

## The Check

The result of player actions are determined through the check mechanism. Every time a character attempts an action where a chance of failure is involved the character must make a check. If the number of successes are greater than the DC, set by the DM, the action is accomplished, otherwise it fails.

**Making a Check.** To make a Check a character rolls the Check Dice (2D6) plus any bonus D6 from relevant Attribute and Skills. Every result of four or higher counts as a success, while lower results are ignored. If the total number of successes is equal to or exceeds the DC and the action is performed.

$Check = 2D6 + (bonus)D6$

♣ If  $Check \geq DC$ , Success

♣ Else Failure

**Square brackets** mean make a Check with the specified bonuses. For example [damage] is an instruction to roll the Check Dice with a bonus equal to the damage.

Difficulty	DC	Description	Example Task
Easy	1		
Moderate	2		
Hard	3		
Challenging	5		
Legendary	8		

**Critical Success and Failure.** If the Check Dice both roll 6 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 the Check Dice both roll 1 a critical failure is encountered. The character may choose between automatically failing the check or doubling the severity of the failure if the check results would normally fail (the details are left to the DM). As an example, if a critical failure is encountered while reducing falling damage, the character might take double damage if they choose not to auto fail.

## Advantages and Disadvantage.

Oftentimes beneficial circumstances can give a character the edge, an opponent might be blinded by dust, or maybe the character saved the Princess from a dragon before asking the Lord for a favor. Whatever the reason, when a character makes a check with advantage, after the check is made the character may choose any number of the dice and reroll them once. The new result is then used.

Likewise, when a character makes a check with disadvantage, after the check is made, they **must** reroll all dice that contribute a success and use the new result.

# COMBAT

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When combat begins each character rolls initiative [*Dexterity*], the GM rolls for and npcs, and combatants take turns in initiative order (highest initiative goes first second-highest second and so on).

## TURN

On their turn, a character received movement equal to their Movement Speed as well as 1 action. The character can break up the movement before or after the action. A character may also pass their turn, making no action or movement, instead waiting until later in the initiative order to perform their turn. Their initiative is reset to the value entered at.

## ACTIONS

Actions are used to perform most tasks in combat from attacking an opponent to kicking down a door or drinking a potion. Speaking a few sentences does not require an action. Yelling threats and insults, dramatically giving some last words before a foolhardy endeavor, or briefly coordinating with allies can all be done for free.

## REACTIONS AND FREE ATTACKS

A character may make one reaction per combatants turn, including their own. Reactions are used to *react* to events in combat: block an opponents blow with a shield, channel mystical powers to deflect an arrow, or in many cases make a Free Attack. Free Attacks are common reactions often granted by Adept and Master Feat, and are simply basic attacks that cannot benefit from Feat.

## MOVEMENT

Each character main distance equal to their movement on their turn. However when combat is not always safe. If a character moves out of melee range of an opponent, the opponent may make a free attack against character.

## BASIC ATTACK

Basic attacks are the fundamental actions of combat. To make a basic attack a character chooses a target in range and weapon they are currently wielding to attack with. Then [*Skill + Attribute vs Dodge*]. A success allows damage to be dealt [*Damage + Attribute vs Armor*] excess successes reduce the targets health.



## Dying and Injuries

When a creature is dealt damage that reduces them to zero Health they begins dying and suffers a [damage] degree injury (The degree of the trauma is equal to the amount of damage the creature suffered to bring it to zero health.) A dying creature falls to the ground unconscious, screaming, or maybe in shock. It can't do anything useful like take actions or move. If it takes damage it dies and each term it must roll [Check Dice] if no successes are scored its condition worsens if this happens again it dies.

## Recovering Health

Creatures regain 1 health every day.

## Trauma and Injuries

When a creature receives a trauma The creature then it requires an injury with a degree equal to the number of successes on the trauma check. The injured body part can be chosen or rolled for on the table. The injured character incurs a penalty when performing preforms actions with the injured part equal to 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. At the end of every week a character spends resting, the degree of every injury they possess is halved rounding up. *A 5th degree injury would be decreased to 3rd degree.* If the character does not take proper precautions to rest and recover they may reinjure themselves. The character 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) 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

# ATTRIBUTES

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Attributes give characters general bonuses to broad classes of actions. Not all checks are modified by attributes and only a single attribute may be used to modify a check. If it's unclear which, if any, attribute best modifies a check the DM and characters must choose one.

