

Ragged Lands Pen and Paper System

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Part I

Basic Rules

Chapter 1

The base mechanic

Attribute Checks

Every check is solved by a roll of a D20. You add a specific modifier to your roll, and maybe get additional bonuses if you're trained in that specific task. Whenever you roll a check, you compare the outcome of your roll to a Difficulty Value (DV). If your roll beats that DV, you are able to perform that task. If your value is lower than the DV, you can not perform the task. If your roll value and the DV are equal, you roll again.

Contests

Sometimes, two people compete in a task. In order to get the outcome, both people roll a D20 and add their relative modifiers, and optional additional dice. The one with the higher result wins the contest. If both rolls are the same, they are rolled again until they are not the same anymore.

Helping Others

Sometimes, a character may be able to help another character with a difficult task. In such a case, the helping character makes the same check that the character receiving help has to complete. The character receiving help gains a modifier on their roll equals to the difference of the helping character and the DV. If multiple characters help someone, these differences are summed.

Retries

In the RLP, rolls also determine ability, not (just) luck. If your character tries to disarm a trap, jump a certain distance or wants to climb a wall, your roll doesn't determine how your character performs at that task at this moment, it determines if your character is able to perform that task under the current set of circumstances. This means, that unless the circumstances change, the outcome of the roll is fixed. Retries are not an option. If a character rolls to climb a wall and the roll determines he is not able to climb that wall, the characters have to find another way, maybe by using ropes or finding another spot to climb it. If the circumstances change, rolls can be retried. This can mean stress, new knowledge, new abilities or a changed environment. A character not

able to jump a chasm may just be able to do it if he's chased by a Giant Monitor Lizard. A character who once failed to pick a lock may have learned something new about this type of lock from a book or his mentor, and that might give him the edge to pick it. A character who wasn't able to lift up a rock may have trained for some weeks and have gotten stronger. A character who wasn't able to climb the wall last night when it rained, may be able to do it in daylight, when the wall is dry.

Rounding

Since this System is written for experienced Tabletop-RPG players, there are a lot of formulas and straightforward calculations. Even though it's noted everywhere, as a general rule, every time a division happens and the result would be a fraction when an integer is needed, you should round up.

Action Points

An Action Point **AP** is a unit of measurement for time. The length of an Action Point depends on the timeframe at which the current play takes place. For example, during the exploration of a Room or dungeon, an Action Point might be 1 Minute, while it might be an hour when it comes to Overland travel. For Combat, an Action Point is considered to be equal to around 2 or 3 seconds. In general, a GM would determine how many Action Points an action takes, communicate this with the players, and if they insist on performing said action, adjudicate the action immediately, but let time pass afterwards. Therefore, Action Points can be compared to a "Downtime" mechanic in modern videogames.

Attributes

There are seven main attributes in the RLP:

Strength (STR) describes a character's muscle strength. It's an important ability for melee combat, and determines carrying capacity and stamina

Vitality (VIT) is a character's bodily defensive ability. It determines how a character is able to withstand extreme weather conditions, sickness or poison. It's also important for a character's overall health.

Dexterity (DEX) describes a character's hand-eye-coordination. It's important with fine tasks like crafting or disabling traps, picking pockets and locks or tying knots. It also helps with ranged or melee combat, depending on someone's weapon.

Agility (AGI) is a character's ability to act when necessary, and also describes how a character is able to move around. It's important for climbing, swimming, running, sneaking, gymnastics and tumbling in general.

Intellect (INT) describes a character's overall rational ability, his memory and his ability to acquire knowledge. It can also be used to describe a character's overall knowledge about a specific topic or lore. It's also important for magic users.

Perception (PER) is a character's ability to realize his surroundings. It's important for battle, but also necessary to survive while exploring dangerous environments. It's also important for social encounters.

Empathy (EMP) describes a character's ability to understand others. It's important for most social encounters, and determines how easy it is for a character to haggle prices, to talk himself out of a battle or seduce a barmaid.

Each of these attributes are described as a value of 1-12, with 4-7 being average values. A character with a 2 in Empathy may not even be able to articulate a thought, while a character with an 11 in Empathy is able to persuade even kings.

Defensive Attributes

These values are derived from the main Attributes and describe defensive values that are used when a character would be target of some effect.

Dodge is a character's ability to dodge an incoming attack. It is equal to $10 + \text{AGI} + \text{Modifiers}$

Notice is a character's ability to notice something unseen, like a noise, slight draft, or sneaking enemy. It is equal to $10 + \text{PER} + \text{Modifiers}$

Willpower is a character's ability to withstand emotional manipulation, as well as enchantment. It is equal to $10 + \text{EMP} + \text{Modifiers}$.

Pool Values

For RLP, two main pool values are important, with a third being tracked, but really being just important for magically trained characters. The base number of these values is determined by a character's race.

Health describes a character's ability to withstand any type of damage. Health can be seen as a combination of resilience, bodily health and luck. If a character reaches 0 Health, he is **dead**. A character with less than half their Health is considered **wounded**. Health can be restored by resting (See Recovering Pool values, below), by alchemy and by magic. A character that is dead can not be healed. Reviving magic doesn't exist in the Ragged Lands.

Stamina describes a character's ability to act out tasks that are bodily challenging. When a character climbs or swims fast, or if a character uses special maneuvers in combat, he loses stamina. Stamina can be restored by resting (See below). It usually doesn't take much longer than an hour to completely restore Stamina, so outside of a stressful situation, a character usually has full Stamina. A character with less than half of their Stamina becomes **exhausted**. If a character reaches a Stamina of 0, they become **unconscious**.

Mana is usually tracked for every character, but only important for magic users. It describes a character's ability to cast spells. Casting a spell costs Mana, and a character replenishes mana by eating. A character with less than half their Mana is considered **drained**. A character that reaches 0 Mana becomes **paralyzed**.

Recovering Pool Values

For each of the 3 different Pool values, recovery works the same way, but is triggered by different conditions. Whenever one of these conditions occur, the characters regain points in that pool value

as mentioned below

Health

Aside from using special tools or magic for healing, each character has the ability to recover health in a natural way. A character's natural healing ability allows them to heal 1 points of health, per 1 hour. While resting, this healing effect is doubled. A priest or healer may further improve someone's natural healing ability.

Stamina

Stamina can be recovered by taking a break, regaining breath, not moving too much around, sitting down for a minute or two or drinking a bit of water. For every 3 seconds a character rests like that (or every AP in combat they spend just resting), they gain back 1 Stamina.

Mana

Mana is recovered over time, but the rate at which it recovers can be influenced by the food that the character eats. A meal usually lasts for 8 hours. A usual ration provides a recovery of 1d6 points per hour.

Part II

Playing the Game

Chapter 2

Adventure Structure

Basically, every adventure is a series of encounters. However, most adventures also have a finer structure. The encounters of an adventure are oftentimes combined into Acts. For example, a group might get the quest to fight a group of goblins that regularly attack a small village. Gathering information about the goblins might be one Act of the adventure. Finding their lair could be a second one. The lair itself would then be the third, and resolving the adventure could be a fourth Act. Adventures themselves are sometimes combined into Arcs - Plot lines that are larger than one adventure, but still fit into one narrative point. A campaign would then be a combination of several Arcs. You could say that Arcs are to campaigns what Acts are to Adventures. Of course, a group doesn't have to follow a campaign structure. Some groups follow a more episodic approach to adventuring. For these, the Adventurer's Guild may be a good idea, especially if the GM wants to play a character too from time to time and if the other players are also good at GMing. But basically, every time you play RLP, you resolve a series of Encounters.

Encounters

An encounter is a situation in which the desires and targets of the group are in direct contrast to the current situation. Basically, an encounter can be defined as a combination of these three things: A problem, obstacles, and decisions the players are faced with. The problem is the target of the group. What do they want to accomplish during this encounter? It could be "Don't be killed by the goblins", "get rid of the goblins", "find who the murderer is", "get through this cave", "find information about the dragon's lair", you get the idea. Obstacles could be all types of things. Enemies, other Characters with different plans than the group, natural obstacles, artificial obstacles, or even conflict inside the group. Decisions are an important part of encounters. A game where everything is clear and no deviation is possible becomes boring. How the players face such an encounter is up to them, and the RLP differentiates between three ways characters can interact with encounters the so-called "Game Modes".

Combat, Adventuring and Social.

Combat Whenever an encounter is solved by attacking someone and directly harming them, it should be considered combat. When a trap is laid, or the characters try to defeat enemies by pushing a boulder onto them, it is adventuring instead.

Adventuring is the sum amount of exploration, navigation, and survival. Whenever characters try to sneak by enemies, find their way around a massive ravine or create a distraction for a group of enemies, they're engaged in Adventuring.

Social is interacting with other (at least somewhat) intelligent creatures in non-violent ways. This includes diplomacy, haggling, perceiving information about others, subterfuge and threats, but it doesn't include stealth (but does include disguise) or illusion. Neither does it include a feint or trick during combat.

The GM should make sure that the distinction between the Game Modes is clear. Whenever the encounter involves the environment and the characters aren't directly interacting with other creatures, it's an Adventuring encounter. If the characters are talking or communicating directly with non-player creatures, it's a Social encounter. If the characters are hostile towards creatures, they're in a combat encounter. An action's Game Mode is not determined by the hurdle designed by the GM or laid out in a pre-made adventure, but by the action of the Group.

Of course, not every encounter can be resolved by every type of Game Mode. While it is entirely possible to sneak past a group of enemies or intimidate into letting you pass, it may not be possible to resolve a mystery-murder-case by Combat.

Levelling

A character's basic abilities are tracked for each of the Game Modes. For overcoming an encounter thanks to a Game Mode, a character can gain 1 to 3 XP in that Game Mode, depending on the challenge's importance, difficulty, and how well the characters handled it. The level that character has in a Game Mode is derived from the amount of XP the character they have collected (see table below), starting at Level 1/0 XP for each Game Mode. What constitutes as challenge for a Game Mode is described in each of the Mode descriptions.

Generally speaking, a character can gain double the XP if they handle the challenge in another Game Mode.

A character can add the Game Mode Level to a check in the Game Mode. For example, in Combat, a weapon attack roll for an attack is

$$1D20 + \text{Attribute} + \text{Combat Level} + \text{MODS}$$

Level	XP needed	Level	XP needed
2	1	12	221
3	5	13	265
4	13	14	313
5	25	15	365
6	41	16	421
7	61	17	481
8	85	18	545
9	113	19	613
10	145	20	685
11	181	21	761

Gaining CP

Whenever a character gains XP, they also gain Character Points. The rate at which they gain Character Points increases with the specific level in which they gained XP.

The formula for this is

$$\text{CP gained} = \text{Specific Level} \times \text{XP gained} \times 100$$

This means that a character of combat level 3, who gained 1 combat XP after finishing a fight gains 300 Character Points for doing so. If the combat was hard, or this specific character contributed significantly to the fight, they might gain 2 XP, which means they would gain 600 Character Points instead.

Chapter 3

Adventuring

Units

These units are Laetharnian standard Imperial units and are known around the world, thanks to the aggressive expansion tactics that the Empire employs.

Fin - Unit of length, about 0.6 inches or 1.5 centimeters

Usually used to measure things below 2 passus, like human size or the length of a weapon.

Passus - Unit of length, about 5 feet or 1.5 meters long

Used to measure short walking distances, measuring the distances in combat as an example.

Leg - Unit of length, about 800 legal, 1200 meters, 3940 feet

Used to measure great distances, like between cities. Four Leg can usually be walked in an hour.

Legal - Unit of area, one Leg * one Leg

Used to measure property. Half or quart a Legal are typical units for owned land.

Stone - Unit of mass, about 6 kg, 6 liters or 13 pounds, 200 liquid ounces

Used for weighing of cattle or people.

Pugnus - Unit of mass, 20 Pugnus make a Stone, 10 Pugnus a Half Stone, so about 300 g, 300 ml or 0.66 pounds, 10 liquid ounces

Used for smaller measurements, like drinks or food. A person usually needs 5 Pugnus of water per day. "A Beer" from a tavern is usually a Pugnus, sometimes a double-Pugnus is referred to as a "Large One", with an "Extra" being 4 Pugnus.

Carrying Capacity

Items in the RLP are measured relative to each other, with mass being the main factor.

This means that objects can either be coin sided (CS), tiny (T), small (S), medium (M), large (L), extra large (XL) or extra extra large (XXL). The factor between these units is 8. Therefore, one large item is equal to 8 medium items. These units are a combination of weight and volume, and containers usually can hold a certain amount of objects. However, some objects are more or less dense. For example, while a Backpack might be able to carry the equivalent of one large item in both weight and volume, it might not be able to hold 8 gold bars - the straps of the backpack would possibly break. Therefore, GMs and Players should treat these units as larger or smaller depending on the situation if they're dealing with denser or lighter materials.

A creature can usually carry one large item per point of STR. A person is usually able to carry their STR stat in large items.

Time, Speed and Travel

Time Units

The relations between seconds, minutes, hours and days are equivalent to earth units, even though they are somewhat longer units overall, since Kusa, the planet of the Ragged lands, is larger than earth.

A week on Kusa has 10 days, which are usually numbered (first weekday, second weekday, etc.), and the last 3 days are considered to be weekend days - even though that doesn't have much effect on common folk, who have to work in the fields and care for their animals anyway.

Each Kusaen Month consists of three weeks, i.e. 30 days.

A year begins mid-winter and consists of 13 months and one additional week. During this week, also called "black week" or "dark week", the unique constellation of the planet's two moons cause a week-long eclipse, which shrouds the planet in complete darkness. In this time, areas outside of towns are filled with monsters that disappear once the sun rises again. This is also the point at which the new year starts.

Short-Distance Travel

During Combat or in situations where split-second decisions are important, a character is assumed to be able to tactically move 1 Passus per AP, or dash 2 Passus per AP and Stamina spent. If a character is trying to move stealthy, they are considered to be half as fast during combat or during a time-based encounter.

Mid-Distance Travel

While travelling in areas with a dense layout, like a town, city or a cavern, a character is considered to be able to move 50 passus per minute. If a character tries to move stealthy in a dungeon, they are considered to move at one-fourth of this speed. If they try not to be noticed while moving through a city, their speed should be treated as half their normal speed.

Long-Distance Travel

While travelling overland, a character is considered to be able to move 4 Leg per hour, which means that a well-traveled character should be able to move 16 Leg per 4-hour interval; Adventurers are usually considered to be well-traveled.

One travelling day is sectioned into six separate 4-hour intervals, three of which are usually spent travelling. Travelling more than 16 hours reduces a character's maximum Stamina by 1 for each additional hour they spend travelling until they take a rest, at which point one maximum Stamina is restored for each hour rested.

For each 4-hour interval, each character in the group can choose a side activity. These consist of:

- Follow Tracks
- Ensuring that the group moves stealthy (reduces the group's speed by half)
- Lookout for ambushes
- Salvaging the area for items

This list is not exhaustive.

Depending on the area of travel and the group's makeup, there could be more options. For example, if the group is moving by horse-drawn wagon, one member of the group has to lead the wagon, while others could use the wagon to rest, learn a perk or even craft items.

Chapter 4

Combat TODO REWORK

Whenever a combat situation erupts, the GM starts the battle by deciding if one or multiple participants are surprised. These combat participants are not allowed to act until the others have acted. Then, the GM lets the characters act in a specific order that he decides is the most fitting.

Every action in combat takes a specific amount of Action Points. Action Points are a measure of time, with one Minute consisting of about 100 Action Points. After an action was resolved, the acting character has to wait for the amount of Action points his action took before being able to act again. If no participant is acting, the GM counts down Action Points until a participant is again able to act.

As an alternative approach, an experienced GM may decide to not use AP at all. This can make the game more flowing and immersive, but it may prove to be difficult to balance.

Actions in combat

Combining Actions

Broadly speaking, actions are divided into two categories - movement actions and static actions. Whenever a character acts, they can spend up to as many AP for movement actions as they have Agility, in addition to making one static action. After doing so, they cannot act until as many AP have passed as the sum of actions they took cost.

For example, a character with 7 Agility may run 14 Passus, paying 7 Stamina in the process, and then do an attack that costs 4 AP. Afterwards, they can not act again for 11 AP.

Static Actions

- Attack [AP depending on weapon]

In order to attack an opponent, the character has to be in reach of said opponent. This reach is defined by the character's weapon. He then has to make an attack roll:

Attack roll = 1D12 + STR/DEX/AG + Combat Level + [XD4] + misc

The D4s can only be added if the character is trained to a certain amount in the attack they are making.

If the attacker has an attack roll that is higher than the defender's Reaction Value, the defender can not react to the attack. This is also the case if the defender is unaware of the attacker. Otherwise, the defender can react in one of three ways: Dodge, Block or take the hit. All of these actions - except taking the hit - require a successful check and a specific amount of Stamina. The defender's Reaction Value is equal to:

$$RV = 7 + PE + \text{Combat Level} + [X*2] + \text{misc}$$

The 2s can only be added if the character is trained to a certain amount in the Armor Training perk of the armor they are wearing.

