within 30 hexes * You fatigue a level |
| Iron Will | 8 | VS | S | S | 10m | * You get a +2 to all SPI and WIL saves * You get +5 temporary hit points |
| Spirit Barrier | 10 | S | S | 3d | N | * You create a barrier that prevents spirits from entering or leaving the hex * Mindless undead are affected, but intelligent undead, or those that are under another’s command get a save (SPI 12) |
| Spirit Sight | 8 | S | S | 1h | Y | * You can see into the world of spirits * You detect ghosts, poltergeists, invisible faeries, etc. |
| **Second Circle** | | | | | | |
| Curse | 14 | C | 20” | 6r | N | * You *curse* the target (SPI 15) |
| Riddle | 14 | VS | 10” | 1-6d | N | * You ask the target a riddle * He ponders it for 1d6 days (INT, SPI 14) * The target is *impaired(1)* and takes an additional -1 penalty to skills that require concentration (alchemy, physician, disarm, casting) |
| Spirit Lash | 14 | C | 20” | Inst | N | * You attack the soul of the target, doing 2d4 penetrating damage (at your discretion, you can do no physical damage) and 1d4 damage to his spirit score (SPI 15) * For every 3 points drained, the target gets a -1 to all skills that require spirit * Someone with 0 spirit is *dazed* * Damaged spirit returns at a rate of 1 point/day |
| Spirit Speak | 13 | S | S | 1h | Y | * You can speak with spirit creatures |
| Siphon | 14 | VS | S | 1h | Y | * You borrow spirit from willing targets * Each willing target within 5 hexes can lose 1d4 spirit to grant 1 point of spirit |
| Window | 13 | VS | 1” | Inst | N | * You look into the target’s eyes and see their aura * The GM gives you 1d4+1 adjectives that describe the target |
| **Third Circle** | | | | | | |
| Aegis | 18 | CS | S | 10r | Y | * You can use your spirit and willpower to shield your allies from attack * Anytime an ally is damaged within 10 hexes of you, you can choose to absorb the attack * Any amount of damage can be absorbed, from 1 point to the entire attack and you choose what combination of your spirit and willpower are reduced * However, any time a partial attack is to be absorbed, there is a 2/12 risk that the entire attack is absorbed instead (before armor) * You lose any hit points and suffer whatever skill penalties due to reduced stats * Damaged stats come back at a rate of 1 point/day |
| Exorcism | ? | VL | T | Perm | N | * See below |
| Phase | 18 | VS | S | 1m | Y | * You become partially astral and intangible * You can pass through solid objects and walls * No attacks can harm you, but you cannot affect the material world |
| Possession | 18 | L | T | ? | N | * See below |
| Spirit Leech | 17 | C | 20” | Inst | N | * You attack the soul of the target, doing 2d6 penetrating damage (at your discretion, you can do no physical damage) and 1d6+1 damage to his spirit score (SPI 17) * For every 3 points drained, the target gets a -1 to all skills that require spirit * Someone with 0 spirit is *dazed* * Damaged spirit returns at a rate of 1 point/day * Each time you drain spirit, you can do one of the following   + Gain a number of hit points equal to the spirit drained   + Gain half the spirit taken from the victim   + Gain one level in any of his magic skills * Any stats gained over your maximum are lost in 1d4 hours |
| Spirit Trap | 18 | VL | 20” | Perm | N | * You mark a circle on the ground and this creates a 1 hex prison for spirits * Any spirit trying to enter or exit the area has to save (SPI 21) or be trapped * Any spirit that fails its save cannot cross into or out of the area until it is physically broken |
| Spirit Walk | 18 | L | S | 4h | Y | * See below |
| **Fourth Circle** | | | | | | |
| Bind | 24 | VL | T | Perm | N | * See below |
| Paradox | 25 | VS | 10” | 1-6y | N | * See below |

**Bind**

This spell causes the target spirit to be bound to an item. The item absorbs the spirit and gains its powers. The item must be of fine quality and contain some amount of a special substance called spirit iron. Generally, such an item will cost 2000 pn or more to create.

The exact effects of the binding are up to the GM. The item will gain the mental and spirit-based powers of the target spirit. A being that could drain the life from someone at a touch would create an item that could do the same. A powerful wolf spirit might create an item that allows its owner to summon wolves and communicate with them.

The target spirit is allowed to make a SPI save vs. DL 25 to resist the effects of Bind. This spell works on disembodied spirits (usually trapped with the Spirit Trap spell) or living beings with their SPI score drained to 0. If a living being is the target, the save is based on their original SPI score, not the drained score.

**Exorcism**

This spell expels intruding spirits from a target. The spell requires a long time to cast and requires that the caster, or an assistant (who also has this rune, but not necessarily at 3rd Circle) remain active and with the victim throughout the casting. In addition, Exorcism requires the caster use an assortment of incense, herbs, oils and other accoutrements that cost from 100-300 pn.

During the casting of the spell, the spirit will try to do anything in its power to disrupt or destroy the mage and his assistant and escape. This could involve talking to the mage and trying to intimidate or trick him, or it could involve the use of powers or even physical violence.

When the spell is complete, the mage rolls for success. The DL of the spell is the SPI score of the spirit who is being expelled. Success means that the spirit is banished from the target body. Failure means that the spirit remains in the body and the mage is powerless to exorcise that spirit until he increases his magic skill. If the mage fails his skill roll by 8 or more points, then he must make a SPI save vs. the SPI of the spirit. If he fails the save, the malevolent creature may possess HIM.

**Paradox**

The mage poses a paradox to the target. The target may test his INT or SPI vs. DL 23 to disregard or resolve the paradox immediately, in which case, the spell has no effect. If the target fails his save, then he is consumed by the idea of solving the paradox.

He does nothing but think of the paradox and ponder its meaning. He will behave in a totally irrational manner, ignoring all but the basic necessities of survival and the next step in his “quest.” He will ignore friends, family, enemies and impending danger (though immediate danger to his person will be dealt with). He may lock himself in a room for weeks, travel for miles to visit the sea, purchase books and consult with scholars.

The spell lasts 1d6 years. Each year, the victim loses 1d6 points of WIL. Upon reaching 0 WIL, the target is permanently insane and can be cured only by powerful magic. Victims of this spell tend to end up without friends, impoverished and insane.

There are couple ways to cure a victim of this spell. The first is for the victim to meet someone that has survived this spell. There are a finite number of paradoxes that are known to the practitioners of this rune. Thus, it is possible for a survivor of the spell to know the answer to a particular Paradox. Upon talking to the survivor for 1 day, the victim gains a new saving throw at +6. Even if this save fails, there is a 10% chance that the survivor knows the answer to the Paradox and cures the victim.

The second way this spell can be foiled is by causing the target to forget he heard the Paradox through the use of an Alter Memory (or Psychic Surgery) spell. In this case, the victim gets a save against the Alter Memory spell at a DL of 12 (Psychic Surgery DL is still 22). If he fails the save, he forgets having heard the Paradox and is cured.

**Possession**

This spell allows the caster’s soul to take over a target body. The caster must either physically touch his target, or if he is spirit walking, his spirit must be in the same room. The target body must be dead, unconscious or have a SPI score of 0. If the target is unconscious, they get a SPI test vs. DL 17 to reject the possession. If the save is failed, the body is under the total control of the caster. The caster’s body is left in a comatose state. The caster may return to his body at any time, but doing so ends the spell.

The caster retains his mental attributes (INT, WIL, SPI, CHA), while his physical attributes (STR, DEX, AGI, SPD, TOU) become that of the target. The PER score is the average of the caster and his new body. At the GM’s discretion, the caster’s CHA score may be adjusted up or down depending on the appearance of the possessed body (a rotting corpse with a great personality still has a low CHA). Like the attributes, the mental skills of the caster are retained and the caster gains the physical skills of the target body. All the caster’s runes are transferred to the new body. If the target had runes, their use is lost, though the markings remain.

A dead body can be possessed for an indefinite period of time. However, the body is still dead and will rot, losing 1 point of each physical characteristic each day. When any of the stats reaches 0, the body is so rotted as to be unusable. A live body will not rot, but the target’s soul remains in the body, repressed. The repressed soul will fight for control of the body, getting a saving throw each 1d4 hours. A successful save returns the caster’s soul to his body.

**Spirit Walk**

This spell allows the caster’s soul to leave his body and walk in the world of spirits. This grants the caster the ability to see spirits and speak to them. The character is insubstantial and invisible to physical beings. He can be detected by magical means (like Spirit Sight), and mental spells requiring a SPI save can still affect him. He can cast spells that are direct and do not require a physical component.

Travel in the spirit world is based on the thoughts and memories of the spirit, as opposed to physical distance. While spirit walking, the character can quickly travel to places that he knows well. Such a trip takes a couple minutes regardless of the distance traveled. Places that are only nominally known to the character take from 10-60 minutes to reach. Searching for unknown places takes from 30-120 minutes or more and require a PER test at the GM’s discretion.

For example, a spirit wishing to return to his childhood home can do so in 2 or 3 minutes. A spirit traveling to a tavern he visited a couple times could take 30-40 minutes. Searching for an enemy hideout could take 2 hours or longer (and require a PER test).

While spirit walking, the character’s body lies in a comatose state. The character will not be able to see or feel his body, but will know if the body is being harmed. The caster can return to his body in a matter of minutes (as though it were a well-known location), but doing so ends the spell. If the caster’s body is killed while this spell is in effect, the spell becomes permanent (and no longer requires maintenance). The caster becomes a disembodied spirit that must roam until he can find a body to possess (by successfully casting the spell). If he cannot cast the Possess spell to inhabit a body, then he remains a spirit forever.

The character may maintain this spell for as long as he has the magic skill to do so. If he runs out of magic skill levels, he may use his SPI points to maintain the spell instead. If for some reason, the caster cannot return to his body before reaching 0 SPI, then his soul is destroyed forever*.*

**Widow Weave**

**Description**

This rune appears as a tattoo of an hourglass appearing on the abdomen of the mage.

**Purpose**

This rune has no true purpose.

**Rune Site**

Somewhere on the edges of Bostonia lies a cave containing a monstrous spider called the Widow Queen. Her giant web is woven with runic script. This is the rune site.

**Binding and Raising**

To bind the Widow Weave, the would-be mage has to enter the Queen’s lair and steal some of the silk from her web. In the meantime, the Queen and her cohort of giant spiders will attack the mage, trying to stop him.

If the mage survives his encounter with the Queen, he weaves the silk into his abdomen in the shape of an hourglass. The tattoo takes a WIL save vs. DL 14 to begin and a DEX test vs. DL 14 to complete successfully.

To raise the Weave, the mage returns to the Queen’s chamber and steals more silk with which he embellishes the tattoo. No attribute tests are required to add to the tattoo.

**Practitioners**

The Weave has very few practitioners as most die stealing the necessary silk. At any given time, there might be 2-5 mages with the Weave in all the known lands. They have no common motivation or purpose except for their interest in the powers provided by the Weave.

**Effects**

This rune causes the mage to be attuned to spiders. He can sense their presence. On a negative note, if any spider is killed near him, he takes a hit point of damage.

**Skill**

The magic skill for the Weave costs 7 points and has a base level of WIL/WIL/SPI.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Detect Poison | 8 | VS | 3” | Inst | N | * Detects poison in or on a single nearby object * Also gives information about the nature of the poison and its effects |
| Eight Eyes | 8 | VS | S | 1h | Y | * Caster grows eight eyes * Gives 360 degree vision * +3 to all perception checks * Cannot be flanked |
| Spider Bite | 8 | NE | 15” | 2-6r | N | * Spider appears and bites your target * Bite does no damage, but victim is impaired(1) (WIL 12) * Mages who fail their save lose any spells they are in the process of casting |
| Spider Crawl | 10 | NE | S | 10m | Y | * You can walk on sheer surfaces with complete freedom of action * You are immune to entangling effects |
| Wound Web | 10 | S | T | Inst | N | * You weave a web into the target’s wound, healing 1d4 hit points |
| **Second Circle** | | | | | | |
| Illusion of Six Arms | 12 | C | S | 12r | Y | * You create an illusion of having six arms, confusing your opponents * You get a +2 to attack and +3 to all sleight of hand checks |
| Rope Weaving | 12 | VS | 20” | 1h | N | * You create a thin, sticky rope from your fingers * The rope sticks to any surface it hits and you can fix your end as well * The rope holds up to 1000 kg |
| Summon Spider | 13 | NE | 5” | 12r | Y | * Summon a large spider to fight for you * The spider follows your telepathic commands |
| Venom | 13 | VS | T | 1h | N | * You coat a weapon in your venom * The venom causes the weapon to do an additional 1d6 points of damage * The venom retains its potency for 1 hour, or 1d4 attacks, or 1d4 arrows * You fatigue one rune level |
| Web | 14 | C | 6/20 | 12r | N | * You shoot a ball of sticky webbing at your target that entangles him (STR, AGI 15) * An entangled character cannot move, attack or cast spells, but he can save each round to escape * Anyone touching the webs, must save or be entangled |
| **Third Circle** | | | | | | |
| Creeping Doom | 18 | NE | 5” | 6r | N | * You summon a swarm of small, creeping spiders * The swarm covers a 3 hex radius and can move up to 3 hexes each round * Anyone in the swarm takes 1d4 penetrating damage each round and is affected by fear (WIL 18) |
| Deadly Venom | 17 | VS | T | 1h | N | * You coat a weapon in your venom * The venom causes the weapon to do an additional 1d8+1 points of damage * The venom retains its potency for 1 hour, or 1d6+1 attacks, or 1d6+1 arrows * You fatigue one rune level |
| Massive Web | 18 | C | 20” | 12r | N | * You create a mass of sticky webs that cover 7 hexes * Anyone caught in the area is entangled (STR, AGI 18) * An entangled character cannot move, attack or cast spells, but he can save each round to escape * Anyone touching the webs, must save or be entangled |
| Summon Giant Spider | 18 | NE | 5” | 12r | Y | * You summon a giant spider to do your bidding * The spider follows your telepathic commands |
| Wound Weave | 16 | NE | T | Inst | N | * You heal 2d6 hit points |
| **Fourth Circle** | | | | | | |
| The Lair | 22 | L | S | 1d | Y | * You create a maze of thick, sticky webs throughout a building or a wooded region of 100 acres or less * You can move in the webs freely, but others will be trapped similar to the Web spell * You gain +6 to all stealth and concealment checks (or a 16 skill, whichever is higher) * If this spell is maintained for a week, it becomes permanent at your discretion |
| Venom Queen | 24 | VS | 40” | 1h | N | * You summon the Venom Queen to do your bidding * She will appear and perform one task (about 1 hour), but then demands to be fed * If you cannot provide a live victim, you will become that victim * You must invest 2 levels to cast this spell |

**Sample Ritual Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** | **Points** |
| Animate Rope (WIL/WIL/SPI) | 13 | VS | 6” | 10m | Y | * Animates a coil of rope up to 20m long * Rope can slink along the ground at 3 hex/round * Rope can shimmy up a wall at 1 hex/round * Rope can hold itself taut and climb without support * Rope can tie and untie itself * A surprised person can be bound by the animated rope (SPD 14) | 2 |
| Blade Turning (WIL/WIL/SPI) | ? | CL | S | 10r | Y | * Provides armor to you based on the DL at which you cast it * 1 armor = DL 8 * 2 armor = DL 11 * 3 armor = DL 14 * 4 armor = DL 17 * Requires a snake scale to cast | 3 |
| Control Undead (WIL/WIL/SPI) | 12 | CL | 100” | 1d | Y | * Control up to 3 minor undead such as skeletons or zombies (SPI 12) * Can be cast multiple times, but DL increases by 2 each time * Requires a skull * Consumes materials worth 75p to cast | 3 |
| Detect Magic (INT/PER/SPI) | 13 | S | T | Inst | N | * Detects whether an item has magical properties or not * Consumes a gem of 100p value to cast | 3 |
| Detect Scrying (INT/PER/SPI) | 13 | S | T | Inst | N | * Detects whether the target is the victim of a scrying spell * Consumes a gem of 50p value to cast | 2 |
| Discordant Candles (CHA/INT/SPI) | 15 | L | 0” | 4h | N | * Creates a set of candles that when lit, cause everyone in the room to be agitated and paranoid * Insures that all social skills used in the room fail * A spirit test (DL 20) can detect that something is wrong, but not necessarily what * Consumes a set of special candles be made that cost 25p | 2 |
| Dispel Magic (WIL/WIL/SPI) | ? | L/NE | T | Inst | N | * Dispels a target spell * The DL of this spell is the DL of the target spell +2 * If cast in combat, the DL of this spell is the DL of the target spell +4 * Consumes a quantity of lead worth 20p | 4 |
| Divination (SPI/SPI/INT) | 10-24 | L | ? | Inst | N | * You can ask the GM a question that can be answered with a single short phrase * The DL of this spell is up to the GM and is based on the question asked – generally 14 is a good DL * You know the DL of the question before casting the spell and can choose not to cast * Requires some type of divination device (finger bones, tea set, crystal ball) | 4 |
| Familiar  (SPI/SPI/WIL) | 14 | VL | S | Perm | N | * Summons a familiar and imbues it with intelligence (5 INT) * You sacrifice 1 hit point and 1 willpower * You have a telepathic link to the creature * You gain one ability based on the creature called * Consumes a set of materials (incense and food) worth at least 100p | 2 |
| Far Scrye (INT/PER/SPI) | 15 | L | ? | 1h | Y | * You can spy on a well-known location up to 10km away * You can spy on someone regardless of the distance if you hold a personal effect of the victim * Requires a gem of 300p value to cast and possible a personal item from the victim | 3 |
| Grow (SPI/SPI/WIL) | 10 | L | T | 1 season | N | * Causes a small area of soil to become fertile and rich for one growing season * Appropriate for gardens or flower pots, but whole fields would take dozens of casts * Consumes a pinch of animal dung | 2 |
| Harmonious Candles (CHA/INT/SPI) | 15 | L | 0” | 4h | N | * Creates a set of candles that when lit, cause everyone in the room to be agitated and paranoid * Causes all social checks in the room to be at a +3 bonus * A spirit test (DL 20) can detect that something is wrong, but not necessarily what * Consumes a set of special candles be made that cost 25p | 2 |
| Invisible Arms (DEX/INT/SPI) | 12 | VS | S | 5m | Y | * Makes your real arms invisible and creates an illusory set of arms in their place * Gives a +4 to all sleight of hand checks * Can be used to give a surprise round in combat by drawing your weapon with the illusory arms (PER 22) * Consumes a gem of 50p value to cast | 2 |
| Invisible Servant (WIL/CHA/SPI) | 13 | S | 10” | 1h | Y | * Summons a spirit creature to serve you * Any attempt to put the creature in harm’s way will cause it to leave and you will not be able to summon another for a year * Creature performs menial tasks and labor * Requires a gift for the creature such as a trinket, or piece of clothing | 3 |
| Lighten Burden (INT/WIL/WIL) | 14 | S | 5” | 6h | Y | * Causes a metal disk to float behind the caster * Disk can carry up to 100 kilograms * Requires a lodestone (100p) | 3 |
| Magic Pocket (SPD/INT/SPI) | 12 | CS | T | Inst | N | * Takes an item in your palm and teleports it to one of your pockets * This spell takes no words or gestures to cast | 2 |
| Messenger (SPI/CHA/WIL) | 14 | S | T | 1w | N | * You whisper the name of a person to a bird and the bird will search for that person for up to 1 week * If your target is alive, the bird lands and delivers the attached message * If your target is dead, the bird returns to you * Requires a bird kept in a gold cage (400p) | 3 |
| Read Magic (INT/INT/SPI) | 14 | S | S | 10m | Y | * You get a +2 to Artifacts, Ancient Knowledge and Rune Knowledge tests * Requires a lens made of crystal worth 400p | 3 |
| Repel Liquid (WIL/WIL/SPI) | 11 | VS | S | 30m | Y | * You and your belongings repel liquid * You can be submerged and come out completely dry * This does not allow underwater breathing, but the bubble contains enough air for 5 minutes * Consumes a vial of oil valued at 7p | 2 |
| Ritual of Tendrils  (WIL/PER/SPI) | 12 | L | S | 1d | N | * Creates smoldering tendrils to fill an enclosed space * You can see anything that goes on in this space and can make a PER roll to notice trouble * You get a +2 to PER tests * Requires a mirrored bowl (200p) * Consumes incense (10p) | 2 |
| Spice (INT/PER/PER) | 8 | S | T | Inst | N | * Spices a dish to perfection * You get a +3 to cooking tests | 1 |
| Spirit Mirror (INT/SPI/SPI) | 14 | L | T | 3h | Y | * Enchants a mirror so that it reflects things that cannot otherwise be seen * This includes spirits, faeries and invisible creatures * It does not include creatures using stealth * Trying to attack using the mirror incurs a -3 penalty | 3 |
| Suppress Magic (INT/WIL/SPI) | 15 | CL | S | 10r | Y | * All mages casting within 5 hexes of you take a -3 penalty to their skill roll * All saving throws against spells are +2 * Consumes lead shavings (10p) | 4 |
| Teleport Familiar (INT/INT/SPI) | 12+ | L | ? | Inst | N | * Calls familiar to you regardless of the distance between you * Cast at DL 16, you can teleport to your familiar * Cast at DL 20, you can summon the master of a familiar you have in hand | 3 |
| Thief’s Candle (WIL/CHA/SPI) | 14 | VS | S | 30m | N | * You create a candle * When lit, this candle enchants any sleeping creature who is touched by its light * If the sleeping victim wakes, the candle paralyzes him and blurs his vision so that the only thing he will see are dark shadowy forms * There is no save unless you approach the victim and threaten him * In that case he makes a SPI save (DL 15) to move * Consumes the hand of a corpse of someone who was accused of being a thief | 3 |
| Translate (INT/INT/SPI) | 14 | S | S | 10m | Y | * Allows you to understand a language and speak it roughly (-2 to social skills) | 3 |

**Sample Magic Items**

This section contains a list of magic items for your game. This list is meant to be a starting point for your own creations. More magic items will be published on the Bostonia website and in future supplements.

**Wands, Rods and Staves**

**The Black Hand**

Analyze DL: 15

The Black Hand is a powerful necromantic artifact of unknown origin. It is an ebony wand with a skull carving on one end and a bony hand on the other.

The Black Hand has two powers that are always in effect, regardless of how many charges the wand holds.

* Gives a +3 to all Necromantic Spells
* Gives a -3 to all Turn Undead/Priest Powers/Sacred Falls spells (Both within 100 hex radius)

In addition, the wand has a number of powers that can only be activated by their command words.

* Paralyze a target who must make a WIL save vs. DL 20 or be paralyzed for 10-60 minutes. (2 charges/use)
* Control all undead within 100 hex radius. (30 minutes/charge)
* Transfers 2d4 hit points from a touched target to wielder. Use unarmed combat, or staff to resolve attack. (1 charge/use)
* Amplifies summoning spells. They attract 10x times the creatures normally summoned. (3 charges/use)

The Black Hand recharges by consuming 100 pennies worth of silver and the bones of a living target. The target must be restrained and the recharge process takes 10 minutes. The process returns 2d4 charges.

