

# Ragged Lands Pen and Paper System

Nikolaus Trixner, Clemens Grabmann

July 4, 2018

# Contents

<b>I</b>	<b>Basic Rules</b>	<b>3</b>
1	The base mechanic	4
<b>II</b>	<b>Character Creation</b>	<b>8</b>
2	Process	9
3	Racial Perks	12
4	Backgrounds	17
<b>III</b>	<b>Playing the Game</b>	<b>19</b>
5	Adventure Structure	20
6	Adventuring	23
7	Combat	26
8	Social Interactions	31
<b>IV</b>	<b>Items and Equipment</b>	<b>32</b>
9	Armor and Weapons	33
10	Goods and Services	46
<b>V</b>	<b>Perks</b>	<b>53</b>
11	Overview	54
12	Base Perks	56

13 Fighting Perks	59
14 Arcane Perks and Spells	70
15 Prayers and Wonders	82
16 Skills	90
<b>VI Crafting</b>	<b>97</b>
17 Overview	98
18 Alchemy	102
19 Cooking	104
20 Enchanting	106
21 Leatherworking	108
22 Smithing	111
23 Tailoring	114
24 Tinkering	116
<b>VII NPCs and Monsters</b>	<b>117</b>
25 Overview	118
<b>Appendices</b>	<b>144</b>
Appendices	144
A Damage Types	145
B Conditions	147
C Biome Tables	148

Part I

Basic Rules

# Chapter 1

## The base mechanic

### Attribute Checks

Every check is solved by a roll of a D12. 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 D12 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.

### 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.

## 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.

## Pool Values

For RLP, two main pool values are important, with a third being tracked, but really just important for magically trained characters. Every character starts with 1 level of the "Health Pool", "Stamina Pool" and "Mana Pool" Perks.

**Health** describes a characters ability to withstand any type of damage. It can be seen as a combination of resilience, bodily health and luck. If a character reaches 0 Health, he is dead. 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 doesnt exist in the Ragged Lands.

**Stamina** describes a characters 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 doesnt take much longer than an hour to completely restore Stamina, so outside of a stressful situation, a character usually has full Stamina. If a character reaches a Stamina of 0, he becomes unconscious. A character can force himself to continue even when reaching a Stamina of 0 by making a Vitality check with an initial DV of 10. For every round this goes on, however, the character loses 1D6 health, and has to repeat the check, with the DV increasing by 1 every round.

**Mana** is usually tracked for every character, but only important for magic users. It describes a characters ability to cast spells. Casting a spell costs Mana, and a character replenishes mana by eating. A character that reaches 0 Mana becomes paralyzed.

## Relevant Attributes

The 3 Pool Values are based on different attributes. Health is based on Vitality, Stamina is based on Strength and Mana is based on Intellect. Whenever these attributes change, the Pool values change accordingly. For example. a character may have 9 Intelligence. Therefore, this character starts playing with 9 Mana plus the value of their initial D6 roll (let's say 4, making it a total of 13), assuming the player didnt invest in the second Increase Mana Perk. If the player now increases the IN value by 1, the character now has 10 IN, which increases the characters Mana automatically to 14.

If the character now gains the Increase Mana II perk and rolls a 4, they gain 14 Mana and are at a total of 28.

Now, the character may be hit by an Intelligence-draining attack, bringing their IN down to 8 (A reduction of 2 points). Since their IN was assigned 2 times to their Mana (Once for each level of "Increase Mana"), their Mana is reduced by 4, to a total of 24.

This mechanic is the same for all 3 Pool Values and their corresponding attributes.

## **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. A priest or healer may 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 gain back 1 Stamina.

### **Mana**

Mana can be recovered by eating. Every time a character eats a full meal's worth of food, they regain 1d6 points of Mana. In the equipment section, there is an item called "Ration per day" - this is the equivalent of 3 meals.

Better foods may add bonuses to this die roll.



**Part II**

**Character Creation**

## Chapter 2

# 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 characters basic values
4. Determine your characters zodiac sign and social rank
5. Use your starting amount of Character Points to buy Perks, Spells and Equipment
6. Determine your characters starting pool values

Lets 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 youre 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.

## Determine your attribute values

Now that you have an idea and a race, lets 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. Then assign your racial attributes. After that, you can assign 30 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, youre not much smarter than your average wombat.

### 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.

## Race, Zodiac signs and Background

In the Ragged Lands, there is a great amount of different humanoid species. Seeing as youre probably playing a somewhat intelligent creature, you are part of one of these species. Choose one that fits your character idea from this list, and note down the bonuses and maluses it gives you.

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 Gamemaster may force you to roll if he so desires.

Also, your character wasnt just born into a culture, he also carries a certain social standing in said culture. He may have been born a slave, he may become a serf because of debt or maybe he was even born into nobility. Either roll randomly to determine your social rank or just start as a commoner. Your GM may chose a social rank for you based on your character's background. In that case, it shouldn't have an effect on your stats.

## **Buy Spells, Equipment and Perks**

Every character usually starts with a total amount of 2000 Gold. You can use this Gold to buy your characters 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 characters background story, his personality, social rank and cultural background.

## **Determine your pool values**

Now that you have your starting attribute values, you need your Health, Stamina and Mana. Every character starts with at least one level of the "Health Pool", "Stamina Pool" and "Mana Pool" Perks, rolling a specific die and then adding the relevant attribute. For Health, thats Vitality, for Stamina, its Strength and for Mana its Intellect. When you bought Perks that grant you a higher die, these apply before rolling the dice now.

## Chapter 3

# Racial Perks

A character can only choose one racial perk, and only at character creation. Each character has one racial perk.

### Fay

**Cost:** -

**Requirements:** -

**Race, Passive**

Fay are a race of tall-standing, fairskinned 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**. Also, every Fay starts with a **Pseudodragon Pet** that follows their commands, unless it would endanger the animal.

### 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** (Desert Fay) have adapted to be able to move around swiftly in sands and resist the heat of the warm dunes. Trilfay have **+2 fire resistance**.

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 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

**Cost:** -

**Requirements:** -

**Race, Passive**

Elves are a short-growing people of mountain- and forestdwellers 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 Elve starts with an **Agility increased by 2**.

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

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

## Subraces

As an elve, 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

**Cost:** -

**Requirements:** -

### **Race, Passive**

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 10, 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**.

They **are always treated to have a metallurgy perk 1 level higher than they trained it**

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**

## **Halkaran**

**Cost: -**

**Requirements: -**

**Race, Passive**

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 for their fast understanding of situations. Therefore, they **learn new perks as if they were one Intellect category higher**. 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**

## **Humans**

**Cost: -**

**Requirements: -**

**Race, Passive**

Humans are boring.

They mature at 16 and live to around 80

**Humans can freely add 4 ability points, but this doesn't increase their maximum on those abilities**

## Iganian

**Cost:** -

**Requirements:** -

**Race, Passive**

Iganians are a proud race of muscular beings with partially mineralized bodies.

They are known to live near volcanic areas.

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 1**.

Also, Iganians' **Empathy increases by 2**

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

Iganians are known for their heat-resistant, mineralized bodies. They **have a heat resistance of +5 and cutting and piercing resistance of +2**. This however means that they take **double cold damage**.

## Syka

**Cost:** -

**Requirements:** -

**Race, Passive**

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 affinity to the air element **they are treated to have one level higher in the Air Elemental Training Perk than normally**. Also, their air magic deals **+2 damage per damage die**.



## Umbrana

**Cost:** -

**Requirements:** -

**Race, Passive**

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 are treated as having one level higher in the Mana Pool Perk than they trained.**

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 heals 1 Mana**

## Daevana

**Cost:** -

**Requirements:** -

**Race, Passive**

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 4

# Backgrounds

Every character falls under one of these social statuses. It represents his standing in society, as well as some of his background. When creating a character, you have two choices: Roll a D20 to decide. When rolling, you gain all effects associated with your resulting Social Rank. If you decide instead, you just gain the social benefits or negative effects, but not the changes to your character detailed under the "Effects" column.

Status	Roll	Effects
Slave	1	Start with 1000 Gold, +2 VIT, +2 STR
Unfree	2-3	Start with 1500 Gold, +1 VIT, +1 STR
Commoner	4-12	None
Citizen	13-17	Start with 2200 Gold
Noble	18-19	Start with 2500 Gold, -1 VIT, -1 STR, +1 EMP, +1 INT
Royal	20	Start with 3000 Gold, -2 VIT, -2 STR, +2 EMP, +2 INT

### Slave

Being a Slave means being unfree and uncared for. One can become a slave through war, birth or debt. A Slave has no right to be fed or to have his illnesses and wounds treated. If a Slave gets killed, it isnt murder, but property damage. Every Slave has an owner, but sometimes they manage to escape.

### Unfree

Being unfree is usually the result of a high debt or a legal process (i.e. being found guilty for a heinous crime against your future owner). In some countries, it can be inherited over several generations. However, an unfree character still has his civil rights, he has a right to be fed by his owner, a right to have a safe shelter (or he just gets paid and cares for himself) and a right to be alive.

Hurting an unfree worker therefore is considered a crime. However, an Unfree one still has no right to choose where he lives or works, at least until he is freed again (Usually by paying off his debt or by being unfree for a certain amount of time).

## **Commoner**

Commoners are the normal people of a society. They are farmers, herders, merchants, soldiers or craftsmen. They are protected by the laws of their home country.

## **Citizen**

Citizens are people that have a home in a larger settlement or city. They therefore have additional rights (Depending on their home country), like owning slaves or being member of a guild. They dont have to pay the tithe and have the right to own companies and partake in financial affairs. In some countries, they have the right to vote their government, administration and/or mayor

## **Noble**

Nobles are either of high birth or became part of one of the many noble houses of Kusa through adoption or unrelated membership (Some noble houses take in Citizens in the same way guilds do). A noble is someone that has no right to rule, but society looks at nobles kindly. They usually make money through financial affairs or by owning company shares.

## **Royal**

A royal is every noble that has a right to rule over land. This can be a small County, a medium kingdom or a giant Empire. Being a royal can be a challenging, responsible position, and directing the fortune of one or more settlements, or even whole countries, is not an easy task. Therefore, only few royals ever find their way into adventuring. However, being a royal only requires the right to rule, not the possibility. Some adventurous kings have been overthrown or suffer of amnesia and dont even know that they should sit on a throne.

Part III

Playing the Game

## Chapter 5

# 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** is self-explanatory. 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, survival and crafting. 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 encounter's dominant Game Mode, but by the action itself.

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 0/0 XP for each Game Mode. What constitutes a 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 if they're trained in that specific task (See the Weapon Perk and Skill Perk sections for more information). For example, in Combat, a weapon attack roll

for an attack the character is trained in is

1D12 + Attribute + Combat Level + 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

## Chapter 6

# 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

A person is usually able to carry their STR stat in Stone in addition to their body weight.

## Time, Speed and Travel

### Time Units

The shortest time-unit in the system is an AP, or Action Point. One Minute is considered to have 30 AP, therefore an AP equals two seconds.

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 24 Legal per 6-hour interval; Adventurers are usually considered to be well-traveled.

One travelling day is sectioned into four separate 6-hour intervals, three of which are usually spent travelling. Travelling more than 18 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 6-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

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 7

# Combat

*The smell of sweat and blood enters your nose, as the noise of steel on steel draws closer to you. You can hear shouts, human voices that try to organize each others actions. The dust blocking your sight slowly settles. The soldiers have heavily wounded the giant, which has entered a frenzied state, blood and acid dripping from its mouth. The giants club, which resembles the trunk of a pine tree, smashes down on one of the warriors, burying him with an uncanny, crunching sound. He didnt get a chance to scream.*

Most, if not all, Role Playing Games include some form of combat. Combat is an easy way to build excitement in an adventure. When words failed, or werent even an option to begin with, when your character enters in a gladiators competition, even when two of your characters are just friendly sparring with each other, combat is happening.

### Attribute use

**Strength** is used for most melee attacks.

**Vitality** is used to determine your overall health, if youre able to resist poisoned weapons, and it is important for casters that need to concentrate on a spell.

**Dexterity** is used for most ranged attacks and some melee attacks.

**Agility** is used to define how many actions a character can take, and its important for dodging. Also, unarmed combat can be based on Agility

**Intellect** is used for spells that can be cast in battles. Its also used to determine how much a character knows about the abilities an enemy has.

**Perception** is important for most reactions, and a character with a high per-

ception value is harder to surprise. Also, a character with high perception can perform more actions.

**Empathy** may not sound like its important in combat. However, some perks require Empathy checks to try and control enemy behavior (The Provoke perk, for example)

## Combat basics

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 characters weapon. He then has to make an attack roll:

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

The Combat level and D4s can only be added if the character is trained to a certain amount in the Weapon Training perk of the weapon they are using.

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 Combat level and 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 1d8 points of damage. Dodging costs 2 Stamina per damage die, therefore it costs 2 Stamina to dodge a slash from an arming sword. If the attacker uses the Brutal Attack Perk, however, they can add damage dice to the roll. When adding a second damage die before the roll, blocking the attack becomes more difficult, costing 4 Stamina instead of 2.

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 defenders health. Also, there is a chance to wound the opponent. The attacker rolls a 1d6 to decide which body part they hit and roll damage normally. 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 each 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 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.

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

Dodging requires an Agility check against the attack roll. If the defender is trained in the armor they are wearing, they can add their Combat Level to this check. 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 defenders 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 attackers 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 when he didn't roll a critical hit (A Natural 12), the weapon damage is reduced by the defenders 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 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.