The amount of stamina used for a defensive action is based on the amount of damage dice that the attacker would get, including additional dice from different sources. For example, slashing with an arming sword deals damage die. Dodging costs 2 Stamina per damage die, therefore it costs 2 Stamina to dodge a slash from an arming sword.

The DV for the defensive check is the attack roll. The defensive action may prevent any damage from happening. Otherwise, the attacker rolls damage according to his weapon. The defensive action and the defender's armor may reduce that damage, and the rest is dealt to the defender's health. Also, there is a chance to wound the opponent. By default, it's assumed an attack is aimed at the torso of the defender. The attacker can choose to target a different body part by invoking a malus (See wounds below). If the damage dealt is larger than the wound threshold that the defender's armor at that body part provides, a wound of the weapon's damage type is caused. If the weapon deals multiple types of damage, each type of damage is treated differently for wounding. Therefore each type of damage has to beat the threshold, but multiple types of damage may cause multiple wounds with one attack. See below for different wound types and their effects.

Fumbles and Critical hits

When you roll a Natural 12 on a Weapon attack roll, you automatically hit as if the defender would take the "Take Hit" action and deal additional damage. This means that any weapon damage die is rolled twice, taking the total result when determining the damage of the attack.

This is called a "critical hit", and some enemies are immune to it or have a chance to resist a critical hit.

When you roll a Natural 1 on a Weapon attack, you automatically miss your attack.

- Trip [AP depending on weapon; 5 Stamina]

Make a melee attack roll against a standing opponent, taking additional 5 Stamina. Your attack roll is contested by the enemy's dodge roll. This dodge roll does not cost any Stamina. For every foot (or other type of grounding appendage) the enemy has, they gain +1 on their roll. When your enemy fails, they drop prone.

Unlike a normal attack, a trip does not deal damage. Also, the enemy can react regardless of their Reaction Value.

- Disarm [AP depending on weapon; 5 Stamina]

You attack one opponent that is armed with a manufactured weapon. Make a melee weapon attack roll, taking an additional 5 Stamina, opposed by the enemy's weapon attack roll. If

you succeed, the enemy drops their weapon to the floor. You don't deal damage with this attack.

- Dodge [Defensive; 2 Stamina per attacking Damage Die]

Dodging requires an Agility check against the attack roll. If the defender succeeds this check, they move one passus to a free spot and take no damage. If there is no free spot, or the defender's roll failed, they take normal damage instead. Dodging can be used against melee and ranged attacks.

- Block [Defensive; 1 Stamina per attacking Damage Die]

Blocking requires a Weapon defense roll against the attacker's attack roll. If the defender succeeds this check, they roll a weapon defense damage roll and add the result to their armor rating before reducing the attacker's damage by the total. (When wielding two weapons or a weapon and a shield, the defender may choose one of the two). Blocking can be used against melee and ranged attacks, but ranged attacks can only be blocked by shields.

- Take Hit [Defensive; 0 Stamina]

Taking the hit is the default defensive action, therefore it doesn't cost anything. The attacker automatically hits, and the weapon damage is reduced by the defender's Armor Rating. Taking the hit can be used against melee and ranged attacks.

- Counter [Defensive; 3 Stamina per own Damage Die]

When a defensive action (except taking the hit) reduces a melee attack's damage to 0, the defender can use the opportunity given by the botched attack to counter it with their own attack. Doing so is quite strenuous, requiring 3 Stamina Points per damage die of the counter-attack.

- Fight defensively [1 AP]

A character can decide to fight defensively for the duration of one Action Point. If they do so, they gain +4 on defensive rolls and +2 on their Reaction Value for that duration. A character may declare to fight defensively for a specific amount of time, or until a certain condition is met. In the latter case, they act again on the AP count after that condition triggers.

Movement Actions

- Move [1 AP per passus]

In order to move in a strategic manner, the character has to pay 1 AP per passus (approximately 1.5m, or 5 feet) moved.

- Run [1 AP per 2 passus]

In order to run to a specific position, the character loses 1 stamina per 2 passus. If two characters try to run to the same spot at the same time, an Agility-check decides who arrives first. If one of them is further away from their goal, this contestant gains a malus of 1 for every passus of difference.

- Move safely [2 AP per 1 passus]

In order to move to a specific position without taking damage from wounds, the character uses two AP per 1 passus moved.

- Draw/Sheathe Weapon [AP cost depends]

When not armed, a character first has to draw their weapon. Also, if they want to change weapons, they usually have to either drop the weapon they're wearing (which doesn't cost any AP) or sheathe it, before drawing a different weapon. The AP to do so is specified by the weapon.

Wounds

Every character has a wound threshold, which is equals to their Vitality + their combat level + a bonus provided by armor and other sources. Whenever an attack deals more damage than the target's wound threshold, a wound is caused. It is applied to the body part that was attacked. By default, this is the torso. A wounded character has specific penalties according to the table below. Each body part can have a specific amount of wounds. The effects of wounds are cumulative. If a body part becomes fully wounded, it becomes crippled. A character heals one wound per day, and can choose which one to heal.

Body Part	Wounds	Atk. Mod.	Wound effect	Crippled effect
Torso	5	0	1 damage per AP spent on performing actions	Max/Current Health halved
Legs	4	-4	-2 on Dodge rolls, -2 on Agility	One leg becomes unusable, Agility becomes permanently halved
Arms	3	-8	-2 on Attack and Block rolls, -1 Strength, -1 Dexterity	Lose one Arm, halves Dexterity and Strength
Head	2	-12	25% chance of any action failing	Death

Chapter 5

Social Interactions

In order to adjudicate a social encounter, a GM should track the opposing side's resolve against any given argument, their annoyance, and the group's overall progress in convincing the opposing side of their position.

Depending on the difficulty of the encounter, these numbers range in the following areas:

Resolve: 1-24

Annoyance: 0-5

Progress: 0-5

These values start at a value that the GM decides, but annoyance and progress usually start at 0, unless the characters have interacted with the opposing side previously, or if the opposing side has already heard of the characters.

Resolve is basically the bonus that is added to any given DV of a check that the characters have to roll against the opposing side.

Whenever a PC makes an argument, the GM decides if that argument can change the opposing side's mind and if it can fail to do so.

If the argument can both succeed or fail, the Character rolls the given check against the NPCs Resolve + a specific value that the GM decides based on the PCs argument and the NPCs annoyance.

If the argument can not fail, the GM adds one point to the Progress.

If the argument can not succeed, the GM adds one point to the Annoyance.

If the annoyance or progress reach 5, the social interaction ends. If it ends because the group annoyed the opposing side too much, they failed the encounter. If they brought forth enough good arguments to reach a progress of 5, the party wins the argument.

Of course, these values can be changed based on the situation.

Part III

Character Creation

Chapter 6

Process

Creating a character is a daunting task, but here are some basic steps to go through if you want an interesting character with a bit of background.

1. Decide on a basic idea that fits with the rest of the group, the story and the role your character should play in the group.
2. Decide on a race
3. Determine your character's basic values
4. Determine your character's zodiac sign and social rank
5. Use your starting amount of Character Points to buy Perks, Spells and Equipment
6. Determine your character's starting pool values

Let's go through the steps one by one.

Decide on a basic idea

Every character fits a theme. Do you want a swashbuckling buccaneer, a raging barbarian, a wise old wizard, maybe a young female priest going on a journey to test her faith?

You may get inspired by your favorite film or book character, or you may conjure up something completely new. Of course, characters are far more complex than just a basic idea, but at this stage of the creation process, you should create a rather simple stereotype that you want to follow. Try to describe your character with two or three words, or a short sentence.

Also try to think of the rest of the group, and the overall theme of the adventure you're participating in. Playing a choleric barbarian in a game of intrigue and mystery may sound fun, but it will probably get stale pretty fast. Also, a group of 4 empathic thieves will also be pretty boring.

Race

Every player character in the Ragged Lands belongs to one of the Races listed below. These determine bonuses to your attributes, as well as your base pool values. In addition, some races gain resistances or other abilities.

Determine your attribute values

Now that you have an idea and a race, let's talk numbers. You will have to assign your 7 basic attributes now. There is different ways to determine these values, and the GM may chose for the whole group.

Point Buy

When creating a character, start from a base of 2 for every value. You can assign 25 points freely to any of the 7 attributes, with a maximum of 12. Be sure to raise at least all of them to a value that you can live with. With an intelligence of 2, you're not much smarter than your average wombat.

After that, add your Racial bonuses.

Random roll

Alternatively, you can roll 3D4 for every value, either directly assigning the values or rolling first and assigning them afterwards, and adding the racial bonuses afterwards.

Fixed Values

Another alternative is using fixed values. When using this method, you gain the following values to assign to the attributes before applying racial bonuses: 10, 9, 9, 7, 5, 4, 3.

Zodiac signs and Background

Your character may also be born under a certain star that may give him an additional, maybe even unique perk. You can determine this sign by random roll or you may choose one. However, your GM may force you to roll if he so desires.

Also, your character wasn't just born into a species, they also have some amount of backstory before they have started adventuring. Of course, these backstories are complex and for some races may span large swaths of time. However, try to find one of the backgrounds listed below, and remember to add its perks and modifiers as well.

Buy Equipment and Perks

Every character usually starts with a total amount of 2000 Character Points and 1000 Gold. You can use these Points to buy your character's starting perks and equipment.

These are the things your character has learned and acquired before the adventure starts, so be sure that it fits in your character's background story, his personality, social rank and cultural background.

Chapter 7

Races

Fay

Fay are a race of tall-standing, fair skinned creatures that have adapted to different environments through magical means.

Fay mature at an age of 50, and can live up to 500 years - there is however no known case of a fay dying of old age.

At their best, fay are reliable, honest and knowledgable.

At their worst, fay are hard-headed, aloof and emotionless.

Every Fay starts with an **Intellect increased by 2**.

Also, every Fay's **Empathy is reduced by 1**.

Fay start the game with 20 Health, 20 Stamina and 30 Mana.

Subraces

As a fay, you are part of one of four subraces

Molfay (Marshland Fay) have adapted to have webbing and be able to swim in freshwater. Molfay have a **Vitality increased by 1** and **can hold their breath twice as long as normal in freshwater**

Trilfay (Deep Fay) have adapted to be able to move around swiftly in sands and resist the darkness of the deep. Trilfay can **see in complete darkness as if it were daylight**. **However, they can not discern colour this way**. Also, **their Strength is increased by 1**

Marfay (Woodland Fay) have adapted to be excellent climbers, and can swing from tree to tree without effort. A Woodland Fay **moves at the same speed when climbing trees as running** and their **Agility is increased by 1**

Plafay (Grassland Fay) have adapted perfectly to steppes, being able to track creatures perfectly and move around in plains and rolling hills. Their **Perception is increased by 1** and **running doesn't cost them stamina**.

Elves

Elves are a short-growing people of mountain- and forest dwellers that like to avoid human contact. Elves mature at an age of 30, and can live to be 200.

At their best, elves are cautious, reliable and loyal.

At their worst, elves are removed, mistrusting and superstitious.

Every Elf starts with an **Agility increased by 2**.

Also, every Elf's **Dexterity increases by 1**

Also, every Elf's **Intellect is reduced by 1**.

Elves start the game with 20 Health, 25 Stamina and 25 Mana.

Subraces

As an elf, you are part of one of two subraces

Rock Elves have skin alike to marble and granite. It is extremely difficult to spot them in rocky terrain. **In rocky terrain, they can attempt to hide in plain sight and when doing so, they can add +1d4 on their stealth check**

Bark Elves have skin alike to wood and leaves. It is extremely difficult to spot them in forested terrain. **In forested terrain, they can attempt to hide in plain sight and when doing so, they can add +1d4 on their stealth check**

Oroban

Orobans are a stout, short race of beings that live near and inside of mountains in their large fortresses.

Orobans mature at an age of 20, and live up to 300 years. They tend to become extremely fragile and senile in the process, but reaching such an extreme age is widely respected in Oroban culture.

At their best, Orobans are friendly, crafty and resourceful.

At their worst, Orobans are bashful, blunt and devious.

Orobans start with a **Vitality increased by 2**.

Also, their **Intellect is increased by 1**.

Additionally, **they gain +2 on checks against poison effects**.

Also **Orobans can see in dim light normally**.

However, **they have -2 on Perception checks in daylight and their Agility is reduced by 2**

Orobans start the game with 30 Health, 20 Stamina and 20 Mana.

Halkaran

Halkarans are a very short race of nimble humanoids that enjoy the company of other races, but also often have their own enclaves to call home.

Halkarans mature at the age of 14, and live to be around 60.

At their best, halkarans are friendly, curious and open-minded.

At their worst, halkarans are naive, intrusive and dishonest.

Every Halkaran starts with an **Agility increased by 1**.

Also, Halkarans' **Dexterity increases by 2**

However, every Halkaran's **Strength is reduced by 2**.

Halkarans are known to have a built-in ability when it comes to throwing things accurately. Many people have suffered head fractures from Halkaran-thrown stones over the ages. This means that **Halkarans add 1d4 to attack rolls made with throwing weapons**.

Additionally, Halkaran's Luck is a winged word. **A Halkaran can reroll one Natural 1 per day**.

Their small size allows them to sneak better. They **are always treated to have a stealth perk 1 level higher than they trained it**

Halkarans start the game with 25 Health, 25 Stamina and 20 Mana.

Humans

Humans are a widely spread race of different ethnicities. No other race is as numerous as humans are. This is due to their high versatility and tenacity, as well as their adaptability.

They mature at 16 and live to around 80.

Humans can freely add 4 attribute points, but they can not increase any attribute above 12 with this.

Additionally, humans can **create their character with 2500 CP instead of 2000**

Humans start the game with 25 Health, 25 Stamina and 25 Mana.

Iganian

Iganians are a proud race of muscular beings with partially mineralized bodies. They are known to live near volcanic regions.

Iganians mature at the age of 17, and live to be around 90.

At their best, Iganians are honest, loyal and helpful.

At their worst, Iganians are preachy, overbearing and naive.

Every Iganian starts with an **Strength increased by 2**.

Also, Iganians' **Empathy increases by 1**

However, every Iganian's **Agility is reduced by 2**.

Iganians are known for their heat-resistant, mineralized bodies. They **have a heat resistance of +3 and cutting and piercing resistance of +1**. This however means that they take **double cold damage**.

Iganians start the game with 25 Health, 20 Stamina and 25 Mana.

Syka

Syka are a wiry people of humanoids living in remote mountain villages. They also call some of the flying fortresses of the world their home.

Syka mature at the age of 25, and live to be around 120.

At their best, Syka are witty, funny and charismatic.

At their worst, Syka are carefree, smug and condescending.

Every Syka starts with an **Agility increased by 2**.

Also, Sykas' **Perception is increased by 1**

However, every Syka's **Vitality is reduced by 1**

Syka have **the ability to jump double the height and distance than normally** and thanks to their natural affinity to the air element **they require half the amount of CP to learn Air-related perks, like the Air rune**.

Syka start the game with 20 Health, 20 Stamina and 30 Mana.

Umbrana

Umbrana are a brawny and strong, but highly ugly race of humanoids that hail from the Ruins of Shadowdusk. They enjoy human company - a usually one-sided pleasure. They oftentimes try to fit into human society - especially higher society.

Umbrana mature at the age of 20, and live to be around 100.

At their best, Umbrana are helpful, friendly and well-mannered.

At their worst, Umbrana are insecure, distractable and superficial.

Every Umbrana starts with a **Strength and Intellect increased by 2**.

However, every Umbrana's **Empathy is reduced by 2**

Also, their **Agility is reduced by 1**

Due to their magical nature, Umbrana have an affinity for Magic. **They gain +2 Mana for each level of Increase Mana that they gain.**

Also, they **gain an additional 2 resistance to damage from spells. This resistance triggers last in the line of resistances. For every point of damage it absorbs, the Umbrana regenerates 1 Mana**

Daevana

Daevana are a very tall and muscular race of half-giants that live in small clans and call the savage wilderness of Northern Knorkalith their home.

Daevana mature at the age of 10, and live to be around 50.
At their best, Daevana are loyal, helpful and friendly.
At their worst, Daevana are temperamentful, boastful and unpredictable.
Every Daevana starts with a **Strength increased by 2**.
Also, their **Vitality is increased by 2**
However, their **Intellect and Agility are reduced by 2**
However, every Umbrana's **Empathy is reduced by 1**
Daevana are especially brutish. **When they make a strength-based melee attack roll, they add one damage die..** Also, their survival in savage lands has made them especially resilient.
When they gain a level in "Health Pool", they can roll twice and take the higher result.

Chapter 8

Backgrounds

Every character falls under one of these backgrounds. It represents their upbringing, standing in society, as well their story up until they started to work as an adventurer.

While creating a character, you may combine elements of backgrounds, or talk with your GM and create a background yourself.

