

WHAT IS NPG

These rules are effectively a set of guidelines for structured improv storytelling. In mpg the players take on the role of characters within the story world while the game master (GM) is effectively the narrator.

THE CHECK

The result of players' actions are determined through the Check mechanism. Every time a character attempts an action where a chance of failure or risk is involved the character must make a Check. If the check is successful, the action is accomplished. If the check is unsuccessful, then the task might *still* be accomplished, but something nasty also happens to the character (see success with complication).

MAKING A CHECK

To make a Check a character rolls 2D6 then adds modifiers and if the result is equal to or greater than the Difficulty Class (DC) for the task, the Check is a success and the task is completed. The DC for a task is set by the DM based on how hard it is to accomplish. Skill bonuses are the most common things that modify checks. No more than two skills can modify a single Check and the skills must be logically relevant to the task at hand. Interpreting what counts as "logically relevant" is up to the DM players. Strict use of skills lends itself to a more greedy play experience while looser interpretation create some more creative environment. Either way characters are encouraged to think of new ways to employ their skills.

Check = 2D6 + bonuses

- ♣ If *Check* ≥ DC, Success
- ♣ Else Failure

Square brackets mean make a Check with the specified bonuses. For example [*Athletics*] is an instruction to roll a Check with a bonus equal to *Athletics*. Often only a single skill is specified in which case another skill may be added if appropriate.

ADVANTAGE & DISADVANTAGE

Oftentimes beneficial circumstances can give a character the edge, an opponent might be blinded by dust, or maybe the adventurers saved the Princess from a dragon before asking the Lord for a favor. Whatever the reason, the character may roll one extra D6 for every degree of advantage it has on the check. The creature then chooses two of the D6 rolled and uses them for the check.

Likewise, when a character makes a check with disadvantage, it rolls extra D6's equal to the degree of disadvantage and *must* use the two lowest results.

PLOT POINTS / TA'VEREN / (WHEEL OF TIME PLAGIARISM)

Once every adventure, typically about three or so months in-game time, a player character receives a plot point which they may spend to tug on the twisting of fate. Plot points are used to alter the course of events. To spend a plot point a character describes what he or she would like to have happen and gives some justification for it. In the end it is up to the DM to decide if the event does indeed take place.

When a character fails a skill check they may use a plot point to avoid the negative consequences. The player must describe how they manage to pull off the miraculous escape given the unfortunate circumstances.

Pursuing an evil wizard across a perilous rope bridge over a ravine, Grump the ogre fails a check and falls screaming to his death on the jagged rocks below. Yet Grump never hits the canyon floor. By some lucky twist of fate, there happened to be a hidden ledge just below the edge of the chasm, and Grump landed on it!

Need examples: Boromir's last stand would be the use of a plot point. The more epic, emotional, and story driving the action or event would be the more likely the DM should be to let it happen. Also if there's a good justification for it.

CRITICAL SUCCESS & FAILURE

If two 6's are rolled on a Check, a critical success is scored. The creature may choose between, automatically succeeding or doubling the effect of the action if it would normally succeed. For example, if the critical success is scored in combat the character can choose to either automatically hit its opponent or double the damage dice if the check result would normally hit. If two 1's are rolled on a check, a critical failure is encountered. The character automatically fails the check.

SUCCESS, FAILURE, AND CONSEQUENCES

SUCCESS WITH A COMPLICATION

When a character fails a check, they may choose to instead succeed, at the cost of a complication. The GM determines what the complication is. Complications can come in many forms and often depend on the specific check that was failed. Wild players should usually be allowed to take on complications in order to succeed a check, it is ultimately up to the GM to determine if this is possible in a given circumstance. It is almost always possible with physical tasks and less so with social ones. But as always there are exceptions. In addition, if a check is failed by more than nine, taking on a complication should not change the result. If the creature wishes to take on a complication in an attempt to complete the task, the GM may still award a complications but the check fails anyway. Below are a number of possible complications.

Injuries and Exhaustion: The character receives an injury or level of exhaustion with degree equal to the amount by which they failed the check. Whether they acquire an injury or exhaustion is up to the DM. This type of complication is useful when the check is relatively important. Injuries, especially, can set characters back for quite some time and force them to be creative.

Damage: The character receives damage equal to the amount by which they failed the check. This is a useful complication when the check is not extremely important. Characters can regain health relatively quickly and its loss does not set them back too far.

Lost or Broken Item: If an item for tool is being used it might break, requiring quite some time or even becoming impossible to fix. Also, the item need not be connected with the task.

Example: *A knight takes a running leap but doesn't quite clear the chasm. With a desperate cry he manages to grab hold of the lip at just the last moment and Paul himself and safety. But somewhere in the process his belt became loose and with a crash his sword disappears into the darkness below.*

Lost body part:

Take damage:

Convince a friend to help but anger the friend:

Staggered:

Reroll for Experience

Difficulty	DC	Chance of failure	Description	Example Task
Easy	6	30		
Moderate	8	60		
Hard	10	85		
Challenging	12			
Formidable	14			
Heroic	16			
Legendary	18			

2D6 probability table.

Dice Score	Result exactly	Result or less	Result or more
2	2.77	2.77	100
3	5.55	8.33	97.22
4	8.33	16.66	91.66
5	11.11	27.77	83.33
6	13.88	41.66	72.22
7	16.66	58.33	58.33
8	13.88	72.22	41.66
9	11.11	83.33	27.77
10	8.33	91.66	16.66

11	5.55	97.22	8.33
12	2.77	100	2.77

SKILLS

Skills are what define a character, their strengths weaknesses and areas of expertise. Skills also provide bonuses to related checks.

Whenever a check is made, up to two skills may be added to the result as long as they are logically relevant. There is often quite a bit of flexibility as to which Skills are used for a particular task.

Survival or *Herbology* might be used to tell the difference between edible and poisonous berries and is it *Arcana* or *Astrology* to discern if the celestial alignment is right are for a particular ritual. Because two skills may be added to any check, you can often simply choose both. At that the end of the day the use of a *Skill* is really only limited by your ability to convince the DM of its relevance.

LEARNING SKILLS

Learning skills costs XP and the better a character becomes a skill the more XP it costs to improve.

Skill cost

Alternative stat block?			
Stat Value	From Zero	Next Value	
0	0	1	
1	1	4	
2	5	9	4
3	14	16	
4	30	20	1
5	50	30	
6	80	40	
7	120	50	
8	170	60	
9	230	70	
10	300	80	
			50

65544333222111: 300XP

Possible Stat Values for 50 XP:

4 3 2 1
3 3 2 2 2 1 1
4 2 2 2 2

PRACTICING A TRADE

Many skills may allow a character to earn some coin between or during adventures. The Trade skill in particular allows characters to make a living but other skills might as well. *Performance* could allow for work as a musician or entertainer, *Alchemy* as an alchemist, and *Herbology* as an apothecary. However, some skills may pay better than others. *Brawling* may allow for work as a bouncer, but a physician will likely make far more.

To make coin from practice a Trade a character must find an employer or market willing to buy the character's services.

While practicing a trade for an employer, a character can usually earn 1 gold coin for each *Skill Point* in the trade each week. Academic professions usually earn twice as much as skilled labor, but employment is harder to come by. Less skilled labor, like bouncers, earn one-fifth.

Character may also work independently, minstrels and entertainers often do this. Independent work earns [*Trade*] gold coins per week (critical fails can be devastating to the business). Self-employment often requires certain tools which may be pricey. It may also take some time and effort to start the business. This may require role-playing or even be an adventure.

CRAFTING ITEMS

Characters with the relevant training, tools, and materials may also wish to craft items. Crafting requires half the cost of the item in materials and may only create non-mystical items (crafting mystical items requires the use of sorcery). At the end of each week spent crafting the character makes a [*Trade*] check. If the check is greater than 1/5 the cost of the item they are crafting, the character craft [*Trade* x 2] (use the same check result for both checks) gold coins worth of value towards the project during the week. The item is finished when enough value has been created. Excess value can be used to craft duplicates of the same item or go towards crafting new items. If the [*Trade* vs 1/5 cost] check is failed. The characters does not create any value that week. Critical fails can be even more disastrous destroying all progress and losing material costs. While *Trade* is often used for crafting, other skills may be used as well. Apothecaries often make poultices and stir up

noxious drafts, an archer might fletch arrows,
and sell swords repair armor.

Stat Value	From Zero	Next Value	
0	0	1	
1	1	4	1
2	5	9	2
3	14	16	2
4	30	25	2
5	55	36	2
6	91	49	1
7	140	64	
8	204	81	
9	285	100	
10	385	111	
		300	

Possible Stat Values for 50 XP:

4 2 2 2 2
 3 3 3 2 1 1 1
 4 3 2 1
 3 3 2 2 2 2 1 1

6554433221 - 300XP

SKILLS	Common Task
Combat	
Long blade	
Short blade	
Fencing	
Axe and Hammer	
Bludgeoning	
Archery	
Brawling	
Polearm	
Casting (Arcana)	
Firearmes	
Social	
Insight	
Persuasion	
Deception	
Intimidation	
Performance	
Academic	
History	
Medicine	
Herbology	
Beast Lore	
Alchemy	
Astrology	
Arcana	
Potionry	
Physical	
Endurance	
Athletics	
Agility	
Stealth	
Pickpocket	
Will	
Cunning/ ingenuity / wit /	Play Chess
Miscellaneous	
Contacts	
Riding	
Trade	
Animal handling	

Survival

Awareness

THE SKILLS

COMBAT SKILLS

Combat Skills are often more limited in used in other Skills, but far more deadly. However, if you can convince the DM that the *Skill* is appropriate for a Check, go ahead! Combat Skill bonuses can be added to attack and damage checks made with their respective weapon types. Other combat skills may be possible but should be about has limited in scope.

- ❖ **Long blade:** *Strength* based blades Single and Two handed swords.
- ❖ **Short Blade:** Daggers, Knives, etc.
- ❖ **Fencing:** *Dexterity* based blades.
- ❖ **Axe and Hammer:**
- ❖ **Bludgeoning:** Hammers, Flails and Quarterstaves.
- ❖ **Archery:** Bows and Crossbows.
- ❖ **Brawling:** Unarmed, improvised melee, trips, grappling, and really any underhanded combat tactic.
- ❖ **Polearm:** Long weapons including pikes, halberds, and pole axes.
- ❖ **Firearms:** Flintlock and matchlock muskets, blunder busts, and pistols.

SOCIAL SKILLS

The social skills cover most things that can be attempted while conversing with others. Each Social Skill typically modifies a certain class of tasks. But as usual there is some flexibility. Other Social Skills are possible, *Teaching* for example. However, *Teaching* might fall under *Persuasion*.

- ❖ **Insight:** Discern true intentions, spot a lie.
- ❖ **Intimidation:** Convince a drunkard to back off, stare down and guard dog.
- ❖ **Persuasion:** Make a convincing argument.
- ❖ **Deception:** Lie.
- ❖ **Performance:** Work a crowd and put on a show.

ACADEMIC SKILLS

The academic skills cover the fields of knowledge that characters might engross themselves in. Academic Skills can help characters translate ancient runes in the depths of a haunted forest, provide a means of income as a physician, or even spot the telltale signs of the mystical Heffalump. Academic Skills can usually aid in research in their field. Often Academic Skills are broader and less defined than other *Skills*. Thus convincing the GM of their relevance to a particular Check is often crucial.

Player Influence:

- ❖ **History:** Translate an old document, recall a historical fact.
- ❖ **Medicine:** Treat a wound, perform surgery.
- ❖ **Herbology:** Forage for rare herbs, recall plant facts.
- ❖ **Beast Lure:** Recognize tracks or droppings, recall specific information about natural beasts.
- ❖ **Alchemy:** Craft alchemical elixirs, handle dangerous chemicals.
- ❖ **Astrology:** Determine if the stars are aligned, read omens.
- ❖ **Arcana:** Examine mystical items, weave sorcery.
- ❖ **Potionry:** Craft and research potions.

MEDICINE

Healers and herbalists are found all across the lands of men, with varying degrees of skill. But those who call themselves physicians and have read the works of Galen hold them selves to a higher standard. Or so they would have you believe.

Give Care: with half an hour spent tending bruises and abrasions a physician can restore half a creatures missing Health rounding down with a successful [*Medicine* vs *Missing Health*]. The treated creature cannot regain health in this way until they are returned to full health.

Treat an Injury: Simple bandages can be applied by anyone, but a skilled hand can do much more. This might involve stitching up deep gashes cleaning out infected wounds, removing an arrowhead, or simple knowing how to treat a bad concussion. With an hour per injury degree and a successful [*Medicine* vs *Injury Degree*], the injuries degree can be reduced by half, rounding up. An injury may only be treated once. Proper medical equipment is usually needed: surgical tools, herbal poultices, or a clean working environment. Things can go wrong. A critical failure may double the injuries degree.

PHYSICAL SKILLS

The physical skills cover a wide variety of activities often relating to exploration. Like all skills, physical skills can be improved through hard study and practice. There is nothing innate about them.

- ❖ **Endurance:** Resist exhaustion after a long march, or resist the sweltering effects of armor.
- ❖ **Athletics:** Run, jump a chasm, climb a cliff.
- ❖ **Acrobatics:** Balance on a tight rope, backflip, roll out of a fall.
- ❖ **Stealth:** Sneak, hide, be discreet.
- ❖ **Pickpocket:** Stack a deck, pick a lock, cut a purse.

TRADE

When adventuring is over there are still bills to pay. And you must make a living somehow. In order to scrape by while the dragon hunting opportunities are scarce many adventures pick up a trade and you're no exception.

When you add a point to *Trade* you must choose a craft. You may choose a different craft each time you add a point and each craft counts as a different skill when determining the cost of additional skill points. Crafts can be almost anything that earns coin and requires training. Blacksmith, Brewer, Clerk, Notary, Musician, Portrait Painter, Stonemason, Carpenter, Bard, Dancer, Sculptor, or merchant are all examples of possible crafts. Even Witch Hunter, Sell Sword, or Gambler might be possible professions the list is endless. As usual training in a *Trade* allows the character to add its bonus to relevant checks. A trained character may also practice a trade between or sometimes during adventures to earn extra coin. Truly skilled individuals may even want to employ their knowledge to craft items.

ANIMAL HANDLING

You have a way with animals. Maybe you grew up a stable boy, or maybe spent years as the lord's master of hounds. Either way, animals like you. *Animal Handling* can aid a character calm a horse in the heat of battle, help a cow to give birth, train a young pup, urge a garron through a long march, etc.

SURVIVAL

You have learn to recognize the edible berries and fruit from those that would likely render your bowels a war zone. The survival skill can help you forage for food in the wilderness, track a beast to its den, locate freshwater, or any number of other endeavors that seem appropriate. During the warmer seasons you can often locate [*Survival*]/5 servings of food with an hours forage or hunt, [*Survival*]/10 in barren terrain: rocky mountains slopes, bleak winter woods, or sweltering desert sands.

PERCEPTION

Keeping an eye on things going on around you is important even life-saving. Whether you're searching the skies for Eagles keeping an eye on the side of the road for brigands, or top Castle wall watching for intruders in the night, you have a keen eye. Perception can help with tasks that involve searching and general awareness. These might include searching searching for a secret passage or clues to a murder, spotting a spy cloaked in shadow, more waking as an intruder searches your room.

COMBAT

ROUNDS AND TURNS

In NPG, combat is broken into rounds and turns. During each round, each combatant takes 2 turns. On its turn, each creature can move and take 1 action. Combatants can also take Reactions during other combatants turn.

Examples might include parrying a sword strike or jumping out of the way of a falling boulder.

TURN SEQUENCE

At the beginning of combat everyone, including the GM, chooses a number. Then, to determine who's turn it is the GM rolls a die and the number that comes up determines whose turn it is. Once a creature has acted twice, their number is ignored for the rest of the round. After every creature has had two turns, the round is over and a new round begins.

Actions in Combat

A combatant may perform one action on their turn. Actions are usually used to attack an opponent. However, actions might include anything from drawing a weapon, to picking an object off the ground, pulling a lever or drinking a potion. Actions allow characters to perform tasks that take approximately two seconds to complete. To complete a longer task more actions are required. The possible actions in combat are endless and only truly limited by the players imagination. However, the basic attack is the most common action during combat and is presented below.

BASIC ATTACK

The Basic Attack is the fundamental action of combat. Basic attacks allow creatures to do something bad to an opponent. This might mean stabbing them with a sword, pushing them to the ground, or resting their sword from their grip. Most attacks automatically hit their target inflicting whatever negative affects the attacker intends. However, defenders can react to attacks (see Reactions below). Often this forces the attacker to make an Attack check versus the defenders opposition roll to successfully hit. However, if the target is unaware of, or surprised by, the attack it cannot make a reaction.

Basic Attacks may only be made against combatants within range: 2 meters for melee weapons or 4 meters if Long and 1 meter if Short, up to 6 meters if thrown, and 300 meters if ranged.

Hitting an enemy to cause damage is very common. But other Basic Attacks are possible. A number of options are presented below.

Melee Attack: Wound an adversary with a weapon and roll damage against the targets armor, [Combat Skill + Weapon Damage + Skill vs Armor], if the attack hits. The targets health is reduced by the number of excess successes.

Shove, Kick, or Trip: Using anything from a gauntleted fist or pommel of a sword to a kick or head slam, with a hit, shove an adversary back 3 meters staggering them until their next turn or knock them to the ground prone. The Combat Skill is usually *Brawling* plus *Agility* (trip) or *Athletics* (shove), but the second skill depends on how exactly the attack is tempted.

Grab or Disarm: Similar to the above, except on a hit the attacker grabs an object from or disarms its target. As usual the attack must use a weapon which can be the attackers hand.

Reckless Attack: A Reckless Attack can be any close range Basic Attack, as described here, except that any check that is required as part of the reckless attack is made with advantage. Making a Reckless Attack leaves the attacker staggered until its next turn. Combatants may *not* make Reckless ranged or thrown attacks.

Ranged and Thrown Attacks: Any character with at least some training in the appropriate Combat Skill can make throne attacks just like melee attacks. The same is true for ranged attacks against targets within 10 metres. A successful [Attack vs Moderate] is required to hit a medium creature at a distance less than 30 meters. Every additional 30 meters increases the DC by 1 rank as does decreasing the size of the target. Increasing the targets size decreases the rank. If the target opposes the attack, which ever is greater is used as the opposition.

War bows can typically launch arrows about 300 meters. However, at these ranges they are more useful against groups of enemies. Hitting a particular individual would be near impossible.

Ranged attacks cannot be parried, thrown attacks can be. Both throne and ranged attacks can be dodged if the target is aware of them.

Reactions

When a creature is affected by an event during combat, it may react to the event. This could mean jumping out of the way of a charging zebra or falling chandelier, parrying or dodging an opponents strike, or ducking as a sorcerer's fireball blossoms overhead. The number of reactions a combatant may take per round is limited. Each round a combatant may take two reactions or a number equal to their *Awareness* + *Agility*.

Reactions: *Awareness* + *Agility* min 2

When a creature makes a reaction to avoid some adverse effect, it must usually make a check to succeed. Success allows the creature to avoid some or all of the adverse consequences of the triggering event, while failure does not improve the outcome. Like actions, the types of reactions creatures can make are quite varied. However, a number of common reactions are presented below.

REACTING TO ATTACKS

There are a number of common reactions a combatant may take when attacked.

Oppose (parry or dodge): Opposing an attack can prevent an attack from hitting and can allow the defender to hit back.

To Parry, the defending combatant opposes the attack check with its own melee Basic Attack [Attack vs Attack]. If the attacker wins, the original attack hits. If the defender wins the defender hits the attacker with a melee Basic Attack of its own instead, assuming the opponent is within reach.

To Dodge, the defending combatant opposes the Attack check with [*Agility* + *Awareness* vs Attack] (the Dodge check counts as an attack roll) and the winner may hit the loser with a Basic Melee Attack.