- 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 equal to the AP cost of the most expensive action the weapon allows.

## Wounds

Every character has a wound threshold, which is equal to their Vitality + 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 a random body part (roll a d6 and consult the table below). The amount by which it exceeds the wound threshold is known as the wound's value. For example, a character with a wound threshold of 3 receiving a Torso wound by being dealt a critical hit for 5 cutting damage would take 2 damage per minute. If the wound was aimed at the head, it would deal 4 damage per minute instead. A wound is typed, and if an attack deals multiple different damage types, they are treated as different attacks for this purpose.

The effects of wounds are cumulative, and after a body part receives 3 wounds (of any type), the body part becomes crippled, and the Crippled Condition of that body part is applied.

d6	Body Part	Wound effect	Crippled effect
1	Torso	Damage per minute	Max/Current Health halved
2	Left Leg	-2 dodge rolls, +1 AP move/run	-4 Agility (min 1), Character loses Left Leg
3	Right Leg	-2 dodge rolls, +1 AP move/run	-4 Agility (min 1), Character loses Right Leg
4	Left Arm	-2 on Attack/Defense rolls with this arm	-2 Strength, -2 Dexterity. Character loses Left Arm
5	Right Arm	-2 on Attack/Defense rolls with this arm	-2 Strength, -2 Dexterity. Character loses Right Arm
6	Head	2x Damage per minute	Death

## Chapter 8

# Social Interactions

There will be rules for this I swear on me mum.



Part IV

Items and Equipment

## Chapter 9

# 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 can be accessed easily.

### 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	Resistances	Description	Wght	Price
Clothing (Different types)	1 cutting, 2 cold, 2 heat	Just some normal clothing	0	10
Novice Robes	+1 Wound Threshold, 2 cold, 2 heat	A novice priest, monk or mages' robes	0	10
Mages' Robes	2 cutting, 1 piercing, +3 Wound Threshold, 3 cold, 3 heat, 2 necrose, 2 radiation, 2 nihilation	A mages' robes. Magical	0	600
Priests' Robes	2 cutting 1 piercing, +2 Wound Threshold, 3 cold, 3 heat, 2 corrosive, 2 radiation, 2 nihilation, 2 psychic	A priests' robes. Magical	0	670

Robes of Protection	1 against every damage type, +1 Wound Threshold	Enchanted magical robes that look like standard monk's robes. Hard to attain. Magical	0	2450
---------------------	---	---	---	------

## 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, and doesn't require a certain strength level to be worn. However, out of the three armor types, it also sports the least defense. Leather, fur and very light, but also very expensive metals or metal chains are used to create light armor.

Name	Resistances	Description	Wght	Price
Leather Byrnie	1 blunt, 1 cutting, 1 piercing, +1 Wound Threshold	A short-sleeved leather shirt armor	0,2	40 Gold
Fur Byrnie	1 cutting, 1 piercing, +2 Wound Threshold, 2 cold	A shirt made of different types of fur	0,4	50 Gold
Gambeson	2 cutting, 1 piercing, +1 Wound Threshold, 2 cold, 2 hot	A quilted, long-sleeved hauberk made from cloth	0,1	160 Gold
Studded Leather Hauberk	1 blunt, 2 cutting, 2 piercing, +2 Wound Threshold	A long-sleeved hauberk made from leather, studded with bronze plates.	0,7	170 Gold
Wolf Fur Byrnie	2 cutting, 2 piercing, +3 Wound Threshold, 3 cold	A shirt made of wolf's fur.	0,8	350 Gold
Boiled Leather Cuirass	1 blunt, 3 cutting, 2 piercing, +3 Wound Threshold	A cuirass made from hardened, boiled leather	0,8	350 Gold
Bear Fur Byrnie	1 blunt, 3 cutting, 2 piercing, +4 Wound Threshold, 3 cold	A shirt made of a bear's fur	1,1	1.090 Gold
Salamander Leather Hauberk	1 blunt, 5 cutting, 4 piercing, +5 Wound Threshold, 2 hot, 1 electrical	A long-sleeved top made from a salamander's hide	0,4	5.730 Gold
Iron Chain Shirt	2 blunt, 5 cutting, 4 piercing, +5 Wound Threshold, 3 hot	A byrnie made from chain-linked rings of iron.	0,8	13.560 Gold

Steel Chain Shirt	2 blunt, 6 cutting, 4 piercing, +5 Wound Threshold, 3 hot	A byrnie made from chain-linked rings of steel	0,7	17.700 Gold
Dragon Leather Hauberk	2 blunt, 6 cutting, 5 piercing, +6 Wound Threshold, 2 cold, 4 hot, 2 corrosive	A long-sleeved top made of dragon leather	0,4	26.920 Gold
Wyrn Leather Cuirass	3 blunt, 6 cutting, 6 piercing, +7 Wound Threshold, 4 cold, 6 hot, 4 corrosive, 5 electrical	A hard cuirass made from the hide of a great wyrn's hide.	0,9	101.400 Gold
Enchanted Mithril Plate	2 against every damage type. +2 Wound Threshold	An enchanted cuirass made from the light mithril alloy. Magical	0	101.900 Gold

## 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 overlapping slabs of metal or hardened leather, to build "scale" armor. Some pieces of medium armor reduce the Agility of the wearer to a maximum value.

Name	Resistances	Description	Wght	Price
Cloth Scale Hauberk	2 blunt, 3 cutting, 1 piercing, +2 Wound Threshold, 2 cold, 2 heat	A long-sleeved hauberk made from cloth scales.	0,2	1.800
Arctic Bear Fur Byrnie	1 blunt, 3 cutting, 2 piercing, +4 Wound Threshold, 4 cold	A shirt made from a polar bear's fur. Maximum 10 Agility	2,8	1.950
Leather Scale Hauberk	2 blunt, 4 cutting, 2 piercing, +3 Wound Threshold, 2 cold, 2 hot	A hauberk made from overlapping leather pieces. Maximum 10 Agility	0,6	2.690
Leather Brigandine	1 blunt, 4 cutting, 3 piercing, +4 Wound Threshold	A shirt made of quilted leather.	0,7	2.390

Iron Scale Hauberk	2 blunt, 5 cutting, 3 piercing, +4 Wound Threshold, 1 cold, 1 hot	A long-sleeved top adorned with overlapping iron plates. Maximum 10 Agility	2,7	5.390
Volcanic Glass Cuirass	2 blunt, 3 cutting, 1 piercing, +3 Wound Threshold, 1 cold, 3 hot, 6 corrosive, 2 radiation, 2 electricity	A cuirass made of hardened volcanic glass. Stiff, but nearly weightless. Maximum 10 Agility	0	23.730
Ironplate Brigandine	1 blunt, 4 cutting, 3 piercing, +3 Wound Threshold, 2 cold, 2 hot, 1 electricity	A leather jacket with iron plates sewn in.	0,4	4.960
Steel Scale Hauberk	3 blunt, 6 cutting, 4 piercing, +5 Wound Threshold, 1 cold, 1 hot	A leather jacket with steel plates sewn in.	0,3	13.270
Enchanted Dragon-scale Plate	+4 Wound Threshold, 4 of every damage type	An enchanted plate armor made from dragon scales. Magical. Maximum 10 Agility	0,1	1.416.860

## Heavy Armor

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

Name	Resistances	Description	Wght	Price
Wood Cuirass	2 blunt, 3 cutting, 2 piercing, +3 Wound Threshold, 1 cold, 1 hot, 4 corrosive, 1 electrical	This armor is made from wooden plates overlapping each other. Rather clunky. Maximum Agility 6	3,2	400

Bone Armor	3 blunt, 5 cutting, 4 piercing, +4 Wound Threshold, 1 cold, 1 hot, 5 corrosive, 1 necrotic, 1 radiation, 1 electrical	This armor is made from a collection of human bones, and is slightly enchanted with shamanic magic. Maximum Agility 6	2,9	3.380
Heavy Brigandine	2 blunt, 5 cutting, 4 piercing, +4 Wound Threshold, 3 cold, 3 hot	This armor is made from heavy cloth quilted into little pockets. Maximum Agility 8	1,5	4.820
Iron Plate	4 blunt, 5 cutting, 5 piercing, +5 Wound Threshold, 2 cold, 2 hot, 2 corrosive, 1 necrotic, 1 nihilation, 1 suffocation	A plate cuirass made of hard iron. Maximum Agility 8	5,6	24.120
Steel Plate	4 blunt, 6 cutting, 6 piercing, +6 Wound Threshold, 2 cold, 2 hot, 2 corrosive, 1 necrotic, 1 nihilation, 1 suffocation	A plate cuirass made of steel. Maximum Agility 8	5,3	40.600
Enchanted Wyrmscale Plate	+6 Wound Threshold, 6 against every damage type	A plate cuirass crafted from a great wyrm's scales. Magical. Maximum Agility 10	0,4	14.670.000
Enchanted Adamantine Plate	+8 Wound Threshold, 8 against every damage type	A plate forged from adamantium. Extremely valuable and durable. Magical. Maximum Agility 8	1,2	30.147.600

## 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  
Attack (2 AP): 1d6 Piercing Damage  
Attack (3 AP): 1d12 Cutting Damage  
Block: 1d6 Cutting Damage  
Weight: 0.2 Stone  
Cost: 350 Gold

### Ballista

Stationary Ranged Weapon, 50 Passus Reach, DE  
Attack (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  
Weight: 20 Stone  
Cost: 34000 Gold

### Battle Axe

One-Handed Melee Weapon, 1 Passus Reach, ST  
Attack (4 AP): 3d4 Cutting Damage  
Weight: 0.4 Stone  
Cost: 120 Gold

### Bearded Axe

One-Handed Melee Weapon, 1 Passus Reach, ST  
Attack (4 AP): 4d4 Cutting Damage  
Weight: 0.3 Stone  
Cost: 250 Gold

### Bow

Two-Handed Ranged Weapon, 10 Passus Reach, DE  
Attack (4 AP): 1d10 Piercing Damage  
Ammunition: Arrows  
Weight: 0.2 Stone  
Cost: 170 Gold

### Broad Sword

One-Handed Melee Weapon, 1 Passus Reach, ST

Attack (4 AP): 2d8 Cutting Damage  
Block: 1d6 Cutting Damage  
Weight: 0.2 Stone  
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  
Weight: 0.2 Stone  
Cost: 70 Gold

### **Club**

One-Handed Melee Weapon, 1 Passus Reach, ST  
Attack (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  
Weight: 0.05 Stone  
Cost: 30 Gold

### **Common Hammer**

One-Handed Melee Weapon, 1 Passus Reach, ST  
Attack (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  
Weight: 0.1 Stone  
Cost: 200 Gold

### **Dagger**

One-Handed Melee Weapon, 1 Passus Reach, AG  
Attack (2 AP): 1d6 Piercing Damage  
Weight: 0.05 Stone  
Cost: 60 Gold

### **Flintlock Pistol**

One-Handed Ranged Weapon, 10 Passus Reach, DE  
Attack (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  
Weight: 0.3 Stone  
Cost: 6500 Gold



### **Flintlock Rifle**

Two-Handed Ranged Weapon, 15 Passus Reach, DE  
Attack (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  
Weight: 0.4 Stone  
Cost: 8400 Gold

### **Glaive**

Two-Handed Melee Weapon, 2 Passus Reach, AG or ST  
Attack (4 AP): 1d12 Cutting Damage  
Weight: 0.2 Stone  
Cost: 140 Gold

### **Great Axe**

Two-Handed Melee Weapon, 1.5 Passus Reach, ST  
Attack (6 AP): 4d8 Cutting Damage  
Weight: 0.5 Stone  
Cost: 530 Gold

### **Great Club**

Two-Handed Melee Weapon, 1.5 Passus Reach, ST  
Attack (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  
Weight: 0.8 Stone  
Cost: 110 Gold

### **Great Sword**

Two-Handed Melee Weapon, 2 Passus Reach, ST  
Attack (4 AP): 2d10 Piercing Damage  
Attack (6 AP): 2d10 Cutting Damage  
Block: 2d6 Cutting Damage  
Weight: 0.4 Stone  
Cost: 1220 Gold

### **Guisarme**

Two-Handed Melee Weapon, 2.5 Passus Reach, AG or ST  
Attack (6 AP): 2d10 Cutting Damage  
Weight: 0.8 Stone  
Cost: 310 Gold

### **Halberd**

Two-Handed Melee Weapon, 2 Passus Reach, ST  
Attack (6 AP): 2d8 cutting

Attack (6 AP): 2d8 Piercing  
Weight: 0.7 Stone  
Cost: 830 Gold

#### **Hand Axe**

One-Handed Melee Weapon, 1 Passus Reach, ST  
Attack (2 AP): 2d4 Cutting Damage  
Weight: 0.2 Stone  
Cost: 70 Gold

#### **Hand Crossbow**

One-Handed Ranged Weapon, 5 Passus Reach, DE  
Attack (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  
Weight: 0.1 Stone  
Cost: 380 Gold

#### **Heavy Crossbow**

Two-Handed Ranged Weapon, 10 Passus Reach, DE  
Attack (1 AP): 3d10 Piercing Damage  
Reload (4 AP) The heavy crossbow has to be reloaded after every shot  
Ammunition: Bolts  
Weight: 0.5 Stone  
Cost: 1700 Gold

#### **Kite Shield**

One-Handed Melee Weapon, 1 Passus Reach, ST  
Block (2 AP): 2d6 Weapon Damage  
Weight: 0.8 Stone  
Cost: 40 Gold

#### **Lance**

One-Handed Melee Weapon, 2.5 Passus Reach, ST  
Attack (5 AP): 2d6 Piercing Damage  
When charging, deals one extra damage die  
Weight: 1.5 Stone  
Cost: 40 Gold

#### **Light Crossbow**

Two-Handed Ranged Weapon, 10 Passus Reach, DE  
Attack (1 AP): 2d12 Piercing Damage  
Reload (3 AP): The light crossbow has to be reloaded after every shot  
Ammunition: Bolts  
Weight: 0.2 Stone

Cost: 1100 Gold

### **Light Hammer**

One-Handed Melee Weapon, 1 Passus Reach, ST

Attack (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.