**Rod of Infinite Utility**

Analyze DL: 12

This is a plain metal rod, about one meter long. Very tiny runes of command are etched on each flat end. When the proper command word is spoken, the rod will take the shape of the next tool the user names. The tool has to be about the same size as the rod (one meter in length), but the GM can allow any tool that he feels is reasonable. The rod will remain in the new shape for up to a day. Each transformation takes one charge. Recharging a rod of infinite utility takes 15-25 p of lead and a similar amount of iron.

**Rod of Inscribing**

Analyze DL: 14

This is a pointed metal rod with no markings. When a mage holds this rod and casts a spell, tiny glowing script appears on its surface. When activated, this wand allows the mage to inscribe spell runes onto a surface. The mage can inscribe the rune of any spell he can cast. To inscribe a spell, the mage casts it while writing with this wand. The mage must succeed at casting the spell, and level losses apply.

Once a spell is inscribed, its power is locked away. The spell remains stored in the rune indefinitely until someone physically disturbs the rune. This could be done through stepping on it, touching it or spilling something over it. When this happens, the spell activates as though it were cast at the person that disturbed the rune.

Each time this rod is used, from 1-4 charges are used. The number of charges is equal to the circle of the spell inscribed. The rod is recharged by consuming 50 p of lead for each charge.

**Rod of Water Control**

Analyze DL: 15

This is a short metal rod with a colorful, nearly spherical gem at one end. Runic script inside the gem can be seen when the wand is immersed in water. This wand can control and move water and can be used in several different ways.

First, the wand can be used to shoot a jet of water at enemies. At least a barrelful of water must be at hand to do this. The jet hits based on the users combat: magic skill level. If it hits, the jet does 2d8 points of damage and knocks the target to the ground. Each jet takes one charge from the wand.

Second, the wand can be used to part water. A tunnel up 200 meters long can be formed through a body of water and maintained indefinitely for a cost of 5 charges each hour. Shorter tunnels require proportionately less charges. So a 40-meter tunnel (or shorter) takes 1 charge each hour.

Third, the wand can move water. Up to 5 cubic meters of water (5 metric tons) can be moved. The user’s control lasts for as long as he maintains concentration on the control. The speed of the water (about 2 hexes/combat round) is not such that it could be used to strike or crush someone. However, this power could be used to dry an area, move water from a low spot to a higher one, or bail a boat to keep it from sinking. Each such use takes one charge.

**Staff of Bridges**

Analyze DL: 15

This staff is an obscure device of ancient manufacture. No known mages have learned the secret of its manufacture. When placed next to a barrier or chasm and the command word is spoken, the staff will become a solid, one hex wide bridge that will last until the user dispels it. The user of the staff must be able to see the point to which the staff will connect. When dispelled, the bridge disappears and the staff reappears in the user’s hands. Small gaps of 10 meters or less require one charge to cross. Gaps of 100 meters or less take two charges. Gaps of more than 100 meters take four charges. The maximum length of a bridge is 500 meters. Recharging this device requires granite, mortar or some other solid building material. A small one-story house made of brick will replenish four charges (one per wall).

**Staff of Doorways**

Analyze DL: 13

This wand has several uses. First, if the shape of a door is traced on a wall that is no more than 1 foot thick, the staff will create a functioning door leading through the wall and to the space beyond. The door vanishes in 5 minutes. Second, a door can be magically locked for a period of 4 hours. Third, by knocking on a locked door three times, it can be opened.

Each time the wand is used, a charge is consumed. This wand consumes diamonds. Each diamond it is fed (approx. value 500p) will replenish 10 charges.

**Staff of Tentacles**

Analyze DL: 16

This staff is jet black and has an oily appearance and feel. Runes are carved up and down its surface, but they are very difficult to see. This staff has three powers.

The first power is activated automatically if it is wielded in combat. The staff will parry for the mage with a parry skill of 16. This skill does not degrade regardless of how many times the mage is attacked in a given round (the mage has infinite free parries). When the staff parries a weapon, the weapon’s wielder must make a STR save vs. DL 17 or the weapon will be torn from his hand and land 1d6 hexes away in a random direction. This takes one charge for each parry.

The second power is activated by a command word. The staff will wrap the target in sticky tentacles of goop. The tentacles have a STR of 17 and the victim may attempt to break out every other round. Each use of tentacles takes two charges.

The third power is activated by command word. If the mage is in trouble, he can cause the staff to spew a pitch black, inky cloud blocking all vision (even magically enhanced vision) in a 6 hex radius. The wielder’s vision is unaffected. Each use of this power takes two charges.

The staff can be recharged by consuming black pearls. Each pearl returns 1d4 charges to the staff and costs around 300-500p.

**Wand of Blood**

Analyze DL: 13

These wands are short and made of featureless steel. There are rarely runes or markings on these wands. When activated, the wand of blood fires a beam of light at the target. The target must make an AGI save vs. DL 14 to dodge the beam. Otherwise, they take 2d10 points of damage. Armor does not protect from this damage. Each use requires one charge. Charges can be replenished by consuming a precious red gem called a bloodstone. On average, each bloodstone costs 200p and returns 1d3 charges to the wand.

**Wand of Brilliant Light**

Analyze DL: 10

This type of wand often looks like a wand of light (see below). It has the same power as a wand of light. However, this type of wand has the additional power of releasing a brilliant flash. This effect expends 6 charges from the wand and fires a directed beam of intense light. This beam can blind one target that is within 6 hexes and looking in the caster’s direction. The target gets a SPD save vs. DL 14 to shield his eyes in time. If he fails, he is blinded for 2d3 rounds.

**Wand of Fear**

Analyze DL: 13

This type of wand is often made of carved bone. Runes are carved down the side of the wand. When activated, a dim, purple light spreads in a cone that starts in the hex in front of the wielder and is 4 hexes wide at a distance of 4 hexes from the caster (for an area of 10 total hexes). Anyone in this area of effect must make a WIL save vs. DL 17. Anyone who fails cannot attack and can only move or defend at a –2. Anyone failing by more than 3 points must move as fast as possible away from the user. Each such activation takes one charge. To recharge this wand, a human’s worth of bones must be obtained, cleaned and consumed. The consumption takes about one hour and returns one charge.

**Wand of Light**

Analyze DL: 7

This type of wand is generally made of wood inlaid with bronze or copper script. Runes on the wand represent fire, light or glow depending on the type of mage that created the wand. When activated, this wand produces a smokeless light equal to torchlight. If the wand’s creator used a fire rune to create this wand, then it is possible that it produces a small amount of heat as well. Each charge of this wand lasts one hour. Recharging a wand of light takes between 10-20 p of copper or sulphur (it depends on the rune) per charge.

**Wand of Lightning**

Analyze DL: 12

This wand is made of iron, but usually has a handle made of wood. Several runes appear to be burned into the handle. Often, wooden handle of this device reveals its purpose; hence the relatively low DL to analyze it. However, activating it can be tricky, and a failure may mean the artificer is shocked (1 in 4 chance).

When activated, the wand of lightning can fire a bolt of lightning at one target. This bolt will hit its target unless the target can make an AGI save vs. DL 16. If the bolt hits, then the target takes 2d8 points of damage. Metal armor does not protect against this damage. This attack takes one charge.

In addition, a ball of lightning can be created. The ball of lightning fills a hex anywhere 7-12 hexes from the user. The user can choose the direction in which the ball is created, but the distance is random. Each round, the ball will travel from 1-6 hexes in a random direction. Anyone in the ball’s hex or in its path of movement takes 3d8 damage. Anyone adjacent to its path takes 2d8, but can dodge the attack with an AGI save vs. DL 16. The lightning ball takes four charges to create and one charge to maintain each round after the first.

Recharging a wand of lightning requires an amount of lodestone that costs roughly 30-50 p each charge. Alternately, the user can purchase simple iron for 10-20 p per charge and cause it to be struck by lightning. The GM can determine the success or failure of this enterprise.

**Wand of Whipping**

Analyze DL: 14

The wand of whipping creates a cone of force that picks up small, loose objects and sprays them in front of the caster at a dangerous velocity. The wand has two uses.

The first use is to create a cone of debris that will damage anyone within a 5 hex cone in front of the wielder. The debris will do between 3d3 and 3d6 to those in the area of effect. The amount of damage depends on the size and type of debris available.

The second use is to create a cone of dust in a 5 hex cone. This dust cloud will blind and choke everyone in it who fails a TOU or SPD save vs. DL 11. Anyone who fails the check will be blind for 2-4 rounds. Anyone who fails by more than 3 will be blind and choke in addition, being incapacitated for 2-12 rounds (cannot attack; can defend at –2 only).

The wand of whipping eats several types of clear gems. Approximately 30 p will replenish 1 charge.

**Weighty Spike**

Analyze DL: 11

This rod looks like a simple iron spike. The only odd feature is a tiny rune carved in its base. Despite its simple appearance, the spike can be a useful tool. It can be driven into any stone or earthen substance with no more than a person's hand. In addition, once driven, the spike cannot be removed unless the proper command word is spoken. The weight of the spike can be controlled by its owner and can range from near weightless to 400 pounds.

This “wand” has no charges. Instead, each time the spike is used, it destroys a mass of silver valued at about 40p. This mass is the closest mass to the person who spoke the command phrase. If there is no silver within 100 meters of the spike, then it cannot activate.

**Rings, Amulets and Clothing**

**Amulet of Leprosy**

Analyze DL: 17

The amulet of leprosy gives its wearer the ability to inflict anyone he touches with a curse of rotting flesh. The wearer must touch the victim on bare flesh, or thin cloth. The amulet does not work through armor. The target’s flesh rots away, doing 5-30 points of persistent damage. The amulet wearer can cause the damage to occur over the course of a single combat round, or over the course of a few hours.

The amulet is not charged, but it gives the wearer a lesser form of the rot, reducing his charisma by 2 and giving him the ugly disadvantage. In addition, for each point of damage the wearer inflicts with the amulet, the disease shortens his own life by one week.

**Bracelet of Strength**

Analyze DL: 14

This bronze bracelet can be worn on either wrist.  It is a series of interlocking bronze links.  The runes are engraved in fine script along the links.  The limb wearing the bracelet will have +4 STR.  This will affect  
the STR damage dice and any STR based combat skill.  Most other skills and hit points will be unaffected.  The limb will lose some fine motor control and thus any skill requiring it (such as lockpicking) will be at -2.

**Duplicator Amulet**

Analyze DL: 22

The duplicator amulet is a lead necklace with gold plating. It is set with a number of ornamental onyx and topaz. Symbols of multiplicity are delicately carved in the gold.

When activated, the duplicator creates a perfect duplicate of the wearer. The duplicate has the same stats, skills, equipment, condition, and hit points as the wearer. If the wearer is wounded, poisoned or diseased, then the duplicate will be identically afflicted. In addition, the memories, thoughts and state of mind of the newly created duplicate are that of the wearer at the moment of activation.

The duplicate is a living, thinking being and has the same attitude and personality as the original. However, the wearer does not control him and he will act of his own will. Generally speaking, the duplicate will be favorably disposed to the wearer’s point of view. Nonetheless, obviously suicidal behavior will usually be avoided.

The duplicate will remain with the wearer for 5-60 minutes, after which he will disappear. After a duplicate is created, the amulet has to recharge for at least 24 hours before being used again.

The duplicator amulet has no charges and thus can be used indefinitely. However, each time it is activated, there is a 10% chance that the duplicate created will be deranged and evil. He will try to kill his creator and if he succeeds, he will not disappear after the normal time. Instead, he will take the original wearer’s place.

After such an incident, the amulet will disappear never to be seen again by the wearer or his evil twin.

**Elemental Rings**

Analyze DL: 13

These rings come in various forms. Each resembles the element for which it is enchanted. The fire ring is mage of red crystal that shimmers and reflects light. The ice ring is white and cold and has the consistency of packed snow.

Each ring provides protection from its element. The wearer of the ring is immune to normal forms of the element and gets a +4 save vs. spells dealing with the element and -2 points per die of damage. However, the wearer is adversely affected by manifestations of the opposite element. He will get a -3 save and take +1 point/die of effect.

**Ring of Flight**

Analyze DL: 16

This azure ring has feather designs etched around the stone. It allows its wearer to fly at a speed of 10 hexes each round in combat and at a sustained speed of 15 Kph. This ring withers the legs of its wearer, resulting in a –1 base move and dodge (when on the ground), a –2 swimming, running, jumping and climbing skills. Presumably, the skill reductions should never matter since the wearer can fly in most situations. However, the ring of flight has a fairly common set of circumstances that render it powerless. This could be night, when it is wet, in the presence of a child or whatever the GM can come up with.

**Ring of Light-footedness**

Analyze DL: 14

This thin metal band has a dark finish that swirls black and brown across its surface. It is clearly marked with runic script in three places. This ring makes the character walk as lightly as a cat. He gains a +4 to stealth, breakfall, acrobatics and jumping. In addition, tracking tests made against the character (assuming he is alone) are at a –4. Any skills listed are at a +4 to the wearer’s skill or 14; whichever is higher.

The character that wears this ring acquires an aversion to water. The character will be reluctant to touch water, or get too close to water that could soak him. Drinking is not a problem, but reaching into a washbasin or sitting on a raft or bathing take a WIL save at DL 18. In addition, the ring makes the character slightly more prone to damage. Any attack, fall or other damage taken will be increased by 1 point.

**Ring of Lightning**

Analyze DL: 16

This ring is made of an odd, shiny yellow material. It is hard, and feels like stone, but it is not stone, or metal. The ring is styled like a jagged lightning bolt.

Whoever dons this ring has his skin become "charged". It will discharge whenever a metal weapon strikes the character. The attacker will take 1d6 damage (with no armor reducing the damage). In addition, the character can do an extra 1d6 points of damage with his bare hand, if he strikes a location covered by metal armor.

The character cannot wear metal armor, and experiences terrible discomfort (-2 to all skills and attribute rolls) when contacting any metal object against his skin. He takes damage from prolonged exposure, suffering 1d6 damage each hour.

**Ring of Night**

Analyze DL: 15

This ring is made of intertwined bands of red crystal and dark granite. Its form is said to represent the sunset and the closing of Father Stratus' eyes to the world. It is highly sought after by thieves, assassins, necromancers, college students and other creatures of the night.

When worn, it provides the wearer with night vision and a +1 to every roll made from sunset to sunrise. Every skill roll, to-hit, damage and initiative roll will be at a +1 bonus. The character also gets a +2 stealth skill (in addition to the +1) or a 14 skill if the character does not already have stealth.

The character also gains an unfortunate aversion to daylight and suffers a -1 to all rolls from sunrise to sunset. The light hurts their eyes and thus, they take a -2 to all perception rolls (in addition to the -1).

**Ring of Nobody**

Analyze DL: 20

This magical ring is a thick metal band of some base metal. It has no distinguishing features of any kind. Only the closest examination by a skilled artificer will notice the tiny runic markings that cover the inner surface of the ring. When worn, this ring makes its wearer totally non-descript and forgettable. His charisma score is immediately changed to 10 and all distinctive features are lost. He will be able to blend in with any crowd. People will not remember him, his name or what he looked like. People he talks to will tend to forget important details about the conversation.

In general, you can assume that the character goes unnoticed and unrecognized. If the person looking at or talking to the wearer of this ring will not notice or remember the character unless they are making a specific effort to do so. Even then, they have to make a PER test at DL 20 to succeed.

This is the perfect item for would be assassins, or their prey. However, the ring has the side effect of making the character a non-person. People will tend to ignore him, abruptly end conversations with him to talk to others. Waitresses will forget he is there. Even his friends will find it hard to pay attention to him. The character will be unable to lead, or participate in meaningful discussions or planning.

**Ring of Phasing**

Analyze DL: 18

This jet-black ring is said to contain the spirit of a were-creature. It allows the wearer to become insubstantial for a couple seconds at a time. This allows the character to pass through doors, floors and walls of regular thickness. Barriers over 5 meters will require a WIL roll be made to pass through. The DL of this roll is 12 and failure means the character fails to cross the barrier and takes 2d8 points of damage (no armor applies). Barriers thicker than 10 meters cannot be crossed.

Another use of this ring allows the character to phase to dodge blows. This gives the character an extra phasing defense mode against melee attacks that come from the front. Any blow the ring’s wearer could parry or shield block can be dodged using phasing. The phasing defense is equal to the character’s PER+4 (maximum of 18). Unlike other defense modes, phasing can only be used against one defender a round. However, if the character rolls a 1 on his defense die while he is using his phasing defense and he is hit, he takes double damage from the attack and no armor applies.

This ring makes the character less substantial and he loses 2 STR, 2 TOU and 3 HITS. Skill reductions apply.

**Ring of Strength**

Analyze DL: 14

This ring is made of ruby red crystal with veins of pearly white substance throughout. When worn, it gives its user incredible strength, increasing their strength attribute by 8 points, or to a score of 18, whichever is higher. Figured attributes and skill levels should be recalculated to account for this new strength. However, the ring also makes the wearer clumsy and he often has a hard time controlling his newfound muscles. A –3 to agility and dexterity is suffered. Skills and figured attributes based on these scores decrease as well.

**Rings of Submission**

Analyze DL: 21

This ring is a band of plain iron with no markings on it. A forge’s heat will cause the ring to glow red-hot and only then can the runes inscribed on the metal be seen. Rings of Submission are made in pairs. One ring is the Master and the other is the Slave.

The wearers of the rings can sense each other and communicate telepathically if they are within 20 kilometers from one another. When within range of each other, the rings’ magical effects become apparent. The rings alter the minds of their wearers and force the wearer of the Slave ring to be subservient to the wearer of the Master ring. The submission is complete and the Slave ring bearer will follow the Master’s orders unless the orders will obviously result in the death of the Slave, or the death of someone the Slave cares about. However, the Slave will fight for the Master (keeping in mind the certain death restriction) and carry out all other commands to the best of his ability.

Note that the Master can take his ring on and off at will. However, removing the ring frees the Slave from his submission, allowing him to remove his ring. Otherwise, the Slave ring binds itself to the hand of its wearer. The ring cannot be removed by any normal means short of amputating the finger. The magic of the ring prohibits the Slave from thinking of this, or submitting to it.

There are two main side effects of the rings. The first is that rings bind the life force of their wearers. If either of them removes their ring (or has it removed), then both Slave and Master suffer a wasting sickness, losing 1d6 hit points each day for 10 days or until the rings are back on the hands of both Slave and Master. This damage cannot be healed in **any way** until the sickness ends. The second side effect is a rumor. It is said that the rings occasionally (perhaps once every few years) switch roles, suddenly turning Master into Slave and vice versa.

**Skywalker Boots**

Analyze DL: 16

These boots look like knee-high soft, hide boots. Several tassels decorate them, each with several feathers dangling from it. A person wearing skywalker boots can run or walk on air as though it were firm ground. The wearer must imagine a staircase or surface upon which to walk. As they walk upon their imaginary surface, they will rise and move in the air as though the surface were real.

The boots have the basic limitation that the surface imagined must be one upon which the character could actually walk. This means that stairs, flat surfaces and reasonable inclines are permitted. In addition, the character still expends energy as though they were moving on that surface. Thus, climbing might be accomplished by skywalking 10,000 stairs, but the character doing so would become exhausted far before he reached the summit.

The boots have the side effect that they slow the character. A character wearing these boots will have his base movement reduced by 1 hex/round. His running and jumping skills will be reduced by 2 and his overland movement rate will drop by 10%.

**Spider Ring**

Analyze DL: 21

This ring will cause its wearer to gain the powers of a spider. He can effortlessly climb up walls and in webs; he gains the poison bite of a giant spider and he can shoot a web that covers a single character unless he makes a SPD or STR save vs. DL 14. If a character fails his save, he is trapped for 2 hours.

The ring wearer will gain a taste for blood and insects and over the course of 3 months; he will become unable to consume regular food. In addition, the wearer will take 1d4 points of damage anytime a spider is killed in his presence.

**Torc of Fortune**

Analyze DL: 14

This ornate necklace is made of silver and brass. It looks as though the metals are two cords woven together. A small ruby is set in the throat of the necklace.

The torc gives the wearer three levels of luck (as the advantage). Thus, three times a gaming session, he can roll a skill, to hit, damage or attribute roll three times and take the highest of the rolls.

However, the wearer also suffers from bouts of unluck as well as luck. When the wearer uses his luck, he must roll a d6. If he rolls a "1", then he rolls three times, and takes the **lowest** of the rolls. In addition, the GM should feel free to curse the player with occasional and minor unluck. He may lose small items, get splashed by passing ox-carts; get rained on by freak showers and so on.

**Weapons and Armor**

In Bostonia, nearly all magical armaments are made from a special metal called spirit iron. Spirit iron is quite rare. The only known source of the material is meteors. Spirit iron is easy to form into several very strong alloys. Weapons and armor made from these alloys do not take durability checks in combat. It takes extreme conditions to damage or break them.

Spirit iron also has an affinity for magic. Magic spells can actually be cast into the material. Once this is done, the spells are held in the material, waiting to be released. Once cast, the spells will recharge over time, drawing from the owner’s life energy to do so. These are the spell-like powers listed for the weapon. They may change over the lifetime of the weapon, as the spells in the blade are dispelled and new ones added.

This constant drain of energy does not seem to have any deleterious effects on the weapon’s owner. However, it does affect the weapon. Magical weapons and armor draw from their owners and somehow the legends that surround them. Over time, they gain powers based on their owners’ deeds and the stories that come from those deeds. Thus, older weapons with history and legends surrounding them tend to be more powerful than newly created weapons, or those that have no stories associated with them. These powers are listed in the weapon description as legendary powers.