Travelling Merchant

Sailor

Noble

Slave

Urchin

Veteran

Guard

Mercenary

Gladiator

Artisan

Farmer

Mage's Apprentice

Monastery Novice

Cleric Student

Servant

Chapter 9

Cultural Background

Every player character was raised in a certain environment which might not be directly linked to their race. Choose one of these backgrounds

Laetharnian Countryside

Laetharnian Town

Laetharnian Metropolis

Suldoranian Steppefolk

Oroban Mountain Fortresses

Oroban Hill-Dwellers

Trilfay Underground Cities

Molfay Stilt Dwellings

Religious Monastery

Arcane Academy

Theral Countryside

Theral Cities

The Candle Atoll

Whitlan Whitland Culture

Whitlan Northern Culture

Mardim Islands

Damara and Kaldar

Shadowduskian Ashfolk

Shadowduskian Colonies

Truinic Culture

Iganian Volcano Towns

Marfay Tree Cities

Bark-Elven Dwellings

Stone-Elven Dwellings

Chapter 10

Calendar and Zodiac Signs

Calendar

The Kusaen Calendar comprises of 13 months with an additional week to end the year. Each Month comprises of 3 weeks, each of which has 10 days.

During the last week, which is the end of the Kusaen year, a total eclipse occurs, keeping the planet dark for 10 days. People generally keep in their houses and towns during this time, fearing an increased amount of demonic influence outside. Most of the fall and winter is spent preparing for this one week.

Weekdays

1. Tharday
2. Felday
3. Trilday
4. Thormday
5. Pakday
6. Solday
7. Khulday
8. Restday
9. Massday
10. Hearthday

Months

1. Deepwinter
2. Thawflight
3. Showerhome
4. Blossombreak
5. Sunrealm
6. First Harvest
7. Fairterm
8. Second Harvest
9. Leaffall
10. Last Harvest
11. Gods' Rest
12. Darkfall
13. Coldheart
14. (Week of Darkness)

Zodiac Signs

There's 10 Zodiac Signs for the Kusaen Planet, changing every 39 days. During the Week of Darkness, there are no stars visible in the sky above, meaning that those born in this time carry the "Fateless" Zodiac sign. Each of these acts as a special, active perk that can be chosen at the beginning of the game. After using this Perk, a character has to wait 24 hours before being able to use it again.

1. **The Horseman:** 1. Deepwinter - 9. Thawflight
2. **The Worker:** 10. Thawflight - 18. Showerhome
3. **The Cave:** 19 Showerhome - 27.Blossombreak
4. **The Crown:** 28. Blossombreak - 6.First Harvest
5. **The Hero:** 7. First Harvest - 15. Fairterm
6. **The Eagle:** 16. Fairterm - 24. Second Harvest
7. **The Mountain:** 25. Second Harvest - 3.Last Harvest

- 8. **The Quill:** 4. Last Harvest - 12. Gods' Rest
- 9. **The Shield:** 13. Gods' Rest - 21. Darkfall
- 10. **The Flower:** 22. Darkfall - 30. Coldheart
- 11. **The Fateless:** 1. Week of Darkness - 10. Week of Darkness

The Horseman

Those born under the sign of The Horseman are flexible, spontaneous and outgoing, but also tend to be indecisive.

As someone born under the sign of The Horseman, you can increase your Agility by 2 for 10 Minutes once per day. This increase can go above your race's maximum Agility. You can do so as part of any other action you're performing.

The Worker

Those born under the sign of The Worker are reliable, diligent and honorable, but also tend to be thick-headed.

As someone born under the sign of The Worker, you can gain 5 temporary Stamina + 2 temporary stamina for each level of "Increase Stamina" that you have once per day. These temporary stamina are used up after the rest of your stamina, and you lose the leftover temporary stamina after 10 minutes. You can do so as part of any other action you're performing.

The Cave

Those born under the sign of The Cave are curious, smart and fast-thinking, but also tend to have short attention spans.

As someone born under the sign of The Cave, you can increase your Perception by 2 for 10 Minutes once per day. This increase can go above your race's maximum Perception. You can do so as part of any other action you're performing.

The Crown

Those born under the sign of The Crown are helpful, friendly and open-minded, but also tend to try and avoid conflicts.

As someone born under the sign of The Crown, you can increase your Empathy by 2 for 10 Minutes once per day. This increase can go above your race's maximum Empathy. You can do so as part of any other action you're performing.

The Hero

Those born under the sign of The Hero are helpful, selfless and assertive, but also tend to be brash and overly emotional.

As someone born under the sign of The Hero, once per day when a creature in an area of 5 passus around you would take damage from a single source, you can decide to reduce that damage by half, taking the other half. This includes all types of damage taken, and every type of damage is halved and rounded by itself.

The Eagle

Those born under the sign of The Eagle are free-thinking, open-minded and relaxed, but also tend to be unemotional.

As someone born under the sign of The Eagle, you can increase your Dodge by 4 for 2 minutes once per day. You can do so as part of any other action you're performing.

The Mountain

Those born under the sign of The Mountain are stoic, confident and disciplined, but also tend to be slow.

As someone born under the sign of The Mountain, you can gain 5 temporary Health + 2 temporary Health per Level of "Increase Health" you have for 10 minutes once per day. These Health Points are reduced before the rest of your Health. You can do so as part of any other action you're performing.

The Quill

Those born under the sign of The Quill are resourceful, crafty and cunning, but also tend to be greedy.

As someone born under the sign of The Quill, you can increase your Dexterity by 2 for 10 Minutes once per day. This increase can go above your race's maximum Dexterity. You can do so as part of any other action you're performing.

The Shield

Those born under the sign of The Shield are stoic, reliable and confident, but tend to be overzealous

As someone born under the sign of The Shield, you can gain +2 Resistance against Cutting, Blunt and Piercing damage for 2 Minutes per day. You can do so as part of any other action you're

performing.

The Flower

Those born under the sign of The Flower are graceful, resilient and focused, but tend to be aloof. As someone born under the sign of The Flower, you can gain 5 Mana + 2 Mana per Level of "Increase Mana" that you have for 10 minutes once per day. These Mana Points are used before the rest of your Mana. You can do so as part of any other action you're performing.

The Fateless

Those born under the sign of the Fateless don't really share any traits in common, but their birth is said to be an ill omen for the days to come.

As someone born under the sign of The Fateless, you may repeat a roll you made once per day. If this roll is a check (i.e. a D20 roll) and the second result is lower, you take 1 untyped damage per Point of difference between the two rolls (i.e. when your first roll was 7 and your second was 3, you'd take 4 untyped damage), and the task automatically fails as if your total result was a 0.

Part IV

Items and Equipment

Chapter 11

Armor and Weapons

Armor and Clothing

Every character can wear an armor, a helmet, a set of gloves, a set of boots, two rings and one amulet or other type of necklace. Also, a character can wear one belt, which can house items that need to be accessed easily.

Armor is ordered into 4 weight categories: Cloth, Light, Medium and Heavy. A character wearing armor gains the resistances against cutting, piercing and blunt damage specified in the "Res" column. Also, any armor can have multiple attributes, which are described below.

While wearing armor that a character is proficient in using, they may add their Level to their Dodge value. If a character is not trained in that type of armor, they are unable to do so.

Clothing

Clothing in itself does not count as armor, but it does grant Armor Reduction.

While wearing clothing and robes, a character counts as "unarmored", meaning that they can add their level to defensive rolls.

Name	Res	Attributes	Size	Price
Linen Jacket	1c	Under	M	70G
Fleece Jacket	1c	Warming 1, Under	M	60G
Spider Silk Jacket	1c	Isolating 1, Enchantable 2, Under	M	600G
Mage Silk Jacket	1c	Isolating 2, Magic Defense 1, Under	M	1200G
Linen Robes	1c	1	M	85G
Fleece Robes	1c	Warming 1	M	70G
Spider Silk Robes	1c	Isolating 1, Enchantable 2	M	700G
Mage Silk Robes	1c	Isolating 2, Magic Defense 1	M	1200G

Light Armor

Light armor is flexible and allows agile users to move around freely. It can usually be donned and doffed in a matter of one or two minutes. Leather, fur and very light, but also very expensive metals or metal chains are used to create light armor. Light armor reduces the wearer's Agility to a maximum of 10.

Name	Res	Attributes	Size	Price
Fur Jacket	1c, 1p, 1b	Warming 2, Under	M	95G
Leather Jacket	2c, 2p, 2b	Isolating 1, Under	M	195G
Boiled Leather Jacket	2c, 2p, 2b	Under	M	325G
Reptile Leather Jacket	3c, 3p, 3b	Isolating 2, Under	M	1,300G
Salamander Leather Jacket	3c, 3p, 3b	Cooling 2, Warming 4, Under	M	3,250G
Lesser Dragon Leather Jacket	3c, 3p, 3b	Isolating 3, Elemental Defense 1, Under	M	6,500G
Dragon Leather Jacket	4c, 4p, 4b	Cooling 4, Warming 3, Elemental Defense 2, Enchantable 2, Under	M	16,250G
Linen Gambeson	2c, 1p, 3b	Warming 1, Under	L	180G
Fleece Gambeson	2c, 1p, 3b	Warming 1, Under	L	150G
Spider Silk Gambeson	2c, 1p, 3b	Isolating 1, Enchantable 2, Under	L	1,500G
Iron Chain Shirt	8c, 3p, 3b	Flexible	M	1,750G
Steel Chain Shirt	8c, 3p, 3b	Flexible	M	3,000G
Mithral Chain Shirt	10c, 4p, 4b	Cooling 1, Flexible, Lightweight	M	20,000G
Tenthrial Chain Shirt	10c, 4p, 4b	Isolating 2, Indestructible 2, Shielding 2, Enchantable 3, Flexible	M	45,000

Medium Armor

Medium Armor is a great balance between the strong defenses of heavy armor and the agility of light armor. It is often made of cloth with strips of metal sewn in, or with leather pads. It can also consist of overlapping slabs of metal or leather, giving the armor scales. It takes 5 Minutes to don or remove medium armor. Medium armor reduces the Agility of the wearer to a maximum value of 8.

Name	Res	Attributes	Size	Price
Fur Gambeson	2c, 1p, 3b	Warming 2, Under	L	225G
Leather Gambeson	4c, 2p, 5b	Isolating 1, Under	L	450G
Boiled Leather Gambeson	4c, 2p, 5b	Under	L	750G
Reptile Leather Gambeson	6c, 3p, 6b	Isolating 2, Under	L	3,000G

Salamander Gambeson	Leather	6c, 3p, 6b	Cooling 2, Warming 4, Under	L	7,500G
Lesser Dragon Gambeson	Leather	6c, 3p, 6b	Isolating 3, Elemental Defense 1, Under	L	15,000G
Dragon Gambeson	Leather	8c, 4p, 8b	Isolating 4, Elemental Defense 2, Enchantable 2, Under	L	37,500G
Wood Brigandine		3c, 3p, 3b	Flammable, Living 1	L	200G
Bone Brigandine		4c, 4p, 4b	Insulating 2, Horrid, Enchantable 2	L	400G
Iron Brigandine		7c, 7p, 7b	-	L	1,400G
Steel Brigandine		7c, 7p, 7b	-	L	2,400G
Mithral Brigandine		9c, 9p, 9b	Cooling 1, Lightweight	L	16,000G
Tenthрил Brigandine		9c, 9p, 9b	Isolating 2, Indestructable 2, Enchanting 3	L	36,000G
Wood Scale Mail		5c, 3p, 3b	Flammable, Living 1	L	220G
Bone Scale Mail		6c, 3p, 3b	Insulating 2, Horrid, Enchantable 2	L	440G
Iron Scale Mail		9c, 5p, 5b	-	L	1,540G
Steel Scale Mail		9c, 5p, 5b	-	L	2,640G
Mithral Scale Mail		11c, 7p, 7b	Cooling 1, Lightweight	L	17,600G
Tenthрил Scale Mail		11c, 7p, 7b	Isolating 2, Indestructible 2, Enchanting 3	L	39,600G

Heavy Armor

Heavy Armor is slow and clunky, but also adds the biggest bonus to armor of any type. It requires at least 10 minutes to don and doff such a piece of armor, and reduces the Agility of the wearer to a maximum value of 6.

Name	Res	Attributes	Size	Price
Wood Half Plate	5c, 5p, 3b	Flammable, Living 1, Over	L	300G
Bone Half Plate	6c, 6p, 4b	Insulating 2, Horrid, Enchantable 2, Over	L	600G
Iron Half Plate	11c, 11p, 7b	Over	L	2,100G
Steel Half Plate	11c, 11p, 7b	Over	L	3,600G
Mithral Half Plate	14c, 14p, 9b	Cooling 1, Lightweight, Over	L	24,000G
Tenthрил Half Plate	14c, 14p, 9b	Isolating 2, Indestructable 2, Enchanting 3, Over	L	54,000G
Wood Full Plate	6c, 6p, 4b	Flammable, Living 1, Over	XL	400G
Bone Full Plate	7c, 7p, 5b	Insulating 2, Horrid, Enchantable 2, Over	XL	800G

Iron Full Plate	12c, 12p, 10b	Over	XL	2,800G
Steel Full Plate	12c, 12p, 10b	Over	XL	4,800G
Mithral Full Plate	15c, 15p, 13b	Cooling 1, Leightweight, Over	XL	32,000G
Tenthrial Full Plate	15c, 15p, 13b	Isolating 2, Indestructable 2, Enchanting 3, Over	XL	72,000G

Armor Attributes

Warming

An Armor with this attribute helps against the cold. It grants resistance to cold by the value specified.

Cooling

An Armor with this attribute helps against the heat. It grants resistance to heat by the value specified.

Shielding

An Armor with this attribute grants damage resistance to Radiation damage by the amount specified.

Insulating

An Armor with this attribute grants damage resistance to Electrical damage by the amount specified.

Living

An Armor with this attribute grants damage resistance to Necrotic damage by the amount specified.

Isolating

An Armor with this attribute helps against temperature. It grants resistance to heat and cold by the value specified.

Flammable

An Armor with this attribute easily catches fire. Whenever a character wearing it would take heat damage, the armor starts to burn.

Burning Armor can be put out by anyone who is able to touch it. Doing so takes 4 AP.

Burning Armor is also extinguished when the wearer would take cold damage, or when it is doused in water.

If burning armor isn't put out by some other effect, it burns for 6 AP if it's cloth or light armor,

10 AP if it is medium or 14 AP if it is heavy.

While wearing a burning armor, the wearer takes 1 heat damage per AP that passes until it is put out. Any armor that burned for at least 1 AP becomes damaged afterwards, losing all of its properties.

Horrid

An Armor with the horrid attribute has dark energies associated with it. When the wearer of such armor takes necrose or psychic damage, they take an additional 3 damage from that damage source.

Enchantable

An Armor that has this attribute can be enchanted a different amount than just once. It can instead hold an amount of Enchantments by the number specified. This means that any armor that doesn't have the "Enchantable" attribute specified has the "Enchantable 1".

Lightweight

An Armor with the Lightweight attribute reduces the wearer's Agility as if it were one Weight class lower. Additionally, if the wearer of said armor is more proficient in the lower weight class than the armor's actual weight class, he can benefit from the lower proficiency as if the armor was one weight class lower.

Magic Defense

An Armor with this attribute grants additional damage resistance to damage from spells, by the amount specified.

Elemental Defense

An Armor with this attribute grants damage resistance to elemental damage by the amount specified, if no other aspect of the armor already grants larger resistance to that element.

Indestructible

An Armor with this attribute grants damage resistance to Corrosion and Nihilation damage by the amount specified.

Under

An Armor with this attribute can be worn under any piece of armor that has the "Over" or "Flexible" attribute.

When both armors grant resistances to a damage type or wounds, do not add them together. Instead, the larger respective resistance count.

Wearing two pieces of armor reduces a character's Agility by 2, to a minimum of 1.

Over

An Armor with this attribute can be worn over any piece of armor that has the "Under" or "Flexible" attribute.

When both armors grant resistances to a damage type or wounds, do not add them together. Instead, the larger respective resistance count.

Wearing two pieces of armor reduces a character's Agility by 2, to a minimum of 1.

Flexible

An Armor with the "Flexible" attribute can be worn over any piece of armor that has the "Under" attribute, or under any piece of armor that has the "Over" attribute. It can not be worn with another piece of armor that has the "Flexible" attribute.

When both armors grant resistances to a damage type or wounds, do not add them together. Instead, the larger respective resistance count.

Wearing two pieces of armor reduces a character's Agility by 2, to a minimum of 1.

Hats and Helmets

Knight's Helmet

Size: M

Price: 100G

The knight's helmet is a full metal helmet with a visor. It reduces the wearer's perception by 2, to a minimum of 1.

If the wearer of this helmet is subject to a critical hit from a weapon attack, the attacker must roll a d6. On a 5 or a 6, the attack does not deal additional damage from being a critical hit.

The wearer's Wound Threshold is treated as being 5 higher for the head.

Mages' Hat

Size: M

Prices: 150G

The mages' hat is a signifier of a studied magister of magic. It is pointy and made of magical silk. While wearing a Mages' Hat, the wearer can remember 4 additional spells.

Leather Helmet

Size: M

Price: 20G

The Leather Helmet is a simple cap made of leather, with straps on the sides.