Weight: 0.1 Stone

Cost: 5 Gold

### **Long Bow**

Two-Handed Ranged Weapon, 15 Passus Reach, DE

Attack (6 AP): 2d10 Piercing Damage

Ammunition: Arrows

Weight: 0.3 Stone

Cost: 450 Gold

### **Long Sword**

Two-Handed Melee Weapon, 1.5 Passus Reach, ST

Attack (4 AP): 1d12 Cutting Damage

Attack (4 AP): 1d12 Piercing Damage

Block: 2d6 Cutting Damage

Weight: 0.3 Stone

Cost: 900 Gold

### **Mace**

One-Handed Melee Weapon, 1 Passus Reach, ST

Attack (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.

Weight: 0.3 Stone

Cost: 40 Gold

### **Morning Star**

Two-Handed Melee Weapon, 1.5 Passus Reach, ST

Attack (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.

Weight: 0.8 Stone

Cost: 60 Gold

### **Pike**

Two-Handed Melee Weapon, 3 Passus Reach, ST

Attack (5 AP): 1d12 Piercing Damage

Ready (3 AP, 3-Passus cone): 1d12 Piercing Damage against creature that runs into readied area

Weight: 1 Stone  
Cost: 30 Gold

### **Quarterstaff**

Two-Handed Melee Weapon, 1.5 Passus Reach, ST or AG  
Attack (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  
Weight: 0.1 Stone  
Cost: 5 Gold

### **Rapier**

One-Handed Melee Weapon, 1 Passus Reach, DE or AG  
Attack (3 AP): 1d8 Piercing Damage  
Block: 1d4 Cutting or Piercing Damage  
Weight: 0.05 Stone  
Cost: 500 Gold

### **Revolving Pistol**

One-Handed Ranged Weapon, 50 Passus Reach, DE  
Attack (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  
Weight: 0.2 Stone  
Cost: 800 Gold

### **Riding Bow**

Two-Handed Ranged Weapon, 6 Passus Reach, DE  
Attack (4 AP): 2d8 Piercing Damage  
Ammunition: Arrows  
Weight: 0.2 Stone  
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.  
Weight: 0.8 Stone  
Cost: 40 Gold

### **Scorpion**

Stationary Ranged Weapon, 150 Passus Reach, DE  
Attack (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  
Weight: 8 Stone  
Cost: 250 Gold

### **Shield**

One-Handed Melee Weapon, 1 Passus Reach, ST  
Attack (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  
Weight: 0.2 Stone  
Cost: 50 Gold

### **Short Spear**

One-Handed Melee Weapon, 1.5 Passus Reach, AG or ST  
Attack (2 AP): 1d6 Piercing Damage  
Weight: 0.1 Stone  
Cost: 5 Gold

### **Short Sword**

One-Handed Melee Weapon, 1 Passus Reach, DE or AG  
Attack (2 AP): 1d8 Piercing Damage  
Attack (3 AP): 1d6 Cutting Damage  
Block: 1d4 Cutting Damage  
Weight: 0.1 Stone  
Cost: 200 Gold

### **Sling**

One-Handed Ranged Weapon, 30 Passus Reach, DE  
Attack (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  
Weight: 0.1 Stone  
Cost: 5 Gold

### **Slingshot**

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

Weight: 0.1 Stone  
Cost: 5 Gold

### **Spear**

Two-Handed Melee Weapon, 2 Passus Reach, AG or ST  
Attack (3 AP): 1d8 Piercing Damage  
Weight: 0.3 Stone  
Cost: 10 Gold

### **Throwing Stones**

One-Handed Ranged Weapon, 6 Passus Reach, DE or ST  
Attack (1 AP): 1d4 Blunt Damage  
Ammunition: Stones  
Weight: 0.1 Stone  
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.  
Weight: 1.5 Stone  
Cost: 80 Gold

### **Unarmed Combat**

One-Handed Melee Weapon, 1 Passus Reach, ST or AG  
Attack (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.  
Weight: 0.0 Stone  
Cost: 0 Gold (This is just your body)

### **War Hammer**

One-Handed Melee Weapon, 1.5 Passus Reach, ST  
Attack (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.  
Weight: 0.5 Stone  
Cost: 50 Gold

## Chapter 10

# Goods and Services

### Mundane Objects

Name	Weight	Price (In Gold)
Backpack	0.01	5
Bedroll	0.05	2
Blanket	0.01	1
Chain, 2 passus	0.05	20
Crowbar	0.01	10
Fire Steel	-	10
Grappling Hook	0.05	50
Lantern	0.05	100
Lock, Very Easy (DV 15)	-	10
Lock, Easy (DV 20)	-	50
Lock, Medium (DV 25)	-	100
Lock, Hard (DV 30)	-	500
Lock, Very Hard (DV 35)	-	1000
Lockpick Set	-	10
Lockpick Set, Good	-	100
Lockpick Set, Great	-	500
Lockpick Set, Masterful	-	1000
Paper, per Page	-	1
Potion Belt, 3 Slots	-	10
Potion Belt, 5 Slots	-	50
Prayer Book	0.01	50
Rope, 10 passus	0.03	50
Shackles	0.01	100
Small Mirror	-	100
Spellbook	0.01	50
Tent	0.1	10
Waterskin	0.25/-	2

A **Backpack** can hold up to 5 stones worth of materials, provided they fit into it.

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 **Potion Belt** can be used to strap 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.

A **Prayer Book** 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 **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	Weight	Price (In Gold)
Bandages	0.01	2
Candle	-	3
Ink	0.05	10
Inkpen	-	20
Lantern Oil	0.05	5
Meal, Trail Ration	0.05	2
Grilled Meat	0.05	2
Simple Stew	0.05	3
Savory Porridge	0.05	4
Torch	0.1	2
Whetstone	0.01	20

**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.

**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 heals 1D6 Mana.

**Grilled Meat** is meat cooked over an open fire. It regenerates 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 regenerates 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 hearty, giving the user +10 temporary stamina and +5 temporary health for the next 8 hours.

**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 11. A whetstone can be used up to 10 times.

## Potions

Potions can be used by drinking them. Drinking a potion takes 2 AP, and retrieving them from your inventory costs an additional 4 AP.

Name	Weight	Price (In Gold)
Antidote	0.05	20
Health Potion	0.05	50
Mana Potion	0.05	50
Spider's Venom	0.05	30
Stamina Potion	0.05	25

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

A **Health Potion** regenerates 1d6 Health immediately.

A **Mana Potion** regenerates 1d6 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 or thrown weapon. 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 a weapon drenched in Spider's venom (so at least one damage was dealt) must make a DV 12 VIT check or take 3D6 Necrotic damage. If this damage would cause a wound, it instead reduces the victim's AGI by 1d4. A creature dropped to 0 AGI by that damage becomes paralyzed.

A **Stamina Potion** regenerates 1d6 Stamina immediately.

## Mundane Objects

Name	Weight	Price (In Gold)
Backpack	0.01	5
Bedroll	0.05	2
Blanket	0.01	1
Chain, 2 passus	0.05	20
Crowbar	0.01	10
Fire Steel	-	10
Grappling Hook	0.05	50
Lantern	0.05	100
Lock, Very Easy (DV 15)	-	10
Lock, Easy (DV 20)	-	50
Lock, Medium (DV 25)	-	100
Lock, Hard (DV 30)	-	500
Lock, Very Hard (DV 35)	-	1000
Lockpick Set	-	10
Lockpick Set, Good	-	100
Lockpick Set, Great	-	500
Lockpick Set, Masterful	-	1000
Paper, per Page	-	1
Potion Belt, 3 Slots	-	10
Potion Belt, 5 Slots	-	50
Prayer Book	0.01	50
Rope, 10 passus	0.03	50
Shackles	0.01	100
Small Mirror	-	100

Spellbook	0.01	50
Tent	0.1	10
Waterskin	0.25/-	2

A **Backpack** can hold up to 5 stones worth of materials, provided they fit into it.

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 **Potion Belt** can be used to strap 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.

A **Prayer Book** 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 spell-

book and recite it out of it.

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.

**Part V**

**Perks**

# Chapter 11

## 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 gold 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 money 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 oftentimes 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 fulfill these requirements to be able to learn the perk.

#### **Tags**

Most perks have one of the following tags.

- **Spell, Maneuver, Rune, 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.
- **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.
- **Memory** perks are perks that need to be studied further in order to use, even though a character may have learned it already. A character can have as many memory perks ready as their Intellect. For example, a character with an Intellect of 8 can have up to 8 memory perks remembered at a time. Usually, a character writes down their memory perks in some kind of book - maybe a religious book for prayers or a spellbook for spells. Forgetting one perk and remembering a different one takes one hour. Higher levels of the same perk, or other variations don't count as additional perks to remember.

The perk is then usually described in detail.

## Learning Perks

Learning a new perk requires Gold 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.

The amount of time required to learn a new perk is based on the perk's gold 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	Gold cost covered per day	Gold 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 12

# Base Perks

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

### Health Pool

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You increase your Health by 1D6 + Vitality. 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 17 levels is as follows:

Level	Cost	Level	Cost	Level	Cost	Level	Cost
II	50	VI	750	X	2.250	XIV	4.550
III	150	VII	1.050	XI	2.750	XV	5.250
IV	300	VIII	1.400	XII	3.300	XVI	6.000
V	500	IX	1.800	XIII	3.900	XVII	6.800

### Stamina Pool

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You increase your Stamina by 1D6 + Strength. 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 17 levels is as follows:

Level	Cost	Level	Cost	Level	Cost	Level	Cost
II	50	VI	750	X	2.250	XIV	4.550
III	150	VII	1.050	XI	2.750	XV	5.250
IV	300	VIII	1.400	XII	3.300	XVI	6.000
V	500	IX	1.800	XIII	3.900	XVII	6.800

## Mana Pool

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You increase your Mana by 1D6 + Intellect. 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 17 levels is as follows:

Level	Cost	Level	Cost	Level	Cost	Level	Cost
II	50	VI	750	X	2.250	XIV	4.550
III	150	VII	1.050	XI	2.750	XV	5.250
IV	300	VIII	1.400	XII	3.300	XVI	6.000
V	500	IX	1.800	XIII	3.900	XVII	6.800

## Bodily Toughness

**Cost:** 500 Gold

**Requirements:** -

**Passive, Repeatable**

Whenever you gain a level in "Health Pool", you roll **2D6** instead of **1D6**. Roll this additional D6 for the levels of "Health Pool" you already have.

Level Progression:

Level	Cost	Die
II	5.00	3D6
III	10.000	4D6

## Long Breath

**Cost:** 500 Gold

**Requirements:** -

**Passive, Repeatable**

Whenever you gain a level in "Stamina Pool", you roll **2D6** instead of **1D6**.

Roll this additional D6 for the levels of "Stamina Pool" you already have.

Level Progression:

Level	Cost	Die
II	5.00	3D6
III	10.000	4D6

## Enduring Spellcaster

**Cost:** 500 Gold

**Requirements:** -

**Passive, Repeatable**

Whenever you gain a level in "Mana Pool", you roll **2D6** instead of **1D6**. Roll

this additional D6 for the levels of "Mana Pool" you already have.

Level Progression:

Level	Cost	Die
II	5.00	3D6
III	10.000	4D6

## Increase Attribute

**Cost:** 100 Gold

**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	Level	Cost	Level	Cost	Level	Cost
II	250	VII	5,000	XII	100,000	XVII	2,500,000
III	500	VIII	7,500	XIII	250,000	XVIII	5,000,000
IV	750	IX	10,000	XIV	500,000	XIX	7,500,000
V	1,000	X	25,000	XV	750,000	XX	10,000,000
VI	2,500	XI	75,000	XVI	1,000,000	XXI	25,000,000

## Chapter 13

# Fighting Perks

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

### Aimed Attack

**Cost:** 200 Gold

**Requirements:** -

**Maneuver, Active, Repeatable, Source**

When making a weapon attack, you can add 1D6 to the attack roll. The attack takes 2 AP longer than usual because of this. Also, if your attack deals enough damage to cause a wound, you can decide which body part receives said wound.

Level Progression:

Level	Cost	Effect
II	2000	add 2D6 for 3 AP.
III	7500	add 3D6 for 4 AP .

### 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 add your level to your Perception Value and dodge rolls made while wearing this type of armor.

Level Progression:

II: You can add +1d4 to dodge rolls and your Reaction Value increases by 2 while wearing this type of armor.