When creating or advancing a character, raising an attribute score costs 5 XP. Attributes can be reduced later (after character creation) if appropriate. The character may have given up the sword and turned to academics or maybe they are growing old and their strength is fading. If an attribute is reduced after character creation, only 3 XP are recovered.

**Strength** provides its bonus to any check that requires physical strength. Actions might include attacking and dealing damage with strength-based weapons, lifting heavy objects, resisting being shoved. *Strength* also provides base bonus to the *athletics* skill.

**Will** is a measure of your mental fortitude. *Will* is not your learning or intellectual prowess. *Will* contributes to your ability to test magic and avoid mental assaults, as well as cope with untold woes and psychological trauma. *Will* is the basic ability used by all sorcerers cast spells.

**Dexterity** reflects the character's reflexes, poise and coordination and provides its bonus to all tasks requiring such qualities. Tasks include hitting and dealing damage to a target with ranged or finesse weapons, balancing on a tight rope, or deftly avoiding a drunkard's clumsy shove. Dexterity also provides a base bonus to the *Stealth*, *Pickpocket*, and *Acrobatics* skills. Dexterity provides characters with a basic ability to dodge attacks.

**Constitution** is a measure of the character's general health. It provides a bonus to checks made to resist poisons, withstand cold weather, or endure a forced march. Constitution gives characters their life points, and provides the base bonus to the *Endurance* skill.

## Secondary Attributes

The following secondary attributes are calculated as follows

- ◆ *Health* = 1 + 2 x Constitution
- ◆ *Dodge Defense* = Dexterity
- ◆ *Corruption Threshold* = Will

**Health** measures a character's general ability to take a beating. The more healthy a character has the more existing they are to be battered and bruised. With rest, health returns to a character a number of days. Health does not measure serious injuries.

**Dodge Defense** is the basic way characters avoid attacks.



**Corruption Threshold** is the maximum amount of corruption a Character can have before turning into an abomination or going to entirely insane. Correction is usually gained through casting or other magical effects.





# SKILLS

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Like Attributes Skills give characters bonuses to related checks. Skills cover much smaller categories of tasks Attributes. However there is often some flexibility as to which skill might be relevant to a task, *Survival* or *Herbology* might be used to tell the difference edible and poisonous berries and is it *Arcana* or *Astrology* to discern if the celestial alignment is right are for a particular ritual. 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. A Check may only be modified by a single skill. Each Skill Point costs 1 XP. A *Skill* may be awarded a maximum number of points equal to twice the value of the most relevant *Attribute*. For *Skills* without a relevant *Attribute*, the character's highest attribute is used.

## Practicing a Trade

Many skills may lower character to earn some coin between or during their adventures. The Trade skill in particular allows characters to make a living the other skills might as well. *Performance* might 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 practice a Trade a character must be able to find gainful employment. Usually certain tools are required. And if coin is to be made an employer or market willing to buy the services is needed. While practicing a trade a character can usually earn 1 gold coin each week per *Skill Point* in the trade. Academic professions usually earn twice as much as skilled labor and unskilled labor like bouncers earn one fifth.

## Crafting Items

Characters with the relevant training may also wish to craft items. Crafting requires half the cost of the item in materials and may only create non-mystical items. Characters may craft twice their skill value in gold coins each week. Character may craft any item whose cost is at most five times the characters *Skill* in the Trade. Items with greater value require a [Trade vs 1/10 cost] at the end of the crafting to successfully create. While the *Trade* Skill is often used for crafting, other skills may be used as well. Apothecaries often makeup poultices and stir up noxious drafts.

# THE SKILLS

## Combat Skills

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

- ❖ **Sword Fighting:** *Strength* based blades
- ❖ **Fencing:** *Dexterity* based blades
- ❖ **Axe and Hammer:**
- ❖ **Archery:** Bows and Crossbows

❖ **Knife Fighting:**

❖ **Brawling:** Unarmed and Improvise melee

### **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.

### **Social Skills**

The social skills cover most things they can be attempted while conversing with others. Social skills are rarely modified by an attribute but it could happen. Change skill typically modifies certain types of actions but others are always possible.

❖ **Insight:** discern true intentions, spot a lie.