**Claw (Long Sword)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| Claw | 0 | N/A | 1d10+1d10 | 0 | -1 | M | --- | 11 | magical long sword |
| **Analyze DL: 15**  **Legendary Powers:**   * Extra Damage:Claw does an additional 1d10 leverage damage, making its total leverage 2d10. Claw leaves horrible claw-like wounds on its victim. * Fear Aura: Claw casts an aura of fear within 12 hexes of it. Anyone affected (see history below) suffers a –2 to all skill rolls while they remain in the area of effect. * Susceptibility to Demonic Magic: Claw makes its wielder more susceptible to demonic magic. The wielder suffers a –3 to all saves against such spells or powers.   **Spell-Like Powers:**   * Climbing Claws:Claw can give its wielder claws that will allow him to cling to any stone, wooden, earthen or metal surface. The claws last for 1 hour. This power can be used 3 times each day. * Animal Affinity:Claw can grant its wielder the ability to speak with animals and command them. Up to 12 animals can be affected. The animals must be normal (wolf, bat, bear, etc.) and not controlled or summoned. This power lasts for 1 hour. This power can be used 1 time each day.   **History:**  Claw is a relatively new weapon, being perhaps 100-120 years old. Claw was originally forged for the master of a school of swordsmen known as the Beast Blades. The school taught that succumbing to one’s animal passions led to being a more ferocious and unpredictable fighter. The master Bern Yil was said to be a crazed combatant who would claw and bite at his opponents.  Some time later, Claw fell into the hands of Aldora Berg, a notorious pirate. Aldora sailed the southern sea for well over 50 years and earned the nickname The Butcher for her bloody exploits. One reason for Aldora’s success was that she openly cavorted with demons and The Five were rumored to have given her great gifts in exchange for her service.  One of these gifts was Aphade’s Aura. The aura gave Aldora the ability to charm men who looked upon her. She would charm entire ship’s crews and kill anyone not affected by her powers (including women, priests, eunuchs and homosexual men). It is said the sword fed off of Aldora’s power and compensated for her “weakness” by casting fear into the hearts of those who did not fall under her spell. | | | | | | | | | |

**First Blood (Long Sword)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| First Blood | +2 | N/A | 1d10+2 | +2 | 0 | M | --- | 10 | magical long sword |
| **Analyze DL: 12**  **Legendary Powers:**   * First Parry: In any combat, First Blood always parries the first attack against its wielder that would have done damage. * Immobilize Demons: When fighting creatures of demonic origin, First Blood will immobilize them on an attack where the wielder rolls an 11 or 12 on his combat dice and hits his opponent. The demon gets a SPI save vs. DL 25. If it fails, the demon will remain paralyzed until the sword is removed from his body.   **Spell-Like Powers:**   * Light: First Blood can cast light within 10 hexes of its wielder. The light lasts 1 hour and can be cast 5 times a day. * Detect Secrets: First Blood will vibrate softly when it is within 3 hexes of a secret door or compartment.   **History:**  First Blood was originally forged during the War of Unification to protect Dovid from his enemies in the Tunderrim and Ander tribes. Copied from The History of the War of Unification written by scholar Timmaeus Madelin:  *“As Dovid and his warriors rested and regrouped in the hills and caves, a corps of Ander tribesmen worked their way through the mountains to cut the Bost off from their homeland. Their leader, Yaelin Ander, possessed a powerful sword called Grunderkin. The legend of this weapon dated back to the tribal period. It always struck true against the leader of the enemy group. As Dovid's men tried to escape, Yaelin charged Dovid, attacking him with the fabled weapon. Dovid was felled, but miraculously, he survived the blow and was saved by his men.*  *Upon return to their homeland, the armies of the unification were demoralized. Their leader had been struck down and their force defeated. The Tunderrim, heady with their victory, were planning a counterattack into the north with the Ander and their foul weapon in tow.*  *At this time, a Pelar mage named Fermandel entered the Zealots' camp. He presented them with a weapon. It was a minor blade made with Borakki metals and had runes of skill and power. Into this, Fermandel had bound several minor spells. Still, the blade was far from powerful and certainly no match for Grunderkin. Furthermore, the powerful leader of the Bost armies was incapacitated.*  *A young warrior, Rehesse Jherod took up the sword and led Fermandel and a host of fresh Pelar troops to the south to meet the Tunderrim and Yaelin Ander. Before he left the northlands, an elder from the Bost church, Telerind took the sword and begged the Mother and Father to bless it, and its bearer in the coming battles.*  *When the two forces met, the battle raged for days. At one point, a group of Tunderrim, led by Yaelin overran a Pelar camp where Rehesse Jherod was resting. The two leaders met in battle. Yaelin strode forward, bearing Grunderkin. Jherod prayed to the Mother and Father that they would favor him. Yaelin attacked first and true to its legend, Grunderkin struck directly at the head of young Jherod. However, with the blessing of Aestra and Stratus, the magical blade provided by Fermandel moved to parry the deathblow.*  *With that amazing parry, Jherod momentarily had the upper hand and struck at Yaelin, killing him. The blessed blade was damaged, so Jherod picked up Grunderkin and seeing the lieutenant of the Tunderrim. He threw the blade at this leader and the foul blade flew through the air, piercing the chest of the enemy second in command.*  *With their leaders killed, the Tunderrim forces were in chaos and fled the field of battle. The forces of unification held the field. Grunderkin was lost in the chaos of the retreat, and a young Ander lieutenant, Vens Ander, retrieved it. He hid the blade and returned to his homeland. Fermandel took the damaged blessed blade and repaired it, but the force of Grunderkin's blow destroyed the runes on the blade. However, it was considered very lucky by Jherod and his troops. To commemerate his battle with Yaelin Ander, he called the sword First Blood.”*  More recently, First Blood found its way into the hands of a young demon-hunter known as Zahn. His exploits are said to have given the blade great power against demonkind. | | | | | | | | | |

**Grunderkin (Broad Sword)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| Grunderkin | +1 | Special | 1d8+2 | +1 | 0 | M | --- | 12 | magical broad sword |
| **Analyze DL: 12**  **Legendary Powers:**   * Beheader: When fighting the leader of an enemy group, Grunderkin always hits. This is true even when the weapon is thrown (Grunderkin normally can be thrown only at an enemy leader. Otherwise, like most swords, Grunderkin is too clumsy to throw.). On the first such attack, Grunderkin does 2d8+4 leverage damage (in addition to the wielder’s strength damage). * Unseen Killer: Though Grunderkin is a regular-sized broadsword, it size reduces when it is hidden, allowing it to be stashed underneath a cloak or robe with ease.   **History:**  Grunderkin is a powerful weapon dating from tribal times. Uln Grunder is said to have made the weapon for the leader of the Ander tribe, Yaelin Ander. The Ander tribe conquered neighboring tribes in the Seeker’s Valley. During these battles, Yaelin would challenge the enemy leaders to single combat. As he killed his opponents, the legends about Yaelin’s fighting prowess and the shining blade he carried grew. | | | | | | | | | |

**Reflector (Small Shield)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Shield** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| Reflector | +0 | n/a | 1d3N | +2 | 0 | S | --- | 7 | magical small shield |
| **Analyze DL: 16**  **Legendary Powers:**   * Spell Reflector: Reflector gives its wielder the ability to shield block spells as though they were normal missile attacks. Any bolt or thrown magical attacks directed at Reflector’s owner can be shield blocked. A reflected spell travels in a random direction (roll 1d6 for the direction) and hits the first character it comes upon. If the attack fails by 3 or more points, then Reflector’s wielder gains some control over where the reflected spell goes.  |  |  | | --- | --- | | **Misses By** | **Effect** | | 1-2 | Roll 1d6 for direction. Spell hits first character/thing it encounters. | | 3-5 | Roll 1d3 for direction. Reflector’s wielder can determine the 3 contiguous hex sides into which the spell can be reflected. | | 6-7 | Reflector’s wielder can determine into which hex side to reflect the spell. | | 8+ | Reflector’s wielder can target the spell. |      * Gaze Immunity: Reflector makes its owner immune to all gaze and sight-based attacks. * Light Reflector: Any light striking the surface of this shield is reflected and intensified. A light as dim as a single candle will, when held next to the shield’s surface produce enough light to light a moderately sized room. A large fire would produce light comparable to daylight.   **Spell-Like Powers:**   * Eyebright: Once a day, Reflector can create a flash of light. The flash will blind any characters in the wielder’s front three hexes if they are facing Reflector. Flashed characters must make a SPD save vs. DL 16 or be blinded for 2d3 rounds.   **History:**  Camilla Verdas was a warrior in service of the Bostonian church. In her journal, she detailed her travels into remote regions of Bostonia in search of ancient pagan sites. On one of these trips, she found what she called a “Valley of Shields.” In her journal she describes an ancient forge containing ingots and armaments made of an unusual material.  A monstrous centipede with a metallic carapace and bladed mandibles guarded the valley. Camilla and her party did not have the strength to defeat this beast, but managed to avoid it and gain entrance into the forge.  Once inside, she found “…a small round shield made of a metal that resembled polished silver, but was strong and resilient to even the strongest of blows. The surface was neither dented nor scratched by our assaults. And it was so perfect – as smooth and reflective as a mirror. Only, it was clear that this was not an ordinary mirror, for even our dim torchlight was brilliant when seen in the face of the shield.” | | | | | | | | | |

**Pagan’s Tomb**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Notes** |
| Pagan’s Tomb | 0 | n/a | 1d10 | 0 | +1 | M | --- | magical broad sword |
| **Analyze DL: 17**  **Legendary Powers:**   * Elemental Resistance: Pagan’s Tomb grants its wielder a +3 to all saving throws dealing with elemental powers and spells. * Elemental Damage: Pagan’s Tomb can hit all elementals and summoned elemental creatures, even if they are phasing or otherwise non-corporeal. * Elemental Seeker: Pagan’s Tomb can detect elemental creatures and magic without fail in a radius of 250 meters. * Entomb: Pagan’s Tomb can permanently trap an elemental creature. The attacker must roll a 11 or 12 on his attack die and hit the elemental. The creature is trapped in an inert state (such as a rock, or a pond, or an eternal flame) for as long as the blade remains within it.   **Spell-Like Powers:**  Pagan’s Tomb has powers for each of the four elements. Each elemental group can be used up to three times each day.  **Fire Group:**   * Bolt of Fire: The character uses combat: thrown, or combat: magic skill to determine the to-hit chance. Any other missile combat skill may be substituted at a –3 to hit. If the fire bolt hits, it does 2d12 points of damage. * Control Flames: The wielder can cause flames in a 10 hex area to move, become stronger or weaker, change color or extinguish. The control lasts for several minutes.   **Ice Group:**   * Bolt of Ice: This bolt does 2d8 points of damage, but affects the target like the 1st circle Blizzard spell, Frostbite. * Freeze: The wielder can cause an amount of liquid, or marshy ground up to 20 hexes to freeze and become passable. Creatures trapped in the ice need to make a STR save at DL 17 to break out.   **Earth Group:**   * Entangling Earth: The ground under the target gets soft, then hardens, trapping him. The target is held for 20 rounds unless an AGI or STR save vs. DL 17 can be made. Once the victim is trapped, a STR save vs. DL 21 will still free him. * Wall of Earth: A wall of up to 9 hexes may be created. It lasts for one hour.   **Air Group:**   * Powerful Gust: The target is picked up by a gust of wind and thrown 2d6 hexes (taking that much damage as well). Armor does not affect this damage. * Fly: The caster can fly for 1 hour at a rate of 11” each round.   **History:**  Many years ago there was a pagan cult that worshipped an earth elemental named Garok. Garok gave his followers power over the earth in the form of an earth rune (not detailed here). His followers provided him with sacrifice of precious metals and the occassional human prisoner. Using a powerful weapon, the leader of the First Order of Templars, Aln Tirnfaddon, battled Garok and imprisoned him in stone. However, in doing so, he lost the magical blade forever.  The name of this powerful sword is Pagan's Tomb and it is a weapon that feeds on elemental energy. Forged of "heavenly metal", the blade was designed to damage elementals and rob them of their magical power. Pagan's Tomb was created by the great elemental master, Caluud, and presented to Aln Tirnfaddon to aid him in ridding Bostonia of the pagan elemental gods. | | | | | | | | |

**Miscellaneous**

**Drunken Porter’s Chest**

Analyze DL: 16

This device looks like a fine chest with bindings made of precious metal. They can be found in various sizes, but are most often the size of a large footlocker. If something is placed in the chest and the lid is closed, the item inside gets lighter by a factor of 10. However, like other items of its type, the chest comes with an annoying side effect. Namely, something (or things) outside the chest becomes heavier to compensate for the weight “lost” by the items in the chest.

When the lid is closed, the GM should roll a 1d12. This is the number of items outside the chest that are made heavier by the chest. The weight displaced by the chest will be distributed equally among these things. Then the GM should randomly pick the items that will be affected.

**Everlit Lantern**

Analyze DL: 13

These lanterns are of ancient manufacture and look like regular lanterns, but for the lack of a wick. When activated, they produce as much light as a normal lantern, but without smoke, heat or fuel.

These lanterns are breakable and if the wielder falls while holding one, there is a 10% chance it will be broken and thus, useless.

**Ivory Figurines**

Analyze DL: 14

These are figurines made of carved ivory. They are amazingly lifelike and detailed. If broken, they activate and become a life-sized version of the creature they depict. The creature will remain for 20 combat rounds (or until it is destroyed) and will follow simple verbal commands from the person that activated it.

The device draws the life force of living beings to power its magic. When the figurine is activated, a random character within 6 hexes will suffer 2d6 damage. Armor does not protect against this damage.

**Hourglass of Altered Time**

Analyze DL: 20

This device looks like a finely crafted hourglass with a wooden frame. It is about one foot tall and fairly heavy and bulky. It is activated by flipping it while speaking a word of command. When it is activated it slows time for creatures within 20 hexes of the user. Time flows at ¼ speed for those within the area of effect. People inside the radius of altered time sense no difference, but see those outside moving at a lightning pace. So, two combatants within the radius would fight normally, but an archer outside the radius would get 4 rounds of action for each 1 action that occurs inside the area of effect.

Keep in mind; anyone that enters the affect radius has his time slowed. Thus, if a character is bleeding to death inside the altered time, a medic who enters to save him will be slowed and gets no extra time to save the victim. However, if a character is poisoned inside the altered time and the closest help is a mile away, then those who run to get the doctor will do so 4 times faster (according to the slowed dying character).

This device has two side effects. First, when it is deactivated, everyone that experience slowed time will experience an equal amount of accelerated time. Time will flow 4 times faster for these characters. They will get 4 times as many actions, eat and breathe 4 times as much, etc. Thus a character that spend 20 minutes slowed (while 80 minutes passed outside) will then experience a period of 20 accelerated minutes where he acts 4 times faster than those who were not slowed. 80 minutes will pass for him in this span.

The second effect is that anyone who experiences any amount of altered time has a chance of being aged by the hourglass. This chance is 25% and is rolled once for each 6 hours (or fraction of 6 hours) spent with altered time. So, a character that spent 1 second in altered time has a 25% chance of aging 1 year. A character that spent a whole day under altered time has to roll this chance 4 times, aging up to 4 years.

**Farscrye Shaft**

Analyze DL: 11

These are arrows or javelins that when fired or thrown, allow the caster to see and hear as though he were standing at the spot where the missile landed. A 360-degree view is permitted, as well as up and down. Viewing is instantaneous as soon as the missile hits something and lasts for up to 6 hours. However, the user's perception and consciousness is focused on the missile and things occurring right next to him will go unnoticed. In addition, it takes a full minute to "wake up" from viewing through this item.

**Mage Chime**

Analyze DL 16

The mage chime is a small, cylindrical, silver chime attached to a leather strap, or silver chain. The chime has runes carved up and down the length of it. When held in the air by its chain, the mage chime will start to ring when a magic spell or device is used within 100 meters. The range of the chime's detection power can be altered by holding the chain at longer or shorter lengths, thus allowing for more exact detection. The detection power includes spells and powers that are cast, or are active within the chime's radius. Magic items that are not being used are not detected.

If the chime is struck and the proper words of power are spoken, the chime sounds a loud note that disrupts spell casting. All spell casters within 50 meters of the chime get a -4 to all spell casting attempts for 3-12 rounds. The chime automatically disrupts spells that cannot be cast in combat. The chime can only be rung in this fashion 2 times each week.

**Herbalism**

There is a great deal of benefit to be had from a working knowledge of the flora that grows in the world of Bostonia. Herbs in Bostonia have many miraculous properties ranging from herbs that keep away insects, to herb that heal, to herbs that bolster the user’s strength and toughness.

**Herbalism Skill**

The herbalism skill allows characters to identify, find, cultivate and prepare herbs. While not as outright powerful as an alchemist, an herbalist can heal, strengthen and protect his comrades. What is even better is that the materials to do so can literally be found at the practitioner’s feet. The uses of the herbalism skill are described in the sections below.

**Herb Discovery and Preparation**

Herbs and herbal preparations can be found in shops and the homes of hedge women across Bostonia. However, most herbalists prefer to find their materials in the wild. Each region of Bostonia is home to different useful herbs.

An herbalism skill test is required to find herbs. The base DL to find herbs is 12, but this can vary with the local conditions at the GM’s discretion. A successful test means that the herbalist has found 1d4 different patches of herbs. Each patch allows the character to roll 1d100 on the Herb Chart for that region of the game world to determine what he has found.

**Using Herbs**

Most herbs can be used raw to provide a basic effect, but many can be processed to have a different, or more powerful impact. Processing a batch of herbs requires an amount of money to represent tools and minor ingredients used, and a skill roll against the recipe’s DL. A successful skill test gives you a dose of the herbal recipe. A failed roll means that the herbs and the money spent are lost.

**Finding New Recipes**

The recipes listed on the herb charts below are assumed to be common enough that any character with the herbalism skill knows them. New recipes can be found, earned as quest rewards, or purchased in shops.

Characters can create a new recipe by buying the Unique Recipe talent. This talent may be purchased multiple times and each time it allows the character to create a new herbal recipe, written by the player and approved by the GM.

**Sample Herbs**

Bostonia is home of hundreds of useful herb species. The following section contains a sample of these herbs. The GM should feel free to make his own herbs.

**Herbs Around Boston**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | Herb | Bunch | Raw | Recipes |
| 01-06 | Bull Thistle | 1d4 | * Inject (WIL 13) and gain +1 STR and damage for 1 hour | * *Bull Thistle Powder* – Makes up to 6 man-days of food inedible (DL 12) * *Concentrated Bull Thistle* – Gain +2d3 STR (DL 14; 20p) * *Dilute Bull Thistle* – Removes the WIL test to ingest (DL 8; 2p) |
| 07-12 | Butterfly Weed | 1d3 | * +1 save vs. charm and mind-control effects for 1 hour | * *Monarch Powder* – Makes the imbiber more susceptible to mind-control effects (-2 to save) (DL 14; 20p) * *Moth Powder* – If blown into the face of an enemy, blurs their vision for 1d3 rounds (-1 to skills) (DL 16; 20p) |
| 13-18 | Celandine | 1d4 | * +1 CHA-based skills for 20-30 minutes | * None |
| 19-24 | Creep Cluster | 1d4 | * +1 climb checks for 1 hour | * *Creep Sap* -- -1 falling damage/die (DL 14; 5p) |
| 25-34 | Donf | 1d6 | * None | * *Donf Tea* -- +2 to all disease saves (DL 10; 1p) |
| 35-38 | Elf’s Ear | 1d3 | * +1 to next meditate check | * *Elf’s Ear Tea* – Instantly regain 1 magic level (DL 15; 25p) |
| 39-44 | Flaxinella | 1d6 | * Speeds natural healing by 1 point/week | * *Flaxinella Wrap* – Heals 1 hit point immediately and another point at the end of the week (DL 14; 5p) |
| 45-46 | Fleshin | 1 | * None | * *Fleshin Poultice* – Cannot be petrified for 1 hour (DL 19; 50p) |
| 47-56 | Liverleaf | 1d4 | * Cures hangover | * None |
| 57-60 | Pearline | 1d3 | * Gives 2 extra hit points for 1 hour | * *Pearline Extract* – Extends effect to 4 hours (DL 12; 8p) * *Pearline Tablet* -- +1 defense for 4 rounds (DL 15; 25p) |
| 61-62 | Pearline, Twin | 1 | * Gives 4 extra hit points for 1 hour | * *Pearline Extract* – Extends effect to 4 hours (DL 12; 8p) * *Pearline Powder* -- +1 AV for 4 rounds (DL 15; 25p) |
| 63-72 | Salt Grass | 1d4 | * Reduces the need for water by by 33% for 1 day. Thus with 4 doses of salt grass, you could travel for 4 days with 3 days of water. | * *Salt Grass Paste* – Reduces the need for water by 50% (DL 14; 10p) * *Salt Grass Weave* – One dose can be weaved into a cloth that will absorb up to 1 barrel of water (DL 12; 5p) |
| 73-82 | Saw-Toothed Mantle | 1d6 | * Slight euphoria * +1 PER for 1 hour | * *Mantle Gum* -- +1 to cast illusion spells for 1 hour (DL 14; 10p) |
| 83-90 | Sea Flower | 1d3 | * +1 to swim checks for 1 hour | * *Sea Flower Stew* – Gain +1 TOU and +1 hit point (DL 13; 5p) |
| 91-96 | Somnis | 1d6 | * Allows deep, dreamless sleep | * *Somnis Powder* – Allows user to avoid sleep for 4 hours, but they will have to make it up later (DL 12; 5p) |
| 97-98 | Sunkiss | 1d4 | * None | * *Father’s Tea* -- +1 to next fire damage effect (DL 14; 10p) * *Sunkiss Wafer* – Gain +1 to next theology roll (DL 14; 10p) |
| 99-00 | Sunsap | 1 | * None | * *Sunsap Paste* – Acts as poison to the shadow creatures, doing 1d6/round for 6 rounds if the creature does not save SPI 18 (DL 17; 25p) |

**Herbs Found In the Wilds Between Boston and Salem**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | Herb | Bunch | Raw | Recipes |
| 01-06 | Bull Thistle | 1d4 | * Injest (must make a WIL 13 to keep it down) and gain +1 STR, +1 hit point, and +1 damage for 1 hour | * *Bull Thistle Powder* – Makes up to 6 man-days of food inedible (DL 12) * *Concentrated Bull Thistle* – Gain +2d3 STR (DL 14; 20p) * *Dilute Bull Thistle* – Removes the WIL test to ingest (DL 8; 2p) |
| 07-12 | Butterfly Weed | 1d3 | * +1 save vs. charm and mind-control effects for 1 hour | * *Monarch Powder* – Makes the imbiber more susceptible to mind-control effects (-2 to save) (DL 14; 20 p) * *Moth Powder* – If blown into the face of an enemy, blurs their vision for 1d3 rounds (-1 to skills) (DL 16; 20p) |
| 13-16 | Caldruina | 1d3 | * +1 to next spell casting check | * *Caldruina Extract*—Next spell casting has its effect increased by 25% or 1 point/die (DL 15; 100p) * *Mage Muddle* – All spell casting attempts take a -1 penalty and all effects are 10% less or -1 point/die (DL 15; 50p) |
| 17-21 | Celandine | 1d4 | * +1 CHA-based skills for 20-30 minutes | * None |
| 22-27 | Creep Cluster | 1d4 | * +1 climb checks for 1 hour | * *Creep Sap* -- -1 falling damage/die (DL 14; 5p) |
| 28-37 | Donf | 1d6 | * None | * *Donf Tea* -- +2 to all disease saves (DL 10; 1p) |
| 38-41 | Elf’s Ear | 1d3 | * +1 to next meditate check | * *Elf’s Ear Tea* – Instantly regain 1 magic level (DL 15; 25p) |
| 42-47 | Flaxinella | 1d6 | * Speeds natural healing by 1 point/week | * *Flaxinella Wrap* – Heals 1 hit point immediately and another point at the end of the week (DL 14; 5p) |
| 48-49 | Fleshin | 1 | * None | * *Fleshin Poultice* – Cannot be petrified for 1 hour (DL 19; 50p) |
| 50-59 | Liverleaf | 1d4 | * Cures hangover | * None |
| 60-64 | Helguin | 1d4 | * +1 to save vs. poison for 1 hour | * *Helguin Oil* – Immediately allows a new poison save (with a +1 bonus) for someone who is already under the effects of a toxin (DL 13; 25p) * *Murderer’s Paste* – Coats a bladed weapon and causes it to do an extra point of damage for 1 day, or 6 hits (DL 14; 20p) |
| 65-66 | Iron Weed | 1d2 | * None | * *Iron Salve* – Increases AV by 1 for 10 minutes (DL 17; 100p) * *Iron Weed Brew* – Increases saves vs. all spells by 1 for 1 hour (DL 14; 25p) |
| 67-72 | Rosetop | 1d6 | * Slight euphoria * Produces hallucinations | * *Rosetop Extract* -- +1 to all divine invocations for 1 hour (DL 14; 10p) * *Rosetop Paste* – Keeps insects away. Giant insects get -1 to all attacks and defenses when battling someone wearing this paste. Lasts one day (DL 12; 5p) |
| 73-82 | Saw-Toothed Mantle | 1d6 | * Slight euphoria * +1 PER for 1 hour | * *Mantle Gum* -- +1 to cast illusion spells for 1 hour (DL 14; 10p) |
| 83-88 | Somnis | 1d6 | * Allows deep, dreamless sleep | * *Somnis Powder* – Allows user to avoid sleep for 4 hours, but they will have to make it up later (DL 12; 5p) |
| 89-90 | Sunkiss | 1d4 | * None | * *Father’s Tea* -- +1 to next fire damage effect (DL 14; 10p) * *Sunkiss Wafer* – Gain +1 to next theology roll (DL 14; 10p) |
| 91-92 | Sunsap | 1 | * None | * *Sunsap Paste* – Acts as poison to the shadow creatures, doing 1d6/round for 6 rounds if the creature does not save SPI 18 (DL 17; 25p) |
| 93-00 | White Brakus | 1d6 | * +1 TOU and +1 hit points for 1 hour | * *Brakus Brew* – Heals 1d4 hit points (DL 12; 20p) * *White Stem Extract* – Allows the user to ignore the effect of wounds for 1d3 hours (DL 14; 50p) |

**The Dangerous Environment**

Bostonia is a dangerous place. During their adventures, characters will crawl into dank holes, explore ancient ruins, trek across frozen wastes and descend into volcanoes. Pit traps, poisons, diseases, extreme heat and cold and tavern-brawling thugs are only some of the dangers heroes may face.