Combatants may make Reckless Parrys and Dodges, but must choose to do so before any dice are rolled.

All attacks can be dodged, while only melee and thrown attacks can be parried. Ties go to the attacker.

Block: If a combatant possesses a suitable item, such as a weapon or a shield, they may attempt to absorb the impact of an attack. The attack automatically hits but the defender may add its *Athletics* to its *Armor* value.

Eye for an Eye: A combatant may choose to simply take the hit but hit its adversary back. The initial attack automatically hits but the defending combatant hits its attacker with a

Basic Attack as well. The attacks take place at the same time: either or both can be lethal.

Hit the Deck: When attacked a combatant may choose to drop prone.

DODGING OBJECTS

Often a creature may want to dodge something that is not a direct attack by an adversary. The creature might try to avoid being run over by an out of control wagon or duck the swinging beam of a ship. When this is the case the creature makes a Dodge check opposed by a DC usually set by the DM. A success allows the creature to avoid most or all of the adverse effects.

Other Rules

ATTACK, DAMAGE, AND ARMOR CHECKS

Attack, Damage and Armor checks are the most common checks made in combat and are described below.

Attack Checks: Often a defending combatant will use its reaction to force an attacker to succeed on an Attack check. An Attack check is made against the defenders opposition roll, which ever combatant wins the check hits the other with an attack. As usual, Attack checks can be modified by two relevant skills.

Damage Checks: Usually when an attack hits, the attacker deals damage to its target. To deal damage, the attacker makes a Damage check opposed by the defenders Armor roll. In addition to the two modifying skills, Damage checks get a bonus equal to the weapon damage bonus of the weapon being used.

When making Attack and Damage checks, one of the modifying Skills *must* be a Combat Skill, specific to the weapon being used. The other Skill can vary.

Armor Checks: Armor checks are made whenever a creature takes damage from an attack, the result is subtracted from the damage. Armor checks are the only checks that cannot be modified by skills. However, they do receive a bonus equal to the protection value of any armor being worn. If a creature uses its reaction to Block an attack, then one relevant skill may also be added as well as any shield protection bonus.

CRITICAL SUCCESS AND FAILURE

Sometimes a lucky strike will turn the tide of battle.

Attacks and Damage: Scoring a critical success allows the wielder to choose between automatically hitting with the attack, doubling the skill bonus to damage, or ignoring armor *if*

the attack hits (must be chosen before the outcome is known). Critically failed attacks automatically miss. A critical fail on damage deals no damage.

Armor: A critical success simply soaks all damage. Critical fails block no damage.

STAGGERED

A staggered combatant is off balance and vulnerable to melee attacks. They grant advantage on attack, damage, and opposition checks made against them. In addition, the staggered combatant has disadvantage on any other checks it makes that involves physical movement, coordination, and balance.

ADVANTAGE IN COMBAT

Often circumstances will prove more advantageous to one combatant than another. When this is the case, the combatant with a better position gains advantage on attack and damage against the other combatant. Many circumstances can provide advantage. These circumstances include, but are in no way limited to, attacking or defending against a prone staggered or grappled adversary, attacking or defending from horseback attacking, attacking or defending with the high ground while on a flight of stairs, or attacking after a charge. Circumstances can only ever provide advantage or disadvantage to one of the combatants, attacking a prone adversary from horseback either grants advantage to the mounted combatant or disadvantage to the prone combatant,

but not both and not double advantage or disadvantage to either.

SNEAKING IN COMBAT

It is hard to keep track of everything and everyone in the thick of battle. Often it is possible to come up unawares behind an adversary (GM's discretion). With a successful [*Stealth vs Awareness*] the attacking creature canes advantage against the adversary.

LONG MEDIUM AND SHORT WEAPONS

Weapons with greater reach allow their wielders to attack from a distance and avoid the danger of their opponents weapons. Attacking an opponent who wields a shorter weapon — medium or short if the attackers weapon is long, short if the attackers weapon is medium — prevents the defender from hitting back if they successfully Dodge, Perry or attempt Eye for an eye.

REALISTIC USE OF SKILLS IN COMBAT

While popular media often portrays swordsman as strong and archers as weak and dexterous, the opposite is far closer to reality. In fact, the strength required to draw a full War-bow (which have draw weights up to 175 pounds) is so great that English longbow men would train for years before they could do so. In contrast, a sword increases your mechanical advantage and can deliver powerful streaks with little applied force, speed, dexterity, and skill are far more important than pure strength when sword fighting. In NPG it is perfectly acceptable to use *Athletics* for archery and *Agility* in a sword fight.

Equipment

WEAPONS & ARMOR

Weapons

Weapon	Damage	Quality	Cost
Unarmed Weapon	+1	Short	1 gold
Short Weapon	+3		10 gold
Single-Handed Weapon	+3		25 gold
Two-Handed Weapon	+5		30 gold
Heavy Weapon	+7	Unwieldy, Devastating	30 gold
Long Weapon	+5	Long, Two-Handed	15 gold
Ranged Weapon	+5		15 gold

Shields

Shields	Protection	Quality	Cost
Light	+1	Flexible	10 gold
Medium	+2		15 gold
Heavy	+4	Unwieldy	20 gold

Armor

Armor	Protection	Quality	Cost
Light	+2	—	15 gold
Medium	+5	Impeding(-1), Tiring(10)	30 gold
Heavy	+8	Impeding(-2), Tiring(13)	50 gold

QUALITYS

Short: In addition to the rules regarding weapon lengths. Short weapons also score critical's when a 5 and a 6 is rolled in addition to double 6s.

Impeding: The armor is cumbersome to wear and move about in. Its wearer takes a penalty to *Agility* equal to the armors impeding value. The penalty cannot reduce the Skill's rank below zero. This penalty *does* affect the number of reactions a combatant may take per round but the number cannot be reduced below 2.

The penalty also applies to any tasks that require coordination: sneaking, climbing, running.

Unwieldy: The weapon is difficult to wield and can only be used to attack on the combatants turn. Unwieldy weapons cannot be used to Parry.

Devastating: When dealing damage with a devastating weapon, the attack inflicts a minimum damage equal to the devastating weapons damage bonus.

***Example:** A troll smashes a man with a devastating two-handed club and scores a 13 on damage against 12 armor. The hit would normally deal 1 damage, but the devastating weapon deals 5, the two-handed weapons damage bonus.*

Protection: Armor and shields provide characters with additional protection from attacks. Whenever a character makes an Armor check they may add their armors protection bonus to the check. A shield's protection bonus may only be included if the character takes the Block reaction.

Tiring: After combat or an hour of wearing the armor the wearer must make an *Endurance* versus the armors tiring value or suffer 1 exhaustion.

INJURIES AND

HEALING

WHAT IS HEALTH

A creature's health represents their ability to be beaten and battered about. Loss of health signifies scrapes, bruising and other minor injuries but not serious damage. A creature's maximum health is determined by their skills.

Health: $5 + 2 \times \text{Endurance} + \text{Athletics}$

RECOVERING HEALTH

Health can be regained by simply resting. Creatures regain half their lost health every day, rounding down to a minimum of one. A character who has lost five Health, regains 2 Health the following day a third on the second day a fourth on the third day and is fully healed on the fourth day. Loss of 6, 7, and 8 points of health are recovered on the fourth day, but 9 requires five days.

DYING

When a creature suffers damage that reduces their Health to zero they begin dying. A dying creature falls to the ground unconscious, screaming, or possibly in shock. The creature can't do anything useful like take actions or move. But they may be capable of some last parting word. While dying a creature must roll 2D6 with no modifier each turn. If the result is a 6 or less its condition worsens if this happens again it dies. If the dying creature takes damage it dies immediately.

TRAUMA AND INJURIES

Trauma and injuries are part and parcel of the adventuring trade. Broken legs and disemboweled guts are common occurrences. While not the only ways a creature might be injured, being reduced to zero health or being struck by a critical hit both cause injuries. In either case the injuries degree is equal to the damage dealt after armor. Injuries affect the use of a particular body part. The injured body part can be chosen by the characters and DM or rolled for on the table. The injured character received a penalty to any check that requires the use of the injured part. The penalty is equal to the injuries degree.

Injured Part	Type of Check Affected	D6
Head/ Mental	Thinking	6
Torso	Physical use & Thinking	5
Arm	Physical use	4
Leg	Physical use	3
Horrible Scar	Possibly Social	1-2

RECOVERING FROM INJURIES

Time and rest are required for injuries to heal and it is not uncommon for mercenary's and adventures to take years off to recover from truly horrendous encounters. At the end of each week a character spends resting, the degree of every injury they possess is reduced by half rounding up. *A 5th degree injury would be decreased to 3rd degree.* An injury of degree 1 is healed after one week. However, if a creature does not take proper precautions to rest and recover they may reinjure themselves. The creature is subject to a [*Constitution vs degree*] check modified by how ill-advised the action is. On a fail (there week of rest must begin again) and the degree of the injury increases by 1.

Risky Action	Modifier
Easy Riding	No check
Marching (without Leg or Torso injury)	No check
Marching with Leg or Torso injury	—
Casting with physical injury (not Torso)	No check
Casting with mental injury	Sorcery points spent
Running with leg injury	-2
Combat without serious precautions	-2
Forced march with Leg or Torso injury	-2

EXHAUSTION

Exhaustion is often acquired after pushing oneself far beyond the normal limits. Exhaustion can be acquired from a long forced march, spending too much time in the cold, staying up for nights without sleep, going without food or drink, etc. Sometimes an *Endurance* Check is

possible to avoid becoming exhausted and the difficulty depends on the circumstances. Every level of exhaustion a character has, imparts a -1 penalty to any and every task they perform. Creatures recover 1 level of exhaustion every day they spend recovering. If a character receives more exhaustion than it has health it becomes incapable of doing anything useful and might die.

Conditions

Blinded paralyzed death and frightened
migraine

MYSTICS

During character creation or anytime afterward a character may choose to acquire the *Mystical* property (mystical creatures are more easily affected by magic than non-mystical creatures, due to their own mystical nature). Some learn of their unique abilities as children while for others it takes a life changing event to unlock their inner power.

The Rules of Sorcery

The following are rules and guidelines must be followed when channeling sorcery. Any or all of the rules presented may be modified, added to, or entirely discarded within a setting. However, following the rules and guidelines presented helps to balance the flexibility and power of sorcery.

HOW SORCERY WORKS

Mystical powers are strange and mysterious and what it they do is only limited by the mystics creativity and force of will. In mpg magic can do almost anything. Whenever a mystic wishes to weave sorcery, they simply ask a DM “can I do *insert mystical thing?*” If the sorcery falls within the guidelines presented in the following pages, the sorcery is woven. If the DM determines that the proposed sorcery does not follow the guidelines, or does not follow the *spirit* of the guidelines, the sorcerer may revise the weave they wish to cast and ask the DM again. The DM is encouraged to reward creative thinking that uses the environment and scenario the mystic finds themselves placed in.

Magic System Options

There are a number of options for how mystics can cast sorcery within the gaming world. These options are presented below. It is suggested that a gaming group chooses a single option for how magic works within the world. This creates a more streamlined and easy to run play experience. However in certain circumstances more than one option might be open to players and creatures within the world.

SORCERY POINTS

The sorcery point system for spell casting might be used when magic is a skill that can be learned in schools and through hard study but does not take a severe mental or physical toll on mystic. It emulates a standard dungeons and dragons style wizard feel. Using the sorcery point system, certain mystical creatures, mystics and other spell casters, can spend and purchase Sorcery Points. Sorcery Points cost XP and are bought using the same price scale as skill points. However a mystic receives twice as many sorcery points as it would receive skill points. For example, a mistake would receive 6 Sorcery Points for 14 XP. Sorcery points can be used to channel mystical power and cast magic. Spent sorcery points are not permanently lost. A mystic regains half its spent sorcery points at a rate which depends on the order of the sorcery they were used to cast. Sorcery Points spent on First Order sorcery are recovered once per day, once per week for Second Order, once every month for Third Order, and once per year for Fourth Order. Sorcery points are recovered for each order of sorcery individually and as usual the points recovered are rounded down with a minimum of 1.

Sorcery Point Cost

Alternative stat block?			
Sorcery Points	From Zero	Next Value	
0	0	1	
2	1	4	
4	5	9	4
6	14	16	
8	30	20	1
10	50	30	
12	80	40	
14	120	50	
16	170	60	
18	230	70	
20	300	80	
			50

Should Sorcery Points be bought at the same price as skills or a flat cost? If at a flat cost you could have some effect that permanently burns sorcery points.

CORRUPTION OR EXHAUSTION

Not only does the social and political power Mystics often attain corrupt them, magic by its very nature is a corrupting force. The corruption or exhaustion system makes sorcery far more dangerous to the caster and helps make sorcery feel dark and mysterious. Depending on how the final result of corruption is flavored this system might emulate the wheel of time style burn out and male insanity or _____.

Using the corruption system a mystic may draw up two twice its *Will* in sorcery points per spell. There is no limit sorcery points spent per turn. However each mystic has a *Corruption* or *Exhaustion Threshold*, the exact name is simply flavoring and can be determined by the setting, which helps determine how many sorcery points a mystic can safely channel. Every time a mystic spends Sorcery Points it acquires Temporary Corruption equal to the number of Sorcery Points spent. At the end of any turn on which a mystics total corruption increases, it must make a [*Will vs Total Corruption*] check. On a fail, one of the temporary corruption becomes Permanent Corruption. If a Mystic fail one of these Checks while their Total Corruption is greater than their *Corruption Threshold* they go insane, burnout (can no longer channel), transform into some grotesque monster, or suffer some other life or career ending tragedy. This can often cause a PC to become an NPC. A mystics *Corruption* or *Exhaustion Threshold* is determined by,

◆ *Corruption Threshold* = $2 \times Will$.

If a Mystic's *Total Corruption* exceeds their *Will* they may suffer from a minor form of madness or show the visible and off-putting signs of their ailment. They might also suffer from one level of exhaustion for every *Corruption* that exceeds their *Will*.

Similar to sorcery points, a mystic's temporary corruption decreases by half, rounding up (5 goes to 3) with a minimum of one, at a rate depending on the order of the sorcery which incurred the corruption. Once per day for first order once per week for a second order, once per month for third order. Sorcery points are regained for each order of sorcery individually.

Permanent Corruption is permanent and cannot *usually* be healed.

SKILLS AND MAGIC

When a mystic makes check while weaving sorcery the skill they use must be the *most* closely related to the sorceries affect. The mystic may not simply use *Arcana* and *Will*, every time. For example when making a check to heal a wound, *Medicine* must be one of the modifying skills. When bewitching a chicken *Beast Lore*

must be one of the modifying skills. *Arcana* can be the most relevant skill in certain circumstances. For example, when teleporting *Arcana* would likely be used. If it is unclear which skill is most relevant the mystic simply choose one.

Frequently in the following pages the word *Channeling* will be used as if it were a skill, it is not (though one could choose to make it a skill). Instead, *Channeling* refers to whatever combination of skills the mystic uses while performing the specific wave. Example: A mystic heals an injured comrade, restoring [*Channeling*] health. The mystic makes a check, likely modified by *Will* and *Healing*, and restores that much health.

TARGETING

Direct damage and conditions: First and Second Order sorcery is often used to directly inflict damage. For example, a mystic may try to crush someone with their armor, hit them with a lightning bolt, or turn their blood to acid. When this happens, the mystic makes a [*Channeling vs Opposition*], and apply as a condition or inflicts damage equal to the number of excess successes. The specific skills used by the target depend on the sorcery. In effect, a mystic can make an attack against a creature and force them replace their armor with a particular set of skills.

INDIRECT DAMAGE AND CONDITIONS

Often a mystic will come up with some clever way to use sorcery to indirectly affect their opponents. For example, while standing on a frozen lake a mystic might successfully use first order (Second order) sorcery to break the ice beneath their opponent(s) sending them crashing to the depths. Or, while fighting beneath a cliff a mystic might use a small push to dislodge a boulder onto a giants head. Or the sorcery may be as simple as turning the earth to slippery mud. In these cases, calculating damage is much harder to determine and is definitely not limited to the direct damage effects that sorcery can automatically generate. *Creative thinking should be rewarded.* It is up to the DM to determine how effective these strategies turn out to be.

AREA OF EFFECT

Sorcery that targets an area of affect cannot discriminate among its targets. It targets everyone within the area, enemies and allies alike.

Options for Mystics

The following are a number of options open to mistakes. As usual they can be modified to fit the setting. It is assumed that these options are open to mystics for the purposes of power balancing. Adding to or removing from these options should be done with care.

CONCENTRATING

Weaving certain sorcery may require the mystics to concentrate. A mystic must spend its action each turn to maintain concentration.

If the Mystic is damaged it must make a [*Will* vs damage] or lose Concentration.

Spell Decay: Every time a spell is sustained on an unwilling target all subsequent checks made as part of spell against the unwilling target gain one level of disadvantage. These checks are often made to deal damage to the target or prevent them from throwing off the spell's effects.

Throwing Off Sorcery: If appropriate (DM's discretion, but usually the spell must be directly targeting the creature's mind or body in some way), a creature targeted by a spell may use an action to attempt to throw off other spells effect. The creature makes a [*Will* vs *Channeling*] check and with a success throws off the effect of the spell.

Certain types of sorcery don't require a check to maintain concentration. A spell that makes the ground slippery or creates thick fog do not target creatures and thus do not require a successful check.

OVER CASTING

A mystic may spend one Sorcery Point to reroll a check made while weaving sorcery.

BLOOD MAGIC

A mystic may sacrifice its health to gain a bonus to a *Channeling* check equal to the health loss.

LEARNING SPELLS

While some Mystics prefer the flexibility of weaving sorcery on-the-fly, others like to hone their craft with long practice and study. Mystics may choose to learn spells. Once learned, spells are easier to cast, the trade-off is they provide the mystics less adaptability. To learn a spell a mystic must successfully cast the spell as usual, meeting all requirements. However, the effect does not take place.

The mystic can only ever recover a portion of the Sorcery Points spent or heal some of the corruption gained in this casting. Some of the corruption is permanent or sorcery points are permanently gone. 1 for First Order, 2 for Second Order, 4 for Third Order.

Mystics may weave sorcery they have learned for half the Sorcery Points typically required: 1 for First Order, 2 for Second Order, 4 for Third Order, and 5 for Fourth Order.

Learning a spell takes time and practice. The Mystic must permanently burn one Sorcery Point or gain one permanent corruption each time it learns a spell. The process typically requires two weeks of study for trivial, two months of practice for First Order, a year of toil for Second Order, and half a decade for Third Order. Fourth Order spells take an extraordinary amount time to learn, decades often if it is even possible, and it rarely is.

During to study the mystic must be able to meet all the casting requirements of the sorcery.

CASTING TIME

First and Second order sorcery cost 2 less sorcery point, minimum of one, if the casting requires an extended amount of time or preparation. More than 10 minutes for example.

TYING OFF A WEAVE (AKA WHEEL OF TIME PLAGIARISM)

When a mystic spends an action to maintain concentration on a mystical affect a sorcerer may spend one sorcery point to Tie Off the weave instead. Once tied the mystical effect continues, no longer requiring concentration. A *tied off* weave can last for about a day before dissipating when affecting inanimate objects or willing organisms.

Sorcery dissipates far sooner if targeting unwilling organisms. The effects dissipate in about 10 minutes. As usual the target can throw off the sorcery with a successful [*Opposition* vs *Channeling*]. In addition, the target has *advantages* on the check because the sorcerer is no longer concentrating on the spell (this is in addition to *Spell Decay*).

An unwilling target need not be sentient. If a mystic attempt to burn a tree with sorcery the trees natural aversion to being harmed would kick in and it would subtly attempt to resist the sorcery.