While wearing a leather helmet, a character's Wound Threshold is treated to be 2 higher for the head.

Hood

Size: M

Price: 5G

This hood protects the wearer's head of wind and rain.

Skullcap

Size: M

Price: 50G

This metal cap hugs the wearer's skull in order to protect it. The wearer's Wound Threshold is treated to be 3 higher for the head. If the wearer is subject to Piercing damage, the Wound Threshold for the head is treated to be 5 higher.

Faceless Mask

Size: M

Price: 70G

This special mask is completely featureless. It blocks the user's sight, making them effectively blind. However, it also increases their concentration. A character wearing a faceless mask can concentrate on two things simultaneously.

Gloves and Gauntlets

Leather Gloves

Size: S

Price: 5G

These Leather Gloves protect the hands. When the wearer's arms are targeted by an attack, their resistance to blunt, cutting or piercing damage is treated to be 1 higher.

Gauntlets

Size: S

Price: 50G

These Gauntlets protect the hands. When the wearer's arms are targeted by an attack, their resistance to blunt, cutting or piercing damage is treated to be 3 higher. Also, the wearer's unarmed attacks deal 1d8 damage instead of 1d4.

Silk Gloves

Size: S

Price: 15G

These gloves protect against the weather and help the wearer with delicate work. When doing something filigree, that requires a Dexterity check, the wearer can add 2 to that check.

Boots and Shoes

Cloth boots

Size: S

Price: 2G

These boots provide basic protection from natural hazards without reducing agility.

Leather boots

Size: S

Price: 5G

These boots increase the wearer's resistance to blunt, cutting or piercing damage by 1 when their feet are targeted.

Sabatons

Size: S

Price: 50G

These metallic boots increase the wearer's resistance to blunt, cutting or piercing damage by 3 when their feet are targeted, but they also reduce the wearer's agility by 1.

Rings

Ring of Protection

Size: T

Price: 500G

This ring increases the wearer's resistance to blunt, piercing and cutting by 1.

Fox Ring

Size: T

Price: 1000G

This ring increases the wearer's agility by 1.

Ring of Health

Size: T

Price: 2500G

This ring increases the wearer's health by 4 for every level of Increase Health that they have.

Ring of Might

Size: T

Price: 1000G

This ring increases the wearer's strength by 1.

Ring of the Mage

Size: T

Price: 2500G

This ring increases the wearer's mana by 4 for every level of Increase Mana that they have.

Ring of Stars

Size: T

Price: 5000G

This ring can be activated by the wearer by taking 4 AP to speak the ring's command phrase. When doing so, the wearer gains +3 on Intellect, Perception and Empathy for the next 10 minutes. The ring then ceases to function for the next 24 hours.

Necklaces and Amulets

Amulet of the Lord

Size: S

Price: 1000G

This amulet increases the wearer's Empathy by 1.

Amulet of Vitality

Size: S

Price: 1000G

This amulet increases the wearer's Vitality by 1.

Amulet of Fatigue

Size: S

Price: 2500G

This amulet increases the wearer's Stamina by 2 for every level of Increase Stamina that they have.

Amulet of Light

Size: S

Price: 1500G

This amulet allows the user to activate it for 2 AP by speaking its command phrase. When doing so, it starts to glow as if it was affected by a light spell. Speaking its command phrase again ends the glowing.

Amulet of Feathers

Size: S

Price: 1500G

This amulet allows the user to carry twice as much as they would be able to otherwise.

Amulet of Poison Protection

Size: S

Price: 1500G

This Amulet allows you to roll twice whenever you try to resist poison effects, taking the higher result. If a poison would damage you, you only take half damage from it.

Belts

Girdle

Weight: S

Price: 2G

This girdle keeps your pants up.

Potion Belt, 3 Slots

Weight: S

Price: 10G

This belt can be used to strap 3 filled vials to a person's body. This removes the need to retrieve it from that person's backpack, making it far quicker to drink a potion.

Potion Belt, 5 Slots

Weight: S

Price: 50G

This belt can be used to strap 5 filled vials to a person's body. This removes the need to retrieve it from that person's backpack, making it far quicker to drink a potion.

Potion Belt, 10 Slots

Weight: S

Price: 200G

This belt can be used to strap 10 filled vials to a person's body. This removes the need to retrieve it from that person's backpack, making it far quicker to drink a potion.

Weapons

These are weapons that can be bought, their descriptors, their reach, the abilities that can be used for their attack and block rolls, their attack and block actions themselves and their weight and price.

Arming Sword

One-Handed Melee Weapon, 1 Passus Reach, ST

Thrust (2 AP): 1d6 Piercing Damage

Slash (3 AP): 1d12 Cutting Damage

Block: 1d6 Cutting Damage

Size: M

Cost: 350 Gold

Ballista

Stationary Ranged Weapon, 50 Passus Reach, DE

Shoot (6 AP): 4d12 Piercing Damage

Reload (20 AP) The Heavy Stationary Crossbow has to be reloaded after every shot

The Heavy Stationary Crossbow has to be operated by three, at most four people - two to three reloading, one shooting

Ammunition: Heavy Stationary Crossbow Bolts

Size: XXL

Cost: 34000 Gold

Battle Axe

One-Handed Melee Weapon, 1 Passus Reach, ST

Slash (4 AP): 3d4 Cutting Damage

Size: M

Cost: 120 Gold

Bearded Axe

One-Handed Melee Weapon, 1 Passus Reach, ST

Slash (4 AP): 4d4 Cutting Damage

Size: M

Cost: 250 Gold

Bow

Two-Handed Ranged Weapon, 10 Passus Reach, DE

Shoot (4 AP): 1d10 Piercing Damage

Ammunition: Arrows

Size: M

Cost: 170 Gold

Broad Sword

One-Handed Melee Weapon, 1 Passus Reach, ST

Slash (4 AP): 2d8 Cutting Damage

Block: 1d6 Cutting Damage

Size: M

Cost: 160 Gold

Buckler

One-Handed Melee Weapon, 1 Passus Reach, ST

Block: 1d4 Cutting, Piercing or Blunt Damage

When wielding a buckler, you can still wield a Two-Handed Weapon

Size: S

Cost: 70 Gold

Club

One-Handed Melee Weapon, 1 Passus Reach, ST

Strike (4 AP): 2d4 Blunt Damage

When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.

Block: 1d4 Cutting Damage

Size: S

Cost: 30 Gold

Common Hammer

One-Handed Melee Weapon, 1 Passus Reach, ST

Strike (4 AP): 2d6 Blunt Damage

When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.

Block: 1d4 Cutting Damage

Size: S

Cost: 200 Gold

Dagger

One-Handed Melee Weapon, 1 Passus Reach, AG

Thrust (2 AP): 1d6 Piercing Damage

Size: S

Cost: 60 Gold

Flintlock Pistol

One-Handed Ranged Weapon, 10 Passus Reach, DE

Shoot (1 AP): 3d12 Piercing Damage

Reload (5 AP) The Flintlock Pistol has to be reloaded after every shot

Reloading the Flintlock Pistol is a Two-Handed activity

You need special training to operate a Flintlock Pistol

Ammunition: Bullets, Gunpowder

Size: S

Cost: 6500 Gold

Flintlock Rifle

Two-Handed Ranged Weapon, 15 Passus Reach, DE

Shoot (4 AP): 4d10 Piercing Damage

Reload (7 AP) The Flintlock Rifle has to be reloaded after every 2 shots

You need special training to operate a Flintlock Rifle

Size: M

Cost: 8400 Gold

Glaive

Two-Handed Melee Weapon, 2 Passus Reach, AG or ST

Slash (4 AP): 1d12 Cutting Damage

Size: L

Cost: 140 Gold

Great Axe

Two-Handed Melee Weapon, 1.5 Passus Reach, ST

Slash (6 AP): 4d8 Cutting Damage

Size: L

Cost: 530 Gold

Great Club

Two-Handed Melee Weapon, 1.5 Passus Reach, ST

Strike (4 AP): 2d10 Blunt Damage

When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.

Block: 2d4 Cutting Damage

Size: L

Cost: 110 Gold

Great Sword

Two-Handed Melee Weapon, 2 Passus Reach, ST

Thrust (4 AP): 2d10 Piercing Damage

Slash (6 AP): 2d10 Cutting Damage

Block: 2d6 Cutting Damage

Size: L

Cost: 1220 Gold

Guisarme

Two-Handed Melee Weapon, 2.5 Passus Reach, AG or ST

Slash (6 AP): 2d10 Cutting Damage

Size: L

Cost: 310 Gold

Halberd

Two-Handed Melee Weapon, 2 Passus Reach, ST

Slash (6 AP): 2d8 cutting

Thrust (6 AP): 2d8 Piercing

Size: L

Cost: 830 Gold

Hand Axe

One-Handed Melee Weapon, 1 Passus Reach, ST

Slash (2 AP): 2d4 Cutting Damage

Size: M

Cost: 70 Gold

Hand Crossbow

One-Handed Ranged Weapon, 5 Passus Reach, DE

Shoot (1 AP): 1d12 Piercing Damage

Reload (3 AP) The Hand Crossbow has to be reloaded after every shot.
Reloading the Hand Crossbow is a Two-Handed activity
Ammunition: Bolts
Size: S
Cost: 380 Gold

Heavy Crossbow

Two-Handed Ranged Weapon, 10 Passus Reach, DE
Shoot (1 AP): 3d10 Piercing Damage
Reload (4 AP) The heavy crossbow has to be reloaded after every shot
Ammunition: Bolts
Size: M
Cost: 1700 Gold

Kite Shield

One-Handed Melee Weapon, 1 Passus Reach, ST
Block (2 AP): 2d6 Weapon Damage
Size: M
Cost: 40 Gold

Lance

One-Handed Melee Weapon, 2.5 Passus Reach, ST
Thrust (5 AP): 2d6 Piercing Damage
Charge: You can charge with the lance. If you move at least 5 passus in a straight line to an opponent and then attack them with a thrust, the lance deals an additional damage die.
Size: L
Cost: 40 Gold

Light Crossbow

Two-Handed Ranged Weapon, 10 Passus Reach, DE
Shoot (1 AP): 2d12 Piercing Damage
Reload (3 AP): The light crossbow has to be reloaded after every shot
Ammunition: Bolts
Size: M
Cost: 1100 Gold

Light Hammer

One-Handed Melee Weapon, 1 Passus Reach, ST
Strike (2 AP): 1d4 Blunt Damage
When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.
Size: S
Cost: 5 Gold

Long Bow

Two-Handed Ranged Weapon, 15 Passus Reach, DE

Shoot (6 AP): 2d10 Piercing Damage
Ammunition: Arrows
Size: L
Cost: 450 Gold

Long Sword

Two-Handed Melee Weapon, 1.5 Passus Reach, ST
Skash (4 AP): 1d12 Cutting Damage
Thrust (4 AP): 1d12 Piercing Damage
Block: 2d6 Cutting Damage
Size: L
Cost: 900 Gold

Mace

One-Handed Melee Weapon, 1 Passus Reach, ST
Strike (3 AP): 1d4 Blunt Damage + 1d4 Piercing Damage
When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.
Size: M
Cost: 40 Gold

Morning Star

Two-Handed Melee Weapon, 1.5 Passus Reach, ST
Strike (5 AP): 1d6 Blunt Damage + 1d6 Piercing Damage
When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.
Size: L
Cost: 60 Gold

Pike

Two-Handed Melee Weapon, 3 Passus Reach, ST
Thrust (5 AP): 1d12 Piercing Damage
Ready: When fighting defensively, define a 3-passus cone. If an enemy enters this area while you fight defensively, you can choose to attack them with a thrust, dealing an additional damage die.
Size: L
Cost: 30 Gold

Quarterstaff

Two-Handed Melee Weapon, 1.5 Passus Reach, ST or AG
Strike (4 AP): 2d4 Blunt Damage
When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.
Block: 1d4 Blunt or Cutting Damage
Size: M
Cost: 5 Gold

Rapier

One-Handed Melee Weapon, 1 Passus Reach, DE or AG

Thrust (3 AP): 1d8 Piercing Damage

Block: 1d4 Cutting or Piercing Damage

Size: M

Cost: 500 Gold

Revolving Pistol

One-Handed Ranged Weapon, 50 Passus Reach, DE

Shoot (1 AP): 1d10 Piercing Damage

Reload (7 AP) The Revolving Pistol has to be reloaded after every 8 shots

Reloading the Revolving Pistol is a Two-Handed activity

You need special training to operate a Revolving Pistol

Ammunition: Bullets, Gunpowder

Size: S

Cost: 800 Gold

Riding Bow

Two-Handed Ranged Weapon, 6 Passus Reach, DE

Shoot (4 AP): 2d8 Piercing Damage

Ammunition: Arrows

Size: M

Cost: 250 Gold

Round Shield

One-Handed Melee Weapon, 1 Passus Reach, ST

Block (2 AP): 2d4 Weapon Damage

When you reduce the damage of a melee attack to zero with a round shield, you can spend 4 AP to make a Parry attempt. You don't have to roll for Strength on this check, since you already reduced the damage to zero.

Size: M

Cost: 40 Gold

Scorpion

Stationary Ranged Weapon, 150 Passus Reach, DE

Shoot (4 AP): 4d10 Piercing Damage

Reload (12 AP) The Light Stationary Crossbow has to be reloaded after every shot The Light

Stationary Crossbow can be operated by up to two people - one reloading, one shooting

Ammunition: Light Stationary Crossbow Bolts

Size: XL

Cost: 250 Gold

Shield

One-Handed Melee Weapon, 1 Passus Reach, ST

Strike (2 AP): 1d6 Blunt Damage

When you would kill an enemy with this attack, you can choose to knock them unconscious instead.

Block: 2d4 Cutting, Blunt or Piercing Damage
Size: M
Cost: 50 Gold

Short Spear

One-Handed Melee Weapon, 1.5 Passus Reach, AG or ST
Thrust (2 AP): 1d6 Piercing Damage
Size: M
Cost: 5 Gold

Short Sword

One-Handed Melee Weapon, 1 Passus Reach, DE or AG
Thrust (2 AP): 1d8 Piercing Damage
Slash (3 AP): 1d6 Cutting Damage
Block: 1d4 Cutting Damage
Size: M
Cost: 200 Gold

Sling

One-Handed Ranged Weapon, 30 Passus Reach, DE
Throw (2 AP): 2d6 Blunt Damage
Reload (2 AP) The Sling has to be reloaded after every shot
Reloading the Sling is a Two-Handed activity
Ammunition: Stones
Size: S
Cost: 5 Gold

Slingshot

Two-Handed Ranged Weapon, 20 Passus Reach, DE
Shoot (2 AP): 2d4 Blunt Damage
Reload (1 AP) The Slingshot has to be reloaded after every shot
Ammunition: Stones
Size: S
Cost: 5 Gold

Spear

Two-Handed Melee Weapon, 2 Passus Reach, AG or ST
Thrust (3 AP): 1d8 Piercing Damage
Size: M
Cost: 10 Gold

Throwing Stones

One-Handed Ranged Weapon, 6 Passus Reach, DE or ST
Throw (1 AP): 1d4 Blunt Damage
Ammunition: Stones
Size: S

Cost: 0 Gold (You can find and collect them)

Tower Shield

One-Handed Melee Weapon, 1 Passus, ST

Block (2 AP): 1d10 Weapon Damage

Ready (2 AP): You reduce any damage from attacks in front of you by 2d10, as if you had blocked them. Moving ends the readied state.

Size: L

Cost: 80 Gold

Unarmed Combat

One-Handed Melee Weapon, 1 Passus Reach, ST or AG

Strike (1AP): 1d4 Blunt Damage

When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.

Size: -

Cost: 0 Gold (This is just your body)

War Hammer

One-Handed Melee Weapon, 1.5 Passus Reach, ST

Strike (4 AP): 3d4 Blunt Damage

When reducing a creature to 0 Health with this Attack, you can choose to knock them out instead of killing them.

Size: M

Cost: 50 Gold

Chapter 12

Goods and Services

Mundane Objects

Name	Size	Price (In Gold)
Arrows (20)	M	5
Bolts (20)	M	5
Backpack	M	10
Bedroll	M	5
Blanket	M	3
Chain, 2 passus	S	20
Crowbar	S	10
Fire Steel	T	10
Grappling Hook	S	50
Lantern	S	100
Lock, Very Easy (DV 15)	T	25
Lock, Easy (DV 20)	T	50
Lock, Medium (DV 25)	T	100
Lock, Hard (DV 30)	T	500
Lock, Very Hard (DV 35)	T	1000
Lockpick Set	T	25
Lockpick Set, Good	T	100
Lockpick Set, Great	T	500
Lockpick Set, Masterful	T	1000
Paper, per Page	T	2
Rope, 10 passus	M	50
Shackles	T	100
Small Mirror	T	100
Spellbook	S	100
Tent	M/XL	25
Waterskin	M/T	5

A **Backpack** can hold up the equivalent of 1 Large Item.

A **Bedroll** has enough room for one person and can be folded and attached to a backpack without actually removing space from it.

