

Mini Six: Bare Knuckle Edition (2023) + Knave Spells

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Dice Basics

This game uses regular six-sided dice. The number before the “d6” is how many dice to roll, and any number after a “+” is how much to add to the roll. For instance, 2d6+2 means to roll two dice and then add two to the total.

The Exploding Die: One die (and only one die) of every roll is an “exploding” die (abbreviated as “Xd.”) Use a different color die to represent this or roll the dice one at a time making the last die rolled the exploding die. When the Xd results in a six, then roll again adding the six and the new result together. If a six comes upon the reroll, then you add six and reroll again! Keep doing it until the Xd lands on something other than a 6.

Splitting Dice: Skill and attribute dice may be split into “steps.” The steps follow a pattern 1d6, 1d6+1, 1d6+2, 2d6, 2d6+1, 2d6+2, 3d6, etc. When creating a character, an attribute or skill die may be split into 3 “pieces.” Those pieces could be distributed as three individual “+1” steps, a +1 and a +2, or all

three steps could be recombined back into a whole d6.

Combining Dice: Sometimes you will need to know how to add dice totals together. This is common when you add attribute dice to the skill dice you distribute at character creation. First, add the whole dice together. Then add the “+1s” and “+2s” together. Every total of 3 converts back into a whole d6 and any leftover plusses are added back to the total. In the end, you should have either a whole number of dice, a number of dice +1, or a number of dice +2. If you ended up with a “plus” of +3 or more, continue to convert each +3 back into whole dice.

For example:

- $(1d6) + (1d6) = 2d6$.
- $(1d6+1) + (1d6) = 2d6+1$
- $(1d6+2) + (1d6) = 2d6+2$
- $(1d6+1) + (1d6+1) = 2d6+2$
- $(1d6+2) + (1d6+1) = 2d6 + 1d6 = 3d6$
- $(1d6+2) + (2d6+2) = 2d6 + 1d6 + 1 = 3d6+1$

How to Make a Character

1. Distribute 11 dice between the four attributes. No attribute may have less than one nor more than four dice assigned to it.
2. Distribute 7 dice to skills and perks. No skill may have more than two dice assigned to it at character creation.
3. Select Complications.
4. Choose gear.

Attributes

Each character has four attributes that measure basic physical and mental abilities that are common to every creature. Characters distribute 11d6 among the four attributes. These are normally rated on a scale of 1d6 to 4d6, although perks may change these limits. When putting dice into each attribute you can put whole dice in each or use a mixture of whole dice and plusses.

Might: represents physical strength, and toughness. The amount of damage dealt when striking unarmed is equal to a character's Might.

Agility: represents aim and coordination.

Wit: represents mental creativity and intelligence.

Charm: represents charisma, resolve, and leadership.

Skills

Characters are further defined by skills. Players may allocate 7d6 on skills to best represent the unique talents of their character. Unspent skill dice can be used to purchase Perks.

Skills are areas of expertise that represent focus and training. When putting dice into each skill you can put whole dice in each or use a mixture of whole dice and plusses. No more than 2d6 may be spent on each skill during character creation. Each skill defaults to the level of the related attribute. For example, a character who has a Might of 3d6

starts with 3d6 in all skills under Might before allocating any dice. If two dice are added to Brawling it is recorded as 5d6, because $3d6 + 2d6 = 5d6$.

The following is an incomplete skill list designed to serve as an inspiration for what may be used in a game. Each game should have a tailored list of appropriate skills which might include new skills or modify examples given. For example, a typical sword and sorcery game might use an expanded list of melee skills to further define its warriors while a science fiction game may lump them all into a unified skill named "Melee Combat."

All Genres

- Might Skills: Brawling, Knife, Lift, Mace, Stamina
- Agility Skills: Athletics, Dodge, Pickpocket, Stealth, Throwing
- Wit Skills: History, Language, Medicine, Pick Locks, Search, Tracking
- Charm Skills: Command, Courage, Diplomacy, Persuasion, Seduce

Fantasy

- Might Skills: Axe, Pole Arm, Smithing, Sword
- Agility Skills: Bow, Crossbow
- Wit Skills: Magic
- Charm Skills: Ride

Modern or Sci-fi

- Agility Skills: BFG, Drive, Pilot, Pistol, Rifle
- Wit Skills: Computer, Navigation, Repair, Science

- Charm Skills: Streetwise

Note: Combat skills are not allowed specializations.