CIRCUMSTANCE BONUS

CIRCLE CASTING

Second and Third Order sorcery, and occasionally even first order sorcery, is often cast by a number of mystics in a circle working

in unison. Circle casting enhance sorcery making truly world shaking events possible. Circle casting can increase a spells area of affect but not its power. For example, if a spell normally affects 1 square mile, circle casting it with another sorcerer would increase the spells effect to 2 square miles, or 4 square miles with three sorcerers. Circle casting does not increase the intensity or power of sorcery. If a spell calls down lightning bolts, circle casting it would bring down more lightning bolts but each individual lightning bolt would be no more powerful than the original. For every additional mystic the sorcery's area of affect is doubled. This is cumulative, so for three mystics the sorcery is quadrupled in affect size, and with five sorcerer's the effect size is octupled: eight times larger.

Circle casting is not without costs. Each Mystic must perform the sorcery successfully satisfy all requirements and making all checks. If any of the mystics fail to cast the spell the entire process fails, but the sorcery points are still spent. Coordinating such an endeavor between the mystics is difficult and requires an additional check: [*Arcana* vs Number of Mystics] for first order, [*Arcana* vs 2 x Number of Mystics] for Second Order, [*Arcana* vs 3 x Number of Mystics] for Third Order, and [*Arcana* vs 4 x Number of Mystics] for Fourth Order sorcery.

MYSTICAL POWERS

Mystical powers falls into one of four categories, *Trivial*, *First Order*, *Second Order*, *Third Order*, and *Fourth Order*.

First Order Sorcery

This sorcery allows the Mystic to directly affect the world but rarely permanently change it. First Order sorcery allows the Mystic to automatically accomplish mundane tasks a normal person could do with common equipment. First order sorcery can also accomplish more mystical effects but a channeling check is required to determine how effective this is. This might mean landing gracefully from a long fall, summoning a momentary shield, blasting an enemy with fire, or simply severing their spine with a look. It can also be used to change the properties of objects: like weight, temperature, color, slipperiness, but these changes are almost never permanent. The things First Order sorcery can do are truly limitless as long as they fall within the general guidelines presented here.

When creating First Order Sorcery the following guidelines should be followed and one casting requirement *must* be chosen.

MUNDING TASKS

First order sorcery can automatically accomplish any task an average human could. For example, breaking the leg of a chair, polishing silverware, untying a knot, or locking a door are all tasks first order sorcery could automatically accomplish.

GUIDELINES

- ❖ Costs 4 Sorcery Points.
- ❖ 1 degree of disadvantage for every additional target beyond the first.
- ❖ Sustained affects require concentration.

TYPICAL EFFECTS

- ❖ **Sustained Direct Damage:** Cause [*Channeling* vs Opposition] damage to a single target.
- ❖ **Instantaneous Direct Damage:** Cause [2 x *Channeling* vs Opposition] damage to a single target. The mystic doubles the skill bonus but not the dice roll.
- ❖ **Aid or Hinder:** Give a [*Channeling*] / 2 bonus or penalty to a check.
- ❖ **AOE:** Create an area of effect that does not impose conditions or directly inflict damage. [*Channeling*] meter radius centered on mystic or half that if not centered on the mystic.
- ❖ **Wall:** Create an area of effect sorcery 1 meter wide 3 meters tall and [*Channeling*] meters long, centered on a point within line of sight. The effect may not inflict damage or conditions.
- ❖ **Curse:** Impose a condition, blinded, paralyzed, frightened, deafened, staggered, etc.
- ❖ **Counter Spell:** Dispel a first order weave, check required.
- ❖ **Unravel:** Dispel a tied off First Order weave, no check required.

CASTING REQUIREMENTS

- ❖ **Ritual:** The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast.
- ❖ **Moment of Power:** The sorcery may only be spun at a particular time of day (30 minute window) and that time is not now.
- ❖ **Blood Magic:** The sorcery takes its toll. The Mystic takes 1 damage.
- ❖ **Sympathy:** A piece of the target is required for effective casting (often extends the range).
- ❖ **Cleansing:** The mystic must perform a ritual cleansing, bathing in clean water and essential oils and shave all the hair from his or her body.
- ❖ **Research:** The Mystic must perform lengthy research before acquiring the knowledge needed to weave the sorcery.
- ❖ **Sight:** The mystic must have line of sight to the target(s).
- ❖ **Touch:** The mystic must touch the target
- ❖ Requires a certain potion.

Second Order Sorcery

Second order sorcery is more powerful than first order. But it is not fundamentally very different. Second order sorcery can summon large balls of fire, affect the weather, provide true healing and automatically accomplish tasks usually requiring highly trained individuals and specific tool sets. Second Order sorcery is rarely permanent.

MUNDING TASKS

Second order sorcery can automatically accomplish any task a skilled human with specialized equipment could. For example, mending a broken sword, _____ are all tasks Second Order sorcery could automatically accomplish.

area of affect damage. Non-permanent. True healing. Accomplish tasks usually requiring highly trained individuals with specific tool sets.

GUIDELINES

- ❖ Costs 8 Sorcery Points.
- ❖ One First Order and one Second Order casting requirement.
- ❖ **AOE:** Sustained and Instantaneous areas of affect causing direct damage or conditions.
- ❖ Sustained affects require concentration.
- ❖ [*Channeling*] meter radius centered on mystic.
- ❖ 1/2 [*Channeling*] meter radius not centered on mystic.
- ❖ **Heal:** Restore [*Channeling*] health to an individual.
- ❖ Non-damaging area of effect [*Channeling*] square kilometers

CASTING REQUIREMENTS

Choose one first order and one second order casting requirement

- ❖ The target or Mystic takes 2 level of exhaustion after the casting or effects of the sorcery wear off.
- ❖ The Mystic takes a first degree mental trauma after the casting.
- ❖ The Mystic takes 1 level of exhaustion after the casting and must spend 2D6 actions preparing to cast the spell. The spell is cast when the last action is spent. (This Requirement can't be used with a lengthy First Order Requirement: Ritual, Cleansing, Research, etc.)

Third Order Sorcery

This is powerful sorcery. It can restore health and even limbs, cause massive infernos to engulf armies, enchant items, even glimpse the future. Third order sorcery can often be permanent or very close to it.

TYPICAL EFFECTS

Often the effects of Third Order sorcery are more descriptive or narrative in nature, and don't lend themselves to precise game mechanics. For example, a mystic may wish to use Third Order sorcery to demolish an inn or part of a castle wall. In general, a *Channeling* check should be required and the area of effect, duration, and power of the sorcery should be loosely based on the results.

Third Order sorcery can often be permanent or close to it, when targeting an inanimate object or willing organism. When targeting unwilling organisms Third Order sorcery usually lasts a number of months equal to the excess successes scored on a [*Channeling* vs Opposition] check.

Many curses fall within Third Order sorcery. It also encompasses very large area of affect damage and extreme acts of healing. It can, restore limbs, turn men to frogs, alter memories, even glimpse the future.

restore ability to channel etc.

GUIDELINES

- ❖ Costs 14 Sorcery Points.
- ❖ Third Order sorcery usually lasts a number of months equal to the excess successes scored on a [*Channeling* vs Opposition] check.
- ❖ Third order sorcery targeting willing organisms or inanimate objects can be permanent.

CASTING REQUIREMENTS

- ❖ **Ritual:** The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runs to cast.
- ❖ **Time of Power:** The sorcery can only be woven at a specific phase of the moon. Mystic must wait until the next phase of the moon to cast a spell it again.
- ❖ **Sacrifice:** An animal at least the size of a lamb must be ritually sacrificed directly before casting.
- ❖ **Personal Journey:** The Mystic must fast before entering the appropriate mental state cast sorcery. Every day the Mystic rolls 1D6 each day it fasts when the total reaches ____ the proper mental state is achieved. One exhaustion is gained per day. All progress is lost if the mystic stops fasting.
- ❖ **Rare Ingredients:** The sorcery requires a rare item (herbs, minerals, a specimen from a rare animal). *Whatever the item, [Skill vs Hard] if in an appropriate place to gather the material. Or it can be obtained with coin in cities in 1D6 weeks.*
- ❖ **Place of Power:** The Mystic must be in a certain type of place, hallowed ground, a permanent Magic Circle or a blessed Grove for example.
- ❖ Requires the lengthy creation of a potion of the Second Brewing.
- ❖ **Burn Out:** The casting takes a severe toll on the mystic's mental faculties. The Mystic is reduced to 0 *Health* but is stable and received a 8th degree mental trauma.

Forth Order Sorcery

This is truly World shaking sorcery. It can bend fate, raise the dead and defy the laws of nature, it could allow for time travel or halt the seasons. Effects of fourth order sorcery are so terrible and awesome that guidelines cannot really be given. Some examples, however, may be helpful.

GUIDELINES

- ❖ Costs 20 Sorcery Points.

CASTING REQUIREMENTS

- ❖ **Personal Ordeal:** The Mystic must undertake permanent and horribly disfiguring ritual scaring and/or mutilation to achieve the right frame of mind for casting.
- ❖ **Human Sacrifice:** A sentient being, often multiple, must be ritually slaughtered for the sorcery to take affect. Often the sacrifice must be a particular type of person, someone whose veins run with royal blood, a true friend of the Mystic, an enemy of the Mystic, a newborn child. The costs of powerful sorcery are real and the sacrifice can rarely be a random present.
- ❖ **Heavenly Alignment:** The spell may only be cast when the heavens are aligned. This may take place every year on the winter or summer solstice or maybe every few years requiring a total Solar eclipse. Often *Astrology* checks are required to determine the appropriate time.
- ❖ **Place of Power:** There is only one place known to man where such sorcery can be woven and that place is not close.
- ❖ **Terrible Transformation:** The natural order is not meant to be broken in such a way. Weaving this sorcery permanently (or maybe not) transforms the mystic often mentally and physically. Sometimes the transformations are immediate. Other times they take place in the weeks and months after the casting. Either way, the Mystic is left a grotesque shell of its former self, something unnatural in the shadows between life and death physically horrifying and mentally scarred. After such an event or maybe because of it most mystics end up insane — often cackling with mad laughter and vile plots — though some argue they were already mad to have cast such sorcery. Sorcery that causes this sort of damage include the rituals that return a lich to its body.

Sample Mystical Powers

BONDS OF AIR

Casting Requirement: The Mystic must line of sight towards target.

Effect (First Order): The mystic forms solid bonds of thin air around its target holding it in place. If the target is a creature, it is immobilized. The creature must succeed on an *[Athletics vs Channeling]* before attempting to move or perform an action requiring motion. On a fail the creature does not perform the action.

Effect (Second Order): Same as above but the mystic can solidify the air in an entire area, immobilizing everything within it. The area is a *[Channeling]* meter radius sphere centered on the mystic or a sphere of half that radius centered on a point the mystic can see.

The Mystic must concentrate to maintain the effect and sorcery decays on unwilling targets.

CRUSHING CAGE 1

Casting Requirement: The Mystic must line of sight towards target.

Effect (First Order): The mystic causes metal to bend and cave as if being worked by a smith. The mystic might cause iron bars to bend, nails to sheer through, or mend a bent sword.

The mystic could also cause a knights armor to crush him within it. The breast plate caves in puncturing through the man's chest draining his life's blood. The target takes *[2 x Channeling vs Athletics]* damage.

LIGHT AND DARK 1

Casting Requirement: Touch or line of sight.

Effect: Bright white light or splashes out from an object a point in space or the Mystic itself. With the source of light held aloft, the light illuminates an area up to *[Channeling]* meters in radius with bright light, and a distance beyond that with dim light.

Effect: The mystic causes bright light to splash out from a point within line of sight. The area is up to *[Channeling]/2* meters in radius. Dim light illuminates beyond even that.

Shadow: Calling fourth shadows has exactly the reverse effect. Pitch black darkness reaches out, covering an area as described above. The area is as dark as a moonless night and beyond it the land is cloaked in twilight.

The Mystic must concentrate to maintain the effect.

HEAL 2

Casting Requirement: The Mystic must be able to touch the target. After the sorcery is cast the target receives 2 degree of exhaustion

Effect: The mystic places their hands upon the injured creature or organism and restores *[Channeling]* health to them.

WARDER BOND 3

Casting Requirement: The mystic must be in physical contact with the target for 2D6 hours.

Effect: The Warder gains a plus 1 bonus to the *Athletics, Endurance, Agility, Awareness,* and *Will* skills. Warders also recover one extra health per day spent resting.

The Mystic can force its warder to carry out given instructions with a successful *[Will vs Will]* check.

The mystic and its warders are both generally aware of each other's emotional state and physical well-being. They also know in what direction the other is located and the general distance to them.

GUST OF WIND 1

Casting Requirement: The Mystic must have line of sight to its target.

Effect: The mystic causes a tremendous gust of wind to slam into a creature or object. The target makes a *[Athletics vs Channeling]* and is thrown back number of meters equal to the number of excess successes the mystic scores. If the target is thrown by the wind it lands prone on the ground.

HEX 1

With foul words and heat a hooded man holds up a dirty fingernail. Cloaked in shadows he matters under his breath and in the inn across the muddy road a man screams.

Casting Requirement: A piece of the target is required for Hex.

Effect: With the dark sorcery of foul language and hate, the mystic inflicts a condition upon its target. It might go deaf, blind, numb, become paralyzed, frightened, or become painfully sensitive to light, sound, or touch. The mystic might inflict dangerously irrational bravery, cause complete loss of social inhibition, powerfully enhance or suppress an emotion, reduce one of its victims skills by up to *[Channeling vs Will]* points, impart a physical disfigurement such as a horribly bulbous nose, terrible breath or distended elephant like ears or

the mystic might inflict any number of other unpleasant condition similar to the ones mentioned above.

The Mystic must make a [Channeling vs Opposition] for the sorcery to succeed and concentration is required for the effect to be maintained. The severity of the hex is generally proportional to the number of excess success is scored. Additional creatures may be targeted with Hex if the casting conditions are met. Each additional target imparts 1 degree of disadvantage to all checks made as part of casting and to maintaining Hex.

The Mystic must concentrate to maintain the effect.

EARTH TO MUD 1 ?

Casting Requirement: The Mystic must have line of sight to the target.

Effect: The ground within a [Channeling]/2 meter radius of a point the mystic can see becomes extremely slippery. This might involve turning the ground to mud (only affecting grass and earth) or coating stones and floors in oil (only affecting stones and hard surfaces). Any creature that moves on an effected surface must make an [Agility vs Channeling] to avoid falling prone.

The Mystic must concentrate to maintain the effect

QUICKSAND 2

Casting Requirement: Line of sight to the target area is required.

Effect: The ground within a [Channeling]/2 meter radius of a point the mystic can see transforms into a soggy bog or quicksand. Every time a creature moves within the area they must succeed on an [Opposition vs Channeling] or lose that movement and become stuck. A creature that fails this check three times in a row disappears beneath the surface likely never to return. Large creatures take an additional fail before becoming submerged.

The Mystic must concentrate to maintain the effect.

CLOAK OF ILLUSION 1

Casting Requirement: Mystic must touch its target.

Effect: You are not truly invisible. But those who look at you find that their eyes simply slide past unseeing. The Mystic gains a [Channeling]/2 bonus to checks made to avoid notice.

Additional creatures may be targeted with 1 degree of disadvantage for each.

The Mystic must concentrate to maintain the effect.

LIGHTNING 1

The hair raises on the back of your neck as a sheet of blue white light crackles from the clear sky.

Casting Requirement: The Mystic must have line of sight to the target(s).

Effect: The Mystic call's fourth lightning from the heavens striking a spot within line of sight. An object or creature struck by the lightning takes [2 x Channeling vs Agility] lightning damage. A mystic gains advantage on the check if the target is made of or is wearing substantial amounts of metal or other conductive materials.

The Mystic may also choose to form multiple bolts of lightning. Each additional bolt imposes 1 degree of disadvantage on the damage checks.

HALE OF EMBERS 2

Tendrils of crimson flame sear through the area like rising eels. The ribbons of flame burn flash and objects alike.

Casting Requirement: Line of sight to the victim is required.

Effect: The mystic chooses an area [Channeling]/2 meters in radius, centered on a point within line of sight. Everything within the area takes [2 x Channeling vs Agility] points of damage the tendrils of flame also set things on fire within the region.

TRIP 1 ?

Casting Requirement: Line of sight to the victim is required.

Casting Requirement: A piece of the victim is required. In addition, the victim must be within 10 miles.

Effect: Whenever the target moves it must make a check [Agility vs Channeling] or fall prone.

Effect (Second Order): Same as above but the mystic can target every creature within a [Channeling] meter radius sphere centered on the mystic or a sphere of half that radius centered on a point the mystic can see.

The Mystic must concentrate to maintain this effect.

MAGIC CIRCLE 2

Casting Requirement: The mystic must spend 2D6 actions chanting and inscribing runs create the circle. The mystic also receives one level of exhaustion and takes one point of damage after completing the circle.

Effect: Using paint, chalk or often salt, the mystic creates a circle up to 1/2 [Channeling] meter in radius and infuse it with arcane power. After the spell has been cast creatures of magic

difficulty crossing the boundary of the circle. Any living creature must succeed on a [Opposition vs *Channeling*] to cross the boundary or be thrown back, unable to cross the boundary like two north poles of a magnet pressed together. Innately magical creatures have disadvantage on this check, this is in addition to the disadvantage they already received when resisting magic. The circles boundary is both physical and magical and *Strength* and *Will* are often used for opposition. However inanimate objects can pass through the circles boundary unimpeded.

All creatures within the Magic circle have advantage when resisting the effects of magic that originates from outside the circle.

In addition while the circle is active mystics gain advantage on checks made to perform rituals type sorcery from within the circle.

Concentration is required to maintain the Magic Circle. The magic circle does not decay.

Effect (Third Order): a permanent magic circle can be created with third order sorcery. Its effects are similar to what is described above though changes are possible. For example certain named individuals may be permitted to enter the circle without hindrance.

To create a Third Order Magic Circle the mystic must also choose a Third Order casting requirement.

AUGURY 3

Bright red blood spreads across the stone as the lamb lays dying on the alter. After all this time finally some answers.

Casting requirement: A lamb or similar animal must be ritually sacrificed directly before casting Augury.

Effect: The mystic may ask fate up to [Channeling]/8 yes or no questions receiving an answer to each before asking the next.

TURN WEATHER 3

Casting Requirement: The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runs to cast.

Effect: The Mystic can alter the weather the weather over an area up to [Channeling] kilometers in radius. The mystic call fourth great storms and rain or blankets the land in thick fog. Such whether can halt the advance of the armies, fill ships' sails with wind, or bring much-needed rain to barren lands. The weather lasts for [Channeling] days before beginning to dissipate and has mostly subsided within a week after that.

MYSTIC MEDDLING 1

Casting Requirement: Requires line of sight to the event being meddled with.

Effect: The mystic pulls on the strings of fate, giving a [Channeling]/2 bonus or penalty to a specific check.

Possibly can be performed as a reaction. Bonus to attack damage defense etc.

CONFUSION 1

Casting Requirement: The mystic must have line of sight to the target.

Effect: With a successful [Channeling vs Opposition] check the mystic causes its target to become extremely confused unsure of what it is doing and why does there.

Concentration is required to maintain the effect and the spell decays.

IMMOLATION 1

With a word you light a man or object on fire.

Casting Requirement: The mystic must have line of sight to the target.

Effect: You cause something to spontaneously combusted. This might mean causing a person to gush flames, setting a door alight, or making a knights armor glow red with heat. Immolating a person or their clothing causes them to take [Channeling vs Opposition] thermal damage each turn, if they are what is burning there's really nothing they can do, except kill you maybe.

Concentrate is required to maintain the effect. If the target is naturally flammable the fire may continue after concentration is lost. If the target is unwilling spell decays.

SUMMON HELL 2

Casting Requirement: Summoning hell takes its toll on the mystic. The mystic takes 1 damage and suffers 1 degree of mental trauma.