III: You can add +2d4 to dodge rolls and your Reaction Value increases by 4

while wearing this type of armor

IV: 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	50 Gold, None	100 Gold, Light Armor Training I	500 Gold, Medium Ar- mor Training I
II	50	100 Gold	500 Gold	1000 Gold
III	100	500 Gold	1000 Gold	5000 Gold
IV	500	1000 Gold	5000 Gold	100 000 Gold

## Balance

**Cost:** 0

**Requirements:** -

**Passive**

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

## Brutal Attack

**Cost:** 100 Gold

**Requirements:** -

**Maneuver, Active, Repeatable, Source**

When making a melee weapon attack based on Strength, you can pay 5 Stamina to add one Weapon Damage Die. For example, if your weapon would deal 1D12 damage, you deal 2D12 damage instead. Note: There are weapons that already have multiple Weapon Dice. For example, a weapon dealing 2D6 damage would deal 3D6 instead, NOT 4D6.

Level Progression:

II: 500 Gold, also 10 Stamina for 2 damage dice possible

III: 1000 Gold, also 15 Stamina for 3 damage dice possible

IV: 2500 Gold, also 20 Stamina for 4 damage dice possible

V: 5000 Gold, also 25 Stamina for 5 damage dice possible

VI: 10000 Gold, also 30 Stamina for 6 damage dice possible

VII: 25000 Gold, also 35 Stamina for 7 damage dice possible

VIII: 50000 Gold, also 40 Stamina for 8 damage dice possible

## Charge Attack

**Cost:** 200 Gold

**Requirements:** -

**Active, Repeatable, Source**

You run at least 5 Passus in a straight line towards an enemy and attempt to hit them with a melee weapon attack. In addition to the AP and Stamina cost for movement and attack, pay 3 Stamina. The attack roll is increased by 4 and the damage from the attack is increased by 5.

Level Progression:

II: 750 Gold, damage can also be increased by 10 instead. Costs 7 Stamina

III: 1500 Gold, damage can also be increased by 15 instead. Costs 12 Stamina

IV: 2500 Gold, damage can also be increased by 25 instead. Costs 18 Stamina

V: 5000 Gold, damage can also be increased by 40 instead. Costs 25 Stamina

## Disarm

**Cost:** 150 Gold

**Requirements:** -

**Maneuver, Active, Repeatable, Source**

You attack one opponent that is armed with a manufactured weapon. Make a weapon attack roll, taking an additional 2 AP, 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.

Level Progression:

II: 500 Gold, when making a disarm attempt, you can add 1d4 to your attack roll

III: 2500 Gold, when making a disarm attempt, you can add 1d6 to your attack roll

## Disarming Attack

**Cost:** 6000 Gold

**Requirements:** Disarm III

**Maneuver, Active, Source**

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.

## Feint Attack

**Cost:** 200 Gold

**Requirements:** -

**Maneuver, Active, Source**

You can spend 2 additional AP to create an opening in your opponents defenses, to be able to hit easier. When making a melee weapon attack, make an Empathy check adding bonuses for deception, contested by the defenders 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 dont succeed, the defender can react as usual.

## 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 Gold, your burstout only deals 1d8 damage per level

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

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

V: 50000 Gold: 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.

## Provoke

**Cost:** 200 Gold

**Requirements:** -

**Maneuver, Active, Repeatable, Source**

You can spend 2 AP to provoke an Opponent to attack you. Make an Empathy check, contested by this opponents 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 Gold, 3 AP for 2D6 attacks also possible  
III: 2500 Gold, 4 AP for 3D6 attacks also possible  
IV: 5000 Gold, 5 AP for 4D6 attacks also possible  
V: 7500 Gold, 6 AP for 5D6 attacks also possible

## 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 Gold, 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 Gold, 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 Gold, You are now able to engage your Rage whenever you want to. You can now end your Rage whenever you want to.  
IV: 10000 Gold, Movement reduces your stamina normally while raging  
V: 50000 Gold, While raging, your Strength-based attacks' crit range increases by 1 (So you crit on a 11 as well).  
VI: 100000 Gold, While raging, you gain 3 Armor resistance against all types of damage.

## Sneak Attack

**Cost:** 100 Gold

**Requirements:** -

**Maneuver, Active, Repeatable, Source**

You can spend 4 Stamina while making a melee weapon attack based on DE or AG, targeting a creatures weak spot. Enemies immune to critical hits are im-

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 Gold, 8 Stamina and you can also add 2 extra damage dice  
III: 800 Gold, 12 Stamina and you can also add 3 extra damage dice  
IV: 1500 Gold, 16 Stamina and you can also add 4 extra damage dice  
V: 3000 Gold, 20 Stamina and you can also add 5 extra damage dice  
VI: 7500 Gold, 24 Stamina and you can also add 6 extra damage dice

## Trip

**Cost:** 100 Gold

**Requirements:** -

**Maneuver, Active, Repeatable, Source**

You make an attack against a standing enemy. Make an attack roll, 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.

Level Progression:

II: 500 Gold, add +1d4 to your attack roll to trip an opponent  
III: 1000 Gold, add +2d4 to your attack roll to trip an opponent  
IV: 5000 Gold, add +3d4 to your attack roll to trip an opponent

## Trip Attack

**Cost:** 5000 Gold

**Requirements:** Trip III

**Maneuver, Active, Source**

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

## Weapon Training

**Cost:** Varies (See Below)

**Requirements:** -  
**Passive, Repeatable**

You are trained with a certain type of weapon. You can add your combat level to attack and block rolls made with this weapon. You can also learn this perk in sets, each of which contains multiple weapon types.

Level Progression:

II: Add an additional +1d4 to your rolls with this weapon type

III: Add an additional +2d4 to your rolls with this weapon type

IV: Add an additional +3d4 to your rolls with this weapon type

Every character starts with 1 level in "Weapon Training [Basic Weapons]"

Single Weapon Types Costs

Weapon Type	Level 1	Level 2	Level 3	Level 4
Arming Sword	50	100	500	1000
Ballista	1000	4500	8000	20000
Battle Axe	50	100	500	1000
Bearded Axe	50	100	500	1000
Bow	-	10	100	500
Broad Sword	50	100	500	1000
Buckler	50	100	500	1000
Club	-	10	100	500
Common Hammer	50	100	500	1000
Dagger	-	10	100	500
Flintlock Pistol	1000	2500	5000	10000
Flintlock Rifle	1000	3000	7500	20000
Glaive	100	250	700	1500
Great Axe	100	250	700	1500
Great Club	-	10	100	500
Great Sword	100	250	700	1500
Guisarme	100	250	700	1500
Halberd	100	250	700	1500
Hand Axe	-	10	100	500
Hand Crossbow	500	1000	5000	10000
Heavy Crossbow	100	250	700	1500
Kite Shield	100	250	700	1500
Lance	50	100	500	1000
Light Crossbow	50	100	500	1000
Light Hammer	-	10	100	500

Long Bow	50	100	500	1000
Long Sword	100	250	700	1500
Mace	50	100	500	1000
Morning Star	100	250	700	1500
Pike	50	100	500	1000
Quarterstaff	-	10	100	500
Rapier	50	100	500	1000
Revolving Pistol	1000	2500	5000	10000
Riding Bow	-	10	100	500
Round Shield	50	100	500	1000
Scorpion	1500	2500	4700	10000
Shield	10	50	200	500
Short Spear	-	10	100	500
Short Sword	-	10	100	500
Sling	10	50	200	500
Slingshot	-	10	100	500
Spear	-	10	100	500
Throwing Stones	-	10	100	500
Tower Shield	500	1000	5000	10000
Unarmed Combat	-	10	100	500
War Hammer	100	250	700	1500

#### Sets and Costs

Set Name	Weapons	Costs
Basic Weapons	Bow, Club, Dagger, Great Club, Hand Axe, Light Hammer, Quarterstaff, Riding Bow, Short Spear, Short Sword, Slingshot, Spear, Unarmed Combat	- / 130 / 1300 / 6500

## Weapon Mastery

**Cost:** Varies (See Below)

**Requirements:** Weapon Training of specific weapon type

**Passive, Repeatable**

You have mastered a certain type of weapon. You can add a quarter of the relevant attribute to weapon damage rolls with this weapon type. Round up.

Level Progression:

II: Requires Weapon Training II of specific weapon, Add half your attribute

III: Requires Weapon Training III of specific weapon, Add three fourths your attribute

IV: Requires Weapon Training IV of specific weapon, Add your full attribute

Weapon Type	Level 1	Level 2	Level 3	Level 4
Arming Sword	500	1000	5000	10000
Ballista	10000	45000	80000	200000
Battle Axe	500	1000	5000	10000
Bearded Axe	500	1000	5000	10000
Bow	50	100	1000	5000
Broad Sword	500	1000	5000	10000
Buckler	500	1000	5000	10000
Club	50	100	1000	5000
Common Hammer	500	1000	5000	10000
Dagger	50	100	1000	5000
Flintlock Pistol	10000	25000	50000	100000
Flintlock Rifle	10000	30000	75000	200000
Glaive	1000	2500	7000	15000
Great Axe	1000	2500	7000	15000
Great Club	50	100	1000	5000
Great Sword	1000	2500	7000	15000
Guisarme	1000	2500	7000	15000
Halberd	1000	2500	7000	15000
Hand Axe	50	100	1000	5000
Hand Crossbow	5000	10000	50000	100000
Heavy Crossbow	1000	2500	7000	15000
Kite Shield	1000	2500	7000	15000
Lance	500	1000	5000	10000
Light Crossbow	500	1000	5000	10000
Light Hammer	50	100	1000	5000
Long Bow	500	1000	5000	10000
Long Sword	1000	2500	7000	15000
Mace	500	1000	5000	10000
Morning Star	1000	2500	7000	15000
Pike	500	1000	5000	10000
Quarterstaff	50	100	1000	5000
Rapier	500	1000	5000	10000
Revolving Pistol	10000	25000	50000	100000
Riding Bow	50	100	1000	5000
Round Shield	500	1000	5000	10000
Scorpion	1500	2500	4700	10000
Shield	100	500	2000	5000
Short Spear	50	100	1000	5000
Short Sword	50	100	1000	5000
Sling	100	500	2000	5000
Slingshot	50	100	1000	5000
Spear	50	100	1000	5000

Throwing Stones	50	100	1000	5000
Tower Shield	500	1000	5000	10000
Unarmed Combat	50	100	1000	5000
War Hammer	1000	2500	7000	15000

## Chapter 14

# Arcane Perks and Spells

This category includes spells and magical perks

### Elemental Magic Training

**Cost:** Varies (See Below)

**Requirements:**

- Arcane Training I
- Arcane Training II
- Arcane Training III

**Passive, Repeatable**

You have trained in a specific magical element, and acquired some knowledge of its applications and effects.

You can learn this perk multiple times, learning a different element every time. Elements are associated with and opposed to each other in circles. If you take this perk to train in a second or even third element of a circle, it is more costly to do so. The "Nihil" element counts as being part of every other circle, therefore making it harder to train in any other element.

When casting a spell with an elemental modifier, you can add your Level to any associated checks.

Also, you can apply the element to any spell that has an "empty" elemental modifier, if the spell allows that for the specified element. For example, if an element doesn't have an associated damage type, but the element would alter the spell's damage type, you can't use that element to alter the spell.

### Level Progression

II: You can add your level and 1d4

III: You can add your level and 2d4

IV: You can add your level and 3d4

### Cost:

Level	First of circle	Second of circle	Third of circle	Fourth of circle
I	50 Gold	150 Gold	400 Gold	700 Gold
II	250 Gold	500 Gold	900 Gold	1500 Gold
III	600 Gold	1200 Gold	1800 Gold	2500 Gold
IV	1500 Gold	2400 Gold	3500 Gold	5000 Gold

### Elements:

Element	Magic, Damage	Description
Circle of Nil		
Nihil	Nihilomancy, Nihilation	The elemental nothingness, whatever comes in touch with this element becomes annihilated. It is the counter-idea of all other elements, destroying matter and magical energies alike. It can dispel magic, destroy matter and energy and negate effects.
Circle of Phota		
Light	Luxomancy, Radiation	The element of light, this element contains everything that produces or distorts light. It can create light sources, dazzling flashes or illusions.
Darkness	Tenebromancy, None	Not just the absence of light, darkness is the polar opposite of both having light or casting a shadow. It can be manifested in areas of pure darkness in even the brightest of days, becoming invisible or contacting it's dark origins to call forth dark creatures into your service.
Shadow	Umbromancy, None	The elemental shadow, it can be found wherever there is some form of matter and some light. The planets cast shadow onto themselves at night, and those who master this element can bend, animate or use this element to their advantage.
Circle of Anima		
Life	Vivromancy, None*	The state of being alive is fueled by the completeness of body, soul and mind. Whenever one of these energies is damaged, a Vivromancer, commonly also known as "Healing Mages" can repair those energies. However, the element has many more applications than mere healing.



Death	Mortomancy, Necrose	Part of being alive is dying. Whenever living matter is damaged beyond repair, it becomes dead. As the polar opposite of life, this element serves as fuel for new life. Death Magic damages living beings and involves wilting, curses, and frightening images of the afterlife.
Undeath	Necromancy, None	Sometimes, a creature can not die. This happens when one of their three essential parts - body, soul or mind - becomes animated beyond the grave. Such creatures are fueled by the element of undeath, and Necromancers are commonly those who create, call forth, or sometimes cleanse them from this energy. Undeath can raise and command undead, talk to the diseased or destroy undead creatures.
Circle of Motua		
Lightning	Fulgomancy, Elecricity	Lightning is the result of an imbalance between positive and negative energies. Whenever such an imbalance is created, the omnipresent energy of balance in the universe creates an explosive, direct blast in which the imbalance collapses onto itself. Such an energy can damage living creatures and lifeless matter alike, but it can also be used to animate muscle fiber and increase its effectiveness.
Cold	Frigomancy, Cold	In the absence of movement, negative energies are created. Water freezes, air drops to the ground and life dies. Cold can damage creatures, erode mountains and crystallize living matter.
Heat	Pyromancy, Hot	In the overabundance of movement, positive energies are forced into being. Air rises, water evaporates into steam and living matter bursts into flame. Heat can damage living matter, melt stone and spread destruction and ash across the lands.
Circle of Materia		
Water	Aquamancy, Corrosive*	The element of water is the element of balance between chaos and stasis. Whenever matter becomes movable and dynamic, it becomes fluid. Water, Lava, even Time, all of those things are moved by the arcane element of water. The acidic or basic alignment of any water-based material can corrode living matter and crystalline structures alike.