This section contains guidelines for handling some of the situations you may find during your Bostonia adventures. Of course, one of the beauties of tabletop role-playing games is that there is a human GM running things. These rules cannot cover every eventuality and when something comes up that is not handled, or is handled inadequately, the GM should feel free to use his judgment to resolve the situation.

**Falling Damage**

Characters may fall for a number of reasons. They may fall while scaling a wall or be the victims of a pit trap. When a character falls, he takes a number of hit points based on the distance fallen. This damage is lethal, and can cause wounds.

Damage is listed in d6s. However, characters that fall on a particularly soft surface, or into water may roll d4s or d3s at the GM’s discretion. Conversely, characters that fall onto jagged surfaces may be required to roll d8s or d10s for damage.

Characters with the break fall talent can reduce the damage they take from a fall. Characters that make a successful break fall test, using either their climb or acrobatics skill level, against the listed DL will take only ½ damage from the fall. At the GM’s discretion, a character with falling next to a wall, or with periodic handholds, ledges or some other way to partially break his fall, may take only ¼ damage from a fall if they can make their break fall roll by 3 points or more.

**Falling Damage Chart**

|  |  |  |
| --- | --- | --- |
| **Distance Fallen** | **Dmg** | **Break Fall DL** |
| 3 meters (1.5 hexes or 10 feet) | 1d6 | 6 |
| 6 meters (3 hexes or 20 feet) | 3d6 | 8 |
| 9 meters (4.5 hexes or 30 feet) | 5d6 | 11 |
| 12 meters (6 hexes or 40 feet) | 7d6 | 14 |
| 15 meters (7.5 hexes or 50 feet) | 9d6 | 17 |
| 18 meters (9 hexes or 60 feet) | 11d6 | 20 |
| 21 meters (10.5 hexes or 70 feet) | 13d6 | 22 |
| 24 meters (12 hexes or 80 feet) | 15d6 | 24 |
| 27 meters (13.5 hexes or 90 feet) | 17d6 | 26 |
| 30 meters (15 hexes or 100 feet) | 19d6 | 28 |

**Traps**

There are hundreds of different traps a GM could spring on his PCs: poison needles, deadfalls and pits to name a few. In general, when you place a trap, you should have an idea of what mechanisms are involved and how they will work so that you can describe the situation to the characters. Rules for finding and disarming traps are below.

**Searching for Traps and the Detect DL**

There are two ways to detect traps. The first is a general search. A general search means that the character is searching the walls, floors, ceiling and large objects in the area for signs of danger. An area of 4 hexes (about 140-150 square feet, slightly more than a 10’ x 10’ section) can be searched in about 10 minutes. Traps that have trigger mechanisms on the floor, walls or ceiling of an area can be detected by a general search. In addition, traps that are triggered by bumping or moving an object can be found by a general search at the GM’s discretion. General searches will not find traps that are in a specific object.

A specific search is a search of a particular object. A chest, lock or door might be trapped and a general search will not find these hidden traps. A specific search takes 5-10 minutes and will find traps that are contained or hidden in an object.

When a search is conducted, the character rolls his concealment skill against the detect DL of the trap. If the searcher succeeds, he finds the trap and knows where the trigger and trap mechanisms are located. If he fails, multiple attempts can be made, though they take double the time, as the character is looking “more closely” to find clues he may have missed. The GM may decide that because of a particularly bad failure (a miss by 7-10 or more) on the skill roll, or by the character’s actions, that he has set the trap off.

**Disarming Traps and the Disarm DL**

To disarm a trap, you have to know where the mechanism is located and you need to be able to get to it. In the case of many traps, this is fairly straightforward. A poison needle hidden in a lock is easily accessible once found, as is a tripwire trap. However, a room that spews poison gas through tiny slits in the ceiling may be hard for a tomb robber to reach. To do so, he may need a ladder and he may have to dig or drill through a ceiling or wall.

If the character can reach the trap, then he has to disarm it. This can be as simple as cutting a wire, or turning a screw. Some traps are more difficult, with false wires to discourage tampering. Others require a series of operations to be completed before they are safe. The complexity of a trap is represented by its disarm DL. The character attempting to disarm the trap mechanism must make a skill test vs. this DL to render the trap harmless. A failure may mean nothing more than a few tense moments. However, a failure by 7-10 points or more can mean that the character’s tools have broken, or even that the bumbling thief has activated the trap.

Disarming traps takes as little as 1 or 2 minutes, but can take as long as several hours, depending on the complexity of the trap, the size, location and difficulty of reaching the trap mechanism.

**Attribute and Skill Modification**

Characters can have their primary attributes reduced due to poison, wounds, disease and spells. If a character loses points in a primary attribute, his secondary attributes can be affected, as well as a number of his skills. The amount of recalculation required to determine the effects of a –2 STR or DEX would be tedious.

To avoid recalculating a dozen scores anytime an attribute is modified, the following chart has been devised. To determine the modification to a skill or figured stat due to a temporary change in a primary attribute, look up the attributes that control the skill level or stat, add up all modifications to those attributes, then look up the total change on the following chart. If a statistic is changed permanently, then the skills and figured attributes should be recalculated as per the normal rules instead of using this chart.

**Attribute Modification Chart**

|  |  |
| --- | --- |
| **Total Change** | **Change to Skills or Figured Stats** |
| +16 or more | +6 |
| +13 to +15 | +5 |
| +10 to +12 | +4 |
| +7 to +9 | +3 |
| +4 to +6 | +2 |
| +1 to +3 | +1 |
| 0 | 0 |
| -1 to -3 | -1 |
| -4 to -6 | -2 |
| -7 to -9 | -3 |
| -10 to -12 | -4 |
| -13 to -15 | -5 |
| -16 or more | -6 |

***Example of Skill Modification****: Vorlund is stung by a gazzle fly and fails his TOU save to resist the poison. His DEX, AGI and SPD all drop by 3 points. Vorlund generally uses a sword in combat. Sword skill is determined by DEX, AGI and PER. Vorlund has lost 3 points in both DEX and AGI, for a total of –6. Looking at the table, we see that this means his sword skill is reduced by 2 points until he recovers.*

**Diseases**

Not the most exciting topic for a role-playing game, but diseases are a part of life in Bostonia. Healing magic is common among the Bostonian Church, but spells to cure disease are not and though medical technology is fairly advanced, it is expensive. In addition, Bostonia has many creatures that carry disease, as well as festering swamps and ancient sites that curse trespassers with sickness. So, it is likely that at some point, your characters will end up treating or falling victim to some sort of malady.

Remember though, diseases should not be a major part of your game. You should not throw them about like traps and make every creature or ancient site the carrier of some hideous infection. Instead, they should be used sparingly, as plot devices or dangers that guard places where “man was not meant to be.”

**Contracting Diseases**

When a character comes into contact with an infectious creature or item, there is generally a percentage chance that they will be exposed to the disease. This does not mean they have contracted the ailment, merely that they have come in contact with the pathogen and are at risk. Generally, this percentage will be determined by the GM, or the author of a particular adventure.

***Example of Being Exposed to a Disease****: In his travels, Davross comes across an ancient tomb. On opening it, stale air and dust swirls and Davross breaths it. The dust is infected with tomb mold and the GM has ruled that there is a 20% chance of being exposed to the disease. Davross’ player groans as he rolls the percentile dice and comes up with a 15.*

Once a character has been exposed to a disease, then he must make a saving throw to resist it. In most cases, this is a TOU test. Each disease has a virulence DL to resist. If he succeeds then he is fine until he is exposed again. However, if he fails this test, he has contracted the disease.

***Example of Contracting a Disease****: Tomb mold is a fairly virulent malady and once Davross is exposed, he has to roll a TOU save vs. DL 14 to resist contracting the disease. Davross’ TOU is only 11. He rolls a 2 and the GM rolls a 3. Davross fails his skill test (13 vs. a 17) and contracts the mold.*

**Effects of Disease**

All diseases have an effect time. This indicates how often the disease affects the character’s statistics. An effect time of 1 day means that every day, the disease reduces one or more of the character’s primary statistics. In addition, some diseases have secondary effects (such as insanity or paralysis) that occur after so much time has passed, or the victim’s attributes have dropped to a certain level.

***Example of Primary and Secondary Effects****: Tomb mold is a pretty serious disease. Looking in the description, we see that tomb rot has an effect time of 1 day and an effect of –2 TOU. This means that each day, Davross will lose 2 points of TOU (pretty nasty). In addition, the secondary effect of tomb mold is that when a victim loses ½ his TOU, he falls unconscious. So in 3 days, Davross will have lost 6 TOU points, and will be rendered comatose by the disease.*

Finally, almost all diseases have some sort of critical effect. This effect occurs when one of the affected statistics reaches 0 or less. Generally, the critical effect is some sort of permanent disfigurement or death. A saving throw is usually permitted to avoid these debilitating effects.

**Running Its Course**

All diseases have a duration, which is the amount of time they last before they have run their course. Once a disease has run its course, the victim loses no further stats and starts to recover. In addition, a character afflicted with a disease is permitted one chance to “shrug off” the effects of the disease. When a character contracts a disease, he rolls 1d6. This is the number of effects he takes before having a chance to shrug off the disease. After this number of effects has been taken, the character is allowed another TOU save. If successful, the disease has run its course and the character can start to recover. If the save is failed, the character will feel the full effects of the disease.

***Example of Running Its Course****: Tomb mold has a duration of 10 days. Davross would be at a –9 TOU after this time and would have to make a test just to survive. However, his 1d6 roll comes up a 2. This means that after 2 effects (in this case, 2 days and –4 TOU), Davross can make his TOU test again in an attempt to shrug off the mold. He again fails his TOU test and will have to survive the effects of the mold running its course.*

**Treating Diseases**

Physicians can diagnose diseases using the rules in the healing section. The DL of a physician test to diagnose a disease is based on the commonality of the ailment and how obvious the symptoms are. Once a disease is diagnosed, it can be treated. Treatments for a disease are listed in the disease’s description. Some treatments totally eradicate the disease and allow the victim to start recovery. Others only reduce the effects.

***Example of Disease Treatment****: The treatment for tomb mold is an acidic alchemical inhalant that burns the mold from the lungs. The description of the treatment says that it is 100% effective in clearing the mold from the lungs and the character can start to recover as soon as he is treated. Fortunately, Davross knows a skilled alchemist who can make such a potion and he is saved.*

**Recovering from Disease**

When a character is recovering from disease, each of the affected stats regains one point each three days. The exception to this is if the character was reduced to 0 or less in any of his stats. If so, that stat recovers at a rate of one point every 4 days.

**Sample Diseases**

Below are a few diseases to give a GM some ideas.

**Black Rain Disease**

Virulence DL: 18

Effect/Time: -1d6 STR, DEX, AGI/1 Week

Secondary: None

Duration: 4 Weeks

Black rain is a phenomenon that plagues Bostonia every 10 years or so. Severe storms move in from the southwest bringing with them high winds, dangerous lightning and a black tarry rain that soaks the land and carries disease. Anyone caught in the rain must make a survival test vs. DL 15 to find shelter and avoid contact with the infectious liquid. Failing this test means that there is a 100% chance of being exposed to the disease.

A character that actually contracts black rain suffers painful and itchy poxes that ooze and seep. The pain and discomfort make physical action difficult, causing a reduction in STR, DEX and AGI. There is no additional effect until one of the characteristics reaches zero. At that point, the victim must make a TOU roll vs. DL 18. Failure means death for the victim. Success means that the character loses 1d6 points of CHA permanently, gains some scars and gets a +3 to any future TOU saves against this disease.

There is no sure treatment for black rain. A physician who can make a skill test vs. DL 18 can mitigate the effects of the pox, halving the rate at which attribute points are lost.

**Gnawing Fever**

Virulence DL: 13

Effect/Time: -2 WIL/1 Day

Secondary: Self-Inflicted Wounds

Duration: 7 Days

Gnawing fever is a disease carried by plague rats and is transmitted by bites or scratches from these beasts. The wounds redden and swell and start to itch. Soon the redness and itching spreads along the blood vessels until the victim’s entire body is affected. The continuous itching reduces the victim’s WIL by 2 points each day.

Once he is reduced to ½ his WIL, the scratching and gnawing becomes so intense, that the victim will actually cause himself damage 1d4 points of damage. The victim can make a WIL save at DL 14 to resist the urge to tear at his skin. If he is reduced to zero WIL, he must make a SPI or TOU roll vs. DL 10 or go permanently insane.

Gnawing fever can be treated by various alchemical, herbal and medical means. Generally, a skill roll vs. DL 11 can help ease the itching and give the character a +2 to all WIL, SPI or TOU rolls to resist the itching effects.

**Tomb Mold**

Virulence DL: 14

Effect/Time: -2 TOU/1 Day

Secondary: Unconsciousness (1/2 TOU)

Duration: 10 Days

Tomb mold is a dangerous mold that infests dark and dank areas. It seems to grow best near ancient stone and the two can often be found together. Tomb mold is usually harmless to humans unless its spores are inhaled. When this happens, the spores attack the lungs of the victim, causing chest pains, shortness of breath and a lack of oxygen. In game terms, the character loses 2 points of TOU each day.

When ½ the victim’s TOU is lost, the victim’s breaths are fast and shallow and his body shuts down from the lack of oxygen. If a 0 TOU is reached, then the character is fighting for his life. A final TOU roll vs. DL 16 is required. If this succeeds, then the disease will run its course and the character will not suffer any permanent effects. If this roll fails, then the character loses 1d3 TOU permanently due to the damage caused by the mold. If the victim fails by 3 or more, he dies from the mold.

The most effective treatment for tomb mold is an acidic alchemical compound inhaled into the lungs. The treatment lasts about 3 days and will halt the progression of the mold the first day it is administered. After 3 days, the mold is killed and the victim can recover. Administering the treatment requires 3 doses of the medicine (costing about 50pn/dose) and a physician.

**Overland Travel**

Though it is possible for all of your adventures to take place in the confines of a city or castle, it is just as likely for your PCs to travel from place to place, doing good deeds along the way. Overland travel is a common event in fantasy fiction and games. Generally though, it is not the main event of a gaming session. It is usually a sidelight or a quick paragraph of description before the characters get to their destination. This section provides some quick rules for travel times.

**Movement Rates**

The daily movement rate for a character is based on their TOU score. A character with a high TOU can move faster for longer while his less durable companions falter and take rests. Characters in a group travel at the speed of the slowest character.

**Movement Rates**

|  |  |
| --- | --- |
| **TOU Score** | **Movement Rate/Day** |
| 0- | 8 mi/13.0 km |
| 1-2 | 10 mi/17.8 km |
| 3-4 | 12 mi/22.7 km |
| 5-7 | 14 mi/27.5 km |
| 8-12 | 16 mi/32.4 km |
| 13-16 | 18 mi/38.8 km |
| 17-19 | 20 mi/51.8 km |
| 20-22 | 22 mi/58.3 km |
| 23-24 | 24 mi/64.8 km |
| 25+ | 26 mi/71.28 km |

**Effects of Terrain on Movement**

The movement rates listed assume generally flat and mostly clear terrain. Roads, swamps, forests and hills will affect the rate at which the characters travel.

**Terrain Effects**

|  |  |
| --- | --- |
| **Terrain** | **Movement** |
| Road | +20-50% Move |
| Light Woods, Grasslands, Plains | Normal Move |
| Dense Woods, Swamp | -20-40% Move |
| Hills | -20% Move |
| Mountains | -50-75% Move |

**Pack Animals and Carts**

Traveling with a pack animal or an animal-pulled cart can greatly increase the amount of goods the party can carry with them.

Pack animals can travel virtually anywhere humans can, with much the same restrictions.

|  |  |  |
| --- | --- | --- |
| **Animal** | **Average Capacity** | **Movement Rate/Day** |
| Pack Dog | 50 lb / 22.6 kg | 14 mi/22.7 km |
| Donkey | 150 lb / 68 kg | 14 mi/22.7 km |
| Pack Mule | 250 lb / 113.4 kg | 17 mi/27.5 km |
| Pack Horse | 250 lb / 113.4 kg | 20 mi/32.4 km |
| Warhorse | 250 lb / 113.4 kg | 32 mi/51.8 km |

Carts travel primarily on roads, their movement bonuses are taken into account in this table. They can travel over plains or grasslands at –20% of their normal move, but this greatly increases the changes of getting stuck or damaged.

|  |  |  |
| --- | --- | --- |
| **Vehicle** | **Average Capacity** | **Movement Rate/Day** |
| Hand cart | 200 lb / 90.7 kg | 11 mi/17.8 km |
| Donkey cart | 500 lb / 226.8 kg | 14 mi/22.7 km |
| Mule cart | 1000 lb / 453.6 kg | 17 mi/27.5 km |
| 2-Mule cart | 2500 lb / 1134 kg | 20 mi/32.4 km |
| 2-Oxen cart | 1000 lb / 453.6 kg | 11 mi/17.8 km |

**Healing**

The world of Bostonia is a dangerous place. While adventuring, characters can expect to be accosted by creatures and brigands, affected by foul spells and imperiled by traps. Any of these things can damage characters. Injured characters might find it difficult to achieve their goals and complete their quests. Access to healing is critical to the success and survival of the PCs.

**Flurries of Injury**

As characters adventure, all the injuries they take in a single scene or a short series of events is called a “flurry” of injury. A flurry can be a single combat, a series of traps or spells, or a running battle that occurs over some period of time. A flurry of injury does not end until the PCs are out of danger long enough to catch their breath and apply some medical treatment to their wounds. When the danger ends, so does the flurry.

Each flurry can be treated with the following methods:

* Medical Skill
* Physician Skill
* Healing Herbs
* Healing Potions
* Magic

Each of these methods can be used ***once*** on each flurry of injury. These treatments represent the best effort of the healers and any damage left over cannot be treated again. This left over damage becomes “persistent” damage and can only be recovered naturally.

**Shaking Off Damage**

At the end of a flurry of injury, characters with exceptional toughness or willpower can ignore some of their minor wounds and thus bounce back more quickly from fights. This capability is represented by their ability to “shake off” damage once a flurry of injury has ended, but before any treatment has begun. A character may shake off damage based on the higher of his toughness or will scores, not both of them. Wound damage may not be shaken off.

**Shaking Off Damage**

|  |  |
| --- | --- |
| **TOU/WIL** | **Damage Ignored** |
| 13-16 | 1d4 |
| 17-20 | 1d6 |
| 21-22 | 1d8 |
| 23-24 | 1d10 |
| 25-26 | 1d12 |

***Example of a Flurry of Injury****: Boggart the Borakki is aiding in the defense of a village. Over the course of an hour, Boggart is involved in a series of short battles with no rest period in between. In one of these battles, Boggart takes 13 points. In another, he takes 8 points. Even though two separate battles took place, the whole scene and all the damage taken is considered one flurry. All 21 points must be healed as a unit. Once the battle ends, Boggart can shake off 1d4 points of damage because of his 18 TOU score. He rolls a 4 and is left with 17 points of damage. Later, when the local doctor uses his medical skill to treat Boggart, he receives 3 hit points. The remaining 14 hit points can be treated by other means, but medical skill will provide no further relief.*

***Another Flurry of Injury****: While exploring an ancient ruin, Vorlund is attacked by a goblin. In the fight, he takes 5 points of damage. Vorlund decides to flee and in doing so, runs into a trapped hallway. The trap does 10 points of damage. Vorlund escapes and finds a healer. Since the injuries occurred in a short space of time, with no rest period in between, they are in a single “flurry”. Since Vorlund’s TOU is only 12 and his WIL is only 11, he cannot shake off any of the damage. Later, a healer gives Vorlund 6 hit point back with a healing potion. That flurry can no longer be treated with alchemy. Vorlund can still find an herbal, medical, or magical cure, but alchemy can give Vorlund no more hit points back.*

**Medical Skill**

The medical skill represents a character’s ability to provide first aid and treatment to himself and his companions. A character with the medical skill knows how to set bones and dislocated joints, control bleeding and bandage wounds. Characters with the medical skill can use it to produce the following game effects:

**Heal Damage**

Medical skill can be used to heal damage. As indicated above, medical skill can only be used once on a given flurry of injury. A successful medical skill test will return 1d4 hit points to the character. The DLs for the skill tests are in the chart below.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Heal damage if target has lost 50% or less of his total hit points. | 10-30 min | 10 |
| Heal damage if the target has lost more than 50% of his total hit points. | 10-30 min | 16 |
| Performing medical on self. | --- | +2 |
| Working in filthy conditions. | --- | +2-4 |
| Working without bandages, splints, etc. | --- | +2-4 |

**Prevent Death**

A character reduced to zero hit points or less is dying. He is unconscious and will lose 1 hit point each minute. When he reaches a negative hit point total equal to 25% of his total hit points, he is dead. The loss of hit points can be stopped if a character with medical or physician can treat the dying character. The DL of the skill test is 10 + the absolute value of the character’s hit point total.