A **Blanket** keeps up to one person warm. In addition to a bedroll, it can be used to brave cold temperatures.

A **Chain** is made of interlocking iron rings and can be broken only by making a DV 35 Strength check.

A **Crowbar** awards +5 on checks to open crates, break down doors and windows etc.

Fire Steel is used in combination with flint (included) to create sparks. Creating a fire in this way doesn't require any checks, but still takes 5 minutes.

A **Grappling Hook** can be used in combination with a rope in order to scale featureless surfaces, as long as the user can hook it to something.

A **Lantern** sheds light in a 6 Passus Cone, and uses 1 vial of lantern oil per hour.

Locks can be attached to doors, chests, chains, etc. Each lock comes with a key when bought, and remaking a key costs half as much as the lock itself. The DV in brackets denotes how difficult it is to pick the lock.

Lockpick Sets contain multiple sets of lockpicks, as well as pryers and short pieces of metal wire. Higher quality lockpicks increase your chances of picking locks with them. While normal lockpick sets don't give any bonuses, good lockpick sets add +2, great lockpick sets add +4 and masterful lockpick sets add +6 to checks involving picking locks with them. Lockpick sets have a 1 in 10 chance of breaking if you roll a natural 1 on a check to pick a lock.

Paper can be written on. One piece of paper is considered to be 1 one sixteenth of a square passus large, so 25 * 25 fin.

A **Prayer Book** holds up to 100 prayers, and requires magical ink to write something in it. A character changing the prayers that they are using has to do so from their prayer book.

A **Rope** comes in different strengths and can be used for various things.

Shackles can be used to bind a person. They come with one key, and making another key for a pair of shackles requires 20 gold.

A **Small Mirror**, made of steel and glass, can be used to reflect things. Has a handle that can be used to attach it to a stick with a notch.

A **Spellbook** holds up to 100 spells, and requires magical ink to write something in it. A character casting a spell has to have that spell in their spellbook and recite it out of it.

A **Tent** is made of skins and fabric and can hold up to 4 people, and can be hooked into the earth in order to withstand winds.

A **Waterskin** provides enough room for 5 Pugnus (0.25 stone) of fluid. In water, that is the amount a person needs to drink per day. When empty, it's considered to not weigh anything.

Consumables

Name	Size	Price (In Gold)
Arrows (20)	S	3
Bandages	T	5
Candle	T	5
Ink	T	10
Ink, Magical	T	50
Inkpen	CS	20
Lantern Oil	T	5
Meal, Trail Ration	S	3
Grilled Meat	S	5
Simple Stew	S	3
Savory Porridge	S	2
Torch	S	3
Whetstone	T	10

Bandages can be used to cure physical wounds. When applying them, make a Dexterity check. This counts as a check regarding anatomy. If your check is higher than the wounded person's Vitality, the bandage reduces the wound's value by 1D6. If this reduces the wound to 0, it is healed.

Candles keep an area of 2 passus radius around them lit for up to 5 hours. They are often used in rituals.

Ink comes in small vials and can fill up to 20 pages of paper with text.

Ink, Magical comes in small vials and can fill up to 5 pages in a spellbook or prayerbook.

Inkpens are necessary for writing. With proper care, one inkpen can last a lifetime.

Lantern Oil comes in vials and can keep a lantern lit for up to 2 hours.

Trail Rations are a combination of dried and salted meats, double-baked bread and cheese. One meal sets your hourly Mana regeneration to 1D6 Mana.

Grilled Meat is meat cooked over an open fire. It sets your hourly Mana regeneration to 1d4+1 Mana, and gives the user +5 temporary health for the next 8 hours.

Simple Stew is a mixture of carbohydrates and meat simmered in a simple broth. It sets your hourly Mana regeneration to 4 Mana, and gives the user +10 temporary stamina for the next 8 hours.

Savory Porridge is a base of carbohydrates with some meat or other protein for taste. It is quite harty, giving the user +10 temporary stamina and +5 temporary health for the next 8 hours. It also sets your hourly Mana regeneration to 1d4 Mana.

Torches last for one hour and light an area of 6 passus.

Whetstones can be used to sharpen weapons that deal cutting damage. Sharpening a weapon takes 10 minutes. For the next 10 attacks after that, that weapon also deals a critical hit on a natural 19. A whetstone can be used up to 10 times.

Potions

Potions can be used by drinking them. Drinking a potion takes 4 AP, and retrieving them from your inventory costs an additional 4 AP.

Name	Size	Price (In Gold)
Antidote	T	30
Health Potion	T	100
Mana Potion	T	100
Spider's Venom	T	30
Stamina Potion	T	50
Strength Potion	T	50
Vitality Potion	T	50
Agility Potion	T	50
Dexterity Potion	T	50
Intellect Potion	T	50
Perception Potion	T	50
Empathy Potion	T	50

Drinking an **Antidote** grants a creature +4 on any checks against poison or venom effect for the next hour.

A **Health Potion** regenerates 2d6+2 Health immediately.

A **Mana Potion** regenerates 2d6+2 Mana immediately.

A **Spider's Venom** can be applied to any melee weapon that deals cutting or piercing damage. It can also be applied to a batch of up to 10 units of ammunition. The effect lasts until the weapon strikes a creature, so it isn't wasted on a natural 1 or a dodge. However, a piece of ammunition or thrown weapon also loses the poison's properties on use, regardless if it hit a creature or not. Applied poison loses its effectiveness after 1 hour.

Applying a poison takes 1 minute and requires a DV 15 Dexterity check. On a failed check, the user loses the poison. If the check is failed by 5 or more the character is affected by the poison. Someone hurt by a weapon drenched in Spider's venom (where at least one damage was dealt) must make a DV 12 VIT check or take 3D6 Necrotic damage.

A **Stamina Potion** regenerates 2d6+2 Stamina immediately.

A **Strength Potion** increases your Strength by 1 for 1 hour.

A **Vitality Potion** increases your Vitality by 1 for 1 hour.

A **Agility Potion** increases your Agility by 1 for 1 hour.

A **Dexterity Potion** increases your Dexterity by 1 for 1 hour.

A **Intellect Potion** increases your Intellect by 1 for 1 hour.

A **Perception Potion** increases your Perception by 1 for 1 hour.

A **Empathy Potion** increases your Empathy by 1 for 1 hour.

Part V

Perks

Chapter 13

Overview

Description

Perks are moves, abilities and skills a character has learned, either in their past or during their adventures during play. Learning a perk requires Character Points (CP) and training time. Some perks also require a resource to study, like a book, scroll or a trainer. Perks usually look like this:

Name

The name of the perk. Perks that have multiple levels are usually followed by roman numerals detailing their level. If such a perk is noted without a level, the name usually refers to the first level of the perk.

Cost

The cost of the perk. A character trying to learn it has to expend this amount of character points to learn it, and they have to take a certain amount of time (in accordance to "Learning Perks" below) based on this value. A perk with a cost of "0" can be taken freely, and often times either has some kind of downside or is one of a set of perks, where only one can be taken. A perk with a cost of "-" is one of the "basic starting perks", and every character is considered to have this perk, at least its first level if it has levels.

Requirements

A certain set of conditions that have to be met in order to be able to learn this perk. A character has to fulfil these requirements to be able to learn the perk.

Tags

Most perks have one of the following tags.

- **Spell, Maneuver, Rune, Prayer, Skill etc.** are types of perks. Whenever a rule mentions one of these, all perks with that type are affected by it.
- **Active/Passive** describes if a perk is usable or not. An active perk is some kind of move or spell, while a passive perk is active all of the time.

- **Repeatable** perks have multiple levels, and contain some kind of level progression which is described after the perk's main description.
- **Source required** means that a perk needs some type of source, like a trainer, a scroll, an ancient tablet in a long-forgotten language or a book. The typical gold value of such a source is given in brackets.
- **Weapon** perks are active perks that have a form of attack roll, followed by a damager roll. They are therefore treated as if they were attacks themselves. If a different perk changes an attack roll or is based upon it (like Aimed Attack, for example) this perk fulfills the requirement.

The perk is then usually described in detail.

Learning Perks

Learning a new perk requires Character Points and time. Some perks also require a source, like a scroll, a book or a trainer. Any character that knows a perk is qualified to be a trainer for it, and can teach other characters and NPCs.

The amount of time required to learn a new perk is based on the perk's Character Point cost and the character's intellect. It takes at least one day to train a perk, but it is possible to learn multiple perks per day. One day here is considered to consist of 16 hours of learning with frequent rests.

Character Intellect	CP cost covered per day	CP cost covered per hour
1-3	100	6,25
4-6	200	12,50
7-9	300	18,75
10-12	400	25
13+	500	31,25

Chapter 14

Base Perks

This category includes all types of perks that are used to increase a character's base values

Increase Health

Cost: 50 CP

Requirements: -

Passive, Repeatable

You increase your Health by 1D6. Each time you gain a higher level for this perk, your Health is increased again.

Level Progression: **Cost** = Current Perk Level * 50 + Cost of previous level

This means means the progression for the first 18 levels is as follows:

Level	Cost	Level	Cost	Level	Cost	Level	Cost
II	150	VI	1.050	X	2.750	XIV	5.250
III	300	VII	1.400	XI	3.300	XV	6.000
IV	500	VIII	1.800	XII	3.900	XVI	6.800
V	750	IX	2.250	XIII	4.550	XVII	7.650

Increase Stamina

Cost: 50 CP

Requirements: -

Passive, Repeatable

You increase your Stamina by 1D6. Each time you gain a higher level for this perk, your Stamina is increased again.

Level Progression: **Cost** = Current Perk Level * 50 + Cost of previous level

This means means the progression for the first 18 levels is as follows:

Level	Cost	Level	Cost	Level	Cost	Level	Cost
II	150	VI	1.050	X	2.750	XIV	5.250
III	300	VII	1.400	XI	3.300	XV	6.000
IV	500	VIII	1.800	XII	3.900	XVI	6.800
V	750	IX	2.250	XIII	4.550	XVII	7.650

Increase Mana

Cost: 50 CP

Requirements: -

Passive, Repeatable

You increase your Mana by 1D6. Each time you gain a higher level for this perk, your Mana is increased again.

Level Progression: **Cost** = Current Perk Level * 50 + Cost of previous level

This means means the progression for the first 18 levels is as follows:

Level	Cost	Level	Cost	Level	Cost	Level	Cost
II	150	VI	1.050	X	2.750	XIV	5.250
III	300	VII	1.400	XI	3.300	XV	6.000
IV	500	VIII	1.800	XII	3.900	XVI	6.800
V	750	IX	2.250	XIII	4.550	XVII	7.650

Bodily Toughness

Cost: 0 CP

Requirements: -

Passive, Repeatable

Whenever you gain a level in "Health Pool", you gain **1D6** + your Vitality maximum Health. You regenerate 1 Health per hour naturally.

Level Progression:

Level	Cost	Die
II	500	2D6 + Vitality, roll the additional D6 for levels of Health Pool you already have, and you regenerate 2 Health per hour.
III	5,000	3D6 + Vitality, roll the additional D6 for levels of Health Pool you already have, and you regenerate 3 Health per hour.
IV	10,000	4D6 + Vitality, roll the additional D6 for levels of Health Pool you already have, and you regenerate 4 Health per hour.

Long Breath

Cost: 0 CP

Requirements: -

Passive, Repeatable

Whenever you gain a level in "Stamina Pool", you gain **1D6** + your Strength maximum Stamina. You regenerate 1 Stamina per AP you spend waiting naturally.

Level Progression:

Level	Cost	Die
II	500	2D6 + Strength, roll the additional D6 for levels of Stamina Pool you already have, and you regenerate 2 Stamina per AP.
III	5,000	3D6 + Strength, roll the additional D6 for levels of Stamina Pool you already have, and you regenerate 3 Stamina per AP.
IV	10,000	4D6 + Strength, roll the additional D6 for levels of Stamina Pool you already have, and you regenerate 4 Stamina per AP.

Enduring Spellcaster

Cost: 0 CP

Requirements: -

Passive, Repeatable

Whenever you gain a level in "Mana Pool", you gain **1D6** + your Intellect maximum Mana. You regenerate 1 Mana per hour naturally.

Level Progression:

Level	Cost	Die
II	500	2D6 + Intellect, roll the additional D6 for levels of Mana Pool you already have, and you regenerate 2 Mana per hour.
III	5,000	3D6 + Intellect, roll the additional D6 for levels of Mana Pool you already have, and you regenerate 3 Mana per hour.
IV	10,000	4D6 + Intellect, roll the additional D6 for levels of Mana Pool you already have, and you regenerate 4 Mana per hour.

Increase Attribute

Cost: 100 CP

Requirements: -

Passive, Repeatable

You increase one of your Attribute value by one, to a maximum of 12. Each time you gain a higher level for this perk, you increase an Attribute value by one point, to a maximum of 12.

Level Progression:

Level	Cost
II	250
III	500
IV	750
V	1,000
VI	2,500

Level	Cost
VII	5,000
VIII	7,500
IX	10,000
X	25,000
XI	75,000

Level	Cost
XII	100,000
XIII	250,000
XIV	500,000
XV	750,000
XVI	1,000,000

Level	Cost
XVII	2,500,000
XVIII	5,000,000
XIX	7,500,000
XX	10,000,000
XXI	25,000,000

Chapter 15

Fighting Perks

This category includes combat abilities, like training with weapons or armor, or special moves during combat.

Aimed Attack

Cost: 100 CP

Requirements: -

Maneuver, Active, Repeatable, Source(100 Gold)

When making a weapon attack based on Dexterity, you can increase the AP cost of the attack by one fourth of your Dexterity. If you do, the attack roll and the damage of the first weapon die are increased by this value.

Level Progression:

Level	Cost	Effect
II	500	up to half your Dexterity.
III	2500	up to three quarters your Dexterity.
IV	7500	up to your Dexterity.

Brutal Attack

Cost: 100 CP

Requirements: -

Maneuver, Active, Repeatable, Source(100 Gold)

When making a melee weapon attack based on Strength, you can pay 5 Stamina and reduce your attack roll by up to one fourth of your Strength and add that value to the damage of each weapon die. For example, if your weapon would deal 2D4 damage and you had 8 Strength, you could pay 5 Stamina and reduce your attack roll by up to 2, changing the weapon's damage to 2d4+4.

Level Progression:

- II: 500 CP, also 10 Stamina for up to half your strength.
 III: 2500 CP, also 15 Stamina for up to three quarters your strength.
 IV: 7500 CP, also 20 Stamina for up to your strength.

Elegant Attack

Cost: 100 CP

Requirements: -

Maneuver, Active, Repeatable, Source(100 Gold)

When making a weapon attack based on Agility, you can pay Stamina up to one fourth your Agility and increase the damage value of the first weapon damage die by that value.

Level Progression:

Level	Cost	Effect
II	500	up to half your Agility.
III	2500	up to three quarters your Agility.
IV	7500	up to your Agility.

Armor Training

Cost: Varies (See Below)

Requirements: Varies (See Below)

Passive, Repeatable

This is a set of different perks. You are trained with a certain type of armor. You can 2 to your Perception Value and 1d4 to dodge rolls made while wearing this type of armor.

Level Progression:

II: You can add +2d4 to dodge rolls and your Reaction Value increases by 4 while wearing this type of armor.

III: You can add +3d4 to dodge rolls and your Reaction Value increases by 6 while wearing this type of armor

Gold Costs and Requirements

Level	Unarmored	Light Armor	Medium Armor	Heavy Armor
I	0 CP	100 CP, 100 Gold	250 CP, 250 Gold	500 CP, 500 Gold
II	500 CP	1000 CP	2500 CP	5000 CP
III	1000 CP	5000 CP	7500 CP	10 000 CP

Shooting Training

Cost: 100 CP

Requirements: -

Passive, Repeatable, Source(100 Gold)

When making a shooting weapon attack, you can add 1d4 to the attack roll.

Level Progression:

Level	Cost	Effect
II	1000	add 2d4.
III	5000	add 3d4.
IV	10 000	up 4d4.

Slashing Training

Cost: 150 CP

Requirements: -

Passive, Repeatable, Source(100 Gold)

When making a slashing weapon attack, you can add 1d4 to the attack roll.

Level Progression:

Level	Cost	Effect
II	1500	add 2d4.
III	6000	add 3d4.
IV	12 000	up 4d4.

Blocking Training

Cost: 120 CP

Requirements: -

Passive, Repeatable, Source(110 Gold)

When blocking, you can add 1d4 to the defense roll.

Level Progression:

Level	Cost	Effect
II	600	add 2d4.
III	2500	add 3d4.
IV	7500	up 4d4.

Striking Training

Cost: 100 CP

Requirements: -

Passive, Repeatable, Source(100 Gold)

When making a striking weapon attack, you can add 1d4 to the attack roll.

Level Progression:

Level	Cost	Effect
II	1000	add 2d4.
III	5000	add 3d4.
IV	10 000	up 4d4.

Throwing Training

Cost: 50 CP

Requirements: -

Passive, Repeatable, Source(70 Gold)

When making a throwing attack, you can add 1d4 to the attack roll.