Air	Aeromancy, Cutting*	Whenever a material enters a state of being dynamic beyond being fluid, it becomes gaseous, and starts being governed by the element of air. Air can keep breathing creatures alive in other elements, or can suffocate them with poisonous gas or by removing the oxygen from their lungs. When it is moved fast enough, it can cut skin and rend flesh.
Earth	Terramancy or Geomancy, Blunt*	The element of crystalline, mineral, frigid structures is Earth. It is the polar opposite of both the dynamic air and the balanced water, and stands for immobility and stern resilience. It can crush others under its weight, build mountains and fortresses for eternity, and when it collides with something, only the strong survives.

Even though life has no associated damage type, some of its spells have curative power, usually referred to as "negative" damage which heals living creatures, but damages undead, as if it were a damage type.

Even though the spells in the circle of materia have specific associated damage types, a lot of spells that have the modifiers from this circle deal different types of damage.

## Arcane Armor

**Cost:** 100 Gold

**Requirements:** -

**Element:** Empty

**Spell, Active, Repeatable, Source, Memory**

For 8 AP and 5 Mana, you create a visible, magical force field around your body that increases your 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 you take damage, even if it is reduced to 0 by your total Armor Reduction, you lose 2 Mana in order to keep up the spell. You can benefit from only one Arcane Armor at a time.

If you apply an element to this spell, the armor instead grants resistance against that damage type, reducing it by half.

Level Progression:

II: 350 Gold, 10 Mana for 4 Armor Reduction or two elements possible

III: 750 Gold, 15 Mana for 6 Armor Reduction or three elements possible

IV: 1500 Gold, 20 Mana for 8 Armor Reduction or four elements possible  
V: 5000 Gold, 25 Mana for 10 Armor Reduction or five elements possible

## Arcane Bolt

**Cost:** 50 Gold

**Requirements:** -

**Element:** Empty

**Spell, Weapon, Active, Repeatable, Source, 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.

If you apply an element modifier to the spell, the bolt deals that type of damage instead.

Level Progression:

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

Level Progression:

II: 100 Gold, 6 Mana for 4 dice

III: 500 Gold, 9 Mana for 8 dice

IV: 1000 Gold, 12 Mana for 10 dice

V: 5000 Gold, 15 Mana for 12 dice

## Arcane Training

**Cost:** 100 Gold

**Requirements:** -

**Passive, Repeatable, Source**

Whenever you cast, identify or recall a spell or magical effect that has no elemental modifier or an empty modifier that hasn't been altered into an element, you can add your Level to any associated checks.

Level Progression:

II: 1000 Gold, you can add your Level and 1d4

III: 2500 Gold, you can add your Level and 2d4

IV: 5000 Gold, you can add your Level and 3d4

## Bind Soul

**Cost:** 200 Gold

**Requirements:** -

**Element:** Nihil

**Spell, Active, Repeatable, Source, 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 creatures death, and a creatures soul can not be captured twice. You gain 1 tiny soul shard from this creature.

Level Progression:

Level	Cost	additional Option	gain
II	500 Gold	15 Mana for creatures of combined level 6-10	gaining 1 small soul shard
III	1000 Gold	30 Mana for creatures of combined level 11-15	gaining 1 normal soul shard
IV	2500 Gold	60 Mana for creatures of combined level 16-20	gaining 1 large soul shard
V	5000 Gold	100 Mana for creatures of combined level 21-25	gaining 1 massive soul shard
VI	10000 Gold	200 Mana for creatures of combined level 26-30	gaining 1 huge soul shard
VII	25 000 Gold	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 Gold

**Requirements:** Arcane Training II

**Element:** Varies, See below

**Spell, Active, Repeatable, Source, 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 doesnt stack with other temporary attribute increases, neither from Perks nor Equipment. You can temporarily increase an attribute to a maximum of more than 12 via that spell.

This spell is associated with different elements based on attribute.

Attribute	Element
Strength	Heat
Vitality	Earth
Dexterity	Air
Agility	Water

Attribute	Element
Intellect	None
Perception	Light
Empathy	Life

Level Progression:

II: 1000 Gold, increase by 3 for 25 Mana

III: 2000 Gold, increase by 4 for 50 Mana

IV: 5000 Gold, increase by 5 for 80 Mana

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

## Cure Wounds

**Cost:** 150 Gold

**Requirements:** -

**Element:** Life

**Spell, Active, Repeatable, Source, Memory**

You spend 5 Mana and 10 AP and touch a willing creature. You reduce one of the creature's wounds by 1d6 damage points. If the wound is healed to 0, it is completely removed

Level Progression:

II: 500 Gold, 10 Mana for 2d6

III: 1000 Gold, 15 Mana for 3d6

IV: 5000 Gold, 20 Mana for 4d6

V: 10 000 Gold, 25 Mana for 5d6

## Dispel Magic

**Cost:** 250 Gold

**Requirements:** Arcane Training I

**Element:** Nihil

**Spell, Active, Source, 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. If the creator had arcane or elemental training congruent with the effect's element upon creation, they can add their level and d4s respectively. 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 Gold, 20 Mana for two effects

III: 1500 Gold, 30 Mana for three effects

IV: 2500 Gold, 40 Mana for four effects

V: 5000 Gold, 50 Mana for five effects

## Hasten and Hinder

**Cost:** 1000 Gold

**Requirements:** Arcane Training II

**Element:** Air or Earth respectively

**Spell, Active, Repeatable, Source, 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 Gold, 50 Mana to target two creatures also possible

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

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

## Light

**Cost:** 50 Gold

**Requirements:** -

**Element:** Light

**Spell, Active, Source, 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 shine a bright light to a range of 6 passus. If you are trained in light magic, you can add your Adventuring Level to that value. On higher levels of light magic training, add 2, 4, or 6 additional passus respectively.

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 Gold

**Requirements:** -

**Element:** Light

**Spell, Active, Source, 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. If you are trained in Light magic, you can add your Adventuring level to that check. For higher levels in light magic, add 2 or 3 hours respectively.

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 (Spotting) 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 Gold

**Requirements:** -

**Element:** Lightning

**Spell, Repeatable, Active, Source, 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 Gold and Lightning Training I, 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 Gold and Lightning Training II, 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 Gold

**Requirements:** Arcane Training II

**Element:** Varies, See below

**Spell, Active, Repeatable, Source, 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.

This spell is associated with different elements based on attribute.

Attribute	Element
Strength	Heat
Vitality	Earth
Dexterity	Air
Agility	Water

Attribute	Element
Intellect	None
Perception	Light
Empathy	Life

Level Progression:

II: 1000 Gold, reduce by 3 for 25 Mana

III: 2000 Gold, reduce by 4 for 50 Mana



IV: 5000 Gold, reduce by 5 for 80 Mana  
V: 10 000 Gold, reduce by 6 for 120 Mana

## Revitalize

**Cost:** 100 Gold

**Requirements:** -

**Element:** Life

**Spell, Active, Repeatable, Source, 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 Gold, 6 Mana for 2d6

III: 800 Gold, 9 Mana for 3d6

IV: 1800 Gold, 12 Mana for 4d6

V: 2500 Gold, 15 Mana for 5d6

VI: 5000 Gold, 18 Mana for 6d6

VII: 10 000 Gold, 21 Mana for 7d6

## Shadowtread

**Cost:** 500 Gold

**Requirements:** Shadow Magic Training I

**Element:** Shadow

**Spell, Active, Source, Memory**

You spend 4 AP and a freely choosable 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 and that is connected to said shadow. It is possible to use this spell at night or in complete darkness.

## Summon Soul

**Cost:** 250 Gold

**Requirements:** Arcane Training I

**Element:** Undeath

**Spell, Active, Source, Memory**

You spend 12 AP to summon a creature from its soul shard. The spell costs 2

times the creatures total level in Mana.

The summon takes the form it had in life, but it gains the Etherealness Descriptor. 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 Gold

**Requirements:** -

**Element:** Air

**Spell, Active, Source, Memory, 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 Gold, 10 initial Mana for on fifth your Intellect in stone.

III: 1000 Gold, 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 Gold, 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 Gold, 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 Gold, Moving lifted items that are lighter than half your Intellect in stone doesn't cost Mana anymore

## Chapter 15

# Prayers and Wonders

This category includes prayers and wonders.

### Disciple of Avior

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You are a disciple of Avior. You gain 5 Piety Points. Using a prayer requires you to have a certain amount of Piety Points. Using a Wonder reduces your Piety Points. When you lose enough Piety Points to not be able to use a prayer, this does not mean that you also lose that prayer perk. Instead, you just lose the ability to use it until you have enough Piety 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: 1 Piety Point per Challenge of said Creature
- Kill a giant: 2 Piety Points per Challenge of said Creature
- Kill a Demon Whorshipper or demon: 3 Piety Points per Challenge 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: 5 Piety Points
- Kill a beast with a Challenge that is at least 2 points higher than your Combat level alone: 5 additional Piety Points
- Perform a normal quest for a city or township: 5 Piety Points
- Help a city or township defend themselves against a threat: 10 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 50 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 Gold and 10 Piety Points, You can add your Level to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 1000 Gold and 50 Piety Points, You can add your Level and 1d4

IV: 2500 Gold and 100 Piety Points, You can add your Level and 2d4

V: 5000 Gold and 200 Piety Points, You can add your Level and 3d4

## Disciple of Ebron

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You are a disciple of Ebron. You gain 5 Piety Points. Using a prayer requires you to have a certain amount of Piety Points. Using a Wonder reduces your Piety Points. When you lose enough Piety Points to not be able to use a prayer, this does not mean that you also lose that prayer perk. Instead, you just lose the ability to use it.

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: 1 Piety Point per Challenge of said Creature
- Kill an elemental: 2 Piety Points per Challenge of said Creature

- Kill a Demon Whorshipper or demon: 3 Piety Points per Challenge of said Creature
- Resolve a crime by finding the culprit and bringing them to justice: 3 additional Piety points
- Perform a normal quest for a merchant: 3 Piety Points
- Help a merchant or shop owner stay in business: 10 Piety Points
- Help a merchant start off their business: 20 Piety Points
- Kill an evil or corrupted dragon: 30 Piety Points
- Perform as a judge in a matter of crime or other judicial manner: 10 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): 3 Piety Points
- Give 50 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 Gold and 10 Piety Points, You can add your Level to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 1000 Gold and 50 Piety Points, You can add your Level and 1d4

IV: 2500 Gold and 100 Piety Points, You can add your Level and 2d4

V: 5000 Gold and 200 Piety Points, You can add your Level and 3d4

## Disciple of Irani

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You are a disciple of Irani. You gain 5 Piety Points. Using a prayer requires you to have a certain amount of Piety Points. Using a Wonder reduces your Piety Points. When you lose enough Piety Points to not be able to use a prayer, this does not mean that you also lose that prayer perk. Instead, you just lose the ability to use it.

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: 1 Piety Point per Challenge of said Creature
- Kill a constructed creature: 2 Piety Points per Challenge of said Creature
- Kill a Demon Whorshipper or demon: 3 Piety Points per Challenge of said Creature
- Defend a woman: 5 Piety Points
- Steal from or rob a rich person: 1 Piety Points per 50 Gold stolen
- Kill someone in their sleep: 2 additional Piety Points
- Defend a forest from being destroyed: 5 Piety Points
- Make sure a wild beast isn't killed by someone else (either by taming it or making sure it leaves the area): 10 Piety Points
- Perform a normal quest for a dryad or other nature spirit: 5 Piety Points
- Help defend one of Irani's sacred woods: 10 Piety Points
- Help sanctifying a corrupted forest: 20 Piety Points
- Help a pregnant woman giving birth or perform a marriage: 5 Piety Points
- Give 50 Gold to a church of Irani, a druid's circle, a beggar or a thieves' guild: 1 Piety Point

Level Progression:

II: 250 Gold and 10 Piety Points, You can add your Level to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 1000 Gold and 50 Piety Points, You can add your Level and 1d4

IV: 2500 Gold and 100 Piety Points, You can add your Level and 2d4

V: 5000 Gold and 200 Piety Points, You can add your Level and 3d4

## Disciple of Prak

**Cost:** 0 Gold

**Requirements:** -

**Passive, Repeatable**

You are a disciple of Prak. You gain 5 Piety Points. Using a prayer requires you to have a certain amount of Piety Points. Using a Wonder reduces your Piety Points. When you lose enough Piety Points to not be able to use a prayer, this does not mean that you also lose that prayer perk. Instead, you just lose the

ability to use it.