***Example of Preventing Death****: Boggart has been hit hard by his foes and lies dying at –3 hit points. Boggart has a maximum 40 hit points, and so he can go to –10 hits before he expires. Losing 1 hit point each minute, he has 7 minutes to live. Luckily, Boggart was traveling with a healer, who immediately begins working to mitigate Boggart’s injuries. Since Boggart is at –3 (the absolute value of which is 3), the healer must make a medical or physician test vs. DL 13 for Boggart to survive.*

**Prevent Infection**

Receiving treatment for wounds helps prevent characters from contracting dangerous infections. Generally, no additional rolls are required for this use of the medical skill. If a character is wounded and then treated by a character with medical skill to heal damage, then that character is protected from infections regardless if the attempt to heal was successful or not.

If the GM desires to be more realistic, or if he feels that the characters have a particularly high chance of contracting an infection from their wounds, then he should decide on a DL and have the medic test against that DL.

**Rouse Unconscious Character**

Medical skill can be used to rouse characters that have been knocked unconscious due to failing their unconsciousness checks after taking cumulative damage equal to 50% and 75% of their total hit points. Also, characters that fall unconscious due to wound effects can be roused. The skill test DLs and time to perform the tests are listed below.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Rouse character that failed 50% TOU check. | 5 min | 8 |
| Rouse character that failed 75% TOU check. | 20 min | 12 |
| Rouse character that fell unconscious due to minor wound. | 5 min | 8 |
| Rouse character that fell unconscious due to serious wound. | 20 min | 12 |
| Rouse character that fell unconscious due to mortal wound. | N/A | --- |

**Physician Skill**

Physician skill is the ability to treat serious injury, diagnose and cure disease, provide long-term treatment and determine a cause of death. Characters with the physician skill are doctors and surgeons. To fully use the physician skill, a character should own a set of surgical tools. These tools consist of various scalpels, knives, clamps and tweezers, as well as a needle and fine thread. A complete kit costs around 500 p. Incomplete kits, or kits of lesser quality can provide a penalty to the skill. Uses of the physician skill are listed below.

**Diagnose Disease/Poison**

Physicians can often determine what disease or poison is causing a character’s symptoms. In cases of well-known diseases or poisons, the diagnosis can be performed by simply seeing the patient. However, more obscure afflictions require tests, bloodletting, research and time to diagnose. Once diagnosed, known afflictions can be cured by applying the proper treatment. If a cure for a specific problem is not known, then the GM may allow an additional skill test for the physician to discover one.

A related use of the physician skill allows the doctor to determine the cause of a character’s death. In obvious cases, the skill is not required. However, when someone dies for no apparent reason, a physician may be able to piece together the cause of death and determine if disease, or poison was the culprit.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Disease/poison is very common and well known. | 0-10 min | 4-6 |
| Disease/poison is common. | 0-6 hours | 8-11 |
| Disease/poison is rare. | 1-10 days | 15-19 |
| Disease/poison is unknown to medicine. | ???? days | 22-26 |
| Disease/poison has no obvious symptoms. | --- | +0-4 |
| No access to research or other physicians. | --- | +0-8 |
| Limited access to research or other physicians. | --- | +0-4 |

**Heal Damage**

Physician skill can be used to heal damage, much like the medical skill. A successful use of the physician skill takes 30 or more minutes and heals 2d4 points of damage. Like other forms of healing, physician can only be used once on a given flurry of injury.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Healing non-wound damage. | 30-120 min | 10 |
| Healing wound damage | 1-6 hours | 16 |
| Performing physician on self. | --- | +4 |
| Working in filthy conditions. | --- | +2-4 |
| Working without complete kit. | --- | +2-4 |

**Render Unconscious**

Because their work involves surgery, physicians learn many ways to render a subject unconscious. Some use alchemical and herbal concoctions to do the job. Others know the location of pressure points on the body. Still others are very good with a rock.

A successful physician roll allows the character to knock out a target without doing damage to them. A failed test means that the target is still conscious and at the GM’s discretion, takes 1d4 points of damage from the physician’s clumsy efforts. The DL of the skill test depends on the situation.

|  |  |
| --- | --- |
| **Task** | **DL** |
| Target is willing. | 6 |
| Target is unwilling, but restrained. | 10 |
| Target is unwilling, but surprised. | 16 |

These techniques do not render themselves to combat situations and cannot be used on a target who is struggling, wearing armor on the head, face and neck (locations 1&2), is non-humanoid, or of a species that the character has never treated.

**Natural Healing**

Damage heals over time. Each day of rest, a character regains a small portion of his hit points. The exact amount is based on whether the damage healed is normal damage, or wound damage. A character that has only non-wound damage heals 1 hit point each day. Wounds heal significantly more slowly.

|  |  |
| --- | --- |
| **Type of Damage** | **Points Healed/Day** |
| Normal | 1 Hit/Day |
| Minor Wound | 1 Hit/2 Days |
| Serious Wound | 1 Hit/3 Days |
| Mortal Wound | 1 Hit/4 Days |

Though it is unrealistic, the player can determine the order in which his character’s damage heals. Thus a character with some normal damage and a wound can decide whether to heal his normal damage (at the quick rate of 1 hit point/day), or to slowly heal his wound (and thus recovering from the associated penalties faster).

**Healing Example**

*Example of Healing In Action: Vorlund is in a fight for his life in which he takes a total of 22 points of damage. Part of those 22 points of damage is a single minor chest wound of 10 points. Regardless of how many times he was hit in order to accrue this damage, since it happened in the same action sequence, it is a single flurry. Thus, all 22 points is treated as a unit for purposes of healing.*

*Right after the battle, Vorlund is treated by a friendly medic who fails his skill roll. Vorlund gains no hit points, and use of the medical skill is no longer helpful in healing that 22 points of damage. Fearing another battle, Vorlund drinks a healing potion that provides 2d4 hit points. He rolls a 4. He applies that healing to his chest wound. He is now down 18 hit points and his wound is down to 6. Having no further means of healing himself, Vorlund heads back to a nearby town.*

*Vorlund has no access to an herbal cure, but manages to find a Temple in town. The local priestess heals the wounded adventurer with a spell that does 2d6 points of healing. She rolls a 7, curing the wound and taking Vorlund’s total damage down to 11 points.*

*Finally, Vorlund finds a physician that owes him a favor. The physician agrees to perform minor surgery on Vorlund to stitch up his remaining wounds. He succeeds and heals 6 more points. Vorlund has 5 points remaining on that flurry of damage. However, he has used almost all of his healing options. Unless he can get in touch with an herbalist, he will have to rest for 5 days to regain the last of his hit points.*

**Experience**

Bostonian characters start their careers with some experience. Most characters start the game with skill levels of 8-11 in most of their skills and 13-17 in a few primary skills. As characters adventure and use their skills, they gain expertise and their skill levels increase.

**Improvement Points**

Improvement points are the means by which a character increases his skill levels. Each skill has a separate improvement point total. The player should keep a note of the improvement points earned in each skill. When a character earns enough points in a particular skill, he erases the improvement points for that skill and the skill level increases by one.

***Example of Improvement Point Totals****: Zahn the Demon Hunter has the following skills marked on his sheet:*

|  |  |  |
| --- | --- | --- |
| *Skill Name* | *Level* | *Imp. Points* |
| *Combat: Swords* | *13* | *2* |
| *Stealth* | *12* | *2* |
| *Trading* | *11* | *1* |

*He goes on an adventure where he earns 2 improvement points in his sword skill, 1 in stealth and 1 in trading. After adding the improvement points to his character sheet, it looks like this.*

|  |  |  |
| --- | --- | --- |
| *Skill Name* | *Level* | *Imp. Points* |
| *Combat: Swords* | *13* | *2+2=4* |
| *Stealth* | *12* | *2+1=3* |
| *Trading* | *11* | *1+1=2* |

*Looking at the skill chart, we see that Combat: Sword takes 5 improvement points to raise and trading takes 3. Zahn does not yet have enough experience to raise these skills. However, Zahn has the required 3 points to raise his stealth skill. His new stealth skill level is 13 and he erases his improvement points in that skill. His character sheet now looks like this.*

|  |  |  |
| --- | --- | --- |
| *Skill Name* | *Level* | *Imp. Points* |
| *Combat: Swords* | *13* | *4* |
| *Stealth* | *13* | *0* |
| *Trading* | *11* | *2* |

Characters have a chance to earn improvement points in their skills when they receive checks through using their skills, or by succeeding in their adventures.

**Skill Checks**

When characters successfully use their skills in an adventure, the GM might award them a skill check. A skill check is awarded when a character successfully uses a skill in a fashion that furthers his own ends, the ends of his adventuring group, or the plot. The GM has the final decision as to whether a skill check is warranted for a character’s actions. Here are some guidelines.

* Did the skill use have some purpose? Actions that further the goals of the character or his group often deserve a check. Actions that are frivolous, or are taken to “practice” the skill do not get checks. Practicing skills is simulated by assigning free checks to that skill (See Free Checks).
* Did the action entail some risk? Risk does not necessarily mean risk of death. It is hard to imagine a situation where a character using the administrate skill is risking death. Characters may risk money, time, honor, and loss of face or respect when they take action. Actions that entail risk should have more of a chance to earn checks than actions that do not.
* Did the action challenge the character? A character that has a skill level of 18 in a skill is no longer challenged by mundane tasks. Generally, if a character’s skill level is 8 or more points higher than the DL of a task, no check is awarded for the task. It is simply not challenging enough.
* A flurry of activity where the character uses a skill repeatedly in a short period of time is generally worth only one check in that skill. For instance, in a combat, characters can earn one check in each of their combat, parry, block and dodge skills. However, unless they do something exceptional, they only earn one check in each… no matter how many times they swing their swords.
* A skill roll is not required to gain a skill check. Players may prefer to describe or role-play the use of skills like conversation, persuasion and administrate. Based on the GM’s discretion and the gaming group’s style of play, successful role-playing of these skills may warrant a skill check.

**Turning Checks into Improvement Points**

At the end of a gaming session, each character has the opportunity to convert skill checks into improvement points. For each skill check earned in a given skill, roll a d30. If the die roll is higher than the character’s current level in that skill, the check is erased and an improvement point is earned. If the roll is equal to or lower than the character’s current skill, the check is lost and no improvement point is gained.

***Example of Rolling for Improvement Points****: After a hard night of adventuring, Zahn has earned one check in combat: swords and one in trading. His skill in swords is 13. He rolls a d30 and gets a 17. Since this is higher than his skill level, his check becomes an improvement point. For trading, he rolls a 2. That is lower than his current skill level of 11 and the check is lost.*

**Free Checks**

At the end of each gaming session, the GM should award free checks to the characters. Free checks are just like skill checks. However, free checks can be saved and used to learn new skills or they can be assigned to skills the character already possesses. Once assigned, a free check acts just like a skill check and a roll is made to turn it into an improvement point.

**Suggested Free Check Awards**

|  |  |
| --- | --- |
| **Description** | **Free Checks** |
| The game went poorly. The PCs did not have much success. They missed clues and opportunities to role-play. They were not thinking. A bad night. | 0 for each PC |
| An average night. Some successes, some failures. Nothing spectacular happened, but everyone performed adequately. | 1-2 for each PC |
| A good night. The PCs succeeded in some goal, perhaps finishing a small scenario or defeating an important bad guy. They did well and earned a reward. They were thinking and role-playing well. | 2-3 for each PC |
| A great night. Some major success was achieved and an important goal reached. The role-playing and tactical thought was excellent. | 3-4 for each PC |
| This character solved some important puzzle, dealt with his plotline or achieved some personal goal. | +1-2 for that PC |
| Each session, the players nominate and vote for a “Cool Move” award. The winner of this award gets an extra free check. | +1 for that PC |

**Acquiring Talents**

In addition to increasing their skill levels, characters can use their experience to acquire useful talents. Talents are purchased and raised using Free Checks or Free Improvement Points. Checks assigned to skills cannot be used to buy or increase talents.

To purchase a talent, the character must have one set of the prerequisites listed in the talent chart.

***Example of Talent Prerequisites****: Vorlund returns from his adventures having saved 5 free checks. He wants to use those checks to purchase the Door Finder talent. Looking at the talent’s entry in the chart, he sees that the prerequisites are listed as follows:*

* + - *Conceal 15+*
    - *Detect Traps 15+*
    - *Investigate 15+*
    - *Streetwise 15+*

*This means that to gain the Door Finder talent, he must have any one of the listed skills. Luckily, Vorlund has the Conceal skill at level 16 and so he can begin purchasing his talent.*

If you have the prerequisites, purchasing talents is very similar to raising a skill with skill checks. Each check spent gives you a roll to see whether the check converts to an improvement point. Roll a d30 and ***if you roll under your current skill level***, you gain an improvement point. Once you have earned the requisite number of improvement points, the talent is yours.

It is important to note that the roll to convert checks to buy talents requires you to ***roll under*** your skill level. This is in contrast to raising your skills; those rolls require you to ***roll over*** your level. Thus, as your level in a skill increases, it becomes harder to increase further, but it becomes easier to purchase associated talents.

***Example of Talent Prerequisites****: Vorlund is trying to purchase the Door Finder talent using his Conceal skill which is level 16. He spends five free checks and rolls a d30 five times resulting in 17, 12, 9, 19 and 6. Three of those rolls are under his skill level of 16 and so he now has 3 improvement points in Door Finder and needs only two more to begin using the talent in play.*

**Free Improvement Points**

One thing experienced Runebearer players will note is that as the characters’ skills get higher, the chance of converting checks into improvement points goes down considerably. Some players and GMs like the slow pace of mid to high level character advancement. Others want to see their characters improve at a steadier rate. As a solution to this issue, the GM can award free improvement points for the completion of adventures in addition to the free checks he awards normally.

A free improvement point may be applied to any skill, regardless of how high the character’s skill level is, and no roll is needed to convert it. Thus a character with a magic skill of 29 can spend 5 free improvements and get to 30 with no rolls involved. Free improvement points can also be spent on new talents without the player having to roll.

Generally, free improvements should be given when the characters achieve their goals, complete a major adventure, or somehow further the plot. An award of 1-2 free improvements is appropriate in this case.

**Learning New Skills**

Characters can use their free checks to learn new skills. A character must find a trainer, materials and possibly perform research at a university or library. How the PCs find their trainers and materials is up to the GM. He may choose to role-play it, or deal with training off-screen.

The chart below provides guidelines for training times and costs. These will be modified by the campaign economy, circumstance and GM discretion. PCs could be forced to pay handsomely for their training, or could receive free training as a reward for performing a quest.

Remember, these are just guidelines. Having trainers, materials and research where none is needed can shorten the time required to learn the skill by 25-50%. Alternately, characters may be able to do without a required category if they are willing to take 2 to 3 times longer to learn the skill.

When a character learns a new skill, he figures his base skill level using the chart. The character records the new skill and base level on his sheet. From there, the skill increases normally through skill checks and free checks.

***Example of Learning Skills****: Zahn decides to spend a number of saved free checks on self-improvement. He spends several weeks studying the art of trading by wandering Ismoth’s many bazaars. After 6 weeks and a fair bit of money spent bartering with clever merchants, the GM allows Zahn to spend 10 free checks on the trade skill. Because the trade skill has a default value of half, once Zahn learns the skill, he gets his full base level. His CHA is 8, his PER is 12 and his WIL is 14. This gives him a trade of 9.*

**Learning New Skills**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Skill/Skill Type** | **Checks** | **Time** | **Materials** | **Trainer** | **Research** |
| Acrobatics | 20 | 2-4 months | No | Yes, 200-600 p | No |
| Alchemy | 20 | 6-12 months | Yes, 1000-3000 p | No | Yes, 250-1000 p |
| Artifacts | 15 | 2-4 months | No | No | Yes, 250-1000 p |
| Carousing | 10 | 2-6 weeks | Yes, 50-300 p | No | No |
| Combat Skills: Axes, Swords, etc. | 10 | 2-6 weeks | No | Yes, 100-300 p | No |
| Crafts | 5 | 2-12 months | Yes, 100-1000 p | Yes, 1000-2000 p | No |
| Herbalist | 15 | 2-4 months | Yes, 100-200 p | No | Yes, 100-500 p |
| Knowledges | 5 | 2-28 days | No | No | Yes, 10-500 p |
| Languages | 10 | 2-12 months | No | No | No |
| Outdoor Skills: Navigate, Survival, Track | 10 | 2-12 weeks | No | No | No |
| People Skills: Acting, Administrate, Conversation, Diplomat, Orate, Persuasion, Streetwise, | 10 | 2-6 weeks | No | No | No |
| Physical Skills: Climb, Fast Draw, Stealth, Swim | 10 | 2-6 weeks | No | No | No |
| Physician | 20 | 6-12 months | Yes, 500-1000 p | Yes, 3000 p | Yes, 100-500 p |
| Repair | 15 | 2-6 months | Yes, 100-400 p | No | Yes, 100-200 p |
| Ritual Spells | 5 | 1-4 weeks | Yes, varies | No | Yes, varies |
| Scholarly Skills: Ancient Knowledge, Engineer, Rune Knowledge, Theology | 15 | 2-6 months | No | No | Yes, 200-1000 p |
| Trade | 10 | 2-6 weeks | Yes, 100-500 p | No | No |
| Trap Skills: Detect, Disarm | 10 | 4-8 weeks | Yes, 100-200 p | No | Yes, 100-200 p |

**Bostonia Bestiary**

Many adventures take place in the comfortable confines of civilization. In the cities and towns, men rule and an adventurous stranger is likely to find that his opponent is a sturdy guardsman, or a wily assassin. However, outside the stone walls and wooden ramparts of the towns, Bostonia is a ruined and twisted world. It is a hostile land filled with dark forests, fetid moors and ancient ruins that lure the curious and bold. Here, it is unlikely that you will find a simple brigand standing in your way. More likely, you will be dealing with something that has crept or crawled, slithered or swooped to confront you.

**Monster Statistics**

Monsters are defined in slightly different terms than PCs. Often it is not necessary to know the exact stats of the creatures the characters face. The detail of knowing each stat and its exact level adds little to an encounter, but involves a great deal more bookkeeping.

For this reason, monsters are defined in an abbreviated format. Monsters have fewer stats than characters do, and the stats are not recorded down to the exact point. Instead they are given a category that is roughly equivalent to a certain score. This way, monsters can be defined in enough detail to run them in encounters, but they are also easy to create and understand at a glance.

The statistics and categories that define creatures are listed below. Please note, that the GM is not limited to using only these four stats to define monsters. If a creature is meant to be fairly weak, but very tough, then the creature’s TOU score will appear separately from the Physical score. Likewise, a creature might have a 0 mental attribute, but still have a SPI score. In this case SPI will appear separately from Mental.

**Physical**

Physical is the physical prowess of the creature. It roughly maps to the characteristics of STR and TOU for player characters. This attribute determines the base hit points of a creature as well as the STR die it rolls for damage. Finally, all STR and TOU saves made by the creature are tested against this statistic.

**Swiftness**

Swiftness is the quickness of the creature and maps roughly to the characteristics of AGI and SPD. This statistic determines the creature’s base INI score.

**Mental**

Mental describes the intellectual and magical capabilities of the creature. It maps roughly to the characteristics of INT, WIL and SPI. This attribute determines the creature’s magical power; its saves against most types of magical attack and should be used as a guide to the creature’s reactions. Creatures with a higher mental statistic will be more likely to set traps, flee from dangerous encounters and try to bargain when an encounter turns against them.

**Perception**

This creature attribute is the same as the character attribute of the same name. It is the creature’s ability to notice stealthy characters, ambushes and detect hidden things.

**Monster Statistic Categories**

In most cases, the GM is not interested in the exact values for a creature’s attributes. Like humans, creatures have slight variations in their characteristics and abilities. However, knowing that wolf A has one more point of AGI than wolf B takes a lot of bookkeeping and does not add much to the encounter. Usually, it is useful enough to know that wolves are about as strong as a human and slightly more agile. Thus, creature stats are rated in rough categories. Each category is roughly equivalent to 5 points in an attribute.

**Monster Statistic Categories**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Description** | **Score** | **HITS** | **INI** | **STR Die** |
| Minimal | -5 | 2 | -3 | 0-1 |
| Human Min | 0 | 8 | -2 | 1d2 |
| Human Low | 5 | 18 | -1 | 1d4 |
| Human Ave | 10 | 28 | 0 | 1d6 |
| Human High | 15 | 38 | +2 | 1d8 |
| Human Max | 20 | 48 | +3 | 1d10 |
| Superhuman | 25 | 58 | +4 | 1d12+2 |
| Amazing | 30 | 68 | +4 | 1d12+1d6 |
| Powerful | 35 | 78 | +5 | 2d12 |
| Gargantuan | 40 | 88 | +5 | 2d12+1d6 |
| Titanic | 45 | 98 | +6 | 3d12 |
| Godlike | 50 | 108 | +6 | 4d12 |

Please note, the chart above is to be used as a guideline. There is no reason that all monsters have to fall into one of the generic categories defined above. If a monster has a statistic that varies from the above table, it can be noted in the monster’s sheet.

**Combat Statistics**

In addition to the four primary statistics, monsters have a set of statistics used to gage their effectiveness in combat. Some of these combat statistics are figured by looking up the relevant primary stat on the categories chart above. Other combat stats are simply chosen by the GM based on his evaluation of the creature’s skills and abilities.

**Hit Points**

This combat stat is the same as PC hit points. The base value of the creature’s hit points is figured by referencing the creature’s Physical attribute on the chart above. However, the GM can increase or decrease the creature’s hit points if he feels the base value is not correct.

**Initiative**

This combat stat is used in the same fashion as the PC figured attribute INI. It is added to the creature’s initiative roll each combat round. A base value is figured by looking up the creature’s Swiftness on the chart above. However, the GM should feel free to modify this value as he sees fit for his game.

**Move**

This stat determines how far the creature may move (in hexes) each round of combat. Creatures may take half-moves, full-moves and even “sprint” in combat, much like the PCs. The GM picks a movement rate for the creature based on what he thinks is reasonable. Some creatures have more than one mode of movement. In these cases, each mode of movement is listed separately.

**Attack**

This score is the creature’s attack skill when it uses its natural weaponry. Some creatures have more than one attack each round. In this case, each attack is listed separately.