Skill Specializations

Specializations are focused aspects of a skill. For example, Drive specializations might include Car and Motorcycle. One skill die can be spent to gain three specialty dice. Combat skills don't have specializations. Example: A character with an Agility of 3d6 focuses on the Running Speciality of Athletics. He spends one skill die in it, but records it as Running 6d6 on his character sheet. He has an Athletics of only 3d6. This is the only time the 2d6 skill limit can be exceeded during character creation.

Perks

During character creation, unspent skill dice may be spent to acquire Perks. The following perks are meant to serve as examples and inspiration. The cost listed next to each is in whole skill dice.

Racial Perks

- Dwarf (1): You're long lived, you can see in the dark, you receive +2 to smithing or any one other craft skill. Your maximum Might is 5d6 but your maximum Agility is 3d6.
- Elf (2): You're long lived, you can see in the dark, you receive a +1 on all ranged attacks, Your maximum Agility is 5d6 but your maximum Might is only 3d6.
- Reptoid (2): You're green and scaly, this gives a +1 Armor Value. You also have claw-tipped fingers which grant you +1 damage on unarmed attacks.
- Robot (4): You don't eat, breathe, or sleep. You can have your memory wiped. You don't heal but you can be repaired. As long as your memory core survives you may be rebuilt if destroyed.

General Perks

- Attractive (1): Others find the character pleasing to look at. This can help reduce suspicions or distract others depending on the given situation. Once per session, the character can double one roll for any action related to their appearance. Examples include seduction, a subtle bluff or simply distracting guards.
- Daredevil (2): Once per session you may throw caution to the wind taking extremely reckless action that may result in your own death. Your dodge, block, and parry are reduced by half however your Soak score is doubled when resisting damage for one round.
- Destiny (2): Characters with Destiny feel they are fated to some grand purpose. Once per game session a character may declare a failed roll is not part of their destiny and immediately reroll to get a different result.
- Favors (1): People owe you. Once per session, you can call in one of those debts. This can take the form of information,

temporary use of equipment (borrowing a truck, plow, pump action shotgun, etc.), a place to hide someone or something for a brief time, or any similar event.

- Lucky (2): Once per session you can declare you are feeling lucky. Double the result of your next roll.
- Perceptive (2): The GM may reveal small clues to you that others would miss. Once per session, a character may announce they are studying an object or situation and the GM may reveal something that would be impossible for a normal character to determine. If nothing is revealed this perk may be used again.
- Recall (1): Any time the character chooses to recall anything he has experienced, the GM must tell him the truth in as much detail as the character would have been aware.
- Sidekick (3): You have a boon companion willing to join in your adventures. This character only gets 9d6 to spend on attributes and 4d6 to spend on starting skills. They normally only receive 1 to 3 XP per session, but never as many as their fearless leader.

Esoteric Perks

- Energy Blast (5): You can throw bolts of pure energy. These do 4d6 damage and use your Throwing skill.

- ESP (3): You can read minds. Targets resist using their Charm against your Wits.
- Flying (4): You can fly (at twice your move).
- Regeneration (3): You heal 1 wound level/hour.
- Sorcerer (3): You're magically sensitive. Magic spells really work for you.
- Telekinesis (3): You can move stuff with your mind. Make a Wits roll and treat it like the Lift skill. People resist using their Might.
- X-Ray Vision (3): you can see through 1 foot of material.

Complications

During character creation only, players may select up to two complications. These grant no additional skill dice during character creation; however, anytime one comes up in play the character earns one XP. Characters may not earn more than one XP per complication per session regardless of how often it comes up.

- Age: You're either really old or really young. In addition to all the social issues caused by your age, the GM might choose to impose a penalty to an action based on your character's age. Grandpa throws a hip, a weird dude offers you candy on the street, and it's hard for either of you to seduce the supermodel at the bar. Whenever your age causes you great difficulty receive one XP.