Effect: In a [Channeling] meters radius circle around the mystic, fire blossoms up from the ground searing flash and charing vegetation. Any creature within the area takes [Channeling vs Opposition] fire damage at the beginning of its turn and risks being set on fire. The inferno may also produce acrid smoke making visibility hard. The fire burns the mystics enemies and allies alike, it also burns the mystic!

Concentration is required for the effect to continue and the sorcery does not decay.

WALL OF FIRE 2

Casting Requirement: The Mystic must have line of sight to each portion of the wall and takes 2 level of exhaustion after casting the sorcery.

Effect: The mystic brings forth a wall of flame 2 meter deep 3 meter high and

[*Channeling*] meters in length. Any creature that enters the wall, begins its turn within the wall, or is within the wall when it is summoned takes [*Channeling* vs *Opposition*] fire damage. The wall incinerates small flammable objects that pass through it like arrows or crossbow bolts. The wall severely dampens sound crossing it and may produce clouds of oily black smoke blocking sight.

Concentration is required to maintain this sorcery. Unless the ground is an unwilling target the Wall of fire does not decay.

SANCTUARY 2

Casting Requirement: The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast and the Mystic takes 2 level of exhaustion.

Effect: the mystic weaves a powerful word. Protecting a [*Channeling*] meter radius sphere centered on the mystic. Any creature attempting to locate the warded area must succeed on a [*Awareness* vs *Channeling*] check or become lost. In addition, he lost individual or group must wait a number of hours equal to the amount by which they failed the check, while they wander around unable to determine their location, before attempting to find the place again.

Sanctuary is particularly powerful when cast over a secluded or majestic area. This could be a luscious Glade, a circle of old Birch trees, quiet forest glen, or desert oasis. If the warded area is naturally beautiful and secluded creatures trying to locate the area have disadvantage.

A creature that is explicitly shown the way to the sanctuary by the mystic or another individual who knows its location can bypass the ward and does not need to make a check locate the area.

Concentration is required to maintain sanctuary. Except in extremely unusual circumstances where the earth is opposed to the ward, Sanctuary does not decay. If the ward is tied off, the ward takes seven when opposing being found.

Effect (Third Order): Third Order wards are permanent and can only be cast over secluded or majestic places. The ward takes seven when opposing being located. In addition, the bonus to the check does not increase if the mystic later increases one of its stats. The ward remains the same power as when the mystic originally cast the spell.

LOCK 1

Click.

Casting Requirement: The mystic must have line of sight to the target.

Effect: the mystic shuts and seals a door. The door is locked and force is required to breakthrough. When someone attempts to break through the door they must succeed on [*Strength* vs *Channeling*] against the mystic.

Concentration is required to maintain the effect and the spell does not decay

CURSE OF THE BOVINE 3

Casting Requirement: The sorcery can only be woven on the nights of the crescent moon.

Effect: The mystic causes a herd of cows to go insane with the desire for human flesh. They become extremely aggressive and rampage. The cows consume any human they can lay their hooves upon. The bovine return to their grass eating ways on the next full moon.

Effect: The mystic lays a terrible curse upon its victim causing all bovine they encounter to realize that they are the most delicious tuft of grass ever seen and attempt to devour them. The bovine, intent upon devouring the tasty piece of greenery, will travel far distances tracking their pray by scent and brave many dangers risking almost anything aside from certain death to devour their desired salad. Some bovine have even been known to use complex pack tactics to prevent their prey from escaping. Lacrosse last number of months equal to [*Channeling* vs *Opposition*] or it may be dispelled earlier.

Effect (Fourth Order): Same as above, but the curse is hereditary and lasts until dispelled.

To cast the mystic must satisfy a fourth order casting requirement.

MYSTICAL ENHANCEMENT 2

Casting Requirement: The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast and the Mystic takes 2 level of exhaustion.

Effect: The mystic enhances an organisms skill or combat statistic, such as armor, by [*Channeling*]/2. The effect can be for a single check or for a prolonged period of time.

Concentration is required to sustain the enhancement but it does not decay if cast on a willing target.

NEW MOON 3

Casting Requirement: The sorcery entails 2D6 hours of chanting and dancing often around a bonfire.

Effect: The mystic tugs on reality changing the phase of the moon. The change in phase can be up to [*Channeling*] days.

SUMMON FOG 2

Casting Requirements: The sorcery entails 2D6 hours of chanting and dancing often

around a bonfire and the Mystic takes 2 level of exhaustion after casting the sorcery.

Alternate Requirements: The sorcery takes its toll. The Mystic takes 1 damage and 2 level of exhaustion after casting the sorcery.

Effect: The mystic conjures up thick white fog covering [Channeling] square kilometers. The fog must be adjacent to the mystic or created in a place the mystic can see. The fog is thick enough to limit sight to about a meter.

CLOUD OF FOG 1

Casting Requirement: The mystic must have line of sight to the target location.

Effect: The mystic conjures up thick white fog covering a [Channeling] meter radius circle centered on mystic or half that if not centered on the mystic. The fog is thick enough to limit sight to about a meter.

Unless there is a convenient source of water to aerosolize, concentration is required to maintain the effect. The spell does not decay

MISTIC STEAL 3

Casting Requirement: The mystic must successfully craft the item as the sorcery is being woven.

Effect: The mystic crafts an item, often a weapon or a piece of armor, which is imbued with mystic properties. The item is forged from mystic steel! The item receives a [Channeling]/5 bonus. The check is made while the item is being crafted.

CLOAK OF INVISIBILITY 3

Casting Requirement: The mystic must successfully craft the cloak.

Effect: well the mystic we use a cloth and weaves sorcery into the stitch. The clock shimmers and shifts in an unnatural way. While worn the cloak provides advantage on checks made to go unnoticed.

PART THE SEA 3

Casting Requirement: Casting takes a severe toll on the mystic's mental faculties. The Mystic is reduced to 0 *Health* but is stable and received a 8th degree mental trauma.

Alternate Requirement: The sorcery entails 2D6 hours of intense chanting.

Effect: The mystic choose a path no more than 10 meters wide and [Channeling]/5 kilometers long through a river or other water. The water rises up and bends around the path to form a tunnel in a river or crevice in the lake. The path is left clear of water and traversable, though sometimes muddy.

This sorcery is not permanent. The water is an unwilling target and does not want it to be parted.

CURE WOUND 2

What use are surgeons when you can weave flesh back together with your mind?

Casting Requirement: The Mystic must chant over the injured creature for a number of minutes equal to the injury degree x 30.

Effect: When the casting is complete the Mystic makes a [Medicine vs injury degree] with a [Channeling]/2 bonus to the check. On a success the injuries degree is reduced by half rounding up, 5 is reduced to 3. First Order Sorcery nor medicine can be used to heal the injury any further.

VALDERS CURSE OF HUNGER 3

Casting Requirement: A new born calf must be ritually sacrificed directly before casting. The target must be nearby.

Effect: The mystic chooses a target to curse. Any food it touches immediately rots and loses all nutrition nutritional value. The curse lasts for a number of months equal to the excess success is scored on a [Channeling vs Opposition] check.

Effect: All food in and around the a town becomes rotten weevils are found in the wheat, cheese and milk goes bad even when they are kept cool in ice and wine spoils. It is a natural for things to spoil in this way: the land is an unwilling target. The curse lasts for a number of months equal to the excess success is scored on a [Channeling vs Opposition] check. Usually the opposition as a +0 modifier though extremely bountiful land might be more resistant to such decay.

WARD 2

Casting Requirement: The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast and the Mystic takes 2 level of exhaustion.

Effect: Half the damage dealt to the creature is instead taken by the Mystic or another creature, chosen when the spell is cast. The targets must be present for the casting and a [Channeling vs Will] check is required if the targets are unwilling. The ward can be one way or mutual so that when either creature is damaged both take half damage.

CURSE 3

Casting Requirement: Curse requires a piece of the target and 2D6 hours of chanting.

Effect: Same as hex. But, the curse lasts for a number of months equal to the number of excess successes scored on a [Channeling vs Opposition] check, or until dispelled. The curse might dwindle in severity as the months go is on

before disappearing. Or it might persist until simply disappearing.

COMMAND TRUTH 1

Casting Requirement: The Mystic must have line of sight to the target. And the target must be able to hear the mystic speak.

Effect: In a commanding voice the Mystic asks a creature a yes or no question. The mystic forces its target to make an [Opposition vs *Channeling*] check. If the target fails it involuntarily answers the mystics question, to its best knowledge. A successful check allows the target not to answer.

CIRCLE OF TRUTH 2

Casting Requirement: The mystic must spend 1D6 x 30min chanting and inscribing runs create the circle. The mystic also receives two levels of exhaustion.

Effect: Whenever a creature within the circle of truth speaks, it must make a [Opposition vs *Channeling*] check. On a fail, if the creature was attempting to speak a lie it comes to a stuttering gasping halt, unable to utter the false words. On a success the creature is able to speak anything it wishes.

Circles of truth are usually 4 m in diameter but can be larger. Concentration is required to maintain the circle and it does not decay: the circle targets the ground.

FAIN DEATH 2

Casting Requirement: the mystic gains two levels of exhaustion and must be able to physically touch the target.

Effect: The mystic puts the target into a deep coma indistinguishable from death (a successful [*Medicine* vs *Channeling*] check can discern the difference). While in the coma the creature does not need food air or water. The coma lasts for [*Channeling*] hours.

SPEAK WITH THE DEAD 3

Casting Requirement: The mystic must possess a piece of the deceased which they wish to speak to and be able to speak their name. Bone or ashes are most common but hair or a piece of fingernail would also suffice.

Effect: Speaking the name of the deceased the mystic calls fourth the spirit of the deceased. The spirit often takes the form of a ghostly apparition and remains present for 1/2 [*Channeling*] minutes. Spirit can talk and remember it's past life though it may not be willing to provide the answers that the mystic is looking for.

MAGIC SWORD 4

Casting Requirement: Powerful sorcery requires true and permanent sacrifice. The Mystic must slaughter an innocent loved one to cure the sorcery into the blade. In addition the Mystic must forge the weapon itself or possibly work closely with the one who does.

Effect: The ritual chanting and mystical processes that are performed during the creation of the weapon, imbue it with certain extraordinary powers. The ritual can create flaming weapons, sorcerers weapons, bane weapons, or other such artifacts.

STORMS OF WRATH 4

Casting Requirement: A human sacrifice is needed.

Effect: The mystic calls forth a truly terrible act of nature. The storms ferocity is most definitely unnatural, it may even have a will of its own and try to kill the ones it hates. Such storms have been known to bury armies in meters of snow, sink entire fleets, and drown cities. The storms are usually related to the environment, snowstorms in winter, tsunamis on the coast, and thunderstorms and heatwave summer.

SHADOWS KNIFE 2

Casting Requirement: May only be performed on nights of the Full Moon, [*Astrology* vs *Hard*].

Effect: The mystic's dark words conjure fourth a being of pure shadow. After being provided with a blade and the name of whom it is to kill, the shadow goes forth to do its dark deed. The shadow and anything he carries is invisible. However, the being does cast a shadow. The shadow kills the nearest person with the name given to it and then vanishes leaving behind the weapon it carried. Providing the shadow with a piece of the target, a finger, lock of hair, or drop of blood, allows the shadow more discretion about its victim.

DEATH OF KINGS 3

Casting Requirement: a human sacrifice with the blood of kings is needed, normally a true heir, Prince, King, Princess, Queen, those this might be able to be stretched.

Effect: you lay a curse upon the kingdom, its ruler is about to die. It may not happen tomorrow but that they will die and soon is certain (probably), most kings don't last a month. Maybe they will fall from a castle wall, or it may happen in a jousting accident, occasionally they even take their own lives.

WALL OF FIRE 3

Dark oily black flames billow into the sky searing those near.

Casting Requirement: Weaving such powerful sorcery is difficult and leaves the Mystic vulnerable and mentally exhausted. The Mystic is reduced to 0 *Health* but is stable and received an 8th degree mental trauma.

Effect: The Mystic summons a great wall of searing flame about 100 meters long 3 meters deep and 10 meters tall. Anyone within 20 feet of the wall is Burts severely but has a chance to escape in the Inferno. Those unfortunate enough to be within the wall when it is summoned parish in fire and blood, probably.

INCREASE WEIGHT 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: Increase the weight of an object or objects tenfold. This may be useful in bringing a chandelier crashing down on a foe or causing plate armor to become so heavy its wearer falls to the ground unable to move. The Mystic can effect about hundred pounds of material (before the spell is cast) with this spell.

Effect: All metal within a 50 foot radius of the mystic increases in weight tenfold. Soldiers can't lift their swords, knights in armor fall to the ground and can't move, conservation of momentum causes arrows entering the area to fall to the ground useless. The sorcery affects the mystics allies as well as enemies.

MYSTICS AGONY 1

The grizzled old man grasps the blade of his dagger in a fist. Bright red blood drips from his aching hand. The pain is agony but nothing to what his victim will feel.

Casting Requirement: The sorcery takes its toll. The Mystic takes 1 damage.

Effect: With the power of blood and dark words of sorcery, the mystic turns a creatures blood to acid, burns their nerves, and corrupts their life force. The targeted creature takes 6 damage ignoring armor. The mystic may choose to target additional creatures, for each additional creature the damage is reduced by 2 and the mystic takes a -2 penalty to any check made to perform the sorcery. The mystic must inflict pain upon itself before casting the spell, so if the dark sorcery fails, the mystic still takes damage. Mystics agony directly target living creatures so a [*Will* vs *Will*] is required for each targeted creature.

Effect: An alternate version of Mystics Agony allows the mystic to inflict as much damage as it wishes on itself and deal triple that to the target creature.

LANCE OF AIR 1

The air solidifies hardening into a deadly shaft before searing forward to crush through an armored chest.

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: The Mystic choose a spot within line of sight and makes a basic attack with any standard weapon against the enemy, also in line of sight, as if the Mystic were in the chosen spot. Mystic may use *Arcana* as the combat skill. All normal rules of melee combat apply.

INFERNAL PASSAGE 3

Casting Requirement: The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runs to cast.

Effect: The Mystic tears a ragged hole in reality through to the Other Side.

The Other Side is extremely cold, any creature without sufficient protective gear gains one level of exhaustion per hour. With protective gear (heavy coat, goggles, gloves, and boots) a creature must succeed an [*Endurance* vs *Challenging*] check at the end of each day or gain one level of exhaustion.

The embers that fall from the sky are also dangerous. Any creature with exposed skin and without shelter takes 1D6 fire damage each day while on the other side. Or 1D6 fire damage per minute if they have a lot of exposed skin.

Distance on the other side is strange. With proper navigation one league on the Other Side can correspond to tens of leagues in the real world. While on the other side a creature may make a *Navigation* check every few hours or so. Every league the creature traverse on the Other Side corresponds to [*Navigation*] leagues in the real world. Critical fails are usually bad, the way might be blocked by a river of magma, a demon might catch the creatures sent, or something worse might show up.

THE OTHER SIDE

The Other Side is a hell scape of jagged black rock and drifting gray ash. It is the land of Demons. Volcanoes are rarely out of sight belching sprays of molten rock and ash into the roiling purple sky. Ash descends like terrible snow from roiling dark thunderheads and lightning flashes without end. With the ash come embers which gleam red hot and burn anything and anyone they touch. Rivers of Magma wind their way through deep valleys framed by towering mountains of black rock and out onto plains where embers as large as boulders glow. Strangely the air on the other side is bitterly cold, more frigid than the deepest winter nights.

The other side is harsh but not without life. In places suit black trees stand devoid of foliage.

Scraping away the suety charcoal bark that covers their gnarled limbs reveals pale flesh and blood. In places these trees form entire forest. It is said that somewhere within each tree or beneath its roots beats a heart that pumps blood through its gnarled limbs. How these trees survive and what they feed on in such a barren environment or unknown.

The other side is also the home of demons. Their inhuman howls can often be heard echoing through valleys and it is not uncommon to look up and see one silhouetted against sky as it hunts.

The few humans and other large creature that occasionally find their way into the Other Side rarely last long. It takes an experienced guide to avoid almost certain death. Even so, there are stories of Community which somehow endure in the harsh barren land filled with hungry demons.

WORLD OF DREAMS

Casting Requirement:
Effect:

TELEPORT

BLACK SYMPATHY

FIND

Casting Requirement:
Effect: find an object or person using a closely connected object. The stronger the connection the better the sorcery works.

SHAPE SHIFT

Casting Requirement:
Effect: the Mestic or willing target turns into a creature with stats based on the mystics check.

SLEEP

PRESTIDIGITATION

MINOR ILLUSION

CREATE FOOD AND DRINK

SCRYING

BLESSED EARTH

POLLY

DOORS TO HELL

Casting Requirement:

Effect: Open the large portal to the blistering heat of hell and scored everything in front of the massive portal

LEVITATION

GEAS

CHARM

Casting Requirement:
Effect:

INVISIBILITY 3

Casting Requirement:
Effect: The target(s) to become invisible.

CLONE

VANISHING

POLYMORPH

RAISE THE DEAD

Casting Requirement:
Effect: requires fresh corpses or skeletons they power or possibly the length and they stay active depends on a check

FIREBALL

TRANSMOGRIFY

BORROW BEAST

Casting Requirement:
Effect: possess the body of a beast

YEAH FIND STEVEN SOME IN ANIMAL FIND FAMILIAR

SPEAK WITH TREES 3

Casting Requirement:

Effect: In the whispering leaf speech of the trees, mystic reaches out and is able to commune with the forest plants around them. These are *not* human and rarely notice or care about human details. Did you recall if humans or other large creatures passed by and in what direction. Trees have long memories and can recount events that took place decades ago.

Trees recall for more detail about events directly pertaining to their own well-being. Logging, fires and tree blight are of far more important than a passing human.

EVER GROWTH

Casting Requirement:

Effect: cause an area to grow luscious in Green. The plants might tend to the desire of the mystic to create dwelling space gardens. The area is protected from outside weather and his lashes all year round. You could also produce huge and bountiful harvest

SANCTUM

DEMONIC SUMMONS

Casting Requirement: The sorcery entails 2D6 hours of meditating, chanting, and inscribing runs to cast.

Effect: summon a demon (knowledge evisceration or Guardian?) Requires some checks to keep the demons from escaping. Helpful to have the demons true name. The demon will make bargains.

Demons are creatures of hunger. Their hunger, wether for flesh, corruption, or knowledge, burns within them and drives their every act. Every bargain a demon makes is in service of its hunger and they will do almost anything to sate their hunger.

Ancient laws of magic hold demons to their bargain. So, while clever knowledge demons will bend and twist a bargain to their advantage, no demon will ever *break* a bargain.

Ravenous Demons: Ravenous demons are simple demons and their hunger is simple too. They hunger for flesh and particularly live human flesh. Ravenous demons are vicious monsters predators built for the hunt, stocking on two or four legs. They are often summoned by sorcerers who wish to set the demon upon some helpless enemy.

Knowledge Demons: In a very real sense these demons embody the saying knowledge is power. While, physically less impressive than ravenous demons knowledge demons make up for their weakness with a stupendous maniacal intellect. They hoard knowledge like dragons hoard gold. Knowledge demons trade in secrets and more often called up by sorcerers who need information and are willing to pay in kind.

knowledge demons covet dark secrets and forbidden lure above all else. Knowledge demons do anything for more information and often try to tempt sorcerers with tidbits in hope that they will ask more and pay more. Sorcerers must be extremely careful forming pact with these demons as they will turn their formidable minds to finding any loophole or chink in a bargain which they can then exploit.

Seduction Demons: seduction demons feed off the corrupt acts of others. Seduction demons use every tool at their disposal to corrupt the minds, bodies and actions of those around them. They might whisper to a king from the shadows, tempting them to commit even more despotic acts or urge them to war; further corrupt bankers with the offer of gold; divide lovers with their charm and looks. Broken promises, abandoned lovers, acts of breed and vice seduction demons revel in all of these. When summoned, Seduction demons are happy to offer their services at a price. The sorcerer must commit some terrible act that corrupts their soul. Seduction demons take more pleasure in corrupting the innocent than they already do botched. They are happy to take part in schemes that involve lies, subterfuge, backstabbing, and whenever possible the corruption of innocence.