**Defense Sequence**

This is the creature’s defense skill. Unlike PCs, creatures do not have multiple defense modes. Instead, each creature has a list of defense numbers. The first of these numbers is the creature’s best melee defense and is used against the first melee attack in a given round. The second number is used against the second attack and so on.

One of the defense scores will be underlined. This is the creature’s dodge score and it represents the creature’s best defense against missiles and spells. The first missile attack against the creature will test against this score. The second missile attack will test against the next score in the sequence.

A creature can never use a number in its defense sequence more than once each combat round. Thus if a creature dodges, and is later attacked by several melee attacks, the dodge number is skipped when it comes time to use it in the sequence. The exception to this rule is the last number in the sequence. This represents the creatures Base Defense and the creature’s defense is never lower than this number.

***Example of a Creature Defense Sequence****: A giant beetle has a defense sequence of 13/11/****10****/8/7. Three characters are facing this beetle. In a given round, all three use melee attacks against the beetle. The beetle defends against the first attack with a skill of 13. Against the second attack, it uses the second number in the sequence and defends at a skill of 11. Against the third attack, it has a defense skill of 10.*

***Example of a Creature Dodge****: When the same three characters face the next giant beetle, they decide that melee is too dangerous and attack using bows. The underlined score in the sequence is the creature’s best dodge and so the first bow attack tests against the beetle’s dodge of 10. The second bow attack tests against a dodge of 8 (the next number in the sequence) and the third against the creature’s Base Defense of 7.*

***Example of “Skipping” a Number in the Sequence****: The same three characters are facing a single ghoul. The ghoul’s defense sequence is 12/****10****/9/7. One of the characters is firing a bow, while the other two are using melee attacks. The bowman acts first and fires. Since the 10 is the ghoul’s dodge score, the bowman tests against a dodge of 10 to determine if he hits.*

*When the first of the two swordsmen attack, the ghoul can defend with its skill of 13, since that is its best melee defense. However, the second melee attack skips the 10 defense, since the ghoul used that number to dodge the bow attack. The second swordsman attacks the ghoul’s defense of 9.*

**Damage**

The damage the creature does. Like character’s, most creatures calculate damage using a STR die (determined from the chart) and a leverage die. The leverage die is based on the natural weaponry of the creature. If a creature has more than one attack each round, then there will be separate damage scores for each attack.

**Special Abilities/Limitations**

Many creatures have wondrous or dangerous abilities. Some creatures can fly. Some have poisonous bites or stingers. Still others have supernatural powers and can charm the unwary, or move objects with their minds. Each of the creature’s abilities will be described, as will any relevant saving throws and effects.

**Monsters in Combat**

In general, monsters behave exactly the same as characters in combat. Nearly all the rules are the same. There are some exceptions, as well as some points that need clarification. These items are listed below.

**Monsters and Unconsciousness**

When characters lose 50% and 75% of their total hit points, they have to test vs. TOU or fall unconscious. In general, this is also true for monsters. Monsters make unconsciousness checks using their Physical statistic, or their TOU statistic, if they have one. If it seems unreasonable or unrealistic for a powerful beast to be struck unconscious by a series of blows, then the GM should still make the Physical/TOU rolls at the appropriate times, and if unconsciousness is indicated, have the monster disengage and run away instead.

Also note that certain creatures do not test for unconsciousness ever. They fight until their morale breaks and they flee, or they die. Creatures that never fall unconsciousness have this ability listed in their special abilities.

**Monsters, Hit Locations and Wounds**

The hit location chart in the combat section is appropriate for humanoid creatures. However, for attacks on quadrupeds, the players should roll on the following table.

**Quadruped Hit Location Chart**

|  |  |
| --- | --- |
| **1d12 Roll** | **Hit Location** |
| 1 | Head |
| 2-4 | Forepaws/Legs/Wings |
| 5-7 | Back/Body |
| 8-9 | Underbelly/Body |
| 10-12 | Hindquarters/Legs |

Most wounds affect creatures as they do characters. There are no separate wound charts for creatures. Wounds to creatures should be rolled on the regular chart, using the hit locations from the above chart. The GM should use discretion in applying wound effects to creatures. In general, they will be the same. However, in some cases, the GM may rule that a given wound affect makes no sense given the creature and circumstance. A flying creature would not suffer a movement penalty due to a crushing blow to the legs. However, a wound to the wings might have this effect.

**Monsters and Saving Throws**

Monsters make saving throws in the same way characters do, except that the abbreviated stats are used. Physical would be used for TOU and STR saves, swiftness for AGI and SPD saves, mental for INT, WIL and SPI saves. If a monster has a specific stat listed in addition to the abbreviated ones, that stat should be used for the appropriate saving throws.

Also, many animals have keen senses and thus can see through illusions more easily than humans. Creatures in the insect and beast sections can use their perception score or their mental score to save against illusion-based spells.

**Monster List**

Below is a sample list of monsters. This list is not exhaustive. It is meant to give players and GMs an idea of the creatures they might meet in the world of Bostonia. GMs are encouraged to use the monsters below as a guide to creating their own dangerous and interesting encounters.

The monsters below are grouped into categories for ease of comparison between different types and sizes of creature. The creature listings here are meant to represent average specimens. The GM could easily imagine and create a wererat whose human form is a skilled swordsman and has an attack skill of 20. Feel free to change things and keep your players guessing.

**Avatars**

These mysterious, winged humanoids are almost never seen unless summoned by a mage. They resemble religious depictions of angels and that fact has spurred a hot debate as to their nature.

**Avatar (Lesser)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Short Sword: 12, 2d8 |
| * **TOU** | 9 |
| **Swift** | 13 | **Def** | 13/12/10/9 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| **Hits** | 26 |
| **Init** | +1 |
| **Move** | 6 |
| * **Flight** | 11 |

**Special Abilities**

Aura of Light: Avatars radiate a soft, celestial glow in a 10 meter radius. They dispel most magical darkness if they enter it.

Bodyguard: If the avatar stands next to an ally, the ally gains a +2 to defense, but takes a -1 penalty to your defense while doing so.

**Avatar**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Sword: 15, 1d8+1d10  Shield: 15, 2d6 |
| * **TOU** | 12 |
| **Swift** | 13 | **Def** | 15/15/13/12/12/10 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 3 | | 5-7 | 3 | | 8-9 | 3 | | 10-12 | 3 | |
| **Perc** | 13 |
| **Hits** | 32 |
| **Init** | +1 |
| **Move** | 7 |
| * **Flight** | 13 |

**Special Abilities**

The avatar has the same abilities as his lesser cousin as well as some additional powers.

Rallying Cry: Once per combat, the avatar can bolster his allies’ resolve, returning 1d3 hit points of non-wound damage to them.

Shield Bash: Avatars carry a round shield and can bash with them for 2d6. If they take a -3 to both rolls, they can attack with both their sword and their shield in the same round.

**Avatar (Greater)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 18 | **Atk** | Sword: 17, 2d10  Shield: 17, 1d8+1d6 |
| * **TOU** | 15 |
| **Swift** | 13 | **Def** | 17/17/14/14/14/11 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 13 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 7 |
| * **Flight** | 13 |

**Special Abilities**

The avatar has the same abilities as his lesser cousin as well as some additional powers.

Hand of the Just: Greater Avatars have the rune Hand of the Just with a casting skill of 14-20.

**Bats**

Bostonia is home to dozens of types of bat, most of them perfectly harmless. However, since the ruin, many monstrous species of bat have been found, several of which pose a threat to adventurers.

**Doom Bat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 13, 2d8  2x Wing Swipe: 13, 2d6 |
| **Swift** | 13 | **Def** | 12/10 (+3 flying) |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 5 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 34 |
| **Init** | +1 |
| **Move** | 3 |
| * **Flight** | 15 |

**Special Abilities**

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded. Loud noises may “blind” them however. Any spell or effect that causes deafness will blind a creature that relies on sonar.

Sonic Attack: Once each day, a doom bat can produce a powerful wave of sonic energy. This wave starts in the 3 hexes in front of the bat and extends 4 hexes forward. Anyone in the area of effect must make a TOU save vs. DL 12 or take 2d6 penetrating damage and be stunned for 1d3 combat rounds. Doom bats can use their sonic attack at any time during a round, including in the middle of a full move. A bat will often swoop through a group, stunning as many as possible before attacking.

Wing Swipe: Doom bats may swipe their wings at opponents in the two flanking hexes in addition to their normal bite attack. These two extra attacks are performed at the doom bat’s attack score of 13, do 2d6 damage and knock their targets prone if they hit (STR, AGI 13).

**Description**

Doom bats are 4 foot long bats that dwell in high mountain caves. In the early evening, they leave their caves to hunt. They can be found in temperate hills and forests all through the spring, summer and fall months.

They generally use their sonic attack to hunt small game, stunning them and eating them in a single swoop. Occasionally, they will hunt larger game, but will generally leave humans alone unless cornered.

**Realm Bat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Bite: 15, 2d10  Swoop: 13, 2d10 |
| **Swift** | 18 | **Def** | 14/12/10 (+3 flying) |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 3 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 38 |
| **Init** | +2 |
| **Move** | 3 |
| * **Flight** | 15 |

**Special Abilities**

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded. Loud noises may “blind” them however. Any spell or effect that causes deafness will blind a creature that relies on sonar.

Swoop: Realm Bats can attack mid-flight, buffeting or biting opponents as they fly by. Swooping creatures can attack at any point during a full move.

**Description**

Realm Bats are giant, flying predators that plague mountain areas. They hunt at night, in packs of 3-6, picking off farm animals, or travelers. They are fearless hunters that strike fear into even the most seasoned veterans.

They generally use their swoop attack to avoid melee and keep to the air, smashing and biting at prey as they zip in and out of range.

**Swamp Bat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | -5 | **Atk** | Bite: 7, 1d4+1  Drain: 1d3 |
| **Swift** | 15 | **Def** | 15 (+3 flying) |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 13 |
| **Init** | +1 |
| **Move** | 2 |
| * **Flight** | 9 |

**Special Abilities**

Blood Sucking: When a swamp bat hits an opponent and penetrates his armor, it latches onto the victim and automatically hits for 1d3 points of damage each round thereafter.

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded. Loud noises may “blind” them however. Any spell or effect that causes deafness will blind a creature that relies on sonar.

**Description**

Swamp bats are small bats that frequent the warmer southern swamps of Bostonia. They attack in small swarms numbering 10 or so. Generally, they feed on small animals, or on the backs of larger ones. This includes humans that they may come across. They will latch onto the back of their prey, suck blood until they are satiated (2-4 rounds worth), then fly away.

**Boars**

Boars are large, wild swine that live in the woods of Bostonia. They eat fungus and grubs, and keep away from humans unless provoked. Provocation to a boar generally means getting too close, so attacks are frequent. Boars are hunted for their meat and for their tusks and for the thrill of hunting such dangerous game.

**Boar (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Gore: 13, 1d8+1d6  Trample: 13, 2d8+1d6 |
| **Swift** | 10 | **Def** | 12/9/9/6 |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 13 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 8 |

**Boar (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 23 | **Atk** | Gore: 16, 1d12+1d6  Trample: 16, 2d12+1d6 |
| **Swift** | 10 | **Def** | 12/9/9/6 |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 8 |
| **Hits** | 54 |
| **Init** | +1 |
| **Move** | 9 |

**Special Abilities**

Adrenal Rush: Boars have the advantage adrenal rush which gives them a +1 INI, +2 Attack, -1 Defense and +4 Damage when they are knocked to 50% of their hit points. In addition, boars do not roll for unconsciousness when they reach 50% of their hit points.

Knock Down: A blow to the chest that does 3 or more points of damage knocks the target down on a 4/12. A blow to the legs that does 3 or more points of damage knocks the target down on a 6/12.

Trample: A boar may trample a prone character. This attack can come at any time during a full move, and cannot be parried (but can be dodged). If it is successful, the trample does an extra die of damage.

Large: 2d8+1d6 trample damage

Giant: 2d12+1d6 trample damage

**Description**

The boar specimens presented here are wild and aggressive. They attack their opponent in an attempt to knock him off his feet, at which time they unleash their devastating trample attack.

The giant boar comes up to a man’s chest and is extremely dangerous, as anyone knocked prone is often incapacitated the round after.

**Bugs**

This category includes beetles, centipedes and flies ranging from uncomfortably large to “Why the heck do you keep dumping alchemical waste into your sewers?”

**Acid Beetle**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 7 | **Atk** | Bite: 10, 2d6  Spit: 12, Special |
| * **TOU** | 10 | **Def** | 11/9/7/6 |
| **Swift** | 12 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 2 | | 5-7 | 4 | | 8-9 | 1 | | 10-12 | 2 | |
| **Ment** | -5 |
| **Perc** | 20 |
| **Hits** | 28 |
| **Init** | 0 |
| **Move** | 5 |

**Special Abilities**

Acid Spittle: This creature can spit a powerful acid up to 4 hexes away. When attacking with acid, the creature has an attack skill of 12. This acid does 1d4 points of damage to bare flesh each combat round for 10 rounds, or until it is washed off with alcohol.

If the acid hits armor, it burns a hole in it, doing a point of damage each round until it matches the durability of the armor piece. Once it matches the armor’s durability, it starts burning the flesh of the victim for 1d4 damage each round. The effect lasts 10 rounds total.

A hit in the head has a 50% chance of splashing in the eyes. In that case, the character will be blinded for 1d6 hours, and at the end of that time, will have to make a TOU roll vs. DL 17 or be blinded until medical or magical help can be sought. If they are blinded, record how much damage was done to the eyes. A physician test vs. DL 17 can restore eyesight to the afflicted character, or any magical healing that can fully heal the damaged eyes in one attempt.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Vulnerability: This creature’s eyes are vulnerable to damage. A hit to the head, has a 50% chance of hitting the eyes. This creature’s eyes have 0 armor value. This location can be targeted with a called shot (at a -4 penalty).

Spider Walk: Like most insects, the giant centipede can walk on walls and ceilings.

**Description**

This is a large beetle, about 2 feet long. It is brightly colored with a green or blue shell. When provoked, it can spit a powerful acid.

**Beetle (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 11, 1d8+1d6 |
| * **TOU** | 15 | **Def** | 11/9/7/6 |
| **Swift** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 5 | | 2-4 | 3 | | 5-7 | 5 | | 8-9 | 1 | | 10-12 | 3 | |
| **Ment** | -5 |
| **Perc** | 20 |
| **Hits** | 38 |
| **Init** | 0 |
| **Move** | 6 |

**Beetle (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Bite: 14, 2d10 |
| * **TOU** | 27 | **Def** | 13/11/10/8/7 |
| **Swift** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 5 | | 2-4 | 4 | | 5-7 | 5 | | 8-9 | 3 | | 10-12 | 4 | |
| **Ment** | -5 |
| **Perc** | 18 |
| **Hits** | 62 |
| **Init** | -1 |
| **Move** | 8 |

**Beetle (Monstrous)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Bite: 14, 2d12 |
| * **TOU** | 40 | **Def** | 13/11/10/8/7 |
| **Swift** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6 | | 2-4 | 4 | | 5-7 | 6 | | 8-9 | 4 | | 10-12 | 4 | |
| **Ment** | -5 |
| **Perc** | 15 |
| **Hits** | 88 |
| **Init** | -2 |
| **Move** | 10 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Spider Walk: Like most insects, beetles can walk on walls and ceilings.

Vulnerability: This creature’s eyes are vulnerable to damage. A hit to the head, has a 50% chance of hitting the eyes. This creature’s eyes have 0 armor value. This location can be targeted with a called shot (at a -4 penalty).

**Description**

These huge, armored beetles can be found in desolate rocky locales, or in dark, dank holes. They occasionally find their way into civilized lands, making burrows near isolated farmsteads and feeding on livestock. Giant beetles range in size from 3 feet to 10 feet long. Their huge mandibles are as sharp as swords and do as much damage.

**Centipede (LARGE)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bite: 7, 2d4, poison |
| **Swift** | 25 | **Def** | 13/11/9 |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 0 | | 10-12 | 2 | |
| **Perc** | 5 |
| **Hits** | 18 |
| **Init** | +4 |
| **Move** | 7 |

**Centipede (GIANT)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 10, 2d6, poison |
| **Swift** | 25 | **Def** | 13/11/9 |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 0 | | 10-12 | 2 | |
| **Perc** | 5 |
| **Hits** | 24 |
| **Init** | +4 |
| **Move** | 8 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Poison: The bite of the giant centipede injects a mild poison. The victim must make a TOU test. If they fail, they lose hit points and STR. If they succeed in the test, they take 1 hit point of extra damage, but suffer no other effects.

* Large Centipede: TOU 10, Lose 1d3 hits and 1 STR
* Giant Centipede: TOU 13, Lose 1d4 hits and 1d3 STR

Lost point of STR return at a rate of 1/day.

Spider Walk: Like most insects, the giant centipede can walk on walls and ceilings.

**Fiddler**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bite: 8, 2d4  Song: Special |
| **Swift** | 5 | **Def** | 9 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 3 | | 2-4 | 3 | | 5-7 | 3 | | 8-9 | 1 | | 10-12 | 3 | |
| **Perc** | 10 |
| * **Hear** | 25 |
| **Hits** | 15 |
| **Init** | -2 |
| **Move** | 4 |

**Special Abilities**

Deadly Violinist: The fiddler bug takes strands of webbing and rubs its legs against it, making a hideous screeching noise. This noise has several effects.

First, any mages that can hear the noise have a –4 to their magic skill rolls when casting spells. The screech makes it hard to concentrate enough to cast spells. Second, all characters hearing the screeching must make an INT save vs. DL 16 or be confused for 1d4 rounds and behave in a random fashion. Roll a 1d12 to determine the action of a confused character.

|  |  |
| --- | --- |
| **Roll** | **Action** |
| 1-2 | Move a full move in a random direction, heedless of danger or obstacles in his path. (50% chance to drop anything he is holding.) |
| 3-6 | Stand motionless and in pain due to the terrible noise. (50% chance to drop anything he is holding.) |
| 7-8 | The confused character will attack the nearest creature to him, hoping that will stop the noise. |
| 9-11 | Move a full move toward the fiddler bugs, entranced by the noise. (50% chance to drop anything he is holding.) |
| 12 | Act normally this round and immediately get a new save (INT 16). |

Once the duration of the confusion has worn off, the character can save again, success means they are immune to the screeching for the rest of the day. Failure means reverting to the confused state for 1d4 rounds.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Spider Walk: Like most insects, fiddler bug can walk on walls and ceilings.

**Description**

Fiddler bugs look a lot like a ladybug about 1 foot in diameter. They have spinnerets like a spider and use them to create strands of webbing. The webbing is rubbed by the creature to create its deadly screech. Fiddlers tend to live in groups of 3-6. Often their lairs contain pits, pools, bridges and other dangerous terrain. They hunt by screeching from a distance, waiting until their prey is scattered, confused, injured from infighting or falling into a pit. When this happens, all the bugs will move to attack a single lone target.

**Gazzle Fly**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Sting: 18, 2d4, poison |
| **Swift** | 25 | **Def** | 19/18/18/15/12 |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 0 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 15 |
| **Hits** | 18 |
| **Init** | +4 |
| **Move** | 4 |
| * **Flight** | 15 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Poison: The sting of the gazzle fly injects a paralytic poison. The victim must make a TOU test vs. DL 13 or else lose 2d3 from his DEX, AGI and SPD scores. The effects of stings are cumulative and if any of the stats fall to zero, the character is paralyzed for 1d3 hours.

Spider Walk: Like most insects, the gazzle fly can walk on walls and ceilings.

**Description**

Gazzle flies are 3' long dragonflies that dwell in the many marshes and coastlands of Bostonia. They hunt singly or with a mate. Usually, they will leave humans alone, preferring to take down animals. However, they will attack humans close to their nests. They are sought after for their wings, which are used in various alchemical experiments.

**Mosquito (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | Bite: 17, 1d4 Pierce(8)  Drain: 1d6 |
| **Swift** | 22 | **Def** | 17/16/16/14/12\* |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 0 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 12 |
| **Hits** | 8 |
| **Init** | +3 |
| **Move** | 3 |
| * **Flight** | 11 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Proboscis: Once this creature hits a target, it latches on and starts to feed, doing 1d6 hit points of damage each round until it is driven off, or killed. When feeding, the creature’s defense is 12.

Spider Walk: Like most insects, the giant mosquito can walk on walls and ceilings.

**Description**

These 1.5’ long mosquitoes are found in swamps to the south and on some of the southern islands. They usually travel in swarms of 5-10, moving from feeding ground to feeding ground. Goblins hunt and kill them for their proboscis, which can be filled with poison and used as blowgun darts.

**Demonspawn**

In Bostonian lore, there are only five true demons. These fearsome creatures are exiled and are no longer able to walk the earth. However, they continue to serve their evil purposes by testing humanity and turning them from the light.

When the demons do need to exert their power on humanity, they do so by sending their minions, the demonspawn, into our world.

**Enforcer**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Claw: 20, 2d10 |
| **Swift** | 13 | **Def** | 18/17/15/14/12 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 15 |
| **Hits** | 52 |
| **Init** | +1 |
| **Move** | 8 |

**Special Abilities**

Cleave: Enforcers have the cleave talent.

Enhanced Demonic Weapon Immunity: Enforcers are demons and as such take reduced damage from mundane attacks. Enforcers take no damage from non-magical, non-silver attacks.

Fighting Mastery: Once per session, an enforcer can reroll any single die roll pertaining to combat.

Infiltrator: Enforcers can take the form of anyone they have seen. They do this unerringly, with no chance to discover the deception. In addition, they have a special form of telepathy that allows them to read the minds of those around them so that they anticipate what is expected of their duplicated form, completing the deception. They can change forms at will, but doing so takes a couple combat rounds.

Stretching: Enforcers have malleable bodies. They can grow and shrink from ½x to 2x human size. In addition, They can stretch their limbs up to 5 hexes and attack from that distance.

**Description**

Enforcers are powerful demons used to track down and defeat enemies of demon kind. They use their unique abilities to gain access to their target, usually by killing someone close to the target and assuming his identity. Then, when the moment is right, they strike with deadly skill.

**Imp**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Fist: 12, 1d8+1d6 |
| **Swift** | 13 | **Def** | 12/9/6 |
| **Ment** | 12 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6 | | 2-4 | 6 | | 5-7 | 6 | | 8-9 | 6 | | 10-12 | 6 | |
| **Perc** | 10 |
| **Hits** | 26 |
| **Init** | +1 |
| **Move** | 6 |

**Special Abilities**

Demonic Weapon Immunity: Imps are demons and as such take reduced damage from mundane attacks. Imps take ½ damage from non-magical, non-silver attacks.

Earth Walking: In addition, they have the ability to "sink" into stone and earth, passing through it as though it were air. They can do this at will, and often do so to escape combat. They cannot be carrying anything with them as they do this, however.

**Description**

Imps are 3.5 - 4 feet tall, gray creatures that resemble the gargoyles of gothic architecture. They are very minor demons and often do the dirty work for an evil mage, or a beast higher up in the demonic hierarchy.