- **Crazy:** You have issues that are guaranteed to put the therapist's kids through college. Could be you're just really paranoid, or maybe just a touch too OCD. That fear of almost everything could also be a problem. Then again maybe you really are Napoleon and everyone else is wrong, good luck convincing anyone else since you're a lunatic. Earn one XP any time your psychosis really gets in the way.
- **Enemies:** Someone doesn't like you at all. And they are a credible threat. Maybe they have more friends than you, or maybe they're just bigger and meaner. Either way, you have your own personal bully. You earn the bonus XP when they complicate your life.
- **Gremlins:** You have a special touch. Specifically, the kind that breaks machines. You're no good with engines, electronics, magical gizmos, or any other trinket. If it's a device, you can't trust it. Earn one XP whenever the GM takes his one free shot on you this way.
- **Personal Code:** You live by a creed and you will not cross that line. Maybe you won't fight an unarmed opponent and always make sure they know it's coming or maybe you never tell a lie. No matter how you define it, your code has to mean something. Some caped crusaders won't kill, paladins won't resort to deception, and sometimes there is even honor among thieves. Earn one XP whenever your code complicates your or your friends' success.
- **Skeletons in the Closet:** You earn the bonus XP whenever your past comes back to haunt you.
- **Unlucky in Love:** Things just don't work out for some folks. You earn bonus XP when your love life falls apart in a meaningful way.
- **Unlucky in Money:** You have a hard time holding onto money. You earn the bonus XP when you lose a significant amount of cash through your own foolishness or bad luck and have nothing to show for it.

Gear

Some games may assume the character has the trappings of a middle-class lifestyle, while others may take place in a world of fantasy where only those items in your pack mean the difference between life and death.

Characters might start with one piece of related gear for each skill they allocated dice to during character creation. For example a pistol for the Pistols skill, a medic bag for Medicine, etc. For anything else, beg the GM.

Fantasy and Low Tech Weapons

- **Axe:** Might +3d6
- **Bow:** Might +2d6+2
- **Club:** Might +1d6+1
- **Crossbow:** 4d6+1
- **Hatchet:** Might +1d6+1
- **Halberd:** Might +3d6
- **Knife:** Might +1d6

- Mace: Might +1d6+1
- Rapier: Might +2d6
- Staff: Might +1d6+2
- Spear: Might +2d6
- Sword: Might +2d6+2
- Sword, Two Handed: Might +3d6+1
- Unarmed Strike: Might
- Warhammer: Might +3d6

Modern Tech Weapons

- Light Pistol: 3d6+2
- Heavy Pistol: 4d6
- Rifle: 5d6
- Shotgun: 4d6+2
- BFG: 6d6
- Grenade: 5d6 to everyone within 3 paces

Sci-Fi Tech Weapons

- Plasma Pistol: 5d6
- Plasma Rifle: 6d6
- Plasma BFG: 7d6
- Plasma Sword: Might +4d6
- Plasma Grenade: 6d6 to everyone within 3 paces

Weapon Ranges (Short / Medium / Long)

- Bow: 10/30/100
- Crossbow: 15/45/150
- All Pistols: 10/50/100
- All Rifles: 30/100/200
- Shotgun: 20/50/100
- All BFGs: 30/100/300
- All Grenades and Thrown Weapons: 5/10/15

Fantasy Armor Value

- Leather: +2
- Chainmail: +6
- Platemail: +9

- Shield: +4

Modern Armor Value

- Armor Vest: +3
- Armor Jack: +6

The Game Mechanics

Scenes and Rounds

A scene is a single encounter, an ongoing challenge, or what would narratively be described of as a single scene in a film or TV show. Sometimes, the gamemaster may gloss over even the day-to-day activity of a group of characters to arrive at the next scene. For example, when traveling a long distance on foot, the GM might play out a scene in the starting village, then advance to the next scene near the destination or a point of interest, days later.

When scenes become action-oriented, and it is important to know who acts before someone else, the game switches over to timekeeping by rounds. When the matter at hand is settled or the story reaches the point where time is no longer tracked by rounds, the scene usually ends as well.