❖ **Performance:** dance, sing, play a flute.

❖ **Intimidation:** convince a drunkard to back off, stare down and guard dog.

❖ **Persuasion:** make a convincing argument.

❖ **Deception:** lie.



## Academic Skills

The academic skills cover the fields of knowledge that characters might engrossed themselves in. If it is on comment for social skills to be modified by in attribute, it is almost unheard of for the academic skills. Academic skills can help characters translate ancient ruins 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 help research in their field. But often these skills are broader and less defined than other scales. Thus convincing the GM of their relevance to a particular check is often crucial.

- ❖ **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 droppings, recall specific information about natural beast.
- ❖ **Alchemy:** craft alchemical elixirs, handle dangerous chemicals.
- ❖ **Astrology:** determine when the stars are aligned, \_\_\_\_.
- ❖ **Arcana:** examine mystical items, weave sorcery.
- ❖ **Potionrie:** craft and research potions.

## Physical Skills

The physical skills cover a wide variety of activities often relating to exploration. Attributes almost always modify these skills.

- ❖ **Endurance:** (Constitution). Resisting exhaustion after a long march.
- ❖ **Athletics:** (strength). Running, jumping a chasm, climbing a cliff.
- ❖ **Acrobatics:** (Dexterity). Balancing on a tight rope, backflipping.
- ❖ **Stealth:** (Dexterity). sneaking, being quiet.
- ❖ **Pickpocket:** (Dexterity). Stacking a deck, picking a lock, cutting a purse.

SKILLS	Common Attribute
<b>Combat</b>	
<i>Swordsman</i>	Strength
<i>Fencing</i>	Dexterity
<i>Axe and Hammer</i>	Strength or Dexterity
<i>Archery</i>	Dexterity
<i>knife fighting</i>	Dexterity
<i>Brawling</i>	Strength or Dexterity
<i>Casting (Arcana)</i>	Will
<b>Social</b>	
<i>Insight</i>	—
<i>Persuasion</i>	—
<i>Performance</i>	—
<i>Deception</i>	—
<i>Intimidation</i>	Strength
<b>Academic</b>	
<i>History</i>	—
<i>Medicine</i>	—
<i>Herbology</i>	—
<i>Beast Lore</i>	—
<i>Alchemy</i>	—
<i>Astrology</i>	—
<i>Arcana</i>	—
<i>Potionrie</i>	
<b>Physical</b>	
<i>Endurance</i>	Constitution
<i>Athletics</i>	Strength
<i>Acrobatics</i>	Dexterity
<i>Stealth</i>	Dexterity
<i>Pickpocket</i>	Dexterity
<b>Miscellaneous</b>	
<i>Trade</i>	—
<i>Animal handling</i>	—
<i>Survival</i>	—
<i>Perception</i>	—



### **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 maximum number of skill points the character can spend. Crafts can be almost anything that earns coin and requires training. Blacksmith, Brewer, Clerk, Notary, Musician, Portrait Painter, Stonemason, Carpenter, 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 the 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 hound 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 learned 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 other endeavors that seems appropriate. During the warmer seasons you can often locate  $[\textit{Survival}]/2$  servings of food with an hour's forage or hunt,  $[\textit{Survival}]/4$  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 atop Castlewall 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 for a secret passage or clues to a murder, spotting a spy cloaked in shadow, more waking as an intruder searches your room.



# PHYSICAL FEATS

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Physical Feats are shows of strength, agility, skill and athletic prowess that set those with training above the common folk. Physical Feats require hard practice and training to master and are common among knights, sellswords, and rangers. Feats are often only usable with the particular type of weapon or tool: finesse, strength-based swords, heavy weapons, throwing weapons, lock picks. Feats are not *always* active 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. While Feats can often interact in interesting and beneficial ways, they cannot be used to directly counter negative trade-offs of other Feats. 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 can be used to modify a task at a time. Feats cannot usually modify free attacks. Feats come in three types Novice 5 XP, Adept 10 XP, and Master 21 XP. A character may only have as many Adept Feats as it has Novice ones, the same limit holds for Master Feats. The Simple Feats are for inspiration, reflavoring is encouraged! Feats should be thematically consistent and make sense. They should also be more precisely worded than the Sample Feats. When creating your own Feat use the Sample Feats for guidelines. In general you should aim to make it hard for a power gamer to tell which is better, thematically it may be clear what you do, but the power gamer should be conflicted!