**Sinister Eye**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Zap: 9, 2d6 or paralyze |
| **Swift** | 18 | **Def** | 15 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 5 | |
| **Perc** | 15 |
| **Hits** | 10 |
| **Init** | +3 |
| **Move** | 7 |

**Special Abilities**

Demonic Weapon Immunity: Eyes are demons and as such take reduced damage from mundane attacks. Eyes take ½ damage from non-magical, non-silver attacks.

Fire Bolt: Sinister eyes shoot a bolt of fire as their main attack. The fire does 2d6 points of damage if it hits.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Paralysis Ray: Sinister eyes can fire a beam of white light that if it hits, requires the target to make a TOU save vs. DL 10 or be paralyzed for one hour.

Spider Walk: Sinister eyes can walk on walls and ceilings.

**Description**

Sinister eyes are watchers for their demonic masters. They are often sent in large numbers to track down intruders and capture them. They are eyeballs about 1 foot in diameter with 6 insect-like metal legs.

**Unkillable**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Any: 16, 2d8+special |
| * **TOU** | 26 |
| **Swift** | 15 | **Def** | 15/12/11 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| * **SPI** | 21 |
| **Perc** | 10 |
| **Hits** | 60 |
| **Init** | +1 |
| **Move** | 7 |

**Special Abilities**

Regeneration: The unkillable regenerates 2d4 hit points each combat round. The only way to permanently destroy it is to submerge it in water. An unkillable submerged in water takes 2d10 penetrating damage each round until it is destroyed.

Unkillable: Unkillable do not suffer any ill effects from wounds. Instead, if they take 10 or more points of damage in one blow, they suffer an effect that looks like a wound. An arm might sever; an eye put out; a belly cut open, exposing slimy entrails.

This does not slow the creature down however. On the contrary, the unkillable can animate its disembodied parts and use them to attack his opponents. Each such “wound” gives the unkillable another attack each round. Severed arms will grab at legs, crawl up character’s clothing and go for the neck. Entrails will grasp and spit acid. Jutting pieces of bone will fly at characters. Eyes will float and generally annoy opponents. The GM is encouraged to be creative with these attacks.

**Description**

Unkillable look like misshapen humanoids with powerful, knotted muscles. These creatures are grotesquely twisted and often have limbs that are different sizes, or look broken. Bones stick out of their bruised and battered skin.

**Elementals**

Living embodiments of the primal forces, elementals are usually found near rune sites, or at the command of powerful mages.

**Earthen Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 12, 2d6 |
| * **TOU** | 10 |  |  |
| **Swift** | 13 | **Def** | 13/12/10/9 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 17 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 8 |

**Special Abilities**

Body of Earth: Earthen wolves are made of earth. Blunt weapons do no damage. Piercing weapons do ½ damage. Cutting and slashing weapons do full damage.

Earth Walk: Earthen wolves burrow into the earth and tunnel to move. They may disengage without suffering a free attack.

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Vines: Earthen wolves can create tendrils of vines that grab and drag opponents to the ground. The vines can extend 3 hexes and require a save to avoid (AGI 13). If the victim fails their save, they are entangled and dragged to the ground (STR 13 to escape).

**Description**

The earthen wolf is a minor earth elemental. It looks like a wolf made of branches, mud and leaves as opposed to flesh and muscle. Its favorite mode of attack is to subdue its target with vines before snapping at its exposed throat.

**Firebird**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Claw: 13, 2d8 Ignite(4) |
| **Swift** | 17 | **Def** | 14/11/9 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 24 |
| **Init** | +3 |
| **Move** | 0 |
| * **Flight** | 17 |

**Special Abilities**

Body of Fire: Firebirds are made of elemental flame. They take ½ damage from non-magical attacks. However, they take 2x damage from all water and ice-based attacks. In addition, normal water damages them for 2d6 hit points for each water skin or bucket thrown on them.

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Not Alive: Firebirds take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Swoop: Firebirds can attack mid-flight, buffeting or clawing opponents as they fly by. Swooping creatures can attack at any point during a full move.

**Description**

Firebirds are small fire elementals that are shaped like large hawks.

**Fire Elemental (Lesser)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bolt: 13, 2d8 Ignite(4) |
| **Swift** | 20 | **Def** | 15 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 8 |
| **Hits** | 18 |
| **Init** | +4 |
| **Move** | 10 |

**Fire Elemental**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bolt: 15, 2d10 Ignite(6) |
| * **TOU** | 12 |  |  |
| **Swift** | 20 | **Def** | 15 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 8 |
| **Hits** | 32 |
| **Init** | +4 |
| **Move** | 12 |

**Special Abilities**

Body of Fire: Firebirds are made of elemental flame. They take ½ damage from non-magical attacks. However, they take 2x damage from all water and ice-based attacks. In addition, normal water damages them for 2d6 hit points for each water skin or bucket thrown on them.

Fire Aura: Anyone standing adjacent to a fire elemental takes penetrating fire damage each round.

Lesser Fire Elemental: 1d6 damage/round

Fire Elemental: 2d4 damage/round

Fire Bolt: Fire elementals can shoot bolts of fire from their bodies up to 30 hexes.

Fire Immunity: Fire elementals are immune to all fire and heat damage.

Melting Aura: Anytime a non-magical weapon strikes a fire elemental, roll 1d6. If you roll greater than the weapon’s durability, the weapon melts or burns and is destroyed.

**Description**

Fire elementals look like large flames that burn with no fuel and move and leap without any breeze. Close inspection reveals the faint outline of a face in the dancing flames.

**Water Elemental (Lesser)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Slam: 12, 1d6+1d8  Grab: 12 |
| **Swift** | 17 | **Def** | 15/13 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 24 |
| **Init** | +2 |
| **Move** | 0 |
| * **Swim** | 12 |

**Water Elemental**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Slam: 16, 2d8+2  Grab: 16 |
| **Swift** | 15 | **Def** | 15/13 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 0 |
| * **Swim** | 13 |

**Special Abilities**

Body of Water: Water elementals are made of water and thus weapons that do not create a lot of splash do not affect them as much. Piercing weapons, and most missile weapons do ¼ damage. Edged weapons do ½ damage. Blunt weapons do full damage. In addition, water elementals are not affected by fire or water based attacks.

Drowning Attack: If the elemental hits a character in the head, the character takes extra damage from swallowing water. This damage cannot cause a wound.

Lesser Water Elemental: 1d6 damage

Water Elemental: 1d8 damage

Grab Attack: Minor water elementals generally try to grab an opponent and drag him underwater. This is a normal attack. If the elemental hits, the victim must make a STR test to keep from being dragged underwater. Each round underwater, the victim takes 1d6 damage (no armor) and can break from the elemental’s grip by succeeding in the STR test. The elemental can hold one character underwater while he makes his normal attacks.

Lesser Water Elemental: STR 14 to break out

Water Elemental: STR 22 to break out

Invisible in Water: Water elementals are invisible in water when they are not attacking. When they attack, they rise out of the water and can be seen as a watery pseudopod.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Regeneration: If a water elemental is near a sufficient quantity of water (a pool, well, lake or sea), it will regenerate each round.

Lesser Water Elemental: 1d6 hit points/round

Water Elemental: 1d8 hit points/round

**Description**

Water elementals are invisible as they lurk in magical pools or lakes. When they attack, they rise out of the water like serpents, or waves and crash down on opponents.

**Giants and Trolls**

Giants and trolls are powerful humanoids who through magic or mutation have grown to enormous size and strength.

Every giant and troll is unique and these stat blocks are presented here as a guide. The GM should feel free to make unique giants and trolls to suit his party and the adventure.

**Fire Giant**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 30 | **Atk** | Fire Bolt: 15, 2d10  Sword: 14, 2d12+1d6 |
| **Swift** | 13 |
| **Ment** | 12 | **Def** | 13/11/10/8 |
| * **SPI** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 8 |
| **Hits** | 68 |
| **Init** | +1 |
| **Move** | 10 |

**Special Abilities**

Fire Bolt: Fire giants can cast fire bolts from their hands in lieu of their normal attack. Such bolts have a range of 20 hexes (5/10/15/20), and do 2d10 points of damage.

Fire Control: Fire giants can control normal fires around them, making them burn brighter and hotter, or shrinking them to nothing. A flame so controlled can spark and “jump” from flammable item to flammable item, moving up to 2 hexes each combat round.

Fire Immunity: Fire giants are immune to normal fire and get a +6 to any saves dealing with fire spells. In addition, any effects from fire spells that do affect the giant are reduced by 3 points/die.

Massive Attack: A giant’s attack is so large and powerful, that all parries are at a –3. However, dodges are at a +2.

Spell Caster: Some fire giants are spell casters and have runes in addition to their natural powers. Fire Winder is an obvious choice, but any fiery rune will do. They are often 3rd circle with a level of about 18-20.

**Description**

Fire giants are bronze-skinned titans standing over 12’ tall. Smoke and steam continuously rise from their heads and shoulders. They are imbued with elemental energy and have control over any flames near them. They are often found near ancient sites dealing with fire. It is not known whether this species occurs naturally, or through some elemental summoning magic.

**Ice Giant**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 24 | **Atk** | Ice Shards: 15, 2d8  Spear: 13, 1d12+1d10 |
| * **TOU** | 30 |
| **Swift** | 10 |
| **Ment** | 13 | **Def** | 12/10/9 |
| * **SPI** | 17 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6\* | | 2-4 | 6\* | | 5-7 | 6\* | | 8-9 | 6\* | | 10-12 | 6\* | |
| **Perc** | 10 |
| **Hits** | 68 |
| **Init** | 0 |
| **Move** | 8 |

**Special Abilities**

Ice Armor: Ice giants cover themselves in a coating of icy armor. This armor is reduced by one point every time it is hit. The giant can replenish this armor once a combat by using a full action.

Ice Immunity: Ice giants are immune to normal cold and get a +6 to any saves dealing with cold/ice spells. In addition, any effects from cold/ice spells that do affect the giant are reduced by 3 points/die.

Ice Shards: Ice giants can cast ice shards from their hands in lieu of their normal attack. This attack has a range of 30 hexes (5/12/20/30), and does 2d8 points of damage. Once per combat, they may use this power to fire at three targets at once.

Ice Wall: 3 times/day an ice giant may create a wall of ice as per the spell in the Blizzard Rune.

Massive Attack: A giant’s attack is so large and powerful, that all parries are at a –3. However, dodges are at a +2.

Spell Caster: Some fire giants are spell casters and have runes in addition to their natural powers. The Blizzard is an obvious choice, but any cold or wind rune will do. They are often 3rd circle with a level of about 18-20.

Summon: Once per combat, an ice giant can summon a winter wolf to its defense.

Winter Walk: Ice giants leave a 10 hex wide trail of frost behind them as they travel, blanketing the earth behind them in snow and ice as though a heavy winter storm had recently passed through the affected area. This leaves anywhere from a few inches to a foot of snow on the ground, and gives fire mages in the area a –1 to all magic skill tests.

**Description**

Frost giants are albino giants standing over 12’ tall. Their hair and beards are always tinged in frost and snow and ice are created wherever they walk, causing their path to look like the dead of winter even on the warmest of summer days.

**Stone Giant**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 35 | **Atk** | Fist: 11, 2d12  Slam: 2d10 |
| * **TOU** | 40 |
| **Swift** | 5 |
| **Ment** | 13 | **Def** | 11 |
| **Perc** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 10 | | 2-4 | 10 | | 5-7 | 10 | | 8-9 | 10 | | 10-12 | 10 | |
| **Hits** | 88 |
| **Init** | -2 |
| **Move** | 7 |

**Special Abilities**

Earth Walk: Stone giants burrow into the earth and tunnel to move. They may disengage without suffering a free attack.

Massive Attack: A giant’s attack is so large and powerful, that all parries are at a –3. However, dodges are at a +2.

Mud: A stone giant can make all the ground within 3 hexes of him the consistency of thick mud. Movement in this zone is halved and characters without free action have their attacks and defenses reduced by 1.

Slam: A stone giant can slam the ground around it, hitting everyone adjacent for 2d10 and knocking them prone (STR, AGI 18). They may perform this attack after a full earth walk, erupting from the ground with amazing force.

Summon: Once per combat, a stone giant can summon 1d3 earthen wolves to its defense.

**Description**

Stone giants are massive, 20 foot tall, humanoid mounds of earth. Their rocky skin makes them extremely hard to damage and their attacks, though ponderous, can hit a large area. This, coupled with the fact that they are never more than a shout away from summoning allies, makes them very dangerous foes.

**Rock Troll**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 25 | **Atk** | Club: 13, 2d10  Throw Rock: 15, 2d10 |
| **Swift** | 3 |
| **Ment** | 5 |
| **Perc** | 5 | **Def** | 13/11/10/8 |
| **Hits** | 58 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 5 | | 2-4 | 5 | | 5-7 | 5 | | 8-9 | 5 | | 10-12 | 5 | |
| **Init** | -3 |
| **Move** | 5 |

**Troll**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 23 | **Atk** | Club: 13, 2d10 |
| **Swift** | 5 |
| **Ment** | 5 |
| **Perc** | 5 | **Def** | 13/11/10/8 |
| **Hits** | 54 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Init** | -1 |
| **Move** | 6 |

**Description**

Trolls (also called ogres or half-giants) are large (8’ tall) humanoids that are often found near the ruins of ancient sites (though no one knows why). They can also be found in barren hills and crags. Most are solitary and are not afraid to drive intruders out of their territory by force.

**Goblins**

Goblins are primitive, tribal humanoids that are found in every Bostonian environment. Though some have adapted to presence of humans, and have even integrated into Bostonian society, most goblins have retreated away from civilization and have taken their tribes deeper into the wilderness.

**Goblin Runt**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 9 | **Atk** | Club: 8, 2d6 |
| **Swift** | 13 |
| **Ment** | 10 | **Def** | 10/9/7 |
| **Perc** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Hits** | 26 |
| **Init** | 0 |
| **Move** | 6 |

**Goblin Grunt**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Sword: 10, 1d8+1d6 |
| * **TOU** | 12 |
| **Swift** | 13 | **Def** | 11/10/8/7 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| **Hits** | 32 |
| **Init** | 0 |
| **Move** | 6 |

**Goblin Warrior**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Axe: 13, 1d10+1d8 |
| * **TOU** | 17 |
| **Swift** | 13 | **Def** | 14/12/11/9/7 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 13 |
| **Hits** | 42 |
| **Init** | +1 |
| **Move** | 6 |

**Goblin Champion**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Axe: 16, 1d10+1d8 |
| * **TOU** | 19 |
| **Swift** | 15 | **Def** | 15/13/12/10 |
| **Ment** | 11 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 13 |
| **Hits** | 46 |
| **Init** | +2 |
| **Move** | 7 |

**Goblin Shaman**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Staff: 13, 2d6 |
| * **TOU** | 14 |
| **Swift** | 13 | **Def** | 15/13/12/10 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 15 |
| **Hits** | 36 |
| **Init** | +2 |
| **Move** | 7 |

**Special Abilities**

Spell Caster: Goblin Shamans are spell casters with a few ritual spells and often a rune. Suitable runes are Earthsblood, Fire Winder, Marsh Song, The Blizzard, Hand of the Tyrant and Widow Weave. Their spell casting level is up to the GM, but 2nd circle and 13-15 is a good average.

**Description**

Goblins are thin, lanky humanoids about 5 ½ - 6 feet tall. However, they are generally hunched over, making them seem much shorter. They have hairless skin ranging from gray and brown to green in color. They have flat heads and bulging eyes. Goblins come in all shapes and sizes and these statistics should be considered a guideline for average Goblins or Goblin warriors.

**Hags**

Hags are magical spirits that take on the form of old, decrepit women. They are filled with hatred for humankind and use their substantial magical powers to cause harm and sow discord wherever they can.

**Cloaked Hag**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Touch: 11, 2d4 |
| * **TOU** | 13 |
| **Swift** | 17 | **Def** | 19/16/14/12 |
| **Ment** | 23 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 17 |
| **Hits** | 34 |
| **Init** | +3 |
| **Move** | 8 |

**Special Abilities**

Curse Aura: Everyone within 10 hexes of a cloaked hag has the *cursed* status.

Innocuous Aura: Cloaked hags look much like oddly-dressed old women and keep the charade up for as long as possible. A perception test (DL 23) is required to notice something is wrong with the kindly old woman.

Luck: Three times per encounter, a cloaked hag can reroll any failed roll as though they had a relevant mastery talent.

Regeneration: A cloaked hag regenerated 2d6 hit points whenever someone in her curse aura rolls a 1 on a d12 roll (initiative, damage, attack, skill check, etc.). In addition, the hag can also regenerate 2d6 hit points by “using” one of her lucky rolls for the night.

Runic Magic: Cloaked hags will typically have bound one or more runes.

Sense Magic: Cloaked hags can sense magic items and runes up to 1000 meters away.

**Description**

Cloaked hags look like wizened old women dressed in flowing black robes. They tend to frequent areas with high traffic, so they can be found in towns, taverns and along roads. They try to frequent the same place if possible, or find an excuse to travel with and be near a specific individual or group. They will try to touch their victims. Once contact is made, the hag feeds off of the misfortune and discord that it causes.

**Ice Hag**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 13, 2d8+1  Claw: 14, 2d6 |
| * **TOU** | 18 |
| **Swift** | 10 | **Def** | 15/14/12/11 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 42 |
| **Init** | +1 |
| **Move** | 6 |

**Special Abilities**

Blizzard: Once each day, an ice hag can cause a blizzard within a 10 hex radius of her for 6 rounds. Everyone in the blizzard will be *chilled* unless they save (TOU 15) and take 1d4 penetrating cold damage each round.

Cold Immunity: Ice hags get a +4 to save against cold effects and -1 effect/die.

Frenzied Attack: Ice hags can attack with both their bite and claw attacks in a single round.

Mountain Climber: Ice hags have the climb skill at a level of 21 and never suffer penalties for slippery surfaces or rough terrain.

Regeneration: An ice hag regenerates 1d4 hit point each combat round when she is in a cold climate.

Stunning Blow: Ice hags have the stunning blow talent.

**Description**

Ice hags look like naked, crazed, windswept human women… except for the bluish tint to their skin, the wicked claws, the razor sharp teeth, and the murder in their eyes.

**Sea Hag**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Claw: 10 (16), 2d8  Kiss: 10 (16), 2d12  Water Jet: 16, 2d6 |
| **Swift** | 10 | **Def** | 12/10/9/7 (+5 in water) |
| * **Water** | 20 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 8 |
| * **Water** | 17 |
| **Hits** | 45 |
| **Init** | 0 |
| **Move** | 5 |
| * **Swim** | 9 |

**Special Abilities**

Ink Cloud: Once each day, a sea hag can fire a cloud of ink into the air or water. The cloud expands to a 3 hex radius (6 hexes underwater) and lasts for 2d3 rounds (2d6 underwater). Anyone relying on normal sight will be unable to see through this cloud. The sea hag is immune to her own ink and will use the ink to flee, or attack her opponents from a position of advantage.

Regeneration: A sea hag regenerates 1d4 hit point each combat round when she is underwater.

Summon Sea Serpent: Once each day, a sea hag can summon a giant sea serpent. This creature has the stats of a giant venomous snake, but does not have a poison bite.

Underwater Mastery: Sea hags get bonuses to swiftness, perception, movement, attack and defense when fighting in water.

Underwater Stealth: Underwater, sea hags have the equivalent of an 18 stealth skill.

Water Jet: Instead of taking their normal attack, hags can create a powerful jet of water and shoot it at opponents. The jet hits one creature and the hag has a 16 attack skill with it. If it hits, the target takes 2d6 points of damage and is bowled over, thrown back 2 hexes and knocked down (underwater, they aren’t knocked down, but still need to take a ½ phase to right themselves).

Watery Kiss: If a sea hag can grab her opponent and kiss them, the target will have to make a SPI save vs. DL 12 or take 2d12 penetrating drowning damage. Damage taken from drowning cannot cause a wound, but anyone reduced below an unconsciousness threshold does not get to save; they will fall unconscious.

**Description**

Sea hags are sea creatures that take the form of hunched and twisted hags. They frequent undersea grottos, coves and caves, but can sometimes be found on beaches or islands. Hags are slow and ungainly on land, but in the water, they are fast, graceful and dangerous.

**Miscellaneous Menaces**

There are a few creatures that fall under no category, but are interesting enough to include in this list.

**Gaunt (Fledgling)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Claw: 10, 2d6  Grab: 10, STR 13  Swoop: 12, 2d6 |
| * **Grasp** | 13 |
| **Swift** | 10 | **Def** | 10/8/6 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| * **Sight** | 15 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 5 |
| * **Fly** | 11 |

**Gaunt (Adult)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Claw: 12, 2d8  Grab: 12, STR 18  Swoop: 14, 2d8 |
| * **Grasp** | 18 |
| **Swift** | 10 | **Def** | 12/10/8 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 3 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 10 |
| * **Sight** | 18 |
| **Hits** | 34 |
| **Init** | +1 |
| **Move** | 6 |
| * **Fly** | 13 |

**Gaunt (Greater)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Claw: 14, 1d8+1d10  Grab: 12, STR 20  Swoop: 16, 1d8+1d10 |
| * **Grasp** | 20 |
| **Swift** | 10 | **Def** | 14/13/11 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 10 |
| * **Sight** | 20 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 6 |
| * **Fly** | 15 |

**Special Abilities**

Grab and Head Smash: Gaunt often attempt to grab characters. They will do this on a swoop attack, or when standing next to a victim. The grab is a regular attack that does no damage. Instead, the grab will envelop the victim in the gaunt’s wings, pinning the victim’s arms. Once grabbed, the gaunt will pound at its prey’s head, automatically hitting that location, until the victim is dead or unconscious. Breaking a grab requires a STR test.

* Fledgling: STR 13
* Adult: STR: 18
* Greater: STR: 20

Swoop Attack: Gaunt swoop and either knock down or grab their victims. When they swoop, they get a +2 to attack.

**Description**

Gaunt are man-sized beings with powerful wings instead of arms.  They have bird-like beaks with which they strike prey. Gaunt often hunt in small packs. They circle and swoop toward prey, hoping to confuse and overwhelm them. Gaunt have wonderful eyesight and their eyes are often sought for their alchemical properties.

**Ghoul**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Claw: 13, 1d8+1d6  Bite: 15, 2d8+1 |
| **Swift** | 13 | **Def** | 13/10/9/7 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| * **Smell** | 15 |
| **Hits** | 34 |
| **Init** | 0 |
| **Move** | 6 |

**Special Abilities**

Grab Attack: A ghoul can grab an opponent, doing no damage that round. Each round afterward, the ghoul can attack the grabbed opponent with a vicious bite at a +2 attack skill, doing 2d8+1 damage. They attack in this fashion until dislodged, or killed.

Iron Stomach: Ghouls are immune to poison and disease. They can eat almost anything to sustain themselves.