General (non-combat) Challenges

Characters roll the appropriate skill against a set target number based on the task attempted. (Remember that every skill already includes its corresponding attribute dice within its dice.) Tasks may have a specific Target Number (TN) listed, or may use a plain language descriptor

(simple, moderate, etc.) that corresponds to the following chart. Both may also be listed. For example, the GM or a rule might instruct you to make a Moderate (TN15) roll.

- 5: Very Simple
- 10: Simple
- 15: Moderate
- 20: Hard
- 25: Very Hard
- 30+ Legendary

Very Simple: Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand and the character would roll 3d6 or less, otherwise the GM should presume that success is automatic.

Simple: Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging. Characters rolling 6d6 or more may opt to skip this roll and assume they presume they scored a 10.

Moderate: Average character have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.

Hard: Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.

Very Hard: Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.

Heroic: These challenges are almost impossible. Only the very lucky or

true masters can consistently succeed at them.

Order of Actions in a Round

(A round is considered to be approximately 10 seconds)

1. Declare all actions planned for the round.
2. Determine the order of Initiative by rolling Agility for each character. The highest result goes first.
3. Characters make rolls for all actions they are attempting. The target may get an opportunity to resist or avoid the action.

Multiple Actions

Characters may attempt to do more than one thing on a turn by withholding one die from every action they attempt for each action beyond the first. For instance, if a character tries to shoot twice, he will subtract one die from each attempt. Characters may not attempt an action if this “multiple action penalty” reduces them to zero dice in that action.

Note that every character may move 5 paces for free in a round. Moving 10 paces counts as an action, thus doing so inflicts a -1d6 penalty on every other action performed that round. Alternatively, the character may use a skill (usually athletics in most settings) to move faster, but that would also count as an action.

Scale Factor

Not all objects are on the same scale. Humans and horses may be close enough to be equals, but humans and dragons aren't. When

things that are different scales engage in combat, compare their scale factor.

Scale: Scale Factor

- Character Scale: Characters, Most Animals: 0
- Large Scale: Car, Wagon, Small boat: 5
- Huge Scale: Dragon, Mecha, Tank: 10
- Giant Scale: Fighter, Light Transport, Heavy Mecha: 15
- Colossal Scale: Capital Ship, Space Station: 20

The difference in scale factors is the scale modifier. When the bigger thing attacks the smaller thing, this modifier is a bonus to the damage roll. When the smaller thing attacks the larger thing, this is a bonus to the large thing's soak score.

When a big thing attacks a smaller thing, that smaller thing receives the scale modifier as a bonus to an active defense (usually dodge, but it could be block or parry if that makes sense.)

When a smaller thing attacks a big thing, that small thing receives the scale modifier as a bonus to the attack roll.

Note that weapons may be designed to work at different scales. For example, a capital ship might have point defense guns at the giant scale, to attack enemy fighters. These guns could easily target another capital ship (they would receive the scale modifier as a bonus to hit) but the target capital ship would receive the same modifier as a bonus to soak the damage.

Scale is somewhat arbitrary and has no concrete definitions. A big thing that is weak may be treated as if it is a different scale than size alone might suggest, and might be treated as different sizes for different purposes. For example, a primitive hot air balloon of the 18th century might be considered to be huge when others attack it, for the purpose of the attack roll, but behaves as if it is only character scale to resist damage. This would make it easy to hit, yet it would have no special resistance to character-scale damage.

Finally, when applying these scale Factor modifiers, don't convert them to dice. Just add or subtract these numbers, as needed, from the dice totals. This means that "+5" means just that, add five.

Movement

Units of distance in Mini Six are measured in "paces." A pace may alternatively be called a yard or a meter, based on GM fiat. If you use a grid to track characters, then each square or hex is one pace/yard/meter.

A character may move up to 5 paces as a free action or move 10 paces at the cost of one action. If a character wishes to run faster, make an athletics roll (or whatever appropriate skill is available in the game or setting) with a TN of 10.

Experience

At the end of each session the GM awards each character a number of experience points. The number of points given per session typically

varies from 3 to 7 depending on drama, danger, success, and fun!

Spending experience points (XP)

Any skill may be increased one plus (from 2d6 to 2d6+1, for example) by spending a number of XPs equal to its current number of dice. No skill may be increased more than one plus per session. Skill specializations cost only half as much to raise, rounding up.