RAVENOUS DEMON		300 XP
Manor	Snarling and hungry	
Morphology	Fiend	
Strength		
Skills: Athletics 6, Endurance 5, Natural weapons 5, Agility 4, Intimidation 4, acid saliva 3, Will 3, Stealth 3, 2, Senses 2, Winged 2, Arcana 1,1,1		
Traits	Large, Winged, Mystical, natural weapons, natural armor (hide and scale, medium)	
Common Tasks		
Equipment		
Combat Statistics		
Initiative	4	
Reactions	4	
Movement	10 meters, Flight 20 meters	

RAVENOUS DEMON**300 XP**

Dodge 11
Awareness
Agility

Armor Demons hide 12 (+5)

Health 7

Attacks **Vicious Claws:** Attack 14, Damage 17 (Short)
Claws
Agility

Acid saliva

Tactics:

SEDUCTIVE DEMON**50 XP**

Manor

Morphology Fiend

Strength

Skills: *Agility 4, Claws 3, Stealth 2, Endurance 3*

Performance 2, Cunning 1, Deception Intimidation , Persuasion ,

Athletics 6, Endurance 5,

Agility 4, Intimidation 4, 3, Will 3, Stealth 3, Arcana 2, Senses 2, Winged 2,1,1,1 Awareness

Will 5, Arcana 4, Sorcery Points 4, Endurance 3, History 1

Traits Winged, Mystical, Natural Weapons, Natural Armor (hide and scale, medium)

Common Tasks Persuade,

Equipment

Sorcery Points 8

Mystical Powers

Combat Statistics

Initiative

Reactions

Movement 10 meters, Fly 20 meters

Dodge
Awareness
Agility

Armor Demon hide 9 (+2)

Health

SEDUCTIVE DEMON**50 XP**

Attacks **Vicious Claws:** Attack 14, Damage 17 (Short)
Claws
Agility

Acid saliva

Tactics:

Fire and Brimstone

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: Mystic call's fourth a cascade of fire and fury from the heavens.

Magic Missiles

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: the Mestic sense fourth darts of magic force or air made solid.

Fateful burden. 2

Casting Requirement:

Effect: Force someone to do a task

BIGBY'S SMASHING FIST

Casting Requirement:

Effect: smash down a door or small shed, smash a creature back some distance.

Quake 2

Casting Requirement:

Effect: demolish a wall or in sized building.

Telekinesis 2

Casting Requirement:

Effect: throw a massive boulder or other object

MYSTICAL ENHANCEMENT

Casting Requirement:

Effect: The mystic enhances an organisms skill or combat statistic ,such as armor, by +6. The effect can be for a single check or requires concentration if sustained.

ANATHEMA

Casting Requirement:

Effect:

WARDER BOND 2

Casting Requirement:

Effect:

VANISHING 2**Casting Requirement:****Effect:****Effect:****EARTH TO WATER 3****Casting Requirement:****Effect:****DREAM****Casting Requirement:****Effect:****PORTENT****Casting Requirement:****Effect:** the Mystic chooses a D6 result which can then be used in the next week?

The DM chooses the result? A number of results are rolled? I don't really like this idea :/

BLESS 1 & 2**Casting Requirement:****Effect:****MALTRANSFORMATION****Casting Requirement:****Effect:** turn a bunch of men into frogs.**TELEPORT****TROLL SONG****FORETELL****BIRTH OF A DEMON.**

Basically what it sounds like possibly the casters choose someone and when the child grows old enough and will try to kill that person. Probably involves brewing a potion.

Maltransformation

New moon

BIGBY'S FLOPPY SWORD**Casting Requirement:****Effect:** turns steel to rubber.

The mystic must have line of sight to the target.

Demand truth

Command truth

Raise the dead

H

Hey Revenge.

Casting Requirement:

THE REST OF THE DOCUMENT IS NOT CURRENTLY PLAYABLE

Character Creation

CHARACTER CONCEPT

The first step to character creation is coming up with a character concept. This might be as simple as "I want to be a knight who hits things" or it could be a complicated backstory describing your wizard's internal motivations. Once you have a character concept you are ready to begin creating them within the game.

SKILLS

In NPG, skills are the primary game mechanic that describes a character's strengths and weaknesses. Skills help characters complete tasks. Anytime a character makes a check, two relevant skills can be added to the result to improve the score. Skills are what fundamentally distinguish two different characters. Skills are improved using experience points.

EXPERIENCE POINTS

During their adventures and over the course of their lives characters learn from their mistakes, grow stronger, and spend hours training or studying. Experience points or XP are the game mechanic used to represent this growth. A starting character received 50 XP which they can spend on skills. Characters usually received about 10 XP per month (in game time) while adventuring or 1 XP every month when training between adventures. XP earned on adventures or while training should probably be spent on skills related to the task the character did during the adventure. However, this is up to the GM and players.

Reroll for XP: If a character has unspent XP, it can choose to spend 1 XP to reroll any check it makes.

Probably need to scale XP with character level

MAGIC

Some players may wish to play mystical characters, mages, sorcerers, or mad wizards, for example. Depending on how prevalent magic is within the adventure setting this may or may not be possible and it's up to the DM's discretion. Channeling mystical power does come with its own disadvantages making the wielder more susceptible to magical effects and risking corruption or death during the process.

EQUIPMENT

What equipment is available to starting characters largely depends on who the character is. The son of a wealthy Noble likely has many more valuable possessions than a traveling minstrel or sell sword. However no matter who the character is it is advised that even the wealthiest characters not have much more than a fancy sword and a horse. It is very rare that beginning characters have their own castle say or on an inn.

ADVANCEMENT

CHARACTER

DETAILS

PERSONALITY

GOALS BACKGROUND

Character Morphology

The sentient races of the world are a diverse and varied lot and there is much variety within each race as between them. Many of the non-human variety were originally crafted by sorcerers in days so far distant in the past that their details are shrouded by the mist of time.

Many of the sorcerer's made your creations to fulfill specific tasks. Dwarves, for example, were designed to mine. Short so that they could move through narrow mind shaft and caves they are Hardie and strong. The sorcerers did not limit their meddling to the physical. After eons of trial they develop the subtle art of implanting their creations minds. Through this the dwarves were given a need to seek out buried metal and jewels and the elves a need to serve loyalty and protect. Scholars believe that this mental manipulation — the creation of slaves who, despite their own higher reason, wished to be slaves — was one of the primary causes of the war of power. (needs a better name) The culmination of which resulted in the partial destruction of sorcery by the circle of 50.

Summer scholars also believe that these old mental manipulations are beginning to wear off with time. Dwarves, while exceptionally skilled miners and stone workers as a rule, no longer single-mindedly toil, digging holes in the ground in search of precious metal. The Elven city of Shandr even elected its own governing body. Which is expressly tasked with serving the interests of elves alone. A striking departure from the selfless obedient servants of ages past. The rapid change of many elves from servant to served has made some scholars suggest that their attitudes were more culturally ingrained than mystically enforced. Either way, all agree that whatever forces were maintaining their behavior they are quickly dissipating and decreasing in power. In addition, many individuals strike out on their own, simply to prove that they more than their creators intended.

BEING SMALL

Being small really sucks. Small creatures receive 2/3 the Health (rounding up) that medium creatures do. They are also often unable to wield heavy weapons. Their carrying capacity is also reduced by half. Not sure if small works exactly right probably to unpleasant a cost.

SPECIES

Description

- ◆ **Size:** .
- ◆ **Speed:** meters.
- ◆ **Traits:**

HUMANS

Humans come in all shapes and sizes and are by far the most varied species.

- ◆ **Size:** Medium.
- ◆ **Speed:** 10 meters.
- ◆ **Bad Eyesight:** No, you don't have darkvision, use a torch.
- ◆ **Languages:** humans speak their native language in addition to one other usually a form of common, the language of trade.
- ◆ **Fast Learner:** Humans begin their careers with an additional 10 XP.

GNOMES

It is often said that it takes a little insanity to make true genius. This is no truer than when it comes to gnomes. Maybe some thing is fundamentally wrong with or maybe it's simply a byproduct of the staggering intellect so many of them possess, but you would be hard-pressed to find a gnome who did not seem half cracked.

- ◆ **Size:** Small.
- ◆ **Speed:** 8 meters.
- ◆ **Darkvision:** Gnomes can see in dim light as if it were bright light for 20 meters. A gnome can also see in absolute darkness for 20 meters as if it were dim light: they can't discern color: only shades of gray.
- ◆ **Sharpened Mind:** Gnomes possess a flat +1 bonus to cunning.
- ◆ **Insanity or Genius?:** Gnomes gain advantage on any check made to perform tasks that seems entirely irrational.

Probably need some more abilities for gnomes

DWARF

Dwarves were designed to be the perfect minors they can survive long they have a slow metabolism and curtain and require only a quarter the sustenance have a normal man this is can be life-saving when on long expeditions into the bowels of the earth or cut off from supplies due to a cave tunnel collapse. While blonde hair is uncommon among dwarves most under Hewes or seen browns and reds predominate. Their skin color varies drastically ranging across all human complexion's to marble white and charcoal black. It works skin color depends on the particular minerals in the food it consumes. Often Dwarven skin color changes when they travel or begin mining in a new quarry.

- ◆ **Size:** Small. Even the largest dwarf rarely stands taller than a meter.
- ◆ **Speed:** 8 meters.
- ◆ **Darkvision:** Dwarves can see in dim light as if it were bright light for 20 meters. A dwarf can also see in absolute darkness for 20 meters as if it were dim light: they can't discern color: only shades of gray.
- ◆ **Earthy Resilience:** Dwarves have advantage on checks made to resist poisons and diseases that come from the earth or fungi.
- ◆ **Dwarven Hardiness:** Dwarves are surprisingly tough they are hit points maximum and carrying capacity is calculated as if they were size medium. In addition they have advantage and checks made it to resist the *Tiring* effects of armor.
- ◆ **Earthen hardiness:**
- ◆ **Dwarven Training:** Most dwarves are born with an innate knowledge of the use of pickaxes and hammers. They are often drawn to these weapons when forced to defend them selves.
- ◆ **Fear of Collapse:** Dwarves have an innate terror of earthquakes. They are the one thing that no tunnel can be sure of surviving. A dwarf who feels the ground beneath it begin to move must make a [will save] or immediately take a shelter under the nearest Thang it can. This is one of the primary reasons forms are hardly ever seen on ships. However, there have been rumors of fearsome Dwarven raiding parties along the northern coast of Algbar, who arrive by ship in the night.
- ◆ **Sensitive Nostrils:** Dwarves can smell precious metals and jewels. They often sniff their way towards ore deposits deep under the ground.
- ◆ **Cursed by their Creators:** The sorcerers who created dwarves were careful to ensure their creations could stand against them. Dwarves are unable to channel the mystical power. With dwarves general dislike of the power that created and cursed them and the humans who wielded, if you dwarves wish to channel. But as time passes and old sorcery loses its potency, they may not have a choice in the matter. Soon humans may not be the only mystics.
- ◆ **Long Life:** Assuming they are not killed by in a mining accident door is natural lifespan is approximately 200 years.

HALFLING

- ◆ **Size:** Small.
- ◆ **Speed:** 8 meters.
- ◆ **Bad Eyesight:** No, you don't have darkvision, use a torch.
- ◆ **Lucky:** When a halfling scores a critical fail on a check, it may re-roll the check. This trait can be used only once on a given check.
- ◆ **Stubborn Bravery:** Halflings have a tendency of sticking around when most rational individuals would run screaming. Halflings have advantage on checks made to avoid being frightened or mentally manipulated.
- ◆ **Nimble Digits:** Halflings have advantage on tasks that involve the dexterous manipulation of their fingers or toes.
- ◆ **Small and Nimble:** Halflings can move through the space of any creature who is sizes larger than theirs, darting between their legs or around them.

ELF

- ◆ **Size:** Medium.
- ◆ **Speed:** 10 meters.
- ◆ **Senses:** Elves have superb senses endgame adventure in any check involving visual or auditory perception.

- ◆ **Darkvision:** Elves can see in dim light as if it were bright light for 20 meters. A elf can also see in absolute darkness for 20 meters as if it were dim light: they can't discern color: only shades of gray.
- ◆ **Long Life:** A n elves natural lifespan is approximately 700 years.
- ◆ —

ORC

- ◆ **Size:** Medium.
- ◆ **Speed:** 10 meters.
- ◆ **Senses:** Orcs have advantage on checks that involve scent.
- ◆ **Bad Eyesight:** No, you don't have darkvision, use a torch.
- ◆ **Menacing Appearance:** People who are not familiar with orcs often find their appearance frightening. When using their physical appearance orcs have advantage intimidation checks made against those who are not familiar with orc kind.
- ◆ **Short-lived:** Orcs mature quickly and rarely live past the age of 60.
- ◆ **Rage:** Orcs have advantage on damage roles when they are reduced below half health.

DWARF

- ◆ **Size:** Medium. Dwarves are short and stocky, rarely passing 1.5 meters in height. They make up for their height in sheer width.
- ◆ **Speed:** 8 meters.
- ◆ **Darkvision:** Dwarves can see in dim light as if it were bright light for 20 meters. A dwarf can also see in absolute darkness for 20 meters as if it were dim light: they can't discern color: only shades of gray.
- ◆ **Earthen Resilience:** Dwarves have advantage on checks made to resist poisons and diseases.
- ◆ **Dwarven Training:** Most dwarves are born with an innate knowledge of the use of pickaxes and hammers. They are often drawn to these weapons when forced to defend them selves. In addition dwarves have advantage on checks made to resist the *Tiring* effects of armor.

MYSTICS

During character creation or anytime afterward a character may choose to acquire the *Mystical* property (mystical creatures are more easily affected by magic than non-mystical creatures, due to their own mystical nature). Some learn of their unique abilities as children while for others it takes a life changing event to unlock their inner power.

Magic System Options

There are a number of options for how mystics can cast sorcery within the gaming world. These options are presented below. It is suggested that a gaming group chooses a single option for how magic works within the world. This creates a more streamlined and easy to run play experience. However in certain circumstances more than one option might be open to players and creatures within the world.

SORCERY POINTS

The sorcery point system for spell casting might be used when magic is a skill that can be learned in schools and through hard study but does not take a severe mental or physical toll on mystic. It emulates a standard dungeons and dragons style wizard feel. Using the sorcery point system, certain mystical creatures, mystics and other spell casters, can spend and purchase Sorcery Points. Sorcery Points cost XP and are bought using the same price scale as skill points. However a mystic receives twice as many sorcery points as it would receive skill points. For example, a mystic would receive 6 Sorcery Points for 14 XP. Sorcery points can be used to channel mystical power and cast magic. Spent sorcery points are not permanently lost. A mystic regains half its spent sorcery points at a rate which depends on the order of the sorcery they were used to cast. Sorcery Points spent on First Order sorcery are recovered once per day, once per week for Second Order, and once every month for Third Order. Sorcery points are recovered for each order of sorcery individually and as usual the three points recovered are rounded down with a minimum of 1.

Sorcery Point Cost

Sorcery Points	From Zero	Next Value
0	0	1
2	1	4
4	5	9
6	14	16
8	30	25
10	55	36
12	91	49
14	140	64
16	204	81
18	285	100
20	385	111

Should Sorcery Points be bought at the same price as skills or a flat cost? If at a flat cost you could have some effect that permanently burns sorcery points.

CORRUPTION OR EXHAUSTION

Not only does the social and political power Mystics often attain corrupt them, magic by its very nature is a corrupting force. The corruption or exhaustion system makes sorcery far more dangerous to the caster and helps make sorcery feel dark and mysterious. Depending on how the final result of

corruption is flavored this system might emulate the wheel of time style burn out and male insanity or _____. Using the corruption system rather than buy sorcery points with XP, a mystic can simply spend as many as it wishes. However each mystic has a *Corruption* or *Exhaustion Threshold*, the exact name is simply flavoring and can be determined by the setting, which helps determine how many sorcery points a message can safely channel.

◆ *Corruption Threshold* = $2 \times \text{Will}$.

Every time a mystic spends Sorcery Points it acquires Temporary Corruption equal to the number of Sorcery Points spent. At the end of any turn on which a mystics total corruption increases, it must make a [*Will vs Total Corruption*] check. On a fail, one of the temporary corruption becomes Permanent Corruption. If a Mystic fail one of these Checks while their Total Corruption is greater than their *Corruption Threshold* they go insane, burnout and can no longer channel, transform into some grotesque monster, or suffer some other life or career ending tragedy. Often this can often cause a PC to become an NPC. A Mystic may draw no more than twice its *Will* in sorcery points at any given time.

If a Mystic's *Total Corruption* exceeds there *Will* they may suffer from a minor form of madness or show the visible and off-putting signs of their ailment. They might also suffer from one level of exhaustion for every *Corruption* that exceeds their *Will*.

Like sorcery points, a mystics temporary corruption decreases by half, rounding up with a minimum of one, at a rate depending on the order of the sorcery which incurred the corruption. Once per day for first order once per week for a second order once per month for third order. Sorcery points are regained for each order of sorcery individually. Permanent Corruption is permanent and cannot usually be healed.

The Rules of Sorcery

The following are rules and guidelines which must be followed when channeling sorcery. Any or all of the rules presented may be modified added to or entirely discarded within a setting. However, following the rules and guidelines presented helps to balance the flexibility and power of sorcery.

TARGETING

When casting sorcery the mystic must target objects, creatures, or an area which it intends to affect. Sorcery targets something if it directly affects that thing. For example turning a foes blood to acid directly target them, while turning an area of ground to mud causing the enemy to slip or dislodging a boulder to fall on their heads, instead target the ground and bolder respectively.

Inanimate objects and areas: Mystics can easily exert their will over inanimate objects. Sorcery almost always succeeds if it targets an area or nonliving object. Only in the rarest of circumstances is a check ever required. Examples include, turning the air in a region to poison, leaching the light from a room making it dark, or breaking the ice on a frozen river so everyone falls in.

While sorcery that targets nonliving objects usually succeeds without a check, creatures effected by the sorcery's result may often attempt to avoid its effect. For example, dislodging a boulder from a cliff automatically succeeds, but those underneath may attempt to dive out of the way.

Living Organism: All natural life strongly resists the meddling of sorcery. When targeting a living organism, or ta that's so coolrgeting a worn or carried object **with the intent to cause direct physical harm**, an additional [*Will vs Will + Arcana*] check is required for the sorcery to be successful. Also, living organism that do not possess the *Mystical* quality automatically roll 12, but not a critical, on the check dice when resisting the effects of sorcery. For most plants, and animals this translates to a DC of 12 to 14 for the tampering mystic, for humans this is usually 14 to 16.

To circumvent this difficulty, many Mystics simply don't bother trying to affect their opponent directly. Instead they **turn their enemies' swords to water or cause their armor to fuse immobilizing them**.

CONCENTRATING

Weaving certain sorcery, especially when in battle, may require the mystics to concentrate. A mystic must spend its action each turn to maintain concentration. Concentration is broken if the Mystic is damaged and fails [*Will vs damage*]. **If the sustained effect directly targets living organisms, the Mystic must succeeded a [*Will vs Will*] on its turn for each organisms or lose the effect on that organisms**. A satinet creature may use its action to attempt to throw off the effect of sorcery, [*Will vs Will*] against them. Ongoing effects targeting worn or carried objects may be sustained without a check.