Level Progression:

Level	Cost	Effect
II	500	add 2d4.
III	1000	add 3d4.
IV	5000	up 4d4.

Thrusting Training

Cost: 100 CP

Requirements: -

Passive, Repeatable, Source(100 Gold)

When making a thrusting weapon attack, you can add 1d4 to the attack roll.

Level Progression:

Level	Cost	Effect
II	1000	add 2d4.
III	5000	add 3d4.
IV	10 000	up 4d4.

Disarming Attack

Cost: 1000 CP

Requirements: Disarm III

Maneuver, Active, Source(500 Gold)

When making a melee weapon attack that deals at least 1 damage, you can spend 10 Stamina to gain a free disarm attempt without having to attack again or pay any additional AP or Stamina.

Feint Attack

Cost: 200 CP

Requirements: -

Maneuver, Active, Source(150 Gold)

You can spend 2 additional AP to create an opening in your opponent's defenses, to be able to hit easier. When making a melee weapon attack, make an Empathy check adding bonuses for deception, contested by the defender's Perception check (adding bonuses for recognizing deceptions). If your Empathy check succeeds, the defender has to take the hit. This counts for the prerequisite of a Sneak Attack. If you don't succeed, the defender can react as usual.

Provoke

Cost: 200 CP

Requirements: -

Maneuver, Active, Repeatable, Source(150 Gold)

You can spend 2 AP to provoke an Opponent to attack you. Make an Empathy check, contested by this opponent's Perception check. If you succeed, this opponent deals half damage (round up) against any creature that isn't you for the next 1D6 attacks, with an exception of area-based damage effects that include you.

Level Progression:

II: 500 CP, 3 AP for 2D6 attacks also possible

III: 2500 CP, 4 AP for 3D6 attacks also possible

IV: 5000 CP, 5 AP for 4D6 attacks also possible

V: 7500 CP, 6 AP for 5D6 attacks also possible

Sneak Attack

Cost: 100 CP

Requirements: -

Maneuver, Active, Repeatable, Source(50 Gold)

You can spend 4 Stamina while making a melee weapon attack based on DE or AG, targeting a creature's weak spot. Enemies immune to critical hits are immune to this effect. You can only do a sneak attack if the target hasn't seen you or is unable to react to your attack. You deal damage as if you had already hit and as if the target was not wearing any armor, so the target's armor reduction is bypassed and you deal an additional damage die.

Level Progression:

II: 250 CP, 8 Stamina and you can also add 2 extra damage dice

III: 800 CP, 12 Stamina and you can also add 3 extra damage dice

IV: 1500 CP, 16 Stamina and you can also add 4 extra damage dice

V: 3000 CP, 20 Stamina and you can also add 5 extra damage dice

VI: 7500 CP, 24 Stamina and you can also add 6 extra damage dice

Trip Attack

Cost: 3500 CP

Requirements: Trip III

Maneuver, Active, Source(350 Gold)

When making a melee weapon attack that deals at least 1 damage, you can spend 10 Stamina to gain a “free” trip attempt.

Chapter 16

Balance/Odem Perks

Balance

Cost: 0

Requirements: -

Passive, Repeatable

You gain 50 balance points. A character can have between 0 and 100 Balance Points, with 0 meaning that you become "enraged", losing your ability to think rationally, and 100 meaning that you are "calmed", being in a state of complete calm.

Whenever taking damage, your balance points are reduced by the amount of damage taken.

You can increase your balance points by meditation. Meditating for one hour regenerates 1D6+Vitality balance points.

A **calmed** character can dodge attacks even if they exceed his Reaction Value, and dodging doesn't cost stamina for a calmed character.

An **enraged** character adds their Strength to any Strength-based attack damage. They lose their ability to do anything else than moving and attacking with melee, Strength-based weapon attacks. This means they also cannot dodge, block, or use attack-augmenting perks like Aimed Attack or Brutal Attack. They drop any wielded weapons that don't allow for such an attack and use their fists instead. They then move to the closest creature no matter if friend or foe and start trying to kill it (choosing at random if multiple creatures are the same distance away). While enraged, a character loses 1 point of stamina per AP, and when they fall unconscious they gain 50 Balance points. If an enraged character reaches 0 Health, they don't die immediately. Instead, any damage beyond 0 Health reduces their stamina. If they aren't healed until their rage ends, they die once they have regained balance points.

The GM can subtract from a character's Balance Points in certain situations, like when your character witnesses a loved one dying or being hurt.

Level Progression:

II: 200 CP, you become calmed when you have 90 Balance Points or more.

III: 1000 CP, you become calmed when you have 75 Balance Points or more.

IV: 5000 CP, you become calmed when you have 50 Balance Points or more.

Odem

Cost: 0

Requirements: Balance

Passive, Repeatable

You were born with the power of Odem inside of you. This allows you to train in the three flames of power, but also to gain other abilities as well. However, Odem is not a gift, but a curse instead. Whenever you would become enraged, your willpower may instead explode in an invisible, violent force. Roll a D6. On an odd number, every creature in a 20 passus radius around you must make a Vitality Check. The DV of this check is your Empathy + 7 + your combined level, and they can add their combined level to the check if they also have the Odem perk. If they fail, they take 1d10 psychic damage per level you have (all three levels). You then fall unconscious and gain 50 balance points.

After your first burstout like this, a guild of specialized manhunters called "The Seekers", which is part of the Church of Four, becomes aware of you, and starts hunting for you. Once they catch you and take you into custody, they seal your powers with an Odem Sigil.

Level Progression:

II: 1000 CP, your burstout only deals 1d8 damage per level

III: 5000 CP: your burstout only deals 1d6 damage per level

IV: 10000 CP: your burstout only deals 1d4 damage per level

V: 50000 CP: you have learned to control your burstouts, and they don't deal any damage anymore

Odem Sigil

Cost: 0

Requirements: Odem

Passive, Unlearnable

A sigil was placed somewhere on your body. It represses the powers of your Odem, but also makes it possible to control it.

All perks that require the Odem perk cost double the Gold to learn for you.

When you become enraged, you roll a 1d10 instead of a 1d6 to determine if you have a burstout, and you only burstout if that roll is a 1.

The sigil can hold back 10 burstouts. After the 10th burstout it disappears completely, the Seeker Guild becomes aware of this fact, and you lose this perk. The Seeker Guild can replenish the sigil, and it does so for free - they may even force the sigil onto you.

While a sigil is placed on you, your Odem Perk is considered to be level 1 regardless of what level you actually trained it to.

Rage

Cost: 100

Requirements: Balance

Passive, Repeatable

You have gained some semblance of control over your rage. When you reach 0 balance points, you can now use any perks that would require you to make a strength-based melee attack as well. You don't have to kill randomly, and instead attack whichever foe is closest to you - meaning you don't attack allies anymore. Also, your Rage stops when you reach 1 Stamina. You still gain 50 Balance Points once it ends.

Level Progression:

I: 500 CP, You can now start the Rage freely whenever you are below 25 balance points. Also, your Rage stops when you reach 1 Stamina. You still gain 50 Balance Points once it ends.

II: 1000 CP, You also gain temporary Hit Points equal to your Vitality while being enraged. You can start it freely whenever you are below 50 balance points.

III: 5000 CP, You are now able to engage your Rage whenever you want to. You can now end your Rage whenever you want to.

IV: 10000 CP, Movement reduces your stamina normally while raging

V: 50000 CP, While raging, your Strength-based attacks' crit range increases by 1 (So you crit on a 11 as well).

VI: 100000 CP, While raging, you gain 3 Armor resistance against all types of damage.

Red Odem Flame

Cost: 500 CP

Requirements: Odem I

Active, Repeatable

While being calm, you can call forth the power of aggression inside of you, producing a red, flame-like substance from your hands.

Any melee weapon attacks you do while this flame is active deal an additional 2d6 heat damage.

However, whenever making a melee weapon attack, you also must make an Empathy check against a Difficulty Value of 15. If you succeed, the Difficulty value increases by 2 for the next check. If you fail, you lose 1d6+5 Balance Points. You stop producing the flame when you stop being calmed.

Level Progression:

II: 1000 CP, you deal 4d6 extra heat damage instead.

III: 5000 CP, you deal 6d6 extra heat damage instead.

IV: 7500 CP, you deal 8d6 extra heat damage instead.

V: 10,000 CP, you deal 10d6 extra heat damage instead.

Blue Odem Flame

Cost: 500 CP

Requirements: Odem I

Active, Repeatable

While being calm, you can call forth the power of oppression inside of you, producing a blue,

flame-like substance from your hands.

Any melee weapon attacks you do while this flame is active deal an additional 1d6 electricity damage and daze the target for the same amount of AP as the lightning damage dealt.

However, whenever making a melee weapon attack, you also must make an Empathy check against a Difficulty Value of 15. If you succeed, the Difficulty value increases by 2 for the next check. If you fail, you lose 1d6+5 Balance Points. You stop producing the flame when you stop being calmed.

Level Progression:

II: 1000 CP, you deal 2d6 extra electricity and AP damage instead.

III: 5000 CP, you deal 3d6 extra electricity and AP damage instead.

IV: 7500 CP, you deal 4d6 extra electricity and AP damage instead.

V: 10,000 CP, you deal 5d6 extra electricity and AP damage instead.

Green Odem Flame

Cost: 500 CP

Requirements: Odem I

Active, Repeatable

While being calm, you can call forth the power of compassion inside of you, producing a green, flame-like substance from your hands.

Any melee weapon attacks you do while this flame is active deal an additional 2d4+2 radiation damage.

When dealing this radiation damage, you gain the same amount as temporary Health. You can take 2 AP and touch a willing creature, redistributing as many of your temporary Hit Points as you want to them. Any temporary Hit Points gained in this fashion are reduced first, and when you stop being calmed they disappear.

However, whenever making a melee weapon attack or redistribute temporary Hit Points, you also must make an Empathy check against a Difficulty Value of 15. If you succeed, the Difficulty value increases by 2 for the next check. If you fail, you lose 1d6+5 Balance Points. You stop producing the flame when you stop being calmed.

Level Progression:

II: 1000 CP, you deal 4d4+4 extra radiation damage instead.

III: 5000 CP, you deal 6d4+6 extra radiation damage instead.

IV: 7500 CP, you deal 8d4+8 extra radiation damage instead.

V: 10,000 CP, you deal 10d4+10 extra radiation damage instead.

Chapter 17

Arcane Perks and Spells

This category includes spells and magical perks

Arcane Training

Cost: 100 CP

Requirements: -

Passive, Repeatable, Source(300 Gold)

You have gained basic knowledge about arcane matters. You can cast spells from a spell book. Retrieving and opening a spell book takes 4 AP.

You can also write spells into spellbooks by copying them from scrolls, other spellbooks and other forms of written spells. The value of such a spell writing is reflected in the source cost of the spell perk. Doing so requires the necessary CP and takes 1 hour for every 100 CP. Each new spell takes 1 page in the spellbook. Higher levels of the same spell don't take any additional pages to learn. Instead, you have to train yourself for some time in casting that specific spell in order to increase its level. Some spells have variations. These are similar to levels, but require a new page in the spell book. When learning a variation of the spell, you automatically also learn the base version of the spell if you haven't yet, paying the same amount of CP and Gold, and taking the same amount of time as if you had copied the base version first, and then the variation.

You also gain the ability to feel the magical radiation in the air, and feel disturbances in its structure. This allows you to feel magic radiating from magical items or find ruptures in the magical weave, but it doesn't allow you to discern their nature and properties.

You can also memorize a number of spells equals to your Intellect. Spells that you have memorized do not require a spell book to be cast. You can change memorized spells by spending 1 hour consulting your Spell Books.

Level Progression:

II: 500 CP, you can add 1d4 to associated checks

III: 1000 CP, you can add 2d4 to associated checks

IV: 5000 CP, you can add 3d4 to associated checks

Arcane Armor

Cost: 100 CP

Requirements: Arcane Training I

Spell, Active, Repeatable, Source(100 Gold)

Touch a willing creature. For 8 AP and 5 Mana, you create a visible, magical force field around that creature's body that increases its Armor Reduction by 2 against Cutting, Piercing and Blunt Damage. The force field can be active for up to your Intellect in hours. You don't need to concentrate on the spell. However, every time the creature would take Cutting, Piercing or Blunt damage, even if it is reduced to 0 by their total Armor Reduction, you lose 2 Mana in order to keep up the spell. One creature can benefit from only one Arcane Armor at a time.

Level Progression:

II: 350 CP, 10 Mana for 4 Armor Reduction

III: 750 CP, 15 Mana for 6 Armor Reduction

IV: 1500 CP, 20 Mana for 8 Armor Reduction

V: 5000 CP, 25 Mana for 10 Armor Reduction

Variation: Elemental Armor

Cost: 50 CP

Requirements: -

When casting Elemental Armor instead of Arcane Armor, the armor instead grants Armor Reduction against elemental damage types. Pay the initial casting cost for each damage type that the Elemental Armor should defend against.

For example, a level II Elemental Armor that defends against Heat and Cold, the initial casting cost would be 20 Mana, and it would grant Heat and Cold Resistance 4.

A creature can benefit from multiple different Elemental and Arcane Armors at a time, but the effects don't stack. Instead, only the highest gained Damage Reduction per Damage Type applies.

Arcane Bolt

Cost: 50 CP

Requirements: Arcane Training I

Element: Empty

Spell, Weapon, Active, Repeatable, Source(50 Gold), Memory

For 4 AP and 3 Mana, you create a bolt of magic out of thin air and hurl it towards an enemy. Make a ranged magic weapon attack. The bolt deals 2d4 piercing damage. You can divide these Weapon Damage Dice onto multiple bolts, each of which requires its own additional weapon attack roll.

Level Progression:

For each level of this Perk, you can add +2d4 for another 3 Mana.

Level Progression:

II: 100 CP, 6 Mana for 4 dice

III: 500 CP, 9 Mana for 6 dice

IV: 1000 CP, 12 Mana for 8 dice

V: 5000 CP, 15 Mana for 10 dice

Variation: Fire Bolt

Cost: 20 CP

Requirements: -

When casting Fire Bolt instead of Arcane Bolt, the damage changes to heat.

Variation: Ice Shard

Cost: 20 CP

Requirements: -

When casting Ice Shard instead of Arcane Bolt, the damage changes to cold.

Variation: Haul Rock

Cost: 20 CP

Requirements: -

When casting Haul Rock instead of Arcane Bolt, the damage changes to blunt.

Variation: Cutting Wind

Cost: 20 CP

Requirements: -

When casting Cutting Wind instead of Arcane Bolt, the damage changes to cutting.

Variation: Light Bolt

Cost: 30 CP

Requirements: -

When casting Light Bolt instead of Arcane Bolt, the damage changes to radiation.

Variation: Acid Bolt

Cost: 25 CP

Requirements: -

When casting Acid Bolt instead of Arcane Bolt, the damage changes to corrosive.

Variation: Enervating Bolt

Cost: 40 CP

Requirements: -

When casting Enervating Bolt instead of Arcane Bolt, the damage changes to necrose.

Variation: Disintegrating Bolt

Cost: 40 CP

Requirements: -

When casting Disintegrating Bolt instead of Arcane Bolt, the damage changes to nihilation.

Bind Soul

Cost: 200 CP

Requirements: Arcane Training I

Spell, Active, Repeatable, Source(100 Gold), Memory

You capture the soul of one recently deceased, non humanoid creature of a combined level of 5 or lower by casting a spell that takes 12 AP and costs 10 Mana. The spell only works up to 10 minutes after a creature's death, and a creature's soul can not be captured twice. You gain 1 tiny soul shard from this creature.

Level Progression:

Level II	Cost 500 CP	additional Option 15 Mana for creatures of combined level 6-10	gain gaining 1 small soul shard
III	1000 CP	30 Mana for creatures of combined level 11-15	gaining 1 normal soul shard
IV	2500 CP	60 Mana for creatures of combined level 16-20	gaining 1 large soul shard
V	5000 CP	100 Mana for creatures of combined level 21-25	gaining 1 massive soul shard
VI	10000 CP	200 Mana for creatures of combined level 26-30	gaining 1 huge soul shard
VII	25 000 CP	300 Mana for humanoid creatures and creatures of combined level 31 and above. For every level above 31, the spell requires 10 Mana more.	gaining 1 radiant soul shard

Boost Attribute

Cost: 500 CP

Requirements: Arcane Training II

Spell, Active, Repeatable, Source(200 Gold), Memory

You cast a spell for 10 Mana and 6 AP and then touch a willing creature, increasing one of their Ability values by 2 for 10 Minutes, or until you lose Concentration. One creature can only benefit from one attribute boost per attribute at a time, and it doesn't stack with other temporary attribute increases, neither from Items, Perks nor Equipment. You can temporarily increase an attribute to a maximum of more than 12 via this spell.