Experience points are also used to improve attributes. This costs 10 times the number of dice a character has in the attribute to raise it one plus. All skills under this attribute also improve by one plus. For example, if a character had a Wit of 3d6+1 and wanted to improve it to 3d6+2 it would cost 30 XP.

Hero Points

Characters start with 1 hero point every adventure and may spend it before any roll. Hero Points provide a variety of options, but once spent the point is lost forever.

- Gain a +6 to any single roll (up to 3 points may be used at one time when using this effect).
- Just a flesh wound. Once per combat, a hero point can be used to reduce the severity of a character's wounds by one level.
- Make a small change to their location (locating an unlocked window, finding a can of WD40 and a roll of duct tape, etc.)
- "Buy a clue." Sometimes players are at a loss or think they might have missed something. This gives them the option to find

that detail that they would have otherwise missed.

Hero Points are earned through superior play and given as an incentive by the GM to help encourage the style of action desired in a game. If playing a gritty western and the character makes a clever quip using the "in-game" jargon that makes everyone laugh without disrupting play, that may be worth a Hero Point. Unless completely against the nature of the game played, extremely clever ideas and grand heroic deeds should always be rewarded. Lesser actions may also be rewarded at GM fiat.

Healing

Natural Healing: If a wounded character rests they are allowed a Might check and if successful they heal a wound level. The frequency of the check depends on the severity of the character's wounds.

Assisted Healing: Characters with the Medicine skill can attempt to help others heal more quickly. A skill check may be made once per day for each patient treated. On a successful roll, the patient heals one wound level.

Wound Level: Frequency (N. Healing): Might Difficulty: Assisted Healing Difficulty

- Stunned: 1 minute: automatic: Simple (5)
- Wounded: 4 hours: 6: Moderate (15)
- Severely Wounded: 2 days: 6: Moderate (15)
- Incapacitated: 1 week: 8: Hard (20)

- Mortally Wounded: 2 weeks: 9: Very Hard (25)

Combat

Attacking a Target

The Target Number, or TN, is the number needed to successfully hit the target. The base target number of an attack is based on the target's Defense score.

- Range: Add the range modifier to the Target Number in all cases (Point Blank / Hand-to-Hand -5, Short +0, Medium +5, Long +10). See the sample gear list for ranges.

Cover: If the target is behind at least 50% cover, add +5 to the Target Number. Add +10 for 75% cover. It's impossible to hit a target behind 100% cover. Darkness can also be considered as cover at the GM's whim.

Defenses

Characters calculate their Dodge, Block, and Parry prior to the game. This static number becomes the attacker's TN modified as noted above. To calculate each, multiply the number of dice a character has in the relevant skill by 3 and add any plusses to the total. Then note it down on the character sheet. For example, Sir Baelen has a Sword skill of 5D+1. His static Parry score would become 16 ((5 x 3)+1) when armed with a sword.

- Block = (Brawling skill dice x 3) + plusses.
- Dodge = (Dodge skill dice x 3) + plusses.

- Parry = (Weapon skill dice x 3) + plusses.
- Soak = (Might attribute dice x 3) + plusses + armor value + any magical, super-tech, or other armor bonus. (These bonuses will depend on the setting or game. None are detailed in Bare Knuckle Edition.)

Full Dodge: If the character does nothing except dodge until his next turn they will add 10 to their Dodge score, and apply range and cover as usual. This result is useful against any number of attacks.

Resisting Damage

When a target has been hit, the attacker rolls damage and the target's Soak score is subtracted from the damage. The player or GM then checks the Wound Level chart below to see how badly the target was wounded.

Wound Level: Damage Total Exceeds Total Soak Score By

- Unharmed: 0 or less
- Stunned: 1 - 4
- Wounded: 5 - 9
- Severely Wounded (x): 5 - 9
- Incapacitated: 10 - 14
- Mortally Wounded: 15 - 19
- Dead: 20 or more

Note: Any additional damage level other than Unharmed that is lower than or equal to the character's current wound level moves the character by one level toward death.

- (x) Note: A character is Severely Wounded only if the result is between 5 and 9 and they are currently at the Wounded level.