SKILLS AND MAGIC

Often a mystic must succeed on a skill check in order to successfully weave sorcery. When this is true, the mystic must use the skill most closely related to the sorceries affect. The mystic may not simply use *Arcana* and *Will*, the one of these may be chosen as the second skill. For example when making a scale check for healing a wound *Medicine* must be one of the modifying skills. When bewitching a chicken *Beast Lore* must be one of the modifying skills. *Arcana* can be the most relevant skill. For example, when teleporting *Arcana* would likely be used. if it is unclear which skill is most relevant the mystic simply choose this one.

MAGIC IN COMBAT

Can magic only be used on your turn? Can it be used as a reaction? Can it be used in response to only certain actions? Can it be used in response to another mystic weaving sorcery? Can you counter spell other mystics?

Options for Mystics

The following are a number of options open to mistakes. As usual they can be modified to fit the setting. It is assumed that these options are open to mystics for the purposes of power balancing. Adding to or removing from these options should be done with care.

OVER CASTING

If a mystic fails a check needed to successfully cast sorcery it may spend one Sorcery Point to reroll the check.

LEARNING SPELLS

While some Mystics prefer the flexibility of weaving sorcery on-the-fly, others like to hone their craft with long practice and study. Mystics may choose to learn spells. Once learned, spells are easier to cast, the trade-off is they provide the Mystics less adaptability. To learn a spell a Mystic must successfully cast the spell as usual, meeting all requirements. However, the effect does not take place. The Mystic can only ever recover half the Sorcery Points spent or heal half the corruption gained in this casting (half the corruption is permanent or half the sorcery points are permanently gone). Mystics may weave sorcery they have learned for about half the Sorcery Points typically required: 2 for First Order, 5 for Second Order, 9 for Third Order.

Learning a spell takes time and practice. The process typically requires two weeks of study for trivial, two months of practice for First Order and a year of toil for Second Order. Third order spells take an extraordinary amount time to learn, decades often if it is even possible, and it rarely is. During to study the mystic must be able to meet all the casting requirements of the sorcery.

Should lost sorcery points or permanent corruption from learning spells be possible to be possible to gain back. Possibly at the same scale and skill points. Where are the total number of points recover over a creatures life determines the cost for covering the next. I think the number of spells that a creature can learn should be limited in someway.

CIRCLE CASTING

Second and Third Order sorcery, and occasionally even first order sorcery, is often cast by a number of mystics in a circle working in unison. Circle casting enhance sorcery making truly world shaking events possible. Circle casting can increase a spells area of affect but not its power. For example, if a spell normally affects 1 square mile, circle casting it with another sorcerer would increase the spells effect to 2 square miles, or 4 square miles with three sorcerers. Circle casting does not increase the intensity or power of sorcery. If a spell calls down lightning bolts, circle casting it would bring down more lightning bolts but each individual lightning bolt would be no more powerful than the original. For every additional mystic the sorcery's area of affect is doubled. This is cumulative, so for three mystics the sorcery is quadrupled in affect size, and with five sorcerer's the effect size is octupled: eight times larger.

Circle casting is not without costs. Each Mystic must perform the sorcery successfully satisfy all requirements and making all checks. If any of the mystics fail to cast the spell the entire process fails, but the sorcery points are still spent. Coordinating such an endeavor between the mystics is difficult

and requires an additional check: [*Arcana* vs Number of Mystics] for first order, [*Arcana* vs 2 x Number of Mystics] for Second Order and [*Arcana* vs 4 x Number of Mystics] for Third Order sorcery.

TYING OFF A WEAVE (AKA WHEEL OF TIME PLAGIARISM)

While concentrating to maintain a mystical affect a sorcerer may spend one sorcery point to Tie Off the weave. Once tied the mystical effect continues no longer requiring concentration. Organisms may still attempt to throw off the effect with a [*Will* vs *Will*] opposed by the mystic. A *tied off* weave can last for about a day before dissipating when affecting inanimate objects or willing organisms but sorcery dissipates after only 10 minutes if targeting unwilling organisms. An unwilling target need not be sentient. If a mystic attempt to burn a tree with sorcery the trees natural aversion to being harmed would kick in and it would attempt to throw off the sorcery.

Maybe the [*Will* vs *Will*] should only be required when the organism attempts to throw off the effect rather than every turn of the Mystic?

More Options for Mystics

THE ALLURE OF NECROMANCY

The path of the Mystic is a hard one. Not only do they tread the edge of human ability the tremendous power they wield leads many to undertake actions they would never have dreamed themselves possible of. Sometimes it's in the name of the greater good sometimes out of pure greed. But the one thing all mystics must face is the allure of Necromancy. Of all the forms of sorcery necromancy is a single one that does not take a severe toll on domestic who leaves it. However, due to the inhumanly cruel and immoral acts that are often required as part of the casting of such spells some philosophers have suggested that necromancy needs no cost. For no sane human with even the smallest bit of a soul left could commit such terrible acts. So anyone capable of necromancy is already a monster there is no further correction necessary. Other philosophers often religious ones argue that it is simply the heavens way of tempting humans. While others believe it is simply a cruel twist of fate: providing such mighty power but only to the very worst of humanity.

BLOOD SALT

Salt taken from the shores of the steaming Red Sea is often referred to by witch hunters as Blood Salt. Scholars say it gets its pink hue from the hot springs which belch up minerals throughout the shallow sea. But that's not where it gets its name. To create Blood Salt the fresh pink salt is dissolved in the blood of captured mystics then dried to form dark crystals ranging in color from blood reds to maroons and ebony. Some scholars question the necessity of this process claiming that the salt has its properties even before the blood is added but most witch hunters swear by it. Blood salt can burn through the flesh of mystical creatures leaving them pockmarked and scarred if alive at all. A handful (1/2 cup) of blood salt inflicts 1 damage each round. As the blood salt burns away flesh it is slowly neutralized. Each round roll 2D6 and if two 1 come up the blood salt is fully neutralized. Blood Salt can also be removed with water or some other method [*Medicine* vs Hard]. Witch hunters often carry barrels of the salt in their wagons and some even dissolve it in their water and ale.

Maybe only oil neutralizes it, requires medical attention, can't weave sorcery until medically treated and neutralized?? Deals or one D6 damage until treated or one D6 damage until ADLs one damage.

BELLS

It has long been known that the toll of bells can have a severe effect on mystical creatures, especially if they are corrupt. Ringing a bell near a mystical creature, forces the creature to make a [*Will* vs bell] with penalties to the check equal to the creatures current *Total Corruption*. If the check is failed the mystical creature loses concentration on any sorcery it was performing and must either do everything it can (apart from channel) to get away from the bell, or failing that (take a level of exhaustion, trauma or damage). The sound of the bells echo through its mind causing severe discomfort and pain.

Bell Size

Bell	DC
Cast iron pot and lid	6
Silver Hand Bell	8

Cow Bell	12
Watch Bell	14
Town Bel	16
Cathedral Bell	

Eye contact

Eye contact is a powerful thing when weaving sorcery. When a Mystic directly targets a creatures or creatures with sorcery and makes eye contact, mystic gains advantage if the spells check is opposed. The targeted creature does not have to be aware of the mystics presence for the Mystic to make eye contact. The Mystic does have to see the creatures eyes, you can't make eye contact in a pitch black room.

Masks

Masks that obscure the face and cast the eyes into deep shadow are useful things. Wearing a mask or a knight helm obstructs others from making eye contact. The wearer may still make eye contact with others, however. This is one reason why masks are so popular among witch hunters and Mystics.

WEREWOOD GROVE

The thick deciduous trees with their white bark and stretching branches are rare, but some groves still exist. Often no more than a single tree stands sorrowful and alone it's Crimson sap dripping as tears down the trunk. Occasionally seven or eight of the ancient trees can be found in a circle forming a grove. Legend says that a man cannot tell a lie before a Wearwood.

In the presence of Wearwood any Insight check made to discern if someone is lying is made with one advantage per Wearwood present.

MYSTICAL ITEMS

MYSTIC FOCUS

Provides a +1, +2, or +3 bonus to checks made to avoid acquiring permanent corruption or exhaustion.

Mystical Powers

Mystical powers falls into one of four categories, *Trivial*, *First Order*, *Second Order*, and *Third Order*.

Should probably break mystical powers into 5 categories. *Trivial*, *First Second Third and Fourth order?*
2, 8 14 20

1.5 order sorcery non-permanent but truly magical affects more damage than a standard weapon healing true healing etc..

New second order permanent magical affects and army destroying damage

Trivial Sorcery

This is basic sorcery which allows the Mystic to slightly tweak reality. Conjuring a brief pool of light, the distant sound of laughter, or a spark to light a flame are all examples of trivial sorcery. Other examples might include making a coin vanish, causing dice to roll a certain outcome or distracting a guard with an imagined sound. Trivial sorcery usually requires a check. If the sorcery directly target a creature they oppose with *Will*. Trivial sorcery costs the mystic 1 sorcery point.

Banning Trivial Sorcery. Certain DMs and gaming groups may wish to entirely remove Trivial Sorcery from the game. This further reduces the amount of magic in the world so that when it is use, it will be all that much cooler. Making magic something rare and powerful helps maintain its mysterious aura and can be quite useful in creating an interesting world.

Free Trivial Sorcery: making trivial sorcery free, costing zero sorcery points, what have someone of the opposite effect trivializing Magic, making it commonplace. For certain groups this may also be of interest.

First Order Sorcery

This sorcery allows the Mystic to directly affect the world but rarely permanently change it. Typical First Order sorcery allows the Mystic to accomplish tasks that a normal person *could* do, with appropriate training and tools. This might mean landing gracefully from a long fall, summoning a momentary shield, blasting an enemy with fire, or simply severing their spine with a look. It can also be used to change the properties of objects. Including weight, temperature, color, slipperiness, but these changes are almost never permanent.

When creating a First Order Sorcery the following guidelines should be followed and one casting requirement *must* be chosen.

GUIDELINES

- ❖ Costs 4 Sorcery Points.
- ❖ Typically only affects things in the general vicinity (1/2 miles) of the Mystic.
- ❖ The Mystic must succeed a [*Will* vs *Will*] check if directly targeting a living organism or directly targeting their worn possessions in order to cause *direct* physical harm.
- ❖ First Order sorcery may be used to tend wounds, but it can do little more than an experienced physician.
- ❖ If targeting nonliving matter the sorcery normally succeeds, but any affected creature may react to the consequences.
- ❖ Sustain First Order affects required concentration.

MISCELLANEOUS EFFECTS

- ❖ Add a +6 bonus to a task (may require a check if affecting a creature).
- ❖ End another Mystic's First Order sorcery, Check required.

DAMAGE EFFECT

- ❖ 2D6 / 6,7 damage to a target, often ignores armor.
- ❖ 1D6 / 3, 3.5 damage each turn for concentration.
- ❖ 10 attribute damage including Check Dice distributed among targets.
- ❖ Simulate any basic attack with a standard weapon, *Arcana* is used as the combat skill.
- ❖ Give a creature a condition, blinded, paralyzed, frightened, deafened, etc.

TYPICAL EFFECT SIZE

- ❖ 100 (maybe 50) pounds of material chosen by the mystic.
- ❖ 100 cubic feet of volume chosen by the Mystic.
- ❖ Everything within about a 10 meter radius centered on the Mystic including allies.
- ❖ Everything within a 5 meter radius not centered on the Mystic.
- ❖ Any number of living organism. Every extra organism beyond the first incurs a -2 penalty to all checks, including damage, required in the casting.

CASTING REQUIREMENTS

- ❖ The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast.
- ❖ The sorcery may only be spun at a particular time of day (30 minute window) and that time is not now.
- ❖ The sorcery takes its toll. The Mystic takes 1 damage.
- ❖ A piece of the target is required for effective casting (often extends the range).
- ❖ The mystic must perform a ritual cleansing, bathing in clean water and essential oils and shave all the hair from his or her body.
- ❖ The Mystic must perform lengthy research before acquiring the knowledge needed to weave the sorcery.
- ❖ The mystic must have line of sight to the target(s).
- ❖ Requires a certain potion.

Second Order Sorcery

This is truly powerful sorcery allowing the Mystic to bend reality to their will. It can level buildings, turn men to frogs, summon vengeful storms, give glimpses of the future, and even control minds. Second Order sorcery can accomplish tasks no single person could ever do but often requires a bit of

planning. Where First Order sorcery might smash an old outhouse Second Order sorcery could level the whole inn.

GUIDELINES

- ❖ Costs 10 Sorcery Points.
- ❖ Often requires a successful [*Skill vs Hard*] to perform correctly. The skill should be relevant to the type of sorcery being woven.
- ❖ Requires a Check [*Skill vs Hard*] a failed check prevents the Mystic from casting the spell for 1D6 Weeks.

TYPICAL EFFECTS

- ❖ Turn a few men into frogs.
- ❖ Send an invisible assassin kill a man.
- ❖ Bless a location for a year or so.
- ❖ Second Order sorcery can often be permanent if cast on inanimate objects or willing organisms.

CASTING REQUIREMENTS

- ❖ **Ritual:** The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runs to cast. [*Performance or Arcana vs Hard*] to perform successfully.
- ❖ The sorcery can only be woven at a specific phase of the moon, [*Astrology vs Hard*] to perform successfully and must wait until that moon phase.
- ❖ **Sacrifice:** An animal at least the size of a lamb must be ritually sacrificed directly before casting.
- ❖ **Personal Journey:** The Mystic must fast before entering the appropriate mental state cast sorcery. Every day the Mystic rolls 1D6 each day it fasts when the total reaches ____ the proper mental state is achieved. One exhaustion is gained per day. All progress is lost if the mystic stops fasting.
- ❖ **Rare Ingredients:** The sorcery requires a rare item (herbs, minerals, a specimen from a rare animal). Whatever the item, [*Skill vs Hard*] if in an appropriate place to gather the material. Or it can be obtained with coin in cities in 1D6 weeks.
- ❖ **Place of Power:** The Mystic must be in a certain type of place, hallowed ground, a permanent Magic Circle or a blessed Grove for example.
- ❖ Requires the lengthy creation of a potion of the Second Brewing.
- ❖ The casting takes a severe toll on the mystic's mental faculties. The Mystic is reduced to 0 *Health* but is stable and received a 8th degree mental trauma.

Third Order Sorcery

This is the stuff of legend. It can forge mystical weapons. And even bend fate
Third order sorcery is often mostly permanent. Often requiring a true sacrifice.

Crafting an enchanted sword.

GUIDELINES

- ❖ Costs 18 Sorcery Points.
- ❖ Requires a Check [*Skill vs Heroic*].

First order sorcery can typically accomplish tasks that alter the world but don't fundamentally change it. It can rarely directly kill living creatures. And is rarely permanent.

Second

Third order sorcery can fundamentally change the world. And can be somewhat permanent

Fourth order sorcery and do almost anything

GUIDELINES

Increasing or decreasing an objects weight (First Order), vanishing or conjuring the object (Second Order).

Turning the ground into thick slippery mud (First Order), turning the battlefield into a deep lake (Second Order).

Causing a number of man to lose their strength of a moment (First Order), turning them in to sheep (Second Order).

Causing a house to light on fire (Second Order).

Sample Mystical Powers

CURE WOUND 1

What use are surgeons when you can weave flesh back together with your mind?

Casting Requirement: The Mystic must chant over the injured creature for a number of minutes equal to the injury degree x 30.

Effect: When the casting is complete the Mystic makes a [*Medicine* vs injury degree] with a +6 bonus to the check. On a success the injuries degree is reduced by one half rounding up, 5 is reduced to 3. First Order Sorcery nor medicine can be used to heal the injury any further.

INCREASE WEIGHT 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: Increase the weight of an object or objects tenfold. This may be useful in bringing a chandelier crashing down on a foe or causing plate armor to become so heavy its wearer falls to the ground unable to move. The Mystic can effect about hundred pounds of material (before the spell is cast) with this spell.

Effect: All metal within a 50 foot radius of the mystic increases in weight tenfold. Soldiers can't lift their swords, knights in armor fall to the ground and can't move, conservation of momentum causes arrows entering the area to fall to the ground useless. The sorcery affects the mystics allies as well as enemies.

LIGHT 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: Bright white light splashes out from an object a point in space or the Mystic itself. With the source of light held aloft, the light illuminates up to a 20 meters radius with bright light and a distance beyond that with dim light.

Effect: The mystic causes bright light to splash across an area within line of sight. The area is up to 10 meters in radius and dim light illuminates beyond even that.

HEX 1

With foul words and heat a hooded man holds up a dirty fingernail. Cloaked in shadows he matters under his breath and in the inn across the muddy road a man screams.

Casting Requirement: A piece of the target is required for Hex.

Effect: With the dark sorcery of foul language and hate, the mystic inflicts a condition upon its target. It might go deaf, blind,

numb, become paralyzed, frightened, or become painfully sensitive to light, sound, or touch. The mystic might inflict dangerously irrational bravery, cause complete loss of social inhibition, powerfully enhance or suppress an emotion, reduce one of its victims skills by up to 6 points, impart a physical disfigurement such as a horribly bulbous nose, terrible breath or distended elephant like ears or the mystic might inflict any number of other unpleasant condition similar to the ones mentioned above.

The Mystic must make a [*Will* vs *Will*] for the sorcery to succeed and concentration is required for the effect to be maintained. Additional creatures may be targeted with Hex if the casting conditions are met. Each additional target imparts a -2 penalty to all checks made as part of casting and maintaining Hex.

CURSE 2

Casting Requirement: curse requires 2D6 hours of chanting [*Performance* vs *Hard*] to perform successfully.

Effect: Same as hex but permanent or until dispelled.

EARTH TO MUD 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: The ground within a 3 meter radius of a point the mystic can see becomes extremely slippery. This might involve turning the ground to mud (only affecting grass and earth) or coating stones and floors in oil (only affecting stones and hard surfaces). Any creature that moves on an effective surface must make an [*Agility* the *Arcana*] to avoid falling prone.

CLOAK OF ILLUSION 1

Casting Requirement: The Mystic must concentrate to maintain the effect.

Effect: You are not truly invisible. But while concentrating, those who look at you find that their eyes simply slide past unseeing. The Mystic gains a +6 bonus to Checks made to avoid notice.

LIGHTNING 1

The hair raises on the back of your neck as a sheet of blue white light crackles from the clear sky.

Casting Requirement: The Mystic must have line of sight to the target(s).

Effect: The Mystic call's fourth lightning from the heavens striking a spot within line of

sight. An object or creature struck by the lightning takes 6 lightning damage. The damage ignores normal armor. A creature may attempt to dodge the lightning and the mystic has advantage on attack and damage rolls against creatures wearing substantial amounts of metal or other conductive material. The Mystic may also choose to target multiple points each additional point reduces the damage by 2 and gives a -2 penalty to any check made as part of the sorcery.

TRIP 1

Casting Requirement: Line of sight to the victim is required.

Casting Requirement: A piece of the victim is required. In addition, the victim must be within 10 miles.

Effect: Whenever the target moves it must make a check [*Agility* vs *Will*] or fall prone.

MYSTICS AGONY 1

The grizzled old man grasps the blade of his dagger in a fist. Bright red blood drips from his aching hand. The pain is agony but nothing to what his victim will feel.

Casting Requirement: The sorcery takes its toll. The Mystic takes 1 damage.

Effect: With the power of blood and dark words of sorcery, the mystic turns a creature's blood to acid, burns their nerves, and corrupts their life force. The targeted creature takes 6 damage ignoring armor. The mystic may choose to target additional creatures, for each additional creature the damage is reduced by 2 and the mystic takes a -2 penalty to any check made to perform the sorcery. The mystic must inflict pain upon itself before casting the spell, so if the dark sorcery fails, the mystic still takes damage. Mystics agony directly target living creatures so a [*Will* vs *Will*] is required for each targeted creature.

Effect: An alternate version of Mystics Agony allows the mystic to inflict as much damage as it wishes on itself and deal triple that to the target creature.

LANCE OF AIR 1

The air solidifies hardening into a deadly shaft before searing forward to crush through a man's chest.