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: 1 Piety Points per Challenge of said creature
- Kill a Necromancer: 2 Piety Points per Challenge of said creature
- Kill a Demon Whorshipper or demon: 3 Piety Points per Challenge of said creature
- Discover a long-lost piece of magical lore: 10 Piety Points
- Craft a non-magical Item: 1 Piety Point per 100 Gold of item's worth, round down
- Craft a magical Item: 2 Piety Points per 100 Gold of item's worth, round down
- Perform a normal quest for a rightful ruler: 5 Piety Points
- Help a rightful ruler keep their thrown: 10 Piety Points
- Help a rightful ruler regain their thrown: 20 Piety Points
- Perform a proper burial for a recently deceased creature: 1 Piety Point
- Give 50 Gold to a church of Prak, a Library, a Wizard's Academy, a Cemetary, or a Forge: 1 Piety Point

Level Progression:

II: 250 Gold and 10 Piety Points, You can add your Level to rolls for knowledge about the gods and divine beings, and for Prayers and Wonders

III: 1000 Gold and 50 Piety Points, You can add your Level and 1d4

IV: 2500 Gold and 100 Piety Points, You can add your Level and 2d4

V: 5000 Gold and 200 Piety Points, You can add your Level and 3d4

## Beacon of Light

**Cost:** 100 Gold

**Requirements:** Disciple of Avior, 5 Piety Points

**Active, Prayer, Weapon, Repeatable, Memory**

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 radiant damage.

Level Progression:

- II: 500 Gold, 10 Piety Points, you can shoot two bolts before the prayer ends
- III: 1500 Gold, 20 Piety Points, you can shoot three bolts before the prayer ends
- IV: 5000 Gold, 30 Piety Points, you can shoot four bolts before the prayer ends
- V: 7500 Gold, 40 Piety Points, you can shoot five bolts before the prayer ends

## Death Burst

**Cost:** 100 Gold

**Requirements:** Disciple of Prak, 5 Piety Points

**Active, Prayer, Repeatable, Memory**

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 damage. The burst deals 3D4 Necrotic damage.

Level Progression:

- II: 500 Gold, 10 Piety Points, 3D6 instead
- III: 1000 Gold, 20 Piety Points, 3D8 instead
- IV: 5000 Gold, 30 Piety Points, 3D10 instead
- V: 7500 Gold, 40 Piety Points, 3D12 instead

## Divine Enhancement

**Cost:** 500 Gold

**Requirements:** Disciple of a God, 10 Piety Points

**Active, Prayer, Repeatable, Memory**

You pray for 8 AP, and every creature allied to you in a range of 10 passus of you gains 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 one damage type of your choice for the next hour



- Any creature can only benefit from one of these buffs at any time

Level Progression:

You can apply the armor defense effect for multiple damage types at higher levels. These effects don't stack, so a creature can't benefit from +2d4 on their next stat roll.

II: 1000 Gold, 15 Piety Points, you can apply two effects per prayer

III: 2500 Gold, 30 Piety Points, you can apply three effects per prayer

IV: 5000 Gold, 50 Piety Points, you can apply four effects per prayer

V: 10000 Gold, 80 Piety Points, you can apply five effects per prayer

## Divine Punishment

**Cost:** 200 Gold

**Requirements:** Disciple of a God, 5 Piety Points

**Active, Prayer, Weapon, Repeatable, Memory**

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 radiation damage.

Level Progression:

II: 600 Gold, 10 Piety Points, 2 attacks per prayer.

III: 1000 Gold, 15 Piety Points, 3 attacks per prayer.

IV: 3000 Gold, 20 Piety Points, 4 attacks per prayer.

V: 8000 Gold, 25 Piety Points, 5 attacks per prayer.

## Divine Rest

**Cost:** 50 Gold

**Requirements:** Disciple of a God, 3 Piety Points

**Active, Prayer, Weapon, Repeatable, Memory**

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.

Level Progression:

II: 1000 Gold, 10 Piety Points, 3 Points instead

III: 3000 Gold, 20 Piety Points, 4 Points instead

## Thorn Shot

**Cost:** 100 Gold

**Requirements:** Disciple of a Irani, 5 Piety Points

**Active, Prayer, Weapon, Repeatable, Memory**

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 EM modifier to that damage. If the creature is a construct, the thorn deals 1D10 instead. If the creature is dealt any damage, make an EM check, contested by the creature's ST 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 Gold, 8 Piety Points, two damage dice instead

III: 1000 Gold, 12 Piety Points, three damage dice instead

IV: 5000 Gold, 18 Piety Points, four damage dice instead

V: 7500 Gold, 25 Piety Points, five damage dice instead

## True Balance

**Cost:** 100 Gold

**Requirements:** Disciple of a Ebron, 5 Piety Points

**Active, Prayer, Weapon, Repeatable, Memory**

Pray for 6 AP. Choose a creature that you can see. Roll 3D6. 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 EM check against your EM check to resist this effect.

Level Progression:

II: 500 Gold, 8 Piety Points, 4D6 instead

III: 1000 Gold, 10 Piety Points, 5D6 instead

IV: 5000 Gold, 14 Piety Points, 6D6 instead

V: 7500 Gold, 18 Piety Points, 7D6 instead

# Chapter 16

## 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:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:

II: 400 Gold, add 1d4

III: 900 Gold, add 2d4

IV: 1500 Gold, add 3d4

### Deception

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level to checks concerning deception. This includes lying and discerning lies.

Level Progression:

II: 250 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Dungeoneering

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Escape Arts

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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: 400 Gold, add 1d4  
III: 900 Gold, add 2d4  
IV: 1500 Gold, add 3d4

## Herbalism

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:  
II: 400 Gold, add 1d4  
III: 900 Gold, add 2d4  
IV: 1500 Gold, add 3d4

## Hydrology

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Intimidation

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Mercantile

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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: 400 Gold, add 1d4  
III: 900 Gold, add 2d4  
IV: 1500 Gold, add 3d4

## Metallurgy

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:  
II: 400 Gold, add 1d4  
III: 900 Gold, add 2d4  
IV: 1500 Gold, add 3d4

## Mountaineering

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:  
II: 250 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Persuasion

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Reading and Writing

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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 Gold, add 1d4  
III: 900 Gold, add 2d4  
IV: 1500 Gold, add 3d4

## Seduction

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level to checks concerning the seduction of other people.

Level Progression:

II: 250 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Stealth

**Cost:** 50 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:  
II: 250 Gold, add 1d4  
III: 500 Gold, add 2d4  
IV: 1000 Gold, add 3d4

## Storytelling

**Cost:** 20 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:  
II: 100 Gold, add 1d4  
III: 250 Gold, add 2d4  
IV: 500 Gold, add 3d4

## Tracking

**Cost:** 20 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level to checks concerning tracks. This includes finding and following tracks, discerning the number and type of creatures from tracks, and hiding one's own tracks.

Level Progression:  
II: 100 Gold, add 1d4  
III: 250 Gold, add 2d4  
IV: 500 Gold, add 3d4

## Trapping

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can add your level 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: 400 Gold, add 1d4

III: 900 Gold, add 2d4

IV: 1500 Gold, add 3d4

## Zoology

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

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

Level Progression:

II: 400 Gold, add 1d4

III: 900 Gold, add 2d4

IV: 1500 Gold, add 3d4

**Part VI**

**Crafting**

# Chapter 17

## Overview

### Tools

Tools are used for purposes of crafting and harvesting raw materials from dead creatures and the environment.

Cooking Pot	Weight	Price (In Gold)
Fishing Pole	0.5	20
Mobile Smithy	2	50
Mortar and Pestle	0.05	25
Leatherworker's tools	0.05	10
Pickaxe	0.1	20
Salvaging Knife	0.1	5
Sickle	0.1	10
Smith's Hammer	0.3	30
Spade	0.5	5
Woodsman's Axe	0.3	10

### Ingredients

These are items that can be found and harvested in order to create items. They are ordered by type.

### Containers

Name	Weight	Price (In Gold)
Bottle	0.25/-	5
Vial	0.05/-	10
Empty Spell Scroll	0.01	10

## Alchemical solvents

Name	Weight	Price	Effect
Alcohol, cheap	0.25	5	Crafting Check -4
Alcohol, mediocre	0.25	10	Crafting Check -2
Alcohol, normal	0.25	20	Nothing
Alcohol, fine	0.25	50	Crafting Check +2
Alcohol, exquisite	0.25	100	Crafting Check +4
Oil, cheap	0.25	3	Crafting Check -4
Oil, mediocre	0.25	7	Crafting Check -2
Oil, normal	0.25	15	Nothing
Oil, fine	0.25	40	Crafting Check +2
Oil, exquisite	0.25	80	Crafting Check +4
Water, stale	0.25	-	Crafting Check -2
Water, drinkable	0.25	-/1	Nothing
Water, spring	0.25	5	Crafting Check +2
Water, distilled	0.25	20	Crafting Check +4

Prices for alcohol, oil and water don't include prices for bottles. They are considered to be enough for one bottle, which equals 5 vials. One vial full of alcohol, oil or water is needed for alchemical recipes.

The price for drinkable water depends on the area - buying the water from a tavern or a well-owner costs 1 gold per bottle, but otherwise it might be considered free.

An empty spell scroll comes with enough magic ink to scribe a spell on it.

## Soul Shards

Size	Weight	Price
Tiny	0.01	50
Small	0.05	250
Normal	0.1	1000
Large	0.2	5000
Massive	0.5	10 000
Huge	1	50 000
Radiant	0.25	100 000

## Alchemical Ingredients

Alchemical Ingredients contain certain essences. If a recipe requires a specific essence, any item that contains that essence can be used for that potion. Some potions may require different ingredients with the same essence, or very specific

items.

## Cooking ingredients

This is a list of ingredients that can be used in recipes. If a recipe calls for a specific type of ingredient, any ingredient with that type can be used. The effect of that item are then applied to the resulting meals.

Name	Weight	Price	Type	Effect
Bread, stale	0.01	1	Carbohydrate	None
Bread, normal	0.01	2	Carbohydrate	+1 Mana
Bread, good	0.01	3	Carbohydrate	+2 Mana
Salt, sea or rock	-	2	Season	None
Salt, high quality	-	5	Season	+1d4 Motivation
Cheese, cheap	0.01	1	Side	None
Cheese, fresh	0.01	2	Side	+5 temp Stamina
Cheese, hard	0.01	3	Side	+10 temp Stamina
Cheese, high quality	0.01	10	Side	+20 temp Stamina
Meat, beef	0.01	5	Protein	+1d4 Motivation
Meat, pork	0.01	3	Protein	None
Meat, wolf	0.01	8	Protein	+1d8 temp Health
Meat, giant spider	0.01	10	Protein	Meal lasts +2 weeks

Whenever a meal effect would result in temporary Stamina, Health or Mana, or give motivation dice, this effect lasts for 8 hours, or until the next meal is consumed. After that, the effect ends. Temporary Health and Mana are consumed first, temporary Stamina is consumed last. Neither can be replenished after being used. Motivation dice can be added on any attribute check, including attack and defense rolls. The character using the motivation can decide if and how many motivation dice are spent on one check before making the roll. The dice are spent afterwards and cannot be used again.

## Scraps

These resources can be collected from monsters or the environment.

Name	Weight	Price
Wolf Fur Scraps	0.05	2
Leather Scraps	0.05	1
Bronze Scraps	0.05	3
Iron Scraps	0.05	4
Copper Scraps	0.05	1
Tin Scraps	0.05	2
Cloth Scraps	0.05	-

## Resources

These resources can be bought or crafted from scraps and other resources.

Name	Weight	Price
Leather	0.2	20
Leather Fittings	0.1	10
Cloth	0.1	5
Yarn	0.01	10
Wolf Fur	0.1	100
Metal Fittings	0.1	50
Nail	0.01	5

## Ingots

These metal ingots can be used for weapons, armor and other items. Whenever such a recipe allows for multiple ingots, they have to be of the same type. The effects listed are applied to any weapon, armor or other item crafted with this metal, respectively if the recipe itself calls for "metal ingot".

Name	Weight	Price	Armor	Weapon	Other
Bronze Ingot	0.05	30	+1 Wnd Thr	-1 Dmg	-10% val
Iron Ingot	0.05	60	-	-	-
Steel Ingot	0.05	100	+1 Cutting, +1 Piercing	Crit Range +1	+30% val
Mithril Ingot	0.05	500	+1 Cutting, +1 Piercing, +2 max agility	+2 damage per die	value dou- bled, weight halved

# Chapter 18

## Alchemy

### Alchemy Training

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can combine Alchemical Essences and Objects into alchemical products. To do so, you have to learn alchemical recipes (See Equipment). You can learn alchemical recipes of level 1. Most recipes require a Mortar and Pestle, and can be improved by higher quality items or additional tools as noted on the alchemical recipe. The check to create a potion is an Intellect check, and you can add your Adventuring Level to it.

You can also add your level on checks about alchemy, including the identification of potions.

Level Progression:

- II: 250 Gold, You can learn level 2 alchemical recipes
- III: 500 Gold, You can learn level 3 alchemical recipes
- IV: 850 Gold, You can learn level 4 alchemical recipes
- V: 1350 Gold, You can learn level 5 alchemical recipes
- VI: 2000 Gold, You can learn level 6 alchemical recipes
- VII: 2700 Gold, You can learn level 7 alchemical recipes
- VIII: 3600 Gold, You can learn level 8 alchemical recipes
- IX: 4700 Gold, You can learn level 9 alchemical recipes
- X: 6000 Gold, You can learn level 10 alchemical recipes

### Alchemical Recipes

Alchemical recipes are organised by levels. Each potion requires mortar and pestle, and it takes 1 hour to create up to 5 potions. Each potion requires one

set of ingredients and a solvent. Also, it is necessary to use a vial to create a potion. If the solvent is already in a vial, no additional vial is necessary. Each 1-hour batch is created by rolling the check only once. The first bonus is applied when the Difficulty Value of that recipe is beaten by 5, and the second bonus is applied when the Difficulty Value is beaten by 10. If the check is failed by 5 or more, the creation fails and all the ingredients are lost. Otherwise, the creation fails and 1 hour passes, but the creator keeps the ingredients. Creating a potion requires some way of heating it.