Wound Level Effects

- Stunned: -1D for all remaining actions this round and the next round.
- Wounded: -1D to all actions until healed.
- Severely Wounded: -2D on all actions until healed.
- Incapacitated: As a free action before losing consciousness, the character may try to stay up with a Moderate (15) Stamina roll. If successful, he may continue to act, but with a -3D penalty. If he fails, he is knocked out for 5d6 minutes.
- Mortally Wounded: The character is near death and knocked unconscious with no chance to stay up. Roll the character's Might each round. The character dies if the roll is less than the number of minutes he's been at this level.
- Dead: The character has perished.

Vehicles

All vehicles from ancient chariots to futuristic starships are defined by a common set of statistics. The following stats help the GM and players quickly resolve all actions related to vehicles.

- Skill: The skill used to drive or pilot the craft.
- Scale: The size of the vehicle.
- Body: Used to resist damage.
- Maneuverability (MNV): How easy it is to handle. This gives a bonus on drive and pilot skill rolls.
- Move: How fast it can travel.

- Crew: The number needed to successfully operate the vehicle.
- Passengers (Psg): Non-crew capacity.
- Weapons: Any armaments mounted on the vehicle.
- Cargo: How much stuff it can carry.

Vehicle Combat

Some vehicles have weapons. Unless specified in their descriptions they are considered to be the same scale as the vehicle. Attacks are resolved in the same manner as character vs. character combat with the only difference being the character uses their drive/pilot skill in place to calculate the defense (Dodge) to avoid being hit. If the hit was successful the character would roll the vehicle's Body to resist the damage and consult the following chart to determine how severe the damage is:

Damage Rolled: Effect

- = Body Roll: Overloaded
System: Temporary effect for one round
- = 2 X Body Roll: Damaged
System: Permanent effect until repaired
- = 3 X Body Roll: Destroyed
System: Permanent effect until parts replaced

Once the severity of the damage is determined the GM may roll randomly on the the following chart or use common sense to determine which part is damaged.

Roll 1d6: Effect

- 1: Lose 1D from Maneuverability

- 2 - 3: Random System Damaged
- 4 - 6: Structural Damage

Effects of Damage

- **Maneuverability:** Each time this is affected the vehicle loses 1d6. This can go negative becoming a penalty to the driver's skill roll.
- **System Damaged:** Randomly select a vehicle's system and it either becomes broken or loses 1d6 from its rating (if applicable). Examples include communications/radio, sensors, shielding, sail, rigging, armor, etc.
- **Structural Damage:** The vehicle receives one wound level. Treat these like character wound levels. Mortally wounded vehicles stop functioning and "dead" vehicles are considered destroyed.

Ramming

When vehicles are at short range, a pursuer may try to ram. To successfully ram the pilot needs to roll higher than the target's Pilot (or appropriate) skill check. If successful both vehicles take damage equal to the body of attacking plus relative move dice.

Multiple Weapons on Vehicles

When vehicles have more than one weapon of a single type, they can be fired as a single salvo. This requires a successful Command skill roll with the difficulty based on the number of guns being combined. Each doubling of the number of weapons combined

increases the damage by 1 plus (3d6, 3d6+1, 3d6+2, 4d6, etc.)

Chases

When attempting to overtake or outrun an opponent the GM determines what range you are at (Short/Medium/Long). Each turn each vehicle makes a drive/pilot check, with the vehicle's Move dice granting a bonus. The higher roll either closes or increases the distance 1 range as desired. If reduced below Short you catch up, if increased beyond long you escape.

Repairing Vehicles

Characters may repair vehicles using their skills. The difficulty and cost is determined on the following chart. The cost is based on the price of a new vehicle.

Dice Lost: Difficulty: Cost: Time Needed

- 1d6: Easy: 10%: 1 Hour
- 2d6: Moderate: 15%: 4 Hours
- 3d6 or more: Difficult: 20%: 1 Day

Vehicle Movement

Move dice represent relative speed between vehicles of similar types. Vehicles are divided into four broad categories including Primitive Craft /Muscle Powered, Motorized Ground and WaterCraft, Aircraft, and Spacecraft. If vehicles of different categories must compare speeds, such as a fighter chasing a tank, the faster vehicle is granted bonus move dice based on the difference in speed factors in the following chart:

Speed Factor: Modifier

- Primitive Craft or Muscle
Powered: 0d6
- Motorized Ground or Water
Craft: 2d6
- Aircraft: 5d6
- Spacecraft: 10d6

Weapon Ranges in Space

Space is big and empty. Guns shoot great distances and ships are extremely fast. The ranges given are abstract units that are defined by the needs of the individual game.