## NOVICE FEAT

Novice Feats 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 Feats are as harmful as beneficial, and should only offer increased flexibility.

## SAMPLE NOVICE FEAT

- ❖ **Shield Block:** get automatically hit but add 1/2 *Strength* to *Armor*.
- ❖ **Aim:** action to double skill dice on next ranged attack if still until attack.
- ❖ **Mounted Charge:** advantage on melee damage after charging, need room to charge.
- ❖ **Rage:** disadvantage on attack and advantage on damage, strength based attacks.
- ❖ **Deft Swordplay:** Choose a penalty to damage equal bonus to attack, swords with finesse.
- ❖ **Berserk:** let opponent automatically hit, you take disadvantage on armor and suffer at least 1 damage to immediately attack opponent.
- ❖ **Shield fighting:** 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 and gambling.
- ❖ **Lock pick:** advantage on picking locks.
- ❖ **Burglar:** Advantage to being quiet while breaking into residences

## ADEPT FEAT

Adapt Feat often require an opposed 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  $1/2[\text{Attack}]$  in place of *Dodge* while wielding strength-based blade.
- ❖ **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:** Damage and attacks 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.
- ❖ **Assassins blade:** When attacking with advantage score critical's with 5s or 6s if using a short blade.
- ❖ **Deadly Shiv:** When you have the advantage on damage, you may instead roll double damage without advantage, short blade.
- ❖ **Professional Thief:**
- ❖ **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 during the same action.

## 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.



### SAMPLE MASTER FEAT

- ❖ **Thick Skined:** Add *Constitution* to *Armor*.
- ❖ **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.
- ❖ **Brutal:** Advantage on damage with heavy weapons.
- ❖ **Polearm Master:** Hitting a creature with an attack renders them unable to move closer to you until the start of their next.
- ❖ **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.
- ❖ **Barbarians Axe:** Score critical's when the Check Dice roll a 5 and 6 as well as double 6s, attack with an axe.
- ❖ **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.
- ❖ **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*.
- ❖ **Strong:** Double *Strength* bonus for noncombat tasks: pushing, running, climbing, carrying.
- ❖ **Assassins blade:** Double the attribute bonus to damage well wielding a short weapon blade.
- ❖ **Quick Reflexes:** Make two reactions per combatants turn.
- ❖ **Exceptionally Skilled:** Double the maximum XP you can spend on a *Skill*.
- ❖ : Free attacks may benefit from Feat.
- ❖ **Artists Sequence:** Employ up to 3 Feat during the same action.



# MYSTICS

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During character creation or anytime afterward a character may choose to acquire the *Mystical* property (non-mystical creatures have advantage to resist magic possibly more). Some people learn of their unique abilities as children while for others it takes a life changing event to unlock their inner power.

The character is now a creature of magic and can spend and purchase (5 XP) Sorcery Points. Sorcery Points can be used to channel mystical power and cast magic. Spent sorcery points are not permanently lost. A Mystic recovers 1 spent sorcery point each morning after sleep.

## CORRUPTION

Not only does the power Mystics often attain corrupt them, Magic by its very nature is a corrupting force. Every time a Mystic spends Sorcery Points its Temporary Corruption increases by the number of Sorcery Points spent. The Mystic must then make a [*Will vs Total Corruption*] check, on a fail the Mystic gains one Permanent Corruption. If a Mystic fail one of these Checks while their Total Corruption is greater than their *Corruption Threshold* they go insane, transform into some grotesque monster, or suffer some other life ending tragedy. A Mystic may spend more Sorcery Points than it has, the cost is one Permanent Corruption per extra Sorcery Point.

If a Mystic's *Total Corruption* is equal to or exceeds their *Corruption Threshold* they may suffer from a minor form of madness or show the visible and off-putting signs of their ailment. They also suffer from one level of exhaustion for every *Corruption* to equals or exceeds their *Corruption Threshold*. Every day a Mystics temporary Corruption decreases by 1. Permanent Corruption is permanent.

*Corruption Threshold* =  $1/2$  Will.

## Mystical Powers

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Mystical powers falls into 1 of four categories, *Trivial*, *First Order*, *Second Order*, and *Third Order*.