## Level 1 Potions

Potion	Ingredients	Solvent	DV	1st Bonus	2nd Bonus	Recipe Price
Antidote	1x Poison Essence, 1x Health Essence	Alcohol	14	+5 instead	+6 instead	5
Health Potion	1x Health Essence	Water	12	+1 health	+2 health	5
Mana Potion	1x Magic Essence	Alcohol	12	+1 mana	+2 mana	5
Stamina Potion	1x Speed Essence	Fat	12	+1 stamina	+2 stamina	3
Spider Veno	1x Spider Venom Sack	Alcohol	14	DV 13 instead	DV 14 instead	3



## Chapter 19

# Cooking

### Cooking Training

**Cost:** 100 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can combine items into food. To do so, you have to learn recipes (See Equipment). You can learn recipes of level 1. Most recipes require some type of cooking equipment, and can be improved by higher quality items or additional tools as noted on the recipe. Cooking usually involves an Intellect check. You can add your Adventure level to this check.

Cooking is also possible without this perk, but only if you have the recipe with you. In that case, don't add your Adventure Level to the check.

Level Progression:

II: 250 Gold, You can learn level 2 recipes

III: 500 Gold, You can learn level 3 recipes

IV: 850 Gold, You can learn level 4 recipes

V: 1350 Gold, You can learn level 5 recipes

VI: 2000 Gold, You can learn level 6 recipes

VII: 2700 Gold, You can learn level 7 recipes

VIII: 3600 Gold, You can learn level 8 recipes

IX: 4700 Gold, You can learn level 9 recipes

X: 6000 Gold, You can learn level 10 recipes

### Cooking Recipes

Alchemical recipes are organised by levels. Each recipe requires cooking utensils, and it takes 1 hour to create up to 3 recipes. Each recipe requires one set

of ingredients and yields the listed amount of meals. Each batch is created by rolling the check only once. If the DV for the creation is beaten by 5 or more, one additional meal is created. If it is beaten by 10 or more, two additional meals are created instead. If the check is failed by 5 or more, the creation fails and all the ingredients are lost. Otherwise, the creation fails and 1 hour passes, but the creator keeps the ingredients.

## Level 1 Recipes

Recipe	Ingredients	DV	Yield	Recipe Price
Rations	1x Salt, 1x Side, 1x Protein, 1x Bread	12	3	1
Grilled Meat	1x Salt, 1x Meat	8	2	1
Simple Stew	1x Salt, 1x Protein, 1x Carbohydrate	10	4	3
Savory Porridge	2x Carbohydrate, 1x Protein	12	5	4

## Chapter 20

# Enchanting

### Enchanting Training

**Cost:** 200 Gold

**Requirements:** Arcane Training I

**Skill, Passive, Source, Repeatable**

You can combine mundane objects, soul shards and alchemical essences into enchanted items. To do so, you have to learn the enchantments. You can learn minor enchantments. The check to create an enchanted item is an Intellect check, and you can add your Adventuring Level to it.

Level Progression:

II: 750 Gold, You can learn weak enchantments

III: 1500 Gold, You can learn normal enchantments

IV: 3000 Gold, You can learn strong enchantments

VI: 10000 Gold, You can learn mighty enchantments

### Enchantments

Enchantments can be placed on different types of equipment, like armor, rings or necklaces. Enchanting an item changes its value by the given amount, and requires the listed ingredients. Enchanting something usually takes 1 hour of time for every 100 gold that the resulting item is worth. If the Creation DV is failed by 5 or more, the ingredients - but not the enchanting target - are lost.

### Minor Enchantments

Name	Target	Ingredients	DV	Value	Price
------	--------	-------------	----	-------	-------

Chilled	1x Weapon or 10x Ammunition	1x Cold Essence, 1x Tiny Soul Shard	15	+500	100
Ember	1x Weapon or 10x Ammunition	1x Fire Essence, 1x Tiny Soul Shard	15	+500	100
Sparkling	1x Weapon or 10x Ammunition	1x Lightning Essence, 1x Tiny Soul Shard	15	+500	100
Spell Scroll	1x Empty Spell Scroll	Casting a Spell	15	Varies	20

A weapon enchanted with **Chilled** deals +1 Cold damage per damage die. You can enchant a melee weapon, 10 units of ammunition or a ranged weapon, like a bow, crossbow or sling.

A weapon enchanted with **Ember** deals +1 Hot damage per damage die. You can enchant a melee weapon, 10 units of ammunition or a ranged weapon, like a bow, crossbow or sling.

A weapon enchanted with **Sparkling** deals +1 Electrical damage per damage die. You can enchant a melee weapon, 10 units of ammunition or a ranged weapon, like a bow, crossbow or sling.

**Spell Scrolls** can be created from spells you know. Doing so requires you to cast the spell upon it, which means you need to spend the necessary time and mana. The resulting scroll has the level and element you chose. Casting from a scroll takes as long as casting the spell normally takes, but doesn't require someone to know the spell and doesn't require initial mana.

## Chapter 21

# Leatherworking

### Leather Working Training

**Cost:** 200 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can combine Items into Leather Items. To do so, you have to learn leather patterns (See Equipment). You can learn leather patterns of level 1. Most leather patterns require leatherworking tools, and can be improved by higher quality items or additional tools as noted on the leather patterns. You can add your Adventure level to the Dexterity checks required to create a leather item.

Level Progression:

II: 500 Gold, You can learn level 2 leather patterns.

II: 1350 Gold, You can learn level 3 leather patterns.

IV: 2700 Gold, You can learn level 4 leather patterns.

V: 4700 Gold, You can learn level 5 leather patterns.

### Leather Patterns

Crafting a leather item requires 1 hour for every 10 gold in the resulting item's value and a Dexterity check. It also requires leatherworker's tools. Beating the pattern's DV by 5 or more yields the 1st bonus, beating it by 10 or more rewards the creator with the second bonus instead.

#### Level 1 Leather Patterns

Name	Ingredients	DV	1st bonus	2nd bonus	Price
------	-------------	----	-----------	-----------	-------

Leather Fittings	1x fur or leather scraps	10	-	-	1
Cure Animal Fur	5x fur scraps	12	-	-	3
Cure Normal Leather	5 leather scraps	14	-	-	5
Leather Byrnie	1x leather, 1x leather fittings	14	+1 cutting	+1 cutting, +1 piercing	10
Fur Byrnie	1x any fur, 1x leather fittings	14	+1 cutting	+1 cutting, +1 cold	10
Studded Leather Hauberk	1x any leather, 1x bronze ingot, 1x leather fittings	15	+1 cutting	+1 cutting, +1 piercing	15

## Level 2 Leather Patterns

Boiled Leather Cuirass Wolf Fur Byrnie

## Level 3 Leather Patterns

Leather Scale Hauberk Bear Fur Byrnie

## Level 4 Leather Patterns

Cure Reptile Leather Salamander Leather Hauberk

## Level 5 Leather Patterns

Leather Brigandine

## Level 6 Leather Patterns

Arctic Bear Fur Byrnie Ironplate Brigandine

## Level 7 Leather Patterns

Cure Dragon Leather Dragon Leather Hauberk

## Level 8 Leather Patterns

Wyrmskin Leather Cuirass

### **Level 9 Leather Patterns**

Enchanted Dragonscale Plate

### **Level 10 Leather Patterns**

Enchanted Wyrmscale Plate

## Chapter 22

# Smithing

### Smithing Training

**Cost:** 100 Gold

**Requirements:** Metallurgy I

**Skill, Passive, Source, Repeatable**

You can combine Items into Metal Items. To do so, you have to learn smithing designs (See Equipment). You can learn smithing designs of level 1. Most smithing manuals require a smithy, and can be improved by higher quality items or additional tools as noted on the smithing designs. The check required to smith something is a Strength check, and you can add your Adventuring level to it.

Level Progression:

II: 250 Gold, You can learn level 2 designs

III: 500 Gold, You can learn level 3 designs

IV: 850 Gold, You can learn level 4 designs

V: 1350 Gold, You can learn level 5 designs

VI: 2000 Gold, You can learn level 6 designs

VII: 2700 Gold, You can learn level 7 designs

VIII: 3600 Gold, You can learn level 8 designs

IX: 4700 Gold, You can learn level 9 designs

X: 6000 Gold, You can learn level 10 designs

### Smithing Designs

Crafting a metallic requires 1 hour for every 10 gold in the resulting item's value and a Dexterity check. It also requires a smithy. Beating the design's DV by 5 or more yields the 1st bonus, beating it by 10 or more rewards the creator with the second bonus instead.



## Level 1 Smithing Designs

Name	Ingredients	DV	1st bonus	2nd bonus	Price
Bronze Ingot	5x bronze scraps or 3x copper scraps + 1x tin scraps	10	-	-	1
10x Nails	1x metal ingot	8	+2 Nails	+4 Nails	1
Metal Fittings	1x metal ingot	10	-	-	3
Common Hammer	1x metal ingot, 0.25x stick	12	+1 blunt	+2 blunt	5
(Short) Spear	1x metal scraps, 0.5x or 1x stick	13	+1 pierce	+2 pierce	5
Buckler	2x metal ingot	14	+1 block damage	+2 block damage	5
Hand Axe	1x metal ingot, 0.25x stick	12	+1 cutting	+2 cutting	5

## Level 2 Smithing Designs

smelt iron Short Sword Mace Dagger 1x metal ingot 12 +1 piercing +2 piercing 5  
Broad Arrowheads

## Level 3 Smithing Designs

Iron Plate smelt steel Broad Sword Shield Battle Axe

## Level 4 Smithing Designs

Iron Scale Hauber Arming Sword Bearded Axe Kite Shield Long Sword

## Level 5 Smithing Designs

Iron Chain Shirt Steel Plate Steel Chain Shirt Great Axe Great Sword Lance Tower Shield

## Level 6 Smithing Designs

Glaive Morning Star Guisarme Steel Scale Hauberk War Hammer

### **Level 7 Smithing Designs**

Halberd

### **Level 8 Smithing Designs**

Rapier

### **Level 9 Smithing Designs**

smelt volcanic glass Volcanic Glass Cuirass

### **Level 10 Smithing Designs**

smelt mithril Mithril Plate

## Chapter 23

# Tailoring

### Tailoring Training

**Cost:** 200 Gold

**Requirements:** -

**Skill, Passive, Source, Repeatable**

You can combine Items into cloth items. To do so, you have to learn cloth patterns (See Equipment). You can learn cloth patterns of level 1. Most cloth patterns require sewing tools, and can be improved by higher quality items or additional tools as noted on the cloth patterns. You can add your Adventure level to the Dexterity checks required to create a leather item.

Level Progression:

II: 500 Gold, You can learn level 2 cloth patterns.

II: 1350 Gold, You can learn level 3 cloth patterns.

IV: 2700 Gold, You can learn level 4 cloth patterns.

V: 4700 Gold, You can learn level 5 cloth patterns.

### Cloth Patterns

This is the same as everything else, so why bother explaining it.

#### Level 1 Cloth Patterns

Name	Ingredients	DV	1st bonus	2nd bonus	Price
Bandages	3x cloth scraps	10	+1 wound heal	+2 wound heal	1
Cloth	3x cloth scraps	12	-	-	1
Clothing	2x cloth scraps, 1x yarn	13	+1 cold/heat	+1 cutting, +1 cold/heat	5

## **Level 2 Cloth Patterns**

Novice Robes Gambeson

## **Level 3 Cloth Patterns**

Cloth Scale Hauberk

## **Level 4 Cloth Patterns**

Priest's Robes Mages' Robes

## **Level 5 Cloth Patterns**

Robes of Protection

## Chapter 24

# Tinkering

### Tinkering Training

**Cost:** 100 Gold

**Requirements:** Smithing III

**Skill, Passive, Source, Repeatable**

You can combine Items into Tinkered Items. To do so, you have to learn tinker blueprints (See Equipment). You can learn tinker blueprints of level 1. Most tinker blueprints require tinkering tools, and can be improved by higher quality items or additional tools as noted on the blueprints.

Tinkering requires an Intellect check, and you can add your Adventuring Level to it.

Level Progression:

II: 2500 Gold, You can learn level 2 blueprints

III: 5000 Gold, You can learn level 3 blueprints

### Blueprints

Something something guns.

**Part VII**

**NPCs and Monsters**

## Chapter 25

# Overview

### Guarding Dog

A dog trained to guard areas and people, these trusty companions are the best friend of any owner of property.

### Hunting Dog

This dog has been trained to track and capture prey, but isn't really suited to battle anything larger than a person.

### War Dog

This trusty dog has been trained to attack armored combatants, targetting weak spots in their armor in order to immobilize them.

### Riding Horse

This steed has been bred and raised in order to be as fast as possible while being strong enough to carry up to two riders. However, it is fickle and nervous, and easy to startle.

### Draft Horse

This robust horse was bred and raised to perform manual labour alongside humans. Most horses that can be found in civilized countries are draft horses. They're neither fast nor calm, but can carry and draw large weights.

## **War Horse**

This trusty steed was bred and trained for combat. It can wear horse armor without being weighed down by it, and won't shy away even from loud combat.