Vehicle Costs

- \$ Trivial cost.
- \$\$ Affordable to most.
- \$\$\$ Affordable to the very wealthy, governments, and corps.
- \$\$\$\$ Only the richest individuals, most governments.
- \$\$\$\$\$ Only large governments and megacorps can purchase.
- \$\$\$\$\$\$ World governments and star empires only.

Sample Fantasy Vehicles

Air Ship

- Cost: \$\$\$\$
- Scale: +10
- Skill: Pilot
- MNV: 0d6
- Body: 2d6
- Move: 1d6
- Crew: 4
- Psg: 12
- Cargo: 2 tons

Automaton

- Cost: \$\$\$\$

- Scale: +5
- Skill: Command
- MNV: 0d6
- Body: 5d6
- Move: 1d6
- Crew: 1
- Psg: 0
- Cargo: None
- Weapon: Mace (3d6), range: melee.

Galleon

- Cost: \$\$\$
- Scale: +10
- Skill: Sailing
- MNV: 0d6
- Body: 4d6
- Move: 2d6
- Crew: 70
- Psg: 30
- Cargo: 15 tons
- Weapons: 16 cannons (4d6/ea), 8 small cannons (2d6+2/ea), range: 10/30/50.
- Note: May only fire 50% of guns at one target once every three turns.

Small Ship

- Cost: \$\$
- Scale: +10
- Skill: Sailing
- MNV: 1d6
- Body: 2d6+2
- Move: 2d6+2
- Crew: 12
- Psg: 8
- Cargo: 5 tons
- Weapons: 6 cannons (2d6+2/ea), range: 10/30/50.

- Note: May only fire 50% of guns at one target once every three turns.

Sample Modern Vehicles

Car

- Cost: \$\$
- Scale: +5
- Skill: Driving
- MNV: 1d6
- Body: 2d6
- Move: 2d6+1
- Crew: 1
- Psg: 4
- Cargo: 500 lbs

Fighter Jet

- Cost: \$\$\$\$\$
- Scale: +15
- Skill: Pilot
- MNV: 3d6
- Body: 2d6
- Move: 3d6
- Crew: 1 or 2
- Psg: 0
- Cargo: None
- Weapons: Guns (2d6), range: 30/50/100; 4 missiles (4d6/ea), range: 1/2 mile / 2 miles / 5 miles.

Motorcycle

- Cost: \$
- Scale: +5
- Skill: Motorcycle
- MNV: 2d6
- Body: 1d6+2
- Move: 2d6+2
- Crew: 1
- Psg: 1
- Cargo: None

Sports Car

- Cost: \$\$\$
- Scale: +5
- Skill: Driving
- MNV: 2d6
- Body: 2d6
- Move: 3d6
- Crew: 1
- Psg: 1
- Cargo: 200 lbs

Tank

- Cost: \$\$\$\$
- Scale: +5
- Skill: Driving
- MNV: 1d6
- Body: 6d6
- Move: 2d6
- Crew: 3
- Psg: 1
- Cargo: 500 lbs
- Weapons: BFG (character scale, see gear), Main Gun (6d6), range: 1/2 mile / 1 mile / 2 miles.

Sample Sci-Fi Vehicles

Air Cycle

- Cost: \$
- Scale: +5
- Skill: Pilot
- MNV: 2d6
- Body: 1d6+2
- Move: 3d6
- Crew: 1
- Psg: 1
- Cargo: None

Capital Ship

Galaxy Class Destroyer.

- Cost: \$\$\$\$\$

- Scale: +20
- Skill: Command
- MNV: 0d6
- Body: 6d6
- Move: 1d6
- Crew: 5,000
- Psg: 500
- Cargo: 100 kilotons 30 starfighters.
- Weapons: 100 AA Guns (3d6, Fighter scale), range 1/3 /5; 32 Plasma Cannons (4d6+1), range 5/10/15; 6 100 Megaton Warheads (8d6), range 15. Only 50% of guns or cannons can be on any one target at any time.