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: The Mystic chooses a spot within line of sight and makes a basic attack with any standard weapon against the enemy, also in line of sight, as if the Mystic were in the chosen spot. Mystic may use *Arcana* as the combat skill. All normal rules of melee combat apply.

MYSTIC MEDDLING 1

Casting Requirement: Requires line of sight to the event being meddled with.

Effect: +6 bonus to a specific check. Possibly can be performed as a reaction. Bonus to attack damage defense etc.

CONFUSION 1

Casting Requirement:

Effect: The Mystic causes its target to become extremely confused unsure of what it is doing and why does there. Concentration is required and additional targets incur a -2 penalty to checks.

IMMOLATION 1

With a word you light a man or object on fire.

Casting Requirement: Concentrate is required to maintain the effect.

Effect: You cause something to spontaneously combust. This might mean causing a person to gush flames, setting a door alight, or making a knight's armor glow red with heat. Immolating a person or their clothing causes them to take 3 damage every turn, if they are what is burning there's really nothing they can do, except kill you maybe. Targeting a person or their clothing requires [*Will* vs *Will*], targeting an animate object succeeds automatically. Concentrate is required to maintain the effect and the fire might continue after concentration is lost.

SUMMON HELL 1

Casting Requirement: summoning hell takes its toll on the mystic. The mystic takes 1 damage.

Effect: In a 50 foot radius circle around the mystic fire blossoms up from the ground searing flash and charring vegetation. Any creature within the area takes 3 fire damage at the beginning of its turn and risks being set on fire. The inferno may also produce acrid smoke making visibility hard. The fire burns the mystic's enemies and allies alike, it also burns the mystic! Concentration is required for the effect to continue.

LOCK 1

Click.

Casting Requirement: The mystic must have line of sight to the target.

Effect: the mystic shuts and seals a door. The door is locked and force is required to breakthrough. When someone attempts to break through the door they must succeed on [*Strength* vs *Will*] against the mystic.

CURSE OF THE BOVINE 2

Casting Requirement: The sorcery can only be woven on the night of the crescent moon, [Astrology vs Hard] to perform successfully and must wait until the next phase on a fail.

Effect: The mystic causes a herd of cows to go insane with the desire for human flesh. They become extremely aggressive and rampage. The cows consume any human they can lay their hooves upon. The bovine return to their grass eating ways on the next full moon.

Effect: The mystic lays a terrible curse upon its victim causing all bovine they encounter to realize that they are the most delicious tuft of grass ever seen and attempt to devour them. The bovine, intent upon devouring the tasty piece of greenery, will travel far distances tracking their pray by scent and brave many dangers risking almost anything aside from certain death to devour their desired salad. Some bovine have even been known to use complex pack tactics to prevent their prey from escaping.

MYSTICAL ENHANCEMENT

Casting Requirement: The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runes to cast.

Effect: The mystic enhances an organisms skill or combat statistic, such as armor, by +6. The effect can be for a single check or requires concentration if sustained.

NEW MOON 2

Casting Requirement: The sorcery entails 2D6 hours of chanting and dancing often around a bonfire [astronomy vs Hard].

Effect: The mystic tugs on reality changing the phase of the moon.

MISTIC STEAL 2

Casting Requirement: The mystic must successfully craft the item as the sorcery is being woven, and succeed a [____ vs Hard].

Effect: The mystic crafts an item, often a weapon or a piece of armor, which is imbued with mystic properties. The item is forged from mystic steel!

PART THE SEA 2

Casting Requirement: casting takes a severe toll on the mystic's mental faculties. The Mystic is reduced to 0 Health but is stable and received a 8th degree mental trauma.

Alternative Requirement: The sorcery entails 2D6 hours of intense chanting [Performance or Arcana vs Hard] to perform successfully.

Effect: The mystic choose a path no more than 20 feet wide and a mile long through a river or other water. The water then rises up then bends around the path to form a tunnel in

a river or crevice in the lake. The path is left clear of water and traversable, though sometimes muddy.

VALDERS CURSE OF HUNGER 2

Casting Requirement: A newly born female calf must be ritually sacrificed directly before casting. The target must be nearby.

Effect: The mystic chooses a target to curse. Any food it touches immediately rots and loses all nutrition nutritional value.

Effect: All food in and around the town small town beacon rotting we have also found in the wheat cheese milk goes stale even when we're in ice kept cool and wine spoils

WARD 2

Casting Requirement: Ritual: The sorcery entails 2D6 hours of meditating, chanting, dancing, or inscribing runes to cast. [Performance or Arcana vs Hard] to perform successfully.

Effect: Half the damage dealt to the creature is instead taken by the Mystic or another creature chosen when the spell is cast. The targets must be present for the casting and a [Will vs Will] is required if the targets are unwilling. The ward can be one way or mutual so that when either creature is damaged both take half damage.

MAGIC SWORD 3

Casting Requirement: Powerful sorcery requires true and permanent sacrifice. The Mystic must slaughter an innocent loved one to cure the sorcery into the blade. In addition the Mystic must forge the weapon itself or work closely with the one who does and circle cast a spell.

Effect: The ritual chanting and mystic processes that are performed during the creation of the weapon, imbue it with certain extraordinary powers. The ritual can create flaming weapons, sorcerers weapons, bane weapons, or other such artifacts.

AUGURY 2

Bright red blood spreads across the stone as the lamb lays dying on the alter. After all this time finally you'll have your answers.

Casting requirement: A lamb or similar animal must be ritually sacrificed directly before casting Augury.

Effect: The mystic may ask fate up to three yes or no questions receiving an answer to each before asking the next.

TURN WEATHER 2

Casting Requirement: The sorcery entails 2D6 hours of meditating, chanting, dancing, or

inscribing runs to cast. [*Performance* or *Arcana* vs *Hard*] to perform successfully.

Effect: The Mystic can alter the weather for miles around bringing great storms and rain or blanketing the land in thick fog. Such whether can halt the advance of the armies, fill ships' sails with wind, or bring much-needed rain to barren lands. The weather lasts for a few days before beginning to dissipate and has mostly subsided within a week.

STORMS OF WRATH 3

Casting Requirement: A human sacrifice is needed.

Effect: The mystic calls forth a truly terrible act of nature. The storms ferocity is most definitely unnatural, it may even have a will of its own and try to kill the ones it hates. Such storms have been known to bury armies in feet of snow sink entire fleets and drown cities. The stones are usually related to his environment, snowstorms in winter, tsunamis on the coast, and thunderstorms and heatwave summer.

SHADOWS KNIFE 2

Casting Requirement: May only be performed on nights of the Full Moon [*Astrology* vs *Hard*].

Effect: The mystic's dark words conjure fourth a being of pure shadow. After being provided with a blade and the name of whom it is to kill, the shadow goes forth to do its dark deed. The shadow and anything he carries is invisible. However, the being does cast a shadow. The shadow kills the nearest person with the name given to it and then vanishes leaving behind the weapon it carried. Providing the shadow with a piece of the target, a finger, lock of hair, or drop of blood, allows the shadow more discretion about its victim.

DEATH OF KINGS 3

Casting Requirement: a human sacrifice with the blood of kings is needed, normally a true heir, Prince, King, Princess, Queen, those this might be able to be stretched.

Effect: you lay a curse upon the kingdom, its ruler is about to die. It may not happen tomorrow but that they will die and soon is certain (probably), most kings don't last a month. Maybe they will fall from a castle wall, or it may happen in a jousting accident, occasionally they even take their own lives.

WALL OF FIRE 2

Dark oily black flames billow into the sky searing those near.

Casting Requirement: Weaving such powerful sorcery is difficult and leaves the Mystic vulnerable and mentally exhausted. The

Mystic is reduced to 0 *Health* but is stable and received a 6th degree mental trauma.

Effect: the Mystic summons a great wall of searing hot flames about 200 feet long 10 feet deep and 30 feet tall. Anyone within 20 feet of the wall is Burts severely but has a chance to escape in the Inferno. Those unfortunate enough to be within the wall when it is summoned parish in fire and blood, probably.

Fire and Brimstone

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: Mystic call's fourth a cascade of fire and fury from the heavens.

Magic Missiles

Casting Requirement: The mystic must have line of sight to the target(s).

Effect: the Mestic sense fourth darts of magic force or air made solid.

Fateful burden. 2

Casting Requirement:

Effect: Force someone to do a task

BIGBY'S SMASHING FIST

Casting Requirement:

Effect: smash down a door or small shed, smash a creature back some distance.

Quake 2

Casting Requirement:

Effect: demolish a wall or in sized building.

Telekinesis 2

Casting Requirement:

Effect: throw a massive boulder or other object

MYSTICAL ENHANCEMENT

Casting Requirement:

Effect: The mystic enhances an organisms skill or combat statistic ,such as armor, by +6. The effect can be for a single check or requires concentration if sustained.

ANATHEMA

Casting Requirement:

Effect:

WARDER BOND 2

Casting Requirement:

Effect:

VANISHING 2

Casting Requirement:

Effect:

EARTH TO WATER 3

Casting Requirement:

Effect:

PORTENT**Casting Requirement:****Effect:** the Mystic chooses a D6 result which can then be used in the next week?

The DM chooses the result? A number of results are rolled? I don't really like this idea :/

BLESS 1 & 2**Casting Requirement:****Effect:****MALTRANSFORMATION****Casting Requirement:****Effect:** turn a bunch of men into frogs.**TELEPORT****TROLL SONG****FORETELL****BIRTH OF A DEMON.**

Basically what it sounds like possibly the casters choose someone and when the child grows old enough and will try to kill that person. Probably involves brewing a potion.

Maltransformation

New moon

BIGBY'S FLOPPY SWORD**Casting Requirement:****Effect:** turns steel to rubber.

The mystic must have line of sight to the target.

Demand truth

Command truth

Raise the dead

H

Hey Revenge.

Casting Requirement:**Effect:**

COMBAT STATISTICS

Initiative: *Agility + Awareness*

Reactions: *Agility + Awareness* & min 3

Health: $5 + 2 \times \text{Endurance} + \text{Athletics}$

Dodge: *Agility + Awareness*

Parry: *Attack*

ACTIONS

Melee Attack:

Shove Kick or Trip: shove 3 meters provoking Free Attacks and staggering or knock

Reckless Attack: advantage on attack and damage staggered

REACTING TO ATTACKS

Oppose (parry or dodge): [Parry or Dodge vs Attack] success allows for repost.

Retreating 2 meters grants advantage.

Block: Add *Athletics & Shield* to *Armor*

Eye for an Eye: Automatically get hit and attack back

Hit the Deck: Fall prone.

CRITICAL SUCCESS AND FAILURE

Attacks: Automatically hit or advantage on damage. Fails automatically miss.

Damage: Double skill bonus or ignoring armor. Fail deals no damage.

Armor: Soak all damage. Fails block no damage.

Dodge: Automatically dodge or be hit.

OTHER RULES

Offhand: After successful attack, disadvantage on Attack and damage.

Staggered: Grants advantage on attack, damage, and opposition checks made against it.

Prone: Movement costs 3x, cannot retreat or take ground.

Charging: charging 4 meters grants advantage to knock over or shove opponent

Grappling: Grappled combatant cannot move, attackers ignore the combatants armor or gain advantage on attack and damage.

The grappler moves at half speed and only after [*Brawling* vs *Brawling*], grants advantage on attack and damage (except to the grappled combatant). Only short weapons are usable in a grapple but do not provoke Free Attacks.

QUALITIES

Short: Draw for free. wield in the off hand. critical on 5 & 6 or 6 & 6. Attacking provokes Free Attack from standard and Long weapons.

Long: Moving into reach (4 meters), provokes Free Attack.

Throw: can be thrown 8 meters. Does not provoke Free Attacks. Can be reacted to same as melee attack.

Impeding: Imparts penalty to *Agility*.

Tiring: After combat or 1 hour wearing, [*Endurance* vs *Tiresome*] or suffer 1 exhaustion.

Devastating: deals minimum of weapons bonus damage after *Armor*.

Ranged: Attacking provokes melee Free Attacks.

EQUIPMENT

Shields

Shields	Protection	Quality	Cost
Light	+1	Flexible	2 gold
Medium	+2		5 gold
Heavy	+4	Unwieldy	10 gold

Armor

Armor	Protection	Quality	Cost
Light	+2	—	2 gold
Medium	+5	Impeding(-1), Tiring(10)	5 gold
Heavy	+8	Impeding(-2), Tiring(13)	10 gold

Weapons

Weapon	Damage	Quality	Cost
Unarmed Weapon	+1	Short, Grab	1 gold
Short Weapon	+3	Finesse	1 gold
Single-Handed Weapon	+3		5 gold
Two-Handed Weapon	+5		10 gold
Heavy Weapon	+7	Unwieldy, Devastating	10 gold
Long Weapon	+5	Long, Two-Handed	3 gold
Ranged Weapon	+5		5 gold

Accurate Attack: An Accurate Attack is the same as a Melee Attack, but with advantage on the attack roll and disadvantage on the damage roll.

Deadly Attack: An Accurate Attack is the same as a Melee Attack, but with disadvantage on the attack roll and advantage on the damage roll.

Multiattack:

POTIONS AND ALCHEMY

While the which hunters of the order submitted their Mission to stamp out mysticism of any kind across the land, there is hardly a village without its local brewer of potions. Often these concoctions are simple remedies for the flu, or drafts to cure bad dreams, but sometimes they are much much more.

GUIDELINES

Potions typically take time to brew and involve a number of Skill checks.

For a potion to in some way involve a particular person or type of creature a piece of that person or type of creature must be added as an ingredient. For example, for a potion to transform its drinker into a particular person, a piece of the target person is needed. For a love potion to turn its victim's attention to in particular person, a piece of the wooden be target of admiration is needed. And for potion to turn a man into a frog a frog or pieces of frog are needed. A potions that simply enhance strength does not involve a particular person in this way. The would be true for elixirs that bestow fire resistant and drafts of health .

Sample Skill Check

- ◆ Brewing may require a certain process to be performed under the full moon or other celestial event *Astrology*.
- ◆ Incantations must be said over the cauldron *Arcana*.
- ◆ The draft requires the gathering and preparation of special plants *Herbology*.
- ◆ Rare animal glands are needed to add potency *Beast Lore*.
- ◆ Dangerous alchemical materials must be handled *Alchemy*.
- ◆ A certain dance or deft sequence of stirrers are preformed as the cauldron bubbles *Performance*.
- ◆ Ingredients must be added at very particular moments during the concoction *Insight Perception*.

A failed *Skill* check can be turned into a success by spending one sorcery point.

A single *Skill* may only be used twice when

brewing a potion. Any failed *Skill Check* may be turned into a success by incurring 1 point of *Temporary Corruption*.

Temporary Correction incurred while brewing potions cannot be recovered from until after the potion is finished.

Just as when a Mystic incurs temporary corruption, a potion brewer must make a [*Will* vs *Total Corruption*] every time it acquires temporary correction, or receive one permanent corruption.

A character may choose to brew more than one dose of a potion at a time. Every added dose incurs a -1 penalty to the required *Skill* checks.

Drinking potion requires an action in combat.

Portions of the first brewing can often be concocted in hours or at the most a couple days. These drafts can induce strange changes in their drinkers but are rarely seriously damaging or beneficial.

Trivial concoctions

Portions of the First Brewing typically take between a few hours to a couple days to concoct. The ingredients are usually common and can be found in an apothecary, herb garden, or forest grove. These drafts can induce strange and often hideous changes in their drinkers. However, the effects are rarely vary damaging or beneficial and usually where off within an hour or two. Portions of the first brewing require two checks [*Skill* vs *Moderate*] to concoct. Only one check may be *Potionry*. The other is often *Herbology* or *Arcana*, but depends on the specific concoction.

First Brewing

Portions of the First Brewing typically take between a few hours and a couple days to concoct. The ingredients are usually common and can be found in an apothecary, herb garden, or forest grove. These drafts can induce strange and often hideous changes in their drinkers. However, the effects are rarely vary damaging or beneficial and usually where off within an hour or two. Portions of the first brewing require to checks [*Skill* vs *Moderate*] to concoct. Only one check may be *Potionry*. The

other is often *Herbology* or *Arcana*, but depends on the specific concoction.

SKILL CHECKS 8

- 1 Hard *Potionry* check.
- 1 Moderate any *Skill*.

Common Effects

Perfume: Grants a +2 to bonus social checks made during friendly social encounters for a day or until removed.

Antidote: neutralize common poisonous bites and stings as well as most common poisons.

Poison:

Poultice:

Maidens Tea:

McHandle's Revenge: depending on how the potion is depending on the brewing and the effects may vary but all are hideous. Cause it's drinkers hair to grow black and Bruce Lee develop pronounced extremely to start growing ear and nose hair at a prodigious read often black or red and thick bulbous nose droopy large ears. Smell like rotting meat or fart almost continuously.

Second Brewing

Far more potent than Portions of the First Brewing, these drafts may enhance strength, restore health, and even induce Love. Potions of the Second Brewing require time and skill to craft. The brewing usually takes a month or two and requires 5 Skill Checks, 3 Hard and 2 Moderate. While the effects are rarely permanent, they usually last quite a few hours even up to a day. Ingredients are often somewhat hard to come by, requiring uncommon plants and animal glands or specialized alchemical materials. While often available in cities, these materials are often unavailable in the far flung corners of the realm.

require specialized knowledge to acquire.

Common Effects

Potion of strength: +6 bonus to a physical ability

potion of speed
draft of clear thought
Essence of flame

+6 bonus to a physical ability
Restore health
Provide resistance to a damage tape

Third Brewing

Truly dangerous, these concoctions can turn men to frogs, cause unending sleep, even restore youth. Potions of the Third Brewing often stew for six months or so sometimes even a year, require truly rare ingredients, and extraordinary Skill to brew.

SKILL CHECKS 8

- 3 Challenging checks, *Potionry* and 2 others.
- 3 Hard checks, *Potionry* and 2 others.
- 2 Moderate checks, any 2.

Common affect

1

Antidote
Perfume
Poison

2

Attribute potion
Health potion
Truth serum
Elemental essence
Ethereal draft
weightlessness in a bottle
Draft of living death
Better poison

3

Luck potion
Animal transformation potion
Human transformation potion
Bath of rebirth
Time in a bottle
Really really poisonous poison

Exhaustion inducing: the drinks are gains one level of exhaustion after consuming the concoction.

Might explode: any failed skill check during the brewing process leads to an incendiary chemical reaction dealing the Brewer as well as anyone nearby + 10 fire damage in the brewing process fails . Normal fails can be rolled for sorcery points or corruption critical fails cannot.

volatile chemicals

Poison yourself: the vapors from the potion I'm noxious and any failed checks during the brewing process deal +3 damage to the potioner. The damage cannot be healed until after the process potion has finished brewing fails can be ruined using sorcery points or corruption but the damage is still dealt.

Addictive: the concoction is extremely addictive even a single draft can leave in drinker hooked.

Requires fresh blood: the vinyl concoction requires a fresh blood no more than an hour or so old oh and unwilling creature of human level intelligence.

Human sacrifice: it is a truly dark continued to draft such a potion. Human sacrifices must be made as part of the brewing often a heart or brain is needed to finish the draft.

Constant attention: the brewing process is tricky and requires constant attention if the Brewer leaves the potions side for more 15 minutes at a time the process automatically fails.

Spoils easily

Corrupting

Exhausting processO

Special equipment: The crafting process requires specialized and often quite expensive costly equipment. The equipment can rarely be obtained outside of cities and is too bulky, cumbersome, or delicate to effectively move out. This is common for drafts that use volatile alchemical and elemental substances

Fencing

You have learned to wheeled blades with deadly skill. You may use your Fencing skill dice for *Dexterity* based melee attacks made with a blade (not damage). The skill dice may also be used for other sword or blade related checks, if appropriate.

Swordsman

You have learned to wheeled blades with deadly skill. You may use your sword fighting skill dice for strength based attacks made with blades (not damage). if appropriate the skill dice may also be used for other sword or blade related checks.