## **Wolf**

This wild canine hunts in packs, usually consisting of one alpha, several young males and two to five females. They're usually no threat to humans or their livestock, unless provoked or very hungry.

## **Wolf Alpha**

This special variant of the Wolf is the alpha of a pack. It is especially smart, aggressive and strong. It is also very territorial and protects its pack by all means necessary.

## **Dire Wolf**

This special breed of wolf is smaller, but much more aggressive than normal wolves. They also hunt in packs, albeit smaller ones than typical wolves. Their bite is stronger than that of a normal wolf, and they are much more resilient. Unlike normal wolves, dire wolves also freely attack people and livestock.

## **Dire Wolf Alpha**

Dire Wolf Alphas are usually unusually large females that asserted dominance in the pack through sheer violence. They are oftentimes matrons of their pack, mothering most of the younger animals. At their bark, a pack acts with high discipline, fearing her wrath.

## **Timber Wolf**

Timber Wolves are far hardier than normal wolves or even dire wolves, but usually hunt in smaller packs. They are however smarter than even dire wolves, which allows them to hunt the large game of the snowy tundras and taigas they call their homes.

## **Timber Wolf Alpha**

Unlike other wolves, timber wolf alphas are not the strongest or most dominant males in the pack, but the smartest ones. They employ tactics instead of brute



force to lead their packs, and the success of the hunt determines and secures their status. A timber wolf alpha that lead some unsuccessful hunts might be challenged by a younger male to a fight, risking its status and live.

## **Bear**

These large animals roam alone or in groups of two to four around the countryside. They're usually somewhat docile and prefer to stay away from civilization, but a mother with her cubs might resort to violence against humans and their livestock in order to feed her young. Bears are formidable foes when challenged and hunting them is extremely dangerous.

## **Boar**

Boars, also known as wild pigs, roam the countryside in large families and prefer to eat mushrooms, nuts and young saplings. A pack of grazing boars can kill off large swaths of forest in a short time. This - combined with the facts that they are very territorial and their meat is tender and tasty - makes them targets of hunters wherever they can be found. However, a trampling hoarde of boars should never be underestimated, as should their tusks be feared by anyone unprepared.

## **Preying Mantis**

This large, burrowing, carnivorous insectoid is the bane of most farmers. They usually don't attack humans unless provoked, but have been known to kill children. Usually, they instead prefer to hunt livestock and smaller animals, like dogs, pigs and poultry. They live in selfmade burrows, where their queen lays eggs around the clock. Their hunters use swordlike front appendages to kill and cut meat, using it to feed their queen and young.

## **Wild Raptor**

These wild, bipedal reptiles live in packs of two to five, but can also be found solitary. They usually nest whenever they find a partner, forming a lifelong bond. They are ground breeders, with one partner guarding the nest around the clock while the other is hunting. Raptors are opportunistic hunters, usually hunting smaller animals or other raptors, but they also scavenge cadavers of prey killed by larger animals, nests and leftover food from humans. This may result in them becoming a threat, in which case they have to be hunted and killed. Wild raptors cannot be tamed, but they can be raised from their eggs.

## **Wild Raptor Alpha**

Sometimes, raptors find themselves in larger packs. This usually happens when resources are bountiful and threats are low. In such a pack, one male usually emerges as an alpha through violent, but typically non-lethal battles. It then has the right to breed with all other females and can direct the members of the pack to do its bidding. It does so through simple, guttural sounds that are similar to a bird's chirping or a fox call. A wild raptor alpha can learn up to 20 distinctive sounds, each of which has a specific meaning to the members of the pack.

## **Riding Raptor**

A freshly hatched raptor usually imprints on the first creature it sees. It can then be raised to carry that person. A raptor usually matures in 5 years, and is very fast compared to a horse. Riding raptors are usually not able to fight, but keep their calm during a combat situation. They are however very frail.

## **Hunting Raptor**

A freshly hatched raptor usually imprints on the first creature it sees. It can then be raised to hunt alongside that person. Hunting raptors are usually raised to be stronger than their wild counterparts, being able to hunt larger animals and killing other prey. They are a rare commodity and highly sought after pets, loyal until to the death and extremely possessive of their owner.

## **Monitor Lizard**

These four-legged animals are the size of a larger pony or a small horse, but only stand hip-height. Their spit is pseudo-venomous, with a toxin-like effect caused by highly aggressive bacteria that they use to digest food rapidly. They breed by laying their eggs into sand pits that they dig themselves. Some cultures have learned to tame monitor lizards, teaching them to guard areas and hunt prey. This is very dangerous however, since the reptiles are relatively stupid and have low vision. They often mistake their owners for prey, food or a threat, lashing out at them.

## **Blackhound**

Blackhounds are large, wild dogs that roam the countryside and prefer to hunt livestock and humans alike. They are the size of small ponies, and very muscular in build. Blackhounds usually roam solitarily, mating only rarely. This has made them a rarity, and people usually associate bad luck with seeing a Blackhound.

Their likeness to domesticated dogs makes them even more dangerous, since children oftentimes approach them like they would a pet. This usually proves fatal, since human children are somewhat of a delicacy to blackhounds.

## **Spitfly**

Spitflies are flying insectoids the size of a small dog or a cat. They live in hives, defending their larvae and queen in swarms of 5 to 20. The queen itself looks like a bloated version of the wasplike worker-warriors, and is defenseless. The worker-warriors have a stinger that secretes a dangerous poison. Using it kills the spitfly however, so they usually resort to spitting a corrosive, bile-like liquid at their enemies.

## **Fire Beetle**

Fire beetles are large insectoids. They can fly, but exhaust fast due to their large size, and therefore prefer to crawl along the floor, ceilings and walls. They usually live solitarily unless mating, and are very territorial. Fire beetles get their name from large mandibles that they rub against each other with high speed, creating large temperatures when threatened. They can then spit water through the mandibles, creating dangerous steam. They also use the mandibles as melee weapons directly.

## **Giant Spider**

Giant Spiders live solitarily or in groups of up to 100, usually with only a handful of grown adult females guarding over a large amount of young. They spin sticky webs which are difficult to destroy, and hunt by catching prey in it. Giant Spiders can become the height of a war horse. They are usually dormant in cooler climates, only moving to hunt and defend their lair. In warmer regions, they are far more aggressive, oftentimes hunting without a net. Their large mandibles produce a strong poison, that is able to kill large creatures like humans, dogs and even cattle.

## **Giant Snake**

These large, limbless predators can reach a size of up to 10 passus. They are extremely aggressive, attacking with large fangs that carry a strong venom in them. Giant Snakes usually hunt solitarily or in pairs.

## **Giant Rat**

asdf

## **Werewolf**

asdf

## **Werebear**

asdf

## **Wereboar**

asdf

## **Wererat**

asdf

## **Weretiger**

asdf

## **Werelion**

asdf

## **Wreelephant**

asdf

## **Werehyena**

asdf

## Clockwork Automaton

These brass constructs are created as workers in now abandoned Nay and Shadim cities. They infest those ruins and are oftentimes inactive until a living creature comes near them. They then attack with what once was used as pick-axes, screwdrivers or other tools. Automatons are small, bipedal and relatively fragile, but when facing danger oftentimes emit an alarming buzz that draws other automatons and clockwork warriors near.

Strength: 4  
Vitality: 5  
Dexterity: 7  
Agility: 8  
Intellect: 5  
Perception: 8  
Empathy: 1

Combat: 2  
Adventuring: 2  
Social: 1

HP:  $4 \times 1d6 + 15 = 30$   
Stamina:  $4 \times 1d6 + 16 = 31$   
Mana:  $4 \times 2d6 + 20 = 48$

Actions:  
Clockwork Tool (4 AP): +9;  $1d10 + 2$  Piercing  
Alarm (5 AP): A piercing sound erupts, that can be heard in 50 passus range

RV: 19  
Dodge:  $8 + 2 + 1d4$   
Armor  
Blunt: 2  
Cutting: 4  
Piercing: 4

Heat: 2  
Cold: 2  
Electrical: 4  
Corrosion: 0  
Suffocation: Immune  
Nihilation: 0  
Necrose: Immune  
Radiation: Immune  
Psychic: Immune

## **Clockwork Warrior**

These brass constructs were designed by the Nay and Shadim people to serve in their armies. They can oftentimes be found on old battlefields, or deactivated in larger quantities wherever there are storage facilities in abandoned cities. They move on four legs, and are equipped with an arm that is shaped like an arming sword and another one shaped like a morningstar flail. They can also use lightning as a weapon, emitting lightning bolts from their sword arm.

## **Clockwork Guard**

These brass constructs were designed by the Nay and Shadim people to defend their now abandoned cities from intruders. They usually patrol these ruins on their four legs, and are equipped with a shortsword-like piercer and a shield. They can use sound to incapacitate living creatures, emitting it in a cone-like shape before them.

## Clockwork Augur

These small, hovering brass spheres are monitor old, abandoned Nay and Shadim Cities. They are equipped with a large, camera-like device that makes up most of their body. When finding intruders, they emit a high-pitched alarm sound, alerting active and inactive clockwork constructs in the area. If threatened, they can defend themselves with lightning bolts, but usually stay out of melee range.

Strength: 3  
Vitality: 5  
Dexterity: 6  
Agility: 11  
Intellect: 5  
Perception: 10  
Empathy: 1

Combat: 1  
Adventuring: 3  
Social: 1

HP:  $3 \times 1d6 + 15 = 26$   
Stamina:  $4 \times 1d6 + 12 = 27$   
Mana:  $4 \times 2d6 + 20 = 48$

Flying

Actions:  
Lightning Bolt (3 Mana, 4 AP):  $+7+1d4$ ; 2d4 Electrical damage  
Alarm (5 AP): A piercing sound erupts, that can be heard in 50 passus range

RV: 20  
Dodge:  $11 + 1 + 1d4$   
Armor  
Blunt: 2  
Cutting: 4  
Piercing: 4

Heat: 2  
Cold: 2  
Electrical: 4  
Corrosion: 0  
Suffocation: Immune  
Nihilation: 0  
Necrose: Immune  
Radiation: Immune  
Psychic: Immune

## **Clockwork Juggernaut**

These large, bulking brass giants were created by the Nay and Shadim as their ultimate weapon. They are of humanoid shape, but larger than a Daevana, and walk on four legs. They are equipped with a large axe, a lance-like polearm that is driven by a hydraulic mechanism, and a flamethrower. They are usually accompanied by at least four or five Augurs and two to three guards and/or warriors.

## **Faux Companion**

asdf

## **Clay Golem**

asdf

## **Iron Golem**

asdf

## **Brass Golem**

asdf

## **Homunculus**

asdf

## **Flesh Golem**

asdf

## **Animated Skeleton**

asdf



## **Animated Armor**

asdf

## **Mage Guard**

asdf

## **Wyvern**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **Firedrake**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **Icedrake**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **Swampdrake**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **Purpledrake**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **True Dragon**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **Pseudodragon**

asdf

## **Whelp**

asdf

## **Youngling**

asdf

## **Adult**

asdf

## **Elder**

asdf

## **Wyrmling**

asdf

## **Nihil Elemental**

asdf

## **Small**

asdf

## **Medium**

asdf

## **Large**

asdf

## **Huge**

asdf

## **Gargantuan**

asdf

## **Light Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Darkness Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Shadow Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Life Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Death Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Undeath Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Lightning Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Ice Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf



## **Fire Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Water Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Earth Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Air Elemental**

asdf

### **Small**

asdf

### **Medium**

asdf

### **Large**

asdf

### **Huge**

asdf

### **Gargantuan**

asdf

## **Will'o'Wisp**

asdf

## **Sprite**

asdf

## **Wood Perchta**

asdf

## **Earth Perchta**

asdf

## **Stone Perchta**

asdf

## **Sylph**

asdf

## **Dryad**

asdf

## **Treant**

asdf

## **Mermaid**

asdf

## **Great Stag**

asdf

## **Unicorn**

asdf

## **Imp**

asdf

## **Demonic**

asdf

## **Winged Demon**

asdf

## **Bheel**

asdf

## **Cambion**

asdf

## **Specter**

asdf

## **Fury**

asdf

## **Calumniator**

asdf

## **Aerimael**

asdf

## **Blood Demon**

asdf

## **Goblin**

asdf

## **Goblin Warrior**

asdf

## **Goblin Shaman**

asdf

## **Goblin Scout**

asdf

## **Orc**

asdf

## **Orc Rogue**

asdf

## **Orc Chieftain**

asdf

## **Orc Shaman**

asdf

## **Orc Warrior**

asdf

## **Troll**

asdf

## **Troll Leader**

asdf

## **Troll Shaman**

asdf

## **Giant**

asdf

## **Giant Warrior**

asdfior

## **Giant Mage**

asdf

## **Ogre**

asdf

## **Ogre Brute**

asdf

## **Shadow Pouncer**

asdf

## **Displacer**

asdf

## **Shadow Hunter**

asdf

## **Walker**

asdf

## **Shambling Walker**

asdf

## **Infused Walker**

asdf

## **Vampire Patriarch/Matriarch**

asdf

## **Vampire Leader**

asdf

## **Vampire**

asdf

## **Vampire Thrall**

asdf

## **Ghoul**

asdf

## **Ghost**

asdf

## **Wraith**

asdf

## **Ice Wraith**

asdf

## **Draugr**

asdf

## **Mummy**

asdf

## **Arisen**

asdf

## **Lich**

asdf

## **Bandit**

asdf

## **Bandit Scout**

asdf

## **Bandit Mage**

asdf



# 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.

# Appendix B

## Conditions

## Appendix C

### Biome Tables