Level Progression:

II: 1000 CP, increase by 3 for 25 Mana

III: 2000 CP, increase by 4 for 50 Mana

IV: 5000 CP, increase by 5 for 80 Mana

V: 10 000 CP, increase by 6 for 120 Mana

Cure Wounds

Cost: 150 CP

Requirements: Arcane Training I

Spell, Active, Repeatable, Source(50 Gold), Memory

You spend 5 Mana and 4 AP and touch a willing creature. You cure one of the creature's wounds.

Level Progression:

II: 500 CP, 10 Mana for 2 wounds

III: 1000 CP, 15 Mana for 3 wounds

IV: 5000 CP, 20 Mana for 4 wounds
V: 10 000 CP, 25 Mana for 5 wounds

Dispel Magic

Cost: 250 CP

Requirements: Arcane Training I

Spell, Active, Source(100 Gold), Memory, Repeatable

You spend 4 AP and 10 Mana to dispel an active magical effect on a creature or item. This can include the equipment a creature is wearing, runes, magical circles etc. If your target is affected by multiple magical effects, the magical effect to be dispelled is chosen randomly. Make an Intellect check contested by the Intellect check from the target effect's creator. The creator can add their level and d4s in accordance to their magical training. If you succeed, the spell's effect ends. If the effect was temporary, such as a spell's effect, it ends completely. If it was permanent, such as an enchantment, it is instead deactivated for 10 minutes, after which the effect starts working again.

Level Progression:

II: 750 CP, 20 Mana for two effects

III: 1500 CP, 30 Mana for three effects

IV: 2500 CP, 40 Mana for four effects

V: 5000 CP, 50 Mana for five effects

Hasten and Hinder

Cost: 1000 CP

Requirements: Arcane Training II

Spell, Active, Repeatable, Source(300 Gold), Memory

You cast a spell for 25 Mana and 6 AP and then target a creature of your choice that you can see (you can also target yourself). If the creature isn't willing, it can try to resist you. Make an IN check contested by its own IN check. If you win, it is inflicted by one of two possible conditions: hastened or hindered. This condition applies for a duration of 1 minute. You decide which condition to apply when casting the spell. If a creature can identify your spell while you cast, it can discern which condition you are creating.

While being hastened, the Action Points of any action are halved, to a minimum of 1.

While being hindered, the Action Points of any action are doubled.

Level Progression:

II: 5000 CP, 50 Mana to target two creatures also possible

III: 15 000 CP, 75 Mana to target three creatures also possible

IV: 40 000 CP, 100 Mana to target four creatures also possible

Invisibility

Cost: 500 CP

Requirements: -

Spell, Active, Source(200 Gold), Repeatable, Memory

For 4 AP and 10 Mana, you become invisible. This requires your concentration. If you perform any other action than moving - opening a door, attacking a creature, consuming a potion etc. - while being invisible, you need to pay one Mana per AP of that action, otherwise the invisibility ends.

Invisibility improves your ability to sneak. Whenever you try to move stealthily while being invisible, you can roll twice, taking the higher result. Any attack roll against an invisible creature is reduced by 10.

Level Progression:

II: 1000 CP, You can affect other creatures. You have to touch them to do this, but if they're not willing they can not resist you. Keeping the effect up doesn't take your concentration, but you cannot keep the effect active if they perform an action other than moving.

III: 5000 CP, You can pay 25 Mana instead, and don't have to keep the effect active when you perform any action other than moving. If you're casting the spell in this way, you can only affect yourself with it.

Light

Cost: 50 CP

Requirements: -

Spell, Active, Source(20 Gold), Memory

For 10 AP and 5 Mana, you create a small, incorporeal ball of bright light above or beside your head, or you make a small object, not bigger than a tenth of a passus in diameter, shine a bright light. In either case, the light is no source of heat.

The ball or object then shines a bright light to a range of 5 + your adventuring level passus.

Keeping the light up costs 1 mana per hour, but doesn't cost your concentration. You can keep it until you dismiss it or fall unconscious or die, but to a maximum of hours equals to your Intellect. The light's colour can be changed whenever you want.

Mirage

Cost: 100 CP

Requirements: Arcane Training I

Spell, Active, Source(50 Gold), Memory

For 4 AP and 5 Mana, you create a mirage not larger than 1 passus wide, 1 passus deep and 2 passus high. Keeping the mirage up costs 1 mana per hour, but doesn't require concentration. Changing the mirage costs 2 Mana, and requires you to see the mirage. You can dismiss the mirage at any time, but it cannot be kept up any longer than your Intellect value in hours.

The DV of spotting the illusion is determined by your Intellect check. Roll once when creating the Mirage, and again whenever you change it.

Any creature seeing the mirage makes a Perception (Deception) check. If they succeed, they realize the true nature of the Illusion. If they fail, they are fooled by the mirage. Any creature interacting with the mirage instantly realize that the Mirage is fake.

Read Mind

Cost: 300 CP

Requirements: Arcane Training I

Spell, Repeatable, Active, Source(120 Gold), Memory

For 10 AP and 5 Mana, you can read the surface thoughts of a creature that you can see for 1 Minute. This does require your concentration. Make an Intellect check contested by their Vitality check. They can always add their level to this check. If you succeed, you understand their strongest current base emotion, so if they are angry, bored, scared, excited, content, hungry, thirsty, envious etc.

This spell requires you to whisper a magical formula, so unless you are closer than 5 passus to the creature or they are watching you, they usually don't notice that you cast a spell on them. If they succeed against your Intellect check by 5 or more, they become aware of something trying to intrude their mind.

Level Progression:

II: 2000 CP, you are able to understand surface thoughts of a creature for 20 Mana. Doing so gives them a +2 bonus on their vitality check against you. This includes their immediate plans and current state of mind. This means that you can react to their plans immediately, giving you an advantage of +4 on related checks (for example, dodging or blocking, detecting deceptions, haggling or discussions etc.)

III: 5000 CP, you are able to read someone's overall motivations and disposition for 50 Mana. Doing so gives them a +4 bonus on their vitality check against you. It means you can read their most basic desires, whom they call friends or foes, how they see you, what makes them tick etc. This gives you a +8 on any checks when interacting with said creature, but doesn't give an increased bonus on defensive checks in combat (it stays at +4 from reading their immediate plans).

Reduce Attribute

Cost: 500 CP

Requirements: Arcane Training II

Spell, Active, Repeatable, Source(200 Gold), Memory

You cast a spell for 15 Mana and 6 AP and then target a creature that you can see. If the creature isn't willing, it can try to resist you. Make an IN check contested by its own IN check. If you win, one of its attribute values of your choice is reduced by 2 for 1 minute. You can not temporarily reduce an attribute to a value of 0 or lower with this spell.

Level Progression:

II: 1000 CP, reduce by 3 for 25 Mana

III: 2000 CP, reduce by 4 for 50 Mana

IV: 5000 CP, reduce by 5 for 80 Mana

V: 10 000 CP, reduce by 6 for 120 Mana

Revitalize

Cost: 100 CP

Requirements: Arcane Training I

Spell, Active, Repeatable, Source(50 Gold), Memory

You spend 3 Mana and 10 AP and touch a willing creature. This creature gains 1d6 Health back, to a maximum of their maximum Health.

If you try using this spell on an undead, make a melee attack against said undead, dealing double the healing ability in damage.

Level Progression:

II: 300 CP, 6 Mana for 2d6

III: 800 CP, 9 Mana for 3d6

IV: 1800 CP, 12 Mana for 4d6

V: 2500 CP, 15 Mana for 5d6

VI: 5000 CP, 18 Mana for 6d6

VII: 10 000 CP, 21 Mana for 7d6

Shadowtread

Cost: 500 CP

Requirements: Arcane Training I

Spell, Active, Source(150 Gold), Memory

You spend 4 AP and a freely chosable amount of mana to "enter" a shadow, immediately emerging in a free spot that you can see in a range equal to the amount of mana you spent in passus

and that is connected to said shadow. It is possible to use this spell at night or in complete darkness.

Summon Soul

Cost: 250 CP

Requirements: Arcane Training I

Spell, Active, Source(100 Gold), Memory

You spend 12 AP to summon a creature from its soul shard. The spell costs 2 times the creature's total level in Mana.

The summon takes the form it had in life, but it gains the Etherealness Descriptor. The summon follows your commands. It is at full health every time it is summoned. If the creature had equipment while dying, it is adorned with ethereal copies of the equipment it had on its body directly before death (e.g. if the creature was disarmed and then killed before it could pick this weapon up again, the ethereal creature doesn't have that weapon). You can only keep one summon at a time, and it stays for up to 10 minutes, or until it is slain. If it is slain, the soul shard shatters and ceases to function.

Telekinesis

Cost: 100 CP

Requirements: Arcane Training I

Spell, Active, Source, Memory(50 Gold), Repeatable

You spend 6 AP and 5 Mana to slightly lift a remote object or creature that you can see and that is not heavier than one tenth your Intellect in stone. You can move the lifted item around freely in the air, taking 1 Mana and 1 AP per Passus moved. You can also just keep it in the air, which doesn't cost you AP or Mana.

The effect ends when you decide to, when you lose concentration or when you lose sight of the object. Another person can try to also control the same object. If they are doing so manually, they make a Strength check against your Intellect check. If they also try to manipulate the object with a Telekinesis spell, you make opposing Intellect checks similar to the effect of a "Dispel Magic" spell. If you lose, the spell also ends and the other person gains control of the item.

Level Progression:

II: 500 CP, 10 initial Mana for one fifth your Intellect in stone.

III: 1000 CP, 20 initial Mana for one third your Intellect in stone. Also, moving lifted items that are lighter than one tenth your Intellect in stone doesn't cost Mana anymore

IV: 2500 CP, 30 initial Mana for half your Intellect in stone. Also, moving lifted items that are lighter than one fifth your Intellect in stone doesn't cost Mana anymore

V: 5000 CP, 40 initial Mana for your Intellect in stone. Also, moving lifted items that are lighter than one third your Intellect in stone doesn't cost Mana anymore

VI: 10000 CP, Moving lifted items that are lighter than half your Intellect in stone doesn't cost

Mana anymore

Chapter 18

Prayers and Wonders

This category includes prayers and wonders.

Disciple of Avior

Cost: 0 CP

Requirements: -

Passive, Repeatable

You are a disciple of Avior. You gain 5 Piety Points. Once during Midday, you can pray to prepare Prayers you know. Every prayer needs a certain amount of Piety Points. You can equip higher level prayers only if you equip the lower levels. You can freely use equipped Prayers. You can also learn and use Wonders. Using a Wonder reduces your total Piety Points. If your Piety Points are reduced to an amount lower than the prayers you have equipped require, you need to choose and unequip enough Prayers to be below or equals your total Prayer Points again.

Avior is the god of humankind, civilization, huntsmen, war, farming, the sun and the hearth. You gain Piety Points by performing certain activities. Whenever an activity states to kill a certain creature, it also assumes that you can help killing that creature (by being part of a fight against it) or change the creature into something else (e.g. "Kill a criminal" could also mean arresting them and making sure they are punished and change their ways)

- Kill a Beast, Giant or Goblinoid: 1 Piety Point per Combat Level of said creature above yours
- Kill a Demon Whorshipper or demon: 2 Piety Points per Combat Level of said Creature
- Win a fight in which you are outnumbered: 2 Piety Points
- Win a fight in which you are outnumbered 2 to 1: 5 Piety Points
- Defend a farmer or other form of commoner: 2 Piety Points

- Perform a normal quest for a city or township: 2 Piety Points
- Help a city or township defend themselves against a threat: 5 Piety Points
- Help in building a city or township: 20 Piety Points
- Heal an innocent that has been injured or diseased: 2 Piety Points
- Give 100 Gold to a church of Avior, a city or township, a hunter's lodge or a farming community: 1 Piety Point

Level Progression:

II: 250 CP, You can add 1d4 to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 500 CP, You can add 2d4

IV: 1000 CP, You can add 3d4

Disciple of Ebron

Cost: 0 CP

Requirements: -

Passive, Repeatable

You are a disciple of Ebron. You gain 5 Piety Points. Once during Midday, you can pray to prepare Prayers you know. Every prayer needs a certain amount of Piety Points. You can equip higher level prayers only if you equip the lower levels. You can freely use equipped Prayers. You can also learn and use Wonders. Using a Wonder reduces your total Piety Points. If your Piety Points are reduced to an amount lower than the prayers you have equipped require, you need to choose and unequip enough Prayers to be below or equals your total Prayer Points again.

Ebron is the god of travel, merchants, justice, dragons, time and balance. You gain Piety Points by performing certain activities. Whenever an activity states to kill a certain creature, it also assumes that you can help killing that creature (by being part of a fight against it) or change the creature into something else (e.g. "Kill a criminal" could also mean arresting them and making sure they are punished and change their ways)

- Kill a criminal or an elemental: 1 Piety Point per Combat Level of said creature above yours
- Kill a Demon Whorshipper or demon: 2 Piety Points per Combat Level of said Creature
- Resolve a crime by finding the culprit and bringing them to justice: 3 Piety points
- Perform a normal quest for a merchant: 2 Piety Points
- Help a merchant or shop owner stay in business: 3 Piety Points
- Help a merchant start off their business: 5 Piety Points

- Kill an evil or corrupted dragon: 20 Piety Points
- Perform as a judge in a matter of crime or other judicial manner: 5 Piety Points
- Defend a Psionic from being killed: 5 Piety Points
- Accompany a group of travelers, ensuring their safe arrival at their destination (not including your own group): 2 Piety Points
- Give 100 Gold to a church of Prak, a group of merchants, a judicial court, a group of Psionics or a dragon: 1 Piety Point

Level Progression:

II: 250 CP, You can add 1d4 to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 500 CP, You can add 2d4

IV: 1000 CP, You can add 3d4

Disciple of Irani

Cost: 0 CP

Requirements: -

Passive, Repeatable

You are a disciple of Irani. You gain 5 Piety Points. Once during Midday, you can pray to prepare Prayers you know. Every prayer needs a certain amount of Piety Points. You can equip higher level prayers only if you equip the lower levels. You can freely use equipped Prayers. You can also learn and use Wonders. Using a Wonder reduces your total Piety Points. If your Piety Points are reduced to an amount lower than the prayers you have equipped require, you need to choose and unequip enough Prayers to be below or equals your total Prayer Points again.

Irani is the goddess of nature, the ocean, womanhood, birth, freedom and crime. You gain Piety Points by performing certain activities. Whenever an activity states to kill a certain creature, it also assumes that you can help killing that creature (by being part of a fight against it) or change the creature into something else (e.g. "Kill a criminal" could also mean arresting them and making sure they are punished and change their ways)

- Kill a humanoid or construct: 1 Piety Point per Combat Level of said Creature above yours.
- Kill a Demon Whorshipper or demon: 3 Piety Points per Challenge of said Creature
- Defend a woman: 2 Piety Points
- Steal from or rob a rich person: 1 Piety Points per 100 Gold stolen
- Kill someone in their sleep: 2 Piety Points

- Defend a forest from being destroyed: 5 Piety Points
- Perform a normal quest for a dryad or other nature spirit: 2 Piety Points
- Help defend one of Irani's sacred woods: 5 Piety Points
- Help sanctifying a corrupted forest: 10 Piety Points
- Help a pregnant woman giving birth or perform a marriage: 3 Piety Points
- Give 100 Gold to a church of Irani, a druid's circle, a beggar or a thieves' guild: 1 Piety Point

Level Progression:

II: 250 CP, You can add 1d4 to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 500 CP, You can add 2d4

IV: 1000 CP, You can add 3d4

Disciple of Prak

Cost: 0 CP

Requirements: -

Passive, Repeatable

You are a disciple of Prak. You gain 5 Piety Points. Once during Midday, you can pray to prepare Prayers you know. Every prayer needs a certain amount of Piety Points. You can equip higher level prayers only if you equip the lower levels. You can freely use equipped Prayers. You can also learn and use Wonders. Using a Wonder reduces your total Piety Points. If your Piety Points are reduced to an amount lower than the prayers you have equipped require, you need to choose and unequip enough Prayers to be below or equals your total Prayer Points again.

Prak is the god of noblemen, guardian of death, the creator of magic and the god of craftsmen. You gain Piety Points by performing certain activities. Whenever an activity states to kill a certain creature, it also assumes that you can help killing that creature (by being part of a fight against it) or change the creature into something else (e.g. "Kill a criminal" could also mean arresting them and making sure they are punished and change their ways)

- Kill an undead creature or a Necromancer: 1 Piety Points per Combat Level of said Creature above yours.
- Kill a Demon Whorshipper or demon: 3 Piety Points per Challenge of said Creature
- Discover a long-lost piece of magical lore: 3 Piety Points
- Craft a magical Item: 1 Piety Point per 500 Gold of item's worth, round down
- Perform a normal quest for a rightful ruler: 3 Piety Points

- Help a rightful ruler keep their thrown: 5 Piety Points
- Help a rightful ruler regain their thrown: 10 Piety Points
- Perform a proper burial for a recently deceased creature: 1 Piety Point
- Give 100 Gold to a church of Prak, a Library, a Wizard's Academy, a Cemetary, or a Forge: 1 Piety Point

Level Progression:

II: 250 CP, You can add 1d4 to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 500 CP, You can add 2d4

IV: 1000 CP, You can add 3d4

Beacon of Light

Cost: 100 CP

Requirements: Disciple of Avior, 3 Piety Points

Active, Prayer, Weapon, Repeatable, Source(50 Gold)

Pray for 8 AP. You become engulfed in a radiant glow, shedding bright light in a radius of 6 passus. You can then point at a creature of your choice, shooting a bolt of radiant light at them. This costs another 2 AP, and ends the effect of the prayer, including the lighting. The bolt is a ranged weapon attack that deals 1d10 + your Empathy radiant damage.