### Trivial Sorcery

This is basic sorcery which allows the Mystic 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 a rope to slither up a castle wall or distracting a guard with an





imagined sound. Trivial sorcery usually requires a *Will* check. Arcana is usually used however a social skill might be appropriate if attempting to deceive or distract. If the sorcery directly target a creature they oppose with *Will*. Trivial sorcery costs the mystic one sorcery point unless the check is successful.

### First Order Sorcery

This sorcery allows the Mystic to directly affect the world. Typical First Order Sorcery can allow 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. A Mystic must spend 2 sorcery points to weave First Order Sorcery it usually only affect things in the general vicinity (1/2 miles) of the Mystic. The Mystic must make a [*Will* vs *Will*] check if directly targeting a creature. If not directly targeting a creature the sorcery normally succeeds. When creating a First Order Sorcery the following guidelines should be followed and one casting requirement *must* be chosen.

#### GUIDELINES

- ❖ Costs 2 Sorcery Points.
- ❖ 5 damage to a target, often ignores armor.
- ❖ 2 damage or other ongoing affect for about a minute.
- ❖ 10 attribute damage to a target.
- ❖ Every extra target gives 1 penalty to the Check and the damage.
- ❖ Give a creature a condition, blinded, paralyzed, frightened, deafened, etc. Last about an hour for single target, 1/2 hour for two etc.
- ❖ Add a 7 point bonus to a task (may require a check if affecting a creature).
- ❖ End another Mystics First Order Sorcery, Check required.





### 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).
- ❖ The sorcery takes its toll. The Mystic takes 1 damage.
- ❖ A piece of the target is required to cast (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.
- ❖ The Mystic must concentrate, can't do anything else while the sorcery is in effect. Concentration is broken if the Mystic is damaged and fails [*Will* vs damage].
- ❖ 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

- ❖ 4 Sorcery Points.
- ❖ Often requires a successful [*Skill* vs Medium] to perform correctly.
- ❖ Turn a few men into frogs
- ❖ Send an invisible assassin kill a man.
- ❖ Bless a location for a year or so.
- ❖ Requires a Check [*Skill* vs *Hard*] a failed check prevents the Mystic from casting the spell for 1D6 Weeks.

### CASTING REQUIREMENTS

- ❖ 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 Medium] to perform successfully.
- ❖ An animal at least the size of a lamb must be ritually sacrificed directly before casting.
- ❖ The Mystic must fast for 2D6 days before entering the appropriate mental state cast.
- ❖ The sorcery requires a rare item (herbs, a certainly mineral, what specimen from a rare animal). Whatever the item, if appropriate [*Skill* vs *Hard*] it can usually be obtained with in 1D6 weeks.
- ❖ The Mystic must be in a certain place, hallowed ground, a permanent Magic Circle or a blessed Grove for example.
- ❖ Requires the lengthy brewing of a certain potion, 1D6 days.
- ❖ The casting takes a severe toll on the mystic mental faculties. The Mystic is reduced to 0 *Health* but is stable and received a 3rd degree mental trauma.

Weapon	Damage	Quality	Cost
<b>Short Weapon</b>	<b>2</b>	<b>Finesse</b>	
Dagger			
Parrying Dagger		Defensive	
Short Sword	3	Not Finesse, Deadly	
<b>One-Handed</b>	<b>4</b>		
Sword			
Fencing Rapier		Finesse, Balanced, Defensive?	
<b>Two-Handed</b>	<b>6</b>		
Longsword			
Viking Axe	7	Deadly, Bastard	
Bastard Sword		Precise, Bastard	
<b>Great Weapon</b>	<b>8</b>	<b>Unwieldy</b>	
<b>Long Weapon</b>	<b>6</b>	<b>Long</b>	
Pike			
Halberd	7	Deadly	
<b>Range Weapon</b>	<b>6</b>		

Armor	Protection	Quality	Cost
<b>Light</b>	<b>1</b>	<b>Impeding(-1)</b>	
Leather			
Sorcerers Robe			
Mithril chain shirt			
<b>Medium</b>	<b>3</b>	<b>Impeding(-2)</b>	
Chain Mail			
Double Chain Mail	3	Reinforced	
Breast Plate			
<b>Heavy</b>	<b>5</b>	<b>Impeding(-3)</b>	
Full plate			