**Description**

Ghouls are often thought to be undead creatures. However, they are simply humanoid mutants who emerged from their watery enclaves too early and were changed by the poisoning of the world. They are cannibals that crave human flesh – even rotting flesh – over all other foods.

Ghouls travel in packs of 6-20. They are insane, gaunt creatures with white leathery flesh. They hunt together, acting on instinct and cunning to capture and kill their prey.

**Wisp**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | -- |
| **Swift** | 35 | **Def** | 22 |
| **Ment** | 25 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 10 |
| **Init** | +6 |
| **Move** | 12 |

**Special Abilities**

Command: Wisps can cast a spell of command. Victims must make a WIL save vs. DL 15 or succumb to the command “Follow me.” The command lasts for 10 minutes, at which time the victim can attempt to save again. Once a character saves against this spell, he is immune to the wisp’s charm for a day.

Teleport: Once each combat round, wisps can teleport up to 30 hexes, but this takes their entire action.

**Description**

Wisps are often seen as small glowing globes. They frequent swamps, tombs and monster lairs. Anywhere there is danger; wisps will hang around waiting for a mortal to stumble nearby. When they do, the wisps will attempt to command the victim, leading them into the danger. As they are killed, the wisps feed off the life force.

If a wisp encounters a lone traveler, he will follow the character, tormenting him and using its command power to lure him to his death. If a wisp meets a group of characters, it will try to command and confuse the group separating them until it can trap a straggler. If a wisp determines that it cannot trap an individual, it teleports to safety.

**Rats**

A scourge common to all of Bostonia, rats dwell anywhere large amounts of waste and garbage can be found.

**Plauge Rat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 13, 2d6+1 |
| **Swift** | 8 | **Def** | 11/10/8 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 10 |
| * **Smell** | 16 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 6 |

**Special Abilities**

Control Rats: Plague rats can control normal and giant rats within 20 hexes of them.

Plague Bite: The bite of a plague rat has a chance of causing Gnawing Fever. A character that is bitten by a plague rat has a 50% chance of *possibly* contracting the disease. A character that might contract the fever can make a TOU or SPI check vs. DL 13 to avoid it. See the section on Diseases for more details.

**Description**

Mangy, 4-foot long rats often covered in dung and garbage. Plague rats are found in the sewers and garbage dumps of Bostonia’s cities and towns. Anywhere, they are found, hordes of diseased rats are sure to be found.

**Rat (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | Bite: 8, 2d3 |
| **Swift** | 10 | **Def** | 12/12/9/8 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| * **Smell** | 16 |
| **Hits** | 10 |
| **Init** | +1 |
| **Move** | 5 |

**Rat (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 10, 2d6 |
| **Swift** | 10 | **Def** | 13/12/10/8 |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 10 |
| * **Smell** | 16 |
| **Hits** | 24 |
| **Init** | +1 |
| **Move** | 6 |

**Description**

This is a particularly large rat, measuring about 2-4 feet long. Alone, it is not particularly dangerous, but giant rats often travel in large swarms numbering 12-24 rats.

**Spiders**

Giant spiders are found all over Bostonia, dwelling in caves, or particularly dense, dark patches of forest. Most scholars think that these creatures are the product of magic gone wrong.

**Ice Spider**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 14, 2d6, chill |
| **Swift** | 18 | **Def** | 14/13/11 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6\* | | 2-4 | 6\* | | 5-7 | 6\* | | 8-9 | 6\* | | 10-12 | 6\* | |
| **Perc** | 13 |
| **Hits** | 24 |
| **Init** | +4 |
| **Move** | 9 |

**Special Abilities**

Chilling Bite: The bite of an ice spider chills its victim. The target will take a -1 penalty to attack, damage, initiative, skill use and movement until the end of hit next action.

Ice Armor: Ice spiders routinely cover themselves in a thin, but strong coating of ice. This coating gives them great protection, providing 6 value armor on all locations of their body.

Every attack that does damage through the armor degrades it, reducing the armor value by one. Fire attacks protect for a single hit, but then the coating melts away, leaving the ice spider without armor.

Entomb: Once per combat, the ice spider can spew a mass of freezing liquid onto an opponent. The victim must save (AGI, STR 15) or be trapped in a prison of ice. A trapped character can save again in 6 rounds (STR 15) to free himself, or he can be freed by allies if they do 50 points to the prison.

Freezing Aura: Ice spiders exude a bone-chilling cold that extends into all adjacent hexes. Anyone in an affected hex must save (TOU 13) every round, or take 1d4 points of penetrating cold damage.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Spider Walk: Spiders can walk on walls and ceilings.

Weak to Fire: Ice spiders have a -1 to save against fire effects and take +1 effect/die.

Whiteout: Ice spiders have a stealth skill of 18 in snowy regions.

**Description**

Ice spiders roam the frozen lands north of Bostonia as well as the mountain peaks that ring the human lands. They are dangerous predators, using their coloring to hide in the snow and wait for prey to stumble close. When it does, the will charge out and freeze their victim before dragging it back to its lair.

These creatures tend to hunt alone, or in small packs (2-4). Packs of these creatures are extremely dangerous due to their ability to quickly incapacitate large numbers of hapless adventurers before a single blow has been struck.

**Puppeteer Spider**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bite: 11, 2d4+1  Web: 17, special |
| **Swift** | 13 | **Def** | 15/13/10 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 18 |
| **Hits** | 20 |
| **Init** | +1 |
| **Move** | 9 |
| * **Float** | 9 |

**Special Abilities**

Dreaded Puppeteer: Puppeteer spiders have special, super-thin webbing (PER 24 to detect) that they dangle from their abdomens. When the web touches a victim, it enters the skin and interferes with his nervous system.

When hit by the puppeteer’s webbing the victim gets a willpower save (DL 13) to retain control of his mind. He must save each round, with the difficulty increasing by 2 each time, until the spider’s contact is severed, or the victim falls under the spider’s control.

Once the victim succumbs, the spider can control his actions and has access to his skills, languages and magical abilities. The puppeteer also gains knowledge of his puppet’s memories, going back about two days.

Once it exerts control over a victim, the only way to free him is to kill the spider, or cut the invisible webs that allow the spider to maintain his hold.

Gas Bag: Puppeteer spiders can float silently in the air.

Invisible: Puppeteer spiders can become invisible as a full round action. It takes a perception test (DL 24) to see them. They may be detected by their effect on the environment with a perception roll at the GM’s discretion.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Spider Walk: Spiders can walk on walls and ceilings.

**Description**

Puppeteer spiders are intelligent spiders. Though small (1 foot across) and weak in terms of their giant brethren, their ability to mind-control creatures allows them to gain access to food with little danger to themselves.

Many puppeteers roam the wilds, but some are drawn to settlements where their abilities serve as a source of amusement as well as food.

**Spider (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | Bite: 14, 2d3, poison |
| **Swift** | 15 | **Def** | 16/14/13/10 |
| **Ment** | 2 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 10 |
| **Init** | +3 |
| **Move** | 7 |

**Spider (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 15, 2d8, poison |
| **Swift** | 15 | **Def** | 14/13/11/10/8 |
| **Ment** | 7 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 35 |
| **Init** | +2 |
| **Move** | 9 |

**Spider (Monstrous)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 23 | **Atk** | Bite: 17, 2d12, poison |
| **Swift** | 10 | **Def** | 14/13/11/10/8 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 15 |
| **Hits** | 60 |
| **Init** | 0 |
| **Move** | 7 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Poison: A spider’s bite injects a paralytic poison. If the bite penetrates armor, the victim must roll a TOU save to avoid additional damage and a loss of DEX, SPD and AGI. If any of these stats drops to zero, the victim is paralyzed for 1d6 hours.

Large: TOU 10, 1d6 hits, 1d3+1 stat loss

Giant: TOU 14, 1d8 hits, 2d3 stat loss

Monstrous: TOU 17, 1d12 hits, 2d4+1 stat loss

Once victim recovers from being paralyzed, he will have his full DEX, SPD and AGI.

Spider Walk: Spiders can walk on walls and ceilings.

Web: Spiders can spin a web to trap their prey. A web can be cast up to 8 hexes away and covers an area of one hex. Anyone in the target hex must make an AGI save vs. a DL of 14 or be trapped. Trapped characters may break out with a STR.

Others can help the trapped character escape and each person doing so gives a +1 to the STR roll. However, each helper has a 25% chance to become trapped each round they assist the victim.

Large: STR 12 to break out

Giant: STR 15 to break out

Monstrous: STR 18 to break out

**Description**

The spiders listed here range from between 1-15 feet long. They are able to deliver powerful bites which inject a paralytic poison. The larger spiders sport a malevolent intelligence and will use cunning and trickery to trap their prey.

**Talak**

Talak are wild barbarians that dwell in the high reaches of the Teeth Mountains. Tribes of these berserkers are small, consisting of a couple dozen warriors, a witch and possibly a few other stragglers that do not fight, but support the tribe in other ways. They are crazed and fearless warriors, living off the spoils of their raids on Bostonian villages and farms. Talak stand 6-7’ tall and are powerfully built. Male Talak have little or no body hair and often adorn their skin with paint and dye.

Talak witches are said to have mastered powerful rituals that allow flesh to merge with iron and steel. Talak warriors often use this ritual to meld weapons and armor, as well as ornamental pieces to their bodies. Some Talak have spikes jutting from their foreheads, others have armor grafted to their chests and still others have replaced limbs with swords or axes.

Witches are the undisputed leaders of the Talak tribes. They provide the magic and leadership upon which the tribe depends. Witches are shrewd tacticians, understanding how to use the Talak advantages of strength and fearlessness. In addition, they learn magic that allows them to augment their warriors’ strength through melding metal to flesh and summoning the terrifying demon horses the Talak ride into battle.

**Talak (Mundane)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 14 | **Atk** | Weapon: 11, 2d8+2 |
| **Swift** | 10 | **Def** | 13/11/10 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 32 |
| **Init** | 0 |
| **Move** | 6 |

**Talak (Warrior)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 20 | **Atk** | Weapon: 15, 2d10+2 |
| **Swift** | 10 | **Def** | 16/14/13/11/10 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **WIL** | 15 |
| **Perc** | 10 |
| **Hits** | 48 |
| **Init** | 0 |
| **Move** | 6 |

**Talak (Champion)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Weapon: 18, 1d12+1d10+2 |
| **Swift** | 10 | **Def** | 18/16/15/13/12 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **WIL** | 20 |
| **Perc** | 10 |
| **Hits** | 60 |
| **Init** | 0 |
| **Move** | 7 |

**Special Abilities**

Body Weaponry: Many Talak have weapons, armor and various metal bits grafted to their bodies. This means they cannot lose the item in questions. More importantly, some of the more outlandish specimens gain special attacks due to their unique body weaponry. For instance, a Talak with spikes in his forehead may gain a special attack when head butting opponents. The exact effects are left up to the creativity of the GM.

Cleave: Warriors and champions have the cleave talent.

Stand Ground: Talak are immune to all fear effects as well as effects that press them, knock them back, or knock them prone.

Strike True: Talak champions have the ability to reroll a grazed wound roll.

Tough: Once per session, Talak warriors and champions can ignore a wound effect. They still take damage, but are not impaired or otherwise affected by a wound.

**Talak (Witch)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Weapon: 15, 2d8 |
| **Swift** | 15 | **Def** | 17/15/14/13 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 38 |
| **Init** | +2 |
| **Move** | 7 |

**Special Abilities**

Fearless: Talak are immune to all fear effects.

Rally Cry: Talak witches can call out to their tribe and heal them for 1d6 points of damage once a combat.

Runic Magic: Many Talak witches have bound runes. Good candidates are The Blizzard, Fire Winder, Hand of the Tyrant, Third Eye, and Widow Weave. They will have the rune at a level between 14 and 18.

**Undead**

The world of Bostonia is haunted by the spirits of the Ancients who died when the gods purged the world with fire. These spirits sometimes enter bodies that have not been properly blessed by priests. Other times, the spirits are coerced into service by unscrupulous wizards wielding forbidden magic.

**Necroworm**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 16, 2d6+poison |
| **Swift** | 20 | **Def** | 15/13 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| * **SPI** | 14 |
| **Perc** | 15 |
| **Hits** | 24 |
| **Init** | +3 |
| **Move** | 11 |

**Special Abilities**

No Flesh: Slashing and thrusting weapons do 1/2 damage. Arrows and thrown piercing weapons do nothing. Axes, maces and hammers do full damage.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Necroworms take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

Poison: Anyone bitten by a Necroworm must make a SPI save vs. DL 13 or the location hit becomes numb. In the case of an arm or a leg, the limb becomes useless. In the case of the head or chest being hit, the victim falls unconscious. The effects last for 10-120 minutes.

**Description**

The Necroworm is an undead construct created by a powerful necromancer or demon. It has what looks to be a 8-10' long human spine upon which sets a ribcage and a human skull. It slithers along the ground like a snake and strikes by biting its opponents.

**Restless Walker**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 20 | **Atk** | Claw: 14, 1d10+1d8 |
| **Swift** | 5 | **Def** | 13/10/10/7 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| * **SPI** | 17 |
| **Perc** | 10 |
| **Hits** | 50 |
| **Init** | 0 |
| **Move** | 5 |

**Special Abilities**

Fearless: This creature is immune to fear effects.

Restless Dead: Walkers have the terrible power to animate corpses to do their bidding. As they walk, they animate any dead body within 50 meters. Buried bodies will try to dig themselves from their graves. They will succeed unless they are secured in some fashion, or the ground is holy (major consecration).

Undead: Walkers take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

**Description**

The walker looks like a particularly well-composed zombie with one minor difference -- his eyes glow with a dim green light. The horrors that he creates also have this glow to their eyes.

**Shambling Corpse**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Smash: 15, 1d12+1d6 |
| **Swift** | 9 | **Def** | 13/10/8 |
| **Ment** | 6 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **SPI** | 19 |
| **Perc** | 10 |
| **Hits** | 52 |
| **Init** | -1 |
| **Move** | 6 |

**Special Abilities**

Undead: Shambling Corpses take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage per vial.

No Bones: Shambling Corpses take ½ damage from blunt weapons.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Bleeds Bugs: Each successful hit on the Shambling Corpse by a cutting or piercing weapon causes its skin to split and a horde of bugs pour into the attacker's hex. These bugs move 2 hexes/round and will try to attack by crawling on an opponent.

If they are ever in the same hex as an opponent, the victim must make an AGI save vs. DL 14 or be covered in bugs. The bugs do 2d4 damage on the first round of their attack. On subsequent rounds, the bugs automatically succeed in their attack (no save allowed) and the damage is penetrating.

These bugs can be killed by a large crushing attack (such as rolling a barrel or body over them), or by the application of at least a torches-worth of flame. It takes a full round of crushing or flame will kill one "hex" of bugs.

Crawling Kiss: If the Shambling Corpse hits a character in the head, it has grabbed the head of its victim. This does no damage, but on the next round, bugs pour from the corpse’s hands and into the victim’s nose and mouth, choking him.

The victim of such an attack must make a SPI save vs. DL 12 or die. A successful save still leaves the victim nauseated for 2d4 rounds. During this time, he cannot attack, can only make ½ moves, and can defend at a -2.

**Description**

The Shambling Corpse looks like a slightly decomposed corpse. Closer inspection will reveal the ever-crawling skin and a jerky gait reminiscent of a puppet on a string. Beetles and centipedes crawl in and out of the eye sockets, nose, and ears.

**Skeleton (Mundane)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Sword: 9, 1d8+ 1d6 |
| **Swift** | 10 | **Def** | 10/9/8/6 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **SPI** | 11 |
| **Perc** | 5 |
| **Hits** | 20 |
| **Init** | 0 |
| **Move** | 6 |

**Skeleton (Heroic)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Sword: 14, 1d10+1d8 |
| **Swift** | 13 | **Def** | 14/14/11/11/8 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| * **SPI** | 14 |
| **Perc** | 5 |
| **Hits** | 30 |
| **Init** | 0 |
| **Move** | 7 |

**Special Abilities**

No Flesh: Slashing and thrusting weapons do 1/2 damage. Arrows and thrown piercing weapons do nothing. Axes, maces and hammers do full damage.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Skeletons take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

**Description**

These fleshless undead are often called to serve necromancers and evil spirits. Occasionally, sites of great death will cause the dead to rise spontaneously creating a small army of skeletons.

**Wraith**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Tentacle: 14, special  Throw: 15, 2d8  Weapon: 14, 1d10+1d6 |
| * **STR** | 20 |
| **Swift** | 20 | **Def** | 16/14/13/11 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 30 |
| **Init** | +3 |
| **Move** | 10 |

**Special Abilities**

Animate Corpse: If the body of the wraith's mortal is still intact, the wraith may animate it. In addition, if the wraith has killed anyone and its body is in the tomb, the wraith can animate these as well. Animated bodies fight like Heroic Skeletons.

Black Tentacles: Wraiths can attack with black tentacles. The tentacles attack at skill 14 and have a strength of 20. If the tentacles grab a character, they are slowly squeezed, taking 1d10 points of damage until they are rendered unconscious. Though the wraith gets only one attack per round with his tentacles, he can grab up to three people and still attack.

The damage taken is magical in nature and is not real. However, a person rendered unconscious by this attack can then be eaten by the wraith and that DOES hurt.

Fear: Any mortal coming within 1" of a wraith must make a WIL save with a DL of 15. Failure means the victim will be paralyzed for 1d3 rounds and once they regain their senses, be so terrified so as to move at least a full move away from the creature as soon as possible.

Feeding Attack: Wraiths attack creatures by enveloping them in the folds of their shadows. This attack does 2d6 penetrating damage, but only to a victim who has been knocked unconscious or is otherwise not struggling.

Immune to Normal Weapons: Wraiths are immune to normal weapons, but can be harmed by magic weapons, spells and holy water, taking 2d6 from each vial poured on them.

Regeneration: Wraiths regenerate while in their tomb, regaining 1d4 hit points each round.

Telekinesis: Wraiths have telekinesis and can control the objects in their tombs. Up to three objects can be thrown this way. Though wraiths will use this power to attack foes, they often use it to sow confusion and fear. With the telekinesis, wraiths can open or close doors, pull curtains down over attackers, move suits of armor, create creaks and footfalls and a host of other "tricks" to lure victims away from their friends.

Undead: Wraiths take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

**Description**

Wraiths inhabit dark tombs and dank ancient sites. Their appearance is that of a shadowy cloak through which no light can penetrate. When not in combat, they have no visible limbs or features aside from their glowing red eyes. When aroused, they attack with tentacles that look, feel, and smell of black cloth soaked in blood.

**Zombie**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Claw: 11, 2d8 |
| **Swift** | 5 | **Def** | 9/8/6 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **SPI** | 13 |
| **Perc** | 3 |
| **Hits** | 26 |
| **Init** | -2 |
| **Move** | 5 |

**Special Abilities**

Choking Attack: If a zombie hits an opponent in the head, they are considered to have grasped the throat. They will automatically do their damage each round until hit in the arm, or for nine or more points.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Zombies take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

**Description**

A stronger and slower form of undead, Zombies are not dangerous unless they are encountered in large numbers.

**Wolves**

Wolves are common in Bostonia. The Bostonian wolf is quick and powerful. Wolves travel in packs and well generally leave humans alone unless provoked or controlled in some way. However, farmsteads on the edge of the wilderness often find their livestock the target of a hungry wolf pack.

**Common Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 10, 2d6  Leap: 10, special |
| **Swift** | 13 | **Def** | 11/10/9 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| * **Hear, Smell** | 23 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 8 |

**Special Abilities**

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Leap: Wolves can leap at their opponents, knocking them to the ground (STR, AGI 12).

**Dread Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Bite: 16, 2d8+2  Leap: 15, special |
| **Swift** | 15 | **Def** | 13/11/10 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 15 |
| * **Hear, Smell** | 23 |
| **Hits** | 45 |
| **Init** | +2 |
| **Move** | 9 |

**Special Abilities**

Alpha: Dread wolves can control normal wolves in a 200 hex radius and lead unusually large packs when hunting.

Cursed Bite: The dread wolf’s bite *curses* his victim (SPI 13). This curse can only be removed by the blessing of a priest or priestess of the victim’s religion.

Fear Aura: At night, opponents that fail a SPI save vs. DL 13 are *chilled*.

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Leap: Wolves can leap at their opponents, knocking them to the ground (STR, AGI 12).

Night Vision: Dread wolves can see in the dark.

**Description**

Dread wolves are huge, intelligent and evil. They are found in the darkest Bostonian forests leading wolf packs that number from a dozen to over a hundred. They have gleaming red eyes, and jet-black coats.

**Mountain Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 17 | **Atk** | Bite: 17, 2d10 |
| * **TOU** | 25 |
| **Swift** | 10 | **Def** | 15/12/10/7 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4/10 | | 2-4 | 4/10 | | 5-7 | 4/10 | | 8-9 | 3/7 | | 10-12 | 4/10 | |
| **Perc** | 10 |
| * **Hear, Smell** | 18 |
| **Hits** | 58 |
| **Init** | 0 |
| **Move** | 9 |

Armor Piercing: The claws of the mountain wolf are said to “see no metal or stone.” Their attacks have Pierce (9) against such armor, cannot be blocked or parried by metal implements.

Blends Into Background: The mountain wolf has a dull gray coat, mottled with brown. In mountainous and hilly terrain, this gives it stealth at a skill level of 14.

Climbing: The claws of the mountain wolf allow them to move on any stone slope as though it were level terrain.

Tough Hide: Mountain wolves have hide that is strong and repels metal. Against metal weapons, use the higher armor values. Against wooden weapons, use the lower armor values.

**Description**

Mountain wolves are extremely large (the size of a pony), 6-legged, wolves that dwell in the Teeth Mountains to the west of Bostonia. They are quick, strong and can move through any rocky terrain. Though they often stay in their mountainous hunting grounds, small family groups will occasionally wander into the lower lands and plague towns by killing much of the livestock. Their size, strength and incredible staying power make them one of the most feared beasts in all of Bostonia.

**Winter Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 14, 2d6+2  Leap: 14, special |
| **Swift** | 15 | **Def** | 14/12/11/9 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| * **Hear, Smell** | 23 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 8 |

**Special Abilities**

Blends Into Background: The winter wolf has a white coat, mottled with brown. In icy terrain, this gives it stealth at a skill level of 14.

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Frost Breath: Once each day, the winter wolf can breathe a cone of frost that is 1 hex wide by 3 hexes long. It does 2d8 damage. Armor will reduce this damage, but if any of it gets through, it *chills* the victim for 2-5 rounds.

Leap: Wolves can leap at their opponents, knocking them to the ground (STR, AGI 12).

**Description**

Winter wolves are wolves native to the northern edge of Bostonia. They are very rare, but when encountered it is usually in small packs of 3-6 creatures. They are regular-sized wolves with white, or light gray coats. Their eyes are ice blue and their breath is misty with frost.