Level Progression:

II: 500 CP, 7 Piety Points, you can shoot two bolts before the prayer ends

III: 1500 CP, 12 Piety Points, you can shoot three bolts before the prayer ends

IV: 5000 CP, 18 Piety Points, you can shoot four bolts before the prayer ends

V: 7500 CP, 25 Piety Points, you can shoot five bolts before the prayer ends

Death Burst

Cost: 100 CP

Requirements: Disciple of Prak, 3 Piety Points

Active, Prayer, Repeatable, Source(50 Gold)

Pray for 6 AP. You emit a burst of necrotic energy around you, hurting everyone in a radius of 2 passus around yourself. Make an empathy check, contested by their Vitality check. If they succeed, they only take half damagae. The burst deals 3D4 + your Empathy Necrotic damage.

Level Progression:

II: 500 CP, 5 Piety Points, 3D6 + your Empathy instead

III: 1000 CP, 8 Piety Points, 3D8 + your Empathy instead

IV: 5000 CP, 13 Piety Points, 3D10 + your Empathy instead

V: 7500 CP, 21 Piety Points, 3D12 + your Empathy instead

Divine Enhancement

Cost: 500 CP

Requirements: Disciple of a God, 6 Piety Points

Active, Prayer, Repeatable, Source(100 Gold)

You pray for 8 AP, and all creatures of your choice in a range of 10 passus around you, gain one of the following benefits of your choice:

- +1d4 on every attack and defense roll for the next 15 minutes
- Immunity to the frightened condition for the next hour
- +1d4 on their next stat roll, or until one hour has passed
- +1 armor defense against all damage types for the next hour
-

These effects don't stack, so for example a creature can't benefit from +2d4 on their next stat roll from Divine Enhancement.

Level Progression:

II: 1000 CP, 9 Piety Points, you can apply two effects per prayer

III: 2500 CP, 15 Piety Points, you can apply three effects per prayer

IV: 5000 CP, 24 Piety Points, you can apply four effects per prayer

V: 10000 CP, 39 Piety Points, you can apply five effects per prayer

Divine Punishment

Cost: 200 CP

Requirements: Disciple of a God, 4 Piety Points

Active, Prayer, Weapon, Repeatable, Source(10 Gold)

For 6 AP, you target a creature that you can see, and they are target of your god's divine punishment. If that creature isn't part of your god's protected groups or they themselves are a disciple or your god, make a ranged weapon attack. On a hit, the targeted creature takes 1D10 + your Empathy radiation damage.

Level Progression:

II: 600 CP, 12 Piety Points, 2 attacks per prayer.

III: 1000 CP, 24 Piety Points, 3 attacks per prayer.

IV: 3000 CP, 40 Piety Points, 4 attacks per prayer.

V: 8000 CP, 60 Piety Points, 5 attacks per prayer.

Divine Rest

Cost: 50 CP

Requirements: Disciple of a God, 2 Piety Points

Active, Prayer, Weapon, Repeatable, Source(25 Gold)

You can supervise the healing process of a resting creature by sitting by their side, chanting this prayer in a rosary-like way. While this happens they restore 2 points of health per hour instead of 1.

While doing so, you don't get the benefits of resting.

You can simultaneously supervise one third of your Empathy creatures (round up) this way.

Level Progression:

II: 1000 CP, 5 Piety Points, 3 Points of Health instead

III: 3000 CP, 10 Piety Points, 4 Points of Health instead

Thorn Shot

Cost: 100 CP

Requirements: Disciple of a Irani, 3 Piety Points

Active, Prayer, Weapon, Repeatable, Source(50 Gold)

Pray for 4 AP. Make a ranged weapon attack against a creature of your choice. A thorn grows on the palm of your hand and shoots forward, hitting the creature. The thorn deals 1D8 piercing damage. If the creature is a humanoid, add your Empathy to that damage. If the creature is a construct, the thorn deals 1D10 + your Empathy instead. If the creature is dealt any damage, make an Empathy check, contested by the creature's Strength check. If you succeed, the creature becomes bound by a growth of vines growing from the point of impact. While being bound, a creature can not move. It takes 1 AP for every point of damage the thorn dealt to remove the vines, but other creatures can help unbinding someone.

Level Progression:

II: 500 CP, 7 Piety Points, 2d8/2d8 + Empathy/2d10 + Empathy instead

III: 1000 CP, 12 Piety Points, 3d8/3d8 + Empathy/3d10 + Empathy instead

IV: 5000 CP, 18 Piety Points, 4d8/4d8 + Empathy/4d10 + Empathy instead

V: 7500 CP, 25 Piety Points, 5d8/5d8 + Empathy/5d10 + Empathy instead

True Balance

Cost: 100 CP

Requirements: Disciple of a Ebron, 3 Piety Points

Active, Prayer, Weapon, Repeatable, Source(50 Gold)

Pray for 6 AP. Choose a creature that you can see. Roll 1D6 + your Empathy. You can reduce your own health by this amount, healing the target creature by the same amount. Or you can reduce the creature's health and heal that amount of health yourself instead. If the target creature

isn't willing, they can make a Vitality check against your Empathy check to resist this effect. If they resist, you can transfer only half the amount of health.

Level Progression:

II: 500 CP, 5 Piety Points, 2D6 + your Empathy instead

III: 1000 CP, 8 Piety Points, 3D6 + your Empathy instead

IV: 5000 CP, 13 Piety Points, 4D6 + your Empathy instead

V: 7500 CP, 21 Piety Points, 5D6 + your Empathy instead

Divine Salvation

Cost: 500 CP

Requirements: Disciple of a God

Active, Wonder, Memory, Source(100 Gold)

When a creature that you can see would be killed, you can react and pray to your deity to save this creature's life. As a result, the creature instead drops to 1 Health and becomes unconscious for one hour. Your piety points are reduced by an amount equal to the creature's combined level.

Divine Rejuvenation

Cost: 100 CP

Requirements: Disciple of a God

Active, Wonder, Memory, Source (100 Gold)

You can pray for 2 AP and channel divine energy into healing a creature that you can see. You can choose how many Piety Points you want to lose for this effect, and the creature affected regains 1D6 + 2 Health for each Piety Point you lose this way.

Divine Fury

Cost: 350 CP

Requirements: Disciple of a God

Active, Wonder, Memory, Source (100 Gold)

You can pray for 2 AP and channel divine energy into harming creatures in a 10ps range around you. You can decide how many Piety Points you want to lose due to this Wonder, dealing 1D10 psychic damage for every Piety Point that you spend to every creature in range. Creatures that succeed on a Vitality check against your Empathy Check only take half damage, or no damage if they are a protected class of your deity. You can chose up to your Empathy creatures in range that are not affected by this wonder.

Chapter 19

Skills

Skills are perks that represent a character's training in a certain area of ability and/or knowledge. They allow that character to add their level to a check related to that area. Higher levels in a perk allow them to add +1d4, +2d4 and +3d4 respectively. Skills are not bound to one certain activity, instead including knowledge about the topic and activities that relate to that area.

Anatomy

Cost: 150 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning humanoid anatomy. This includes discovering the cause of death, discovering poison or disease, applying bandages, etc.

Level Progression:

II: 500 CP, add 2d4

III: 1200 CP, add 3d4

IV: 1600 CP, add 4d4

Deception

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning deception. This includes lying and discerning lies.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Dungeoneering

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning underground areas, including finding hidden or unstable walls and natural hazards like gas pockets, knowledge about creatures and plants in underground areas, estimating depth and common knowledge about legendary dungeons and lost cultures.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Escape Arts

Cost: 150 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning picking locks, getting out of tight spots or being grappled or being restrained. This also includes noticing and creating well-made knots and restraints.

Level Progression:

II: 500 CP, add 2d4

III: 1200 CP, add 3d4

IV: 1700 CP, add 4d4

Herbalism

Cost: 180 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning plants. This includes knowledge about poisonous plants and healing herbs, but also salvaging them.

Level Progression:

II: 500 CP, add 2d4

III: 1300 CP, add 3d4

IV: 1800 CP, add 4d4

Hydrology

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning water. This includes fishing, swimming against currents, diving and holding one's breath, knowledge about maritime life and how currents move, etc.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Intimidation

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning the intimidation of people. This includes blackmail, torture, and threats, but also realizing someone is being scared, and helping them calm down.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Mercantile

Cost: 150 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning the wealth of items and any form of commerce. This includes appraising the wealth of items, haggling, knowledge about trade routes and basic mathematics.

Level Progression:

II: 500 CP, add 2d4

III: 1200 CP, add 3d4

IV: 1600 CP, add 4d4

Metallurgy

Cost: 100 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning minerals like stone and metal. This includes identifying stone and metals, prospecting and mining ores etc.

Level Progression:

II: 400 CP, add 2d4

III: 900 CP, add 3d4

IV: 1500 CP, add 4d4

Mountaineering

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning climbing, navigation in mountainous areas, avalanches, and weather changes in the mountains.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Persuasion

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning the persuasion of other people. This includes logical and emotional reasoning, diplomacy and using the right mode of speech.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Reading and Writing

Cost: 100 CP

Requirements: -

Skill, Passive, Source,(100 Gold) Repeatable

You can add 1d4 to checks concerning writing and reading. This includes all languages that you can speak in. Reading and writing usually don't require checks, however you can add your level whenever you are searching for a specific bit of information, try to read bad handwriting - or recognizing a person by handwriting - deciphering or creating a coded message, recognize or create a forged message etc.

Level Progression:

II: 400 CP, add 2d4

III: 900 CP, add 3d4

IV: 1500 CP, add 4d4

Seduction

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning the seduction of other people.

Level Progression:

II: 250 CP, add 2d4

III: 500 CP, add 3d4

IV: 1000 CP, add 4d4

Stealth

Cost: 100 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning stealth. This includes classic sneaking, but also moving unseen in a city or a crowded room, hiding your own tracks in nature, finding someone that tries to be unseen, hiding and finding hidden objects, picking someone's pockets, etc.

Level Progression:

II: 500 CP, add 2d4

III: 1500 CP, add 3d4

IV: 2000 CP, add 4d4

Storytelling

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning legend lore and reciting stories, fables, legends and songs.

Level Progression:

II: 250 CP, add 2d4

III: 1000 CP, add 3d4

IV: 5000 CP, add 4d4

Tracking

Cost: 50 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning tracks. This includes finding and following tracks and discerning the number and type of creatures from tracks.

Level Progression:

II: 250 CP, add 2d4

III: 1000 CP, add 3d4

IV: 5000 CP, add 4d4

Trapping

Cost: 150 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning traps. This includes laying and spotting traps, knowledge about cultures and animals that lay traps, how to avoid traps and how to disable and re-enable traps.

Level Progression:

II: 500 CP, add 2d4

III: 1200 CP, add 3d4

IV: 1600 CP, add 4d4

Zoology

Cost: 100 CP

Requirements: -

Skill, Passive, Source(50 Gold), Repeatable

You can add 1d4 to checks concerning animals. This includes hunting for food, taming and handling animals, raising, riding and commanding animals etc.

Level Progression:

II: 400 CP, add 2d4

III: 900 CP, add 3d4

IV: 1500 CP, add 4d4

Appendices

Appendix A

Damage Types

Type	Description	Healing
blunt	Damage dealt by blunt trauma to the body, usually from round rocks, hammers, clubs or the like.	Healing magic, drinking a healing potion or being bandaged.
cutting	Damage dealt from sharp objects, like the edge of a knife or a sharp rock.	Healing magic, drinking a healing potion or being bandaged.
piercing	Damage dealt from a pointy object, like a needle, a thrust from a weapon or an arrowhead.	Healing magic, drinking a healing potion or being bandaged.
Type	Description	Healing
cold	Damage from enduring cold climates or being frozen.	Healing magic, drinking a healing potion or being bandaged. Also hot damage reduces a cold wound by the amount taken.
hot	Damage from enduring hot climates or from being burnt.	Healing magic, drinking a healing potion or being bandaged. Also cold damage reduces a hot wound by the amount taken.
corrosive	Damage from being subject to highly acidic or basic matter.	Healing magic, drinking a healing potion or being bandaged.
necrose	Damage from dead tissue being connected to the body.	Healing magic, drinking a healing potion or being operated.
radiation	Damage from radiation, causing cancerous tissue to form.	Healing magic or drinking a potion.
electrical	Damage from electrical current.	Healing magic or drinking a potion.
nihilation	Damage from tissue being annihilated.	Healing magic or drinking a potion.

suffocation	Damage from being unable to breathe for too long, be it from drowning, being inside of non-breathable gas or being in a small area with no fresh air flow for too long. Can only wound the Torso.	Wounds from suffocation usually subside after a minute of breathing normally again.
psychic	Emotional trauma caused by horror, damaging illusion spells or other forms of emotional scarring. Can only wound the head.	Therapy, healing magic.
Type	Description	Healing
AP	In certain situations, a character becomes dazed for a short while. In this situation, they take AP damage. They are unable to act for a certain amount of time, but can still react normally. Instead, their last action takes longer	Usually just waiting
Attribute	Some effects reduce a character's Attributes. This normally is a temporary change, or is bound to the effect (For example, the attribute reduction from wounds is bound to the wound that caused it)	Ending the causing effect, or time. 1 Point of Attribute damage is healed per hour. The character can choose which one.
Mnemonic	Mnemonic damage damages a character's memory. A character whose memory gets damaged temporary loses an amount of memorized perks equals to the damage dealt. This is usually bound to an effect.	Either the causing effect ending or it heals over time.

Appendix B

Conditions

Calmed

A calmed character can dodge attacks even if they exceed his Reaction Value, and dodging doesn't cost stamina for a calmed character. Taking damage usually ends this condition.

Enraged

An **enraged** character adds their Strength to any Strength-based attack damage. They lose their ability to do anything else than moving and attacking with melee, Strength-based weapon attacks. This means they also cannot dodge, block, or use attack-augmenting perks like Aimed Attack or Brutal Attack. They drop any wielded weapons that don't allow for such an attack and use their fists instead. They then move to the closest creature no matter if friend or foe and start trying to kill it (choosing at random if multiple creatures are the same distance away). While enraged, a character loses 1 point of stamina per AP, until they fall unconscious. If an enraged character reaches 0 Health, they don't die immediately. Instead, any damage beyond 0 Health reduces their stamina. If they aren't healed until their rage ends, they die once it does.

Entranced

An entranced character is only able to perceive the source of their entrancement. Any other Perception checks automatically fail. Taking damage usually ends this condition.

Frightened

A frightened character can not move freely towards the cause of their fear. If the effect has no specific cause, they can only cower. While frightened, a character suffers from a -5 penalty on attack rolls. If the source of a character's fear is removed, this effect usually ends.

Hastened

A hastened character can act twice as fast as normal. This means that any action's AP is reduced by half, to a minimum of 1. Hastened and Hindered cancel each other out completely. A hastened character who is affected by the Hindered effect loses both conditions.

Hindered

A hindered character can act half as fast as normal. This means that any action's AP is doubled. Hastened and Hindered cancel each other out completely. A hindered character who is affected by the Hastened effect loses both conditions.

Invisible

An invisible character can not be seen. When an invisible character tries to move stealthily, they can roll twice, taking the higher result. Any attack rolls against invisible characters are reduced by 10.

Poisoned

A poisoned character suffers from the effects of a specific poison. The poison itself usually states what effect this is, and how long the poison lingers.

Prone

A prone character is crawling or lying on the ground. Melee attack rolls against prone characters are increased by 5, ranged attack rolls against prone characters are reduced by 5. While being prone, moving costs twice the AP for a character. Standing up is a form of movement, and takes 2 AP if the character is unarmored or in light armor, 4 AP if the character is in medium armor and 6 AP if they are in heavy armor.

Restrained

A restrained character can not move, and sometimes is also unable to take other actions. Breaking oneself free is usually a strength check against the source of restriction.

Sleeping

A sleeping character is usually considered prone. A sleeping character suffers from a -10 penalty on perception checks and is otherwise considered unconscious. Loud noises, being moved or taking damage end this condition immediately. However, a character can make a vitality check to force themselves to sleep in harsh conditions.

Paralyzed

A paralyzed character is unable to move or act, and sometimes also fall prone. Paralysis usually ends after some time, or when the causing effect ends.

Unconscious

An unconscious character can not react, is unable to move and usually prone. An unconscious character can not move or act, doesn't realize what happens around them and automatically fails all checks that require action, perception or movement.

Appendix C

Biome Tables