PHYSICAL FEATS

Physical Feat are shows of strength, agility, skill and athletic prowess that set those with training above the common folk. Physical Feat require hard practice and training to master and are common among knights, sells swords, and rangers.

GUIDELINES

- Feat are often only usable with the particular type of weapon or tool: finance, strength-based swords, heavy weapons, throwing weapons, lock picks.
- Most Feat are not *always* active. Usually a character may choose to use them or not as they see fit. However, the character must choose to use a Feat before the outcome of whatever action it affects is determined. For example, if a character is attacked it must choose to block with its shield before it knows if the attack would otherwise hit or miss.
- Unlike armor, weapons, and equipment, Feat rarely gives flat bonuses. Instead of +2 to armor, a Feat might add *Strength* to armor.
- While Feat can often interact in interesting and beneficial ways, they cannot be used to directly counter negative the trade-offs of other Feat. Using a Feat that grants advantage on a check to counter the disadvantage incurred by another Feat would not be allowed. However, somewhat offsetting the disadvantage by gaining bonuses to the *Check* would be allowed.
- Only one Feat may be used at a time to modify a particular action, reaction, movement, or task. Reacting with a Feat to a modified action is allowed. For example, using 2 Feat to modify and attack action is prohibited, but using your reaction to gain a free attack after a modified attack action is permitted.
- Free attacks providing by Feat are treated as having been modified by the Feat that provided them.
- Feat cannot usually modify free attacks, though they often provided them.
- Feat come in three types Novice 5 XP, Adept 10 XP, and Master 20 XP.

- A character may not spend more XP on Adept Feat than it has spent on Skills.

- A character may only have as many Adept Feat as it has Novice Feat and only as many Master as it has Adept.

Creating your own

The Simple Feat are for inspiration, reflavoring is encouraged! When creating your own Feat you should aim to be thematically consistent and try to make sense. For example, Dexterity really shouldn't be added to armor, Constitution is unlikely to help with dodging, unless you have a *very* good reason.

Use the Sample Feat for guidelines. In general you should aim to make it hard for a power gamer to decide between the sample feat and your own, thematically it may be clear what choose, but the power gamer should be conflicted!

NOVICE FEAT

Novice Feat allow characters to make zero sum trade-offs in certain scenarios: increased damage for decreased accuracy, increased armor but automatically get hit, _____. A Novice Feat may also grant advantage in quite limited scenarios. Unless granting advantage, Novice Feat are as harmful as beneficial, and should only offer increased flexibility.

SAMPLE NOVICE FEAT

- ❖ **Shield Block:** reaction to attack. automatically get hit but add *Strength* to *Armor*.
- ❖ **Aim:** action. to double skill dice on next ranged attack if still until attack.
- ❖ **Mounted Charge:** Modifies attack. advantage on melee damage after mounted charge, need room to charge.
- ❖ **Rage:** While wielding a strength based weapon, choose a penalty to attack, equal bonus to damage.
- ❖ **Deft Swordplay:** Modifies attack. Choose a penalty to damage equal bonus to attack, swords with finesse.
- ❖ **Berserk:** Reaction to attack. let opponent automatically hit, you take disadvantage on armor and suffer at least 1 damage to immediately attack opponent.

- ❖ **Shield fighting:** Modifies shove. Advantage on [*Strength* vs highest of *Strength* or *Dexterity*] to shove opponent to the ground.
- ❖ **Murderers Knife:** Advantage on attack grants advantage on damage with short blades.
- ❖ **Leaper:** Advantage on jumping.
- ❖ **Climber:** Advantage on climbing.
- ❖ **Robust:** Advantage to avoid the effects of cold-weather.
- ❖ **Dicer:** Advantage when attempting to cheat at games of chance or gambling.
- ❖ **Lock pick:** Advantage on picking locks.
- ❖ **Burglar:** Advantage to being quiet while breaking into residences

ADEPT FEAT

Adapt Feat often require a check to be successful. They typically allow characters to preform free attacks and make better use of their reactions. Adapt Feat may also grant advantage on certain tasks. Adapt Feat can be purely beneficial.

SAMPLE ADEPT FEAT

- ❖ **Parry:** Use 1/2[*Attack*] in place of *Dodge* while wielding strength-based blade.
- ❖ **Fancy Footwork:** reaction to attack. Double your dexterity bonus to Dodge. Not usable after you've been hit by an attack in combat.
- ❖ **Sweeping Attack:** Divide attack and damage dice (including Check Dice) between targets and attack each, heavy weapon.
- ❖ **Faint:** Move action and [*Deception* vs higher of *Attack*, *Perception*, or *Insight*] to gain advantage on next attack against that opponent, blade with finesse.
- ❖ **Mounted Combatant:** Advantage on attacks against non-mounted combatants in melee.
- ❖ **Fencing Dagger:** After a successful hit, attack with off hand (disadvantage on attack and damage), short blade in off hand.
- ❖ **Nimble Footwork:** Use [*Acrobatics*] in place of *Dodge* to avoid opportunity attacks while moving through combat.
- ❖ **Groin Kick:** Dealing damage with unarmed attack stuns target for one turn.

- ❖ **Armored:** Advantage on *Checks* to resist exhaustion from armor.
- ❖ **Shove:** After a successful attack, shove opponent to the ground, [*Strength* vs highest of *Strength* or *Dexterity*].
- ❖ **Dual Wielder:** Attacks and damage with off hand no longer have disadvantage.
- ❖ **Fury:** Taking damage from an appointment grants advantage on damage against them until the end of your next turn.
- ❖ **Deadly Shiv:** When you have the advantage on damage, you may instead double the number of successes rolled and lose advantage, short blade.
- ❖ **Professional Thief:**
- ❖ **Natural Talent:** Double *Attribute* bonus when performing noncombat tasks with a particular *Skill*.
- ❖ **Strong:** Double *Strength* bonus for noncombat tasks: pushing, running, climbing, carrying.
- ❖ **Double skilled bonus on particular noncombat tasks**
- ❖ **Nimble fingers:** Double *Attribute* bonus when performing noncombat tasks with nimble fingers: picking locks or pockets, stacking a deck, ting a knot.
- ❖ **Combo:** Employ up to 2 Feat to modify the same task, action, reaction, or movement.
- ❖ **Exceptionally Skilled:** Double the maximum XP you can spend on a *Skill*.
- ❖ After successfully knocking an enemy to the ground make a free attack against them with a short weapon.
- ❖
- ❖ **Assassins blade:** When attacking with advantage score critical's with 5s or 6s if using a short blade.

MASTER FEAT

Master Feat are truly staggering displays of physical prowess. Master Feat are often unconditional, Checks are not required, and allow characters to almost double the effectiveness of a certain type of tasks. Master Feat can even provide minor healing. Master Feat are often less limited in scope. Master feet never give unconditional advantage to attack rolls.

SAMPLE MASTER FEAT

- ❖ **Exceptional attribute:** The maximum value for a particular attribute is now 14 rather than 7.
- ❖ **Weapon Master:** Double skill bonus on attacks with a particular weapon.
- ❖ :Double *Attribute* bonus to attack with a class of weapon

- ❖ :Double Attribute bonus to damaged with a class of weapon
 - ❖ **Brutal:** Advantage on damage with heavy weapons.
 - ❖ **Barbarians Axe:** Score critical's when the Check Dice roll a 5 and 6 as well as double 6s, attack with an axe.
 - ❖ **Reliable Skill:** Even in stressful situations you may choose to score half the bonus (*Skill* and *Attribute*) in successes when using a certain Skill.
 - ❖ **Expertise:** Advantage whenever using a certain *Skill*.
 - ❖ **Quick Reflexes:** Make two reactions per combatants turn.
 - ❖ : Free attacks may benefit from Feat.
 - ❖ **Artists Sequence:** Employ up to 3 Feat to modify the same task, action, reaction, or movement.
-
- ❖ **Thick Skinned:** Add *Constitution* to *Armor*.
 - ❖ **Healthy:** Add *Constitution* to *Health*, $Health = 1 + 3 \times Constitution$.
 - ❖ **Twin Attack:** Make two attacks rather than one with attack action (does not apply to free attacks), choose class of weapon: short, one-handed, ranged, etc.
 - ❖ **Second Wind:** Action to gain [*Constitution*] Temporary Health which disappears in an hour, can't be used again until full *Health* is regained.
 - ❖ **Opportunist:** When an event causes you to gain advantage against an opponent, make a free attack against them. The advantage cannot be granted unconditionally by a Feat at the minimum a *Skill Check* is required,
 - ❖ **Riposte:** After successfully parrying or dodging an attack while wielding a Parrying Dagger, make a free attack against opponent.

- ❖ **Master:** Hitting a creature with a polearm renders them unable to move closer to you until the start of their next turn.
- ❖ **Flurry:** Attacked multiple targets with a -2 penalty to attack and damage for each extra target, often bows, short weapons, or swords.
- ❖ **Meditation:** Recover one *Health* after hour of meditation. Can't be used again until full *Health* is regained.
- ❖ **Dual Wielding:** No longer limited to a short weapon in offhand.
- ❖ **Extraordinary Leaper:** Use 3 x [*Athletics*] for Checks to jump and automatically jump your base jump distance.
- ❖ **Fainting Master:** Once per combatants turn gain a [deception] bonus to attack or damage.
- ❖ **Assassins blade:** Double the attribute bonus to damage while wielding a short weapon blade.

Companions

The training and breeding of great wolfhounds, and sometimes even wolves, is a prized endeavor among the noble houses and knights of _____, and even farmers train sheep and watch dogs. A well trained canine can be a loyal friend by the fire and fierce ally when danger strikes. The barbarian and nomadic tribes of the north are also known to train beasts, though their choices of animal are often more exotic. Legends even tell of men who form bonds with their animal companions that are truly special verging on the mystical.

Acquiring a normal pet usually case is simple personal gold and rarely if ever requires XP. But a simple pet is rarely of much use, though with training they might help with corralling sheep or sniffing out a trail. But sadly have a tendency to be killed off by DM's for emotional impact. Truly intelligent and helpful beasts do require XP.

Although beast companion typical, companions really could be anything from a demon imp to a young servant or squire, even a purple octopi who lives in a jar and helps with research is possible. Companion often lies somewhere in between player characters and npcs. DM's may use them to further the plot. A loyal dog might start barking to warn of approaching enemies. A wolf might sniff out something strange in the woods. A Hawk might bring back a raven carrying a secret message. If they happen, these sorts of things are usually handled by the DM. Characters normally control companions actions in combat. Companions are sentiment intelligent beings usually much smarter than average animals and are unlikely to do things that are truly idiotic. Though they are usually quite willing to risk their lives to save a love friend or master.

Creating a Companion

A character can create a beast companion during character creation or later if appropriate. Beast companions only start

with 15 XP, but the character may give up its own XP to the beast. The companion may spend 2 XP for every 1 giving to it. Beast companion can also acquire Skills and Feat like any other character.

Sample companion feat

Natural Armor: the animal naturally as think hide, tough scales or sometimes even plates of armor. The animal gains the Constant benefits and drawbacks of a set of armor, but ignores the tiresome quality. Novice light armor, adept medium armor Master heavy armor. The armor is the basic version of its category.

Natural Weapon: the beast has ferocious claws, tasks or teeth and acquires the constant use of a Basic weapon, the weapon is the basic version of its category and does not need to be drawn. Novice short weapons, adept single-handed weapons, Master heavy long two-handed and ranged weapons.

Quality: The beasts on weapon of fire is one extra quality.

Mental link

Possess:

Tracking: Sharp hearing sight and smell gives the beast and it's Master vantage on tracking.

Pack hunter:

Fur: Advantage on resisting the cold

Size: The beast is large easily the size of a horse and can easily support its masters weight. It is usable a Mount. Taking this Feat again increases the beast size to about that of a rhinoceros, and a third time to about elephant size.

Extremely Intelligent: The Companion possesses human levels of intelligence and can converse with humans.

Advancement

After being created the companion gain 1 XP for every 2 the character does. The character may also continue to give up XP to it.

Archetypes

PRIMARY SKILLS

Agility, Stealth, Pickpocket, and Deception.

COMMON SKILLS

Combat: *All. Long Blade, Short Blade, Fencing, Axe and Hammer, Bludgeoning, Archery, Brawling, Pole Arm, Firearms.*

Social: *Insight, Persuasion, Deception, Intimidation, Performance.*

Aacademic: *History, Medicine, Herbology, Beast Lore, Alchemy, Astrology, Arcana, Potionry.*

Physical: *Endurance, Athletics, Agility, Stealth, Pickpocket, Will, Cunning.*

Miscellaneous: *Trade, Animal Handling, Survival, Awareness.*

Warrior Types

BERSERKER

Description

PRIMARY SKILLS

Endurance Athletics Weapon Skill.

COMMON SKILLS

Combat: *Long Blade, Axe and Hammer, Bludgeoning, Brawling.*

Social: *Intimidation.*

Aacademic: *Medicine, Herbology, Beast Lore.*

Physical: *Endurance, Athletics, Agility.*

Miscellaneous: *Trade, Animal Handling, Survival, Awareness.*

KNIGHT

Description

PRIMARY SKILLS

Endurance, Athletics, Weapon Skill, Animal Handling.

COMMON SKILLS

Combat: *Long Blade, Short Blade, Axe and Hammer, Bludgeoning, Brawling, Pole Arm.*

Social: *Insight, Persuasion, Intimidation.*

Aacademic: *History, Medicine.*

Physical: *Endurance, Athletics.*

Miscellaneous: *Animal Handling, Awareness.*

SELL SWORD

Description

PRIMARY SKILLS

Endurance, Athletics, Weapon Skill.

COMMON SKILLS

Combat: *All.*

Social: *Insight, Deception, Intimidation.*

Aacademic: *Medicine.*

Physical: *Endurance, Athletics, Agility, Stealth.*

Miscellaneous: *Trade(Sell Sword), Animal Handling, Survival, Awareness.*

CAPTAIN

Description

PRIMARY SKILLS

Endurance, Insight, Persuasion, Athletics.

COMMON SKILLS

Combat: *All. Long Blade, Short Blade, Fencing, Axe and Hammer, Bludgeoning, Brawling, Pole Arm, Firearms.*

Social: *Insight, Persuasion, Deception, Intimidation.*

Aacademic: *History, Medicine.*

Physical: *Endurance, Athletics, Agility, Cunning.*

Miscellaneous: *Trade, Animal Handling, Awareness.*

Sneaky Type

THIEF

Description

PRIMARY SKILLS

Agility, Stealth, Pickpocket, and Deception.

COMMON SKILLS

Combat: *Short Blade, Fencing, Archery, Brawling.*

Social: *Insight, Persuasion, Deception, Intimidation.*

Aacademic: *None.*

Physical: *Endurance, Athletics, Agility, Stealth, Pickpocket, Cunning.*

Miscellaneous: *Trade, Awareness.*

ASSASSIN

Description

PRIMARY SKILLS

Athletics or Agility, Weapon Skill, and Stealth.

COMMON SKILLS

Combat: *All.*

Social: *Deception.*

Aacademic: *Herbology, Alchemy, Potionry.*

Physical: *Endurance, Athletics, Agility, Stealth, Pickpocket.*

Miscellaneous: *Awareness.*

CHARLATAN

Description

PRIMARY SKILLS

All Social Skills

COMMON SKILLS

Combat: *Short Blade, Fencing.*

Social: *Insight, Persuasion, Deception, Performance.*

Aacademic: *History, Medicine, Herbology, Beast Lore, Alchemy, Astrology, Arcana, Potionry.*

Physical: *Agility, Stealth, Cunning.*

Miscellaneous: *Trade, Awareness.*

Mystical Type

WITCH

Description

PRIMARY SKILLS

Will, Potionry, and Medicine.

COMMON SKILLS

Combat: *Short Blade.*

Social: *Insight, Persuasion, Deception, Intimidation, Performance.*

Aacademic: *History, Medicine, Herbology, Beast Lore, Astrology, Arcana, Potionry.*

Physical: *Endurance, Athletics, Agility, Stealth, Will, Cunning.*

Miscellaneous: *Trade, Animal Handling, Survival, Awareness.*

SORCERER

Description

PRIMARY SKILLS

Will and Endurance.

COMMON SKILLS

Combat: *Long Blade, Short Blade, Bludgeoning.*

Social: *Insight, Persuasion, Deception, Intimidation, Performance.*

Aacademic: *Medicine, Herbology, Alchemy, Astrology, Arcana, Potionry.*

Physical: *Endurance, Athletics, Agility, Stealth, Will, Cunning.*

Miscellaneous: *None.*

WIZARD

Description

PRIMARY SKILLS

Will and Arcana

COMMON SKILLS

Combat: *Long Blade, Short Blade, Bludgeoning.*

Social: *None.*

Aacademic: *History, Medicine, Herbology, Beast Lore, Alchemy, Astrology, Arcana, Potionry.*

Physical: *Endurance, Agility, Will, Cunning.*

Miscellaneous: *Trade.*

PHYSICIAN

Description

PRIMARY SKILLS

Medicine, Herbology, and Alchemy.

COMMON SKILLS

Combat: *Short Blade.*

Social: *Insight, Persuasion.*

Aacademic: *Medicine, Herbology, Beast Lore, Alchemy, Astrology, Potionry.*

Physical: *Pickpocket, Cunning.*

Miscellaneous: *Trade(Physician or Surgeon).*

SKILLS	Common Task
Combat	
Long blade	
Short blade	
Fencing	
Axe and Hammer	
Bludgeoning	
Archery	
Brawling	
Polearm	
Casting (Arcana)	
Firearmes	
Social	
Insight	
Persuasion	
Deception	
Intimidation	
Performance	
Academic	
History	
Medicine	
Herbology	
Beast Lore	
Alchemy	
Astrology	
Arcana	
Potionry	
Physical	
Endurance	
Athletics	
Agility	
Stealth	
Pickpocket	
Will	
Cunning/ ingenuity / wit /	Play Chess
Miscellaneous	
Contacts	
Riding	
Trade	
Animal handling	

<i>Survival</i>
<i>Awareness</i>
Combat
<i>Long blade</i>
<i>Short blade</i>
<i>Fencing</i>
<i>Axe and Hammer</i>
<i>Bludgeoning</i>
<i>Archery</i>
<i>Brawling</i>
<i>Polearm</i>
<i>Casting (Arcana)</i>
<i>Firearmes</i>
Social
<i>Insight</i>
<i>Persuasion</i>
<i>Deception</i>
<i>Intimidation</i>
<i>Performance</i>
Academic
<i>History</i>
<i>Medicine</i>
<i>Herbology</i>
<i>Beast Lore</i>
<i>Alchemy</i>
<i>Astrology</i>
<i>Arcana</i>
<i>Potionry</i>
Physical
<i>Endurance</i>
<i>Athletics</i>
<i>Agility</i>
<i>Stealth</i>
<i>Pickpocket</i>
<i>Will</i>
<i>Cunning/ ingenuity / wit /</i>
Miscellaneous
<i>Contacts</i>
<i>Riding</i>
<i>Trade</i>
<i>Animal handling</i>
<i>Survival</i>
<i>Awareness</i>

Ideas

Large pumpkins fog fins large corn large
wheat maybe cucumbers

Lots of potions the order of witchhunters
somewhat corrupt

Magically modified organisms flesh eating
horses centipede cowers gold egg laying
chickens his newfound mineral and or deposits
in the mountains.

The only type of magic that does not take a
toll is necromancy what to do necromancy one
has to ruthlessly kill and slaughters innocence
so you already have to have lost your soul

Hags used to be librarians who want to
teach kids

Goblins/Grelen small hairless green typical
goblin with long pointy nose long ears sharp
teeth claws lays their eggs in humans
sometimes a deer attack farmers

Maybe bury their victims in a hole and lay
eggs in them?

Ogres trolls cyclops is that used to be
bulldozers