Mecha

- Cost: \$\$\$\$
- Scale: +10
- Skill: Mecha
- MNV: 1d6
- Body: 5d6+1
- Move: 2d6
- Crew: 1
- Psg: 0
- Cargo: None
- Weapons: Punch (5d6, melee); Arm Gun (4d6), range: 400 yards / 1/2 mile / 1 mile.

Star Fighter

- Cost: \$\$\$
- Scale: +15
- Skill: Pilot
- MNV: 3d6+2
- Body: 2d6+1
- Move: 4d6
- Crew: 1 + 1 Robot
- Psg: 0
- Cargo: None
- Weapons: Twin Guns (4d6), range: 1/3/5.

Star Yacht

The choice of beginner smugglers.

- Cost: \$\$\$\$
- Scale: +15
- Skill: Pilot
- MNV: 1d6
- Body: 3d6+1
- Move: 3d6
- Crew: 2
- Psg: 8
- Cargo: 50 tons

Sample Characters by Genre

The characters presented below are sometimes less powerful than starting player characters, sometimes more. Here is an arbitrary scale to help determine potency:

- Threat: 1 Not a threat usually.
- Threat: 2 Minor threat only in a group.
- Threat: 3 Credible threat.
- Threat: 4 Watch out, Heroes!
- Threat: 5 Bold or foolish to even try.

Skills listed in each entry include the base attribute, but effects of character scale haven't been prefigured. All attributes, skills, and gear are just for typical or average characters. Superior and inferior individuals exist of every type.

Static defenses are precalculated with any skills listed. Soak is listed as X(Y) where X is the base soak value and Y includes any armor or other bonus listed. If a bonus die is granted to Brawling, Dodge, or melee

skills simply add 3 per die to the score.

While listed by genre type, these are only rough guidelines. If you need a bloodthirsty alien race for a space opera campaign, take the orc template, change its name to Xargon, arm them with laser rifles and a 4D skill with them. Likewise, if you need a few brooding emo vampires, take the vampire template as written, give him hair product, eye make-up, a trendy wardrobe, a tattoo, an attitude, and go team Edgar.

Animals have Wit scores of 0D due to their limited intelligence. Even very clever animals have this restriction.

All Genres

Average Human

"Everyman."

- Threat: 1
- Scale: 0
- Might: 2d6
- Agility: 2d6
- Wit: 2d6
- Charm: 2d6
- Skills: Any three at +1d6 each.
- Static: Dodge 6, Soak 6
- Gear: As needed by profession.

Ape

The Great Ape or Yeti.

- Threat: 3
- Scale: 0
- Might: 4d6+2
- Agility: 2d6+1
- Wit: 0d6
- Charm: 1d6

- Skills: Acrobatics 3d6+1, Brawling 6d6+2, Stealth 4d6+1
- Static: Dodge 7, Block 20, Soak 14

Bear

Black, brown, or grizzly.

- Threat: 3
- Scale: 0
- Might: 5d6+1
- Agility: 2d6
- Wit: 0d6
- Charm: 1d6
- Skills: Brawling 6d6 (claws: 6d6+1 damage)
- Static: Dodge 6, Block 18, Soak 16

Dog

Man's best friend.

- Threat: 2
- Scale: 0
- Might: 2d6
- Agility: 2d6+1
- Wit: 0d6
- Charm: 1d6
- Static: Dodge 7, Soak 6

Elk

Any large herbivore.

- Threat: 2
- Scale: 0
- Might: 4d6+2
- Agility: 1d6+2
- Wit: 0d6
- Charm: 1d6
- Static: Dodge 5, Soak 14

Elephant

They never forget.

- Threat: 2
- Scale: +5
- Might: 4d6+1
- Agility: 1d6
- Wit: 0d6
- Charm: 1d6
- Static: Dodge 3, Soak 13

Horse

Saddle up.

- Threat: 2
- Scale: 0
- Might: 4d6+1
- Agility: 2d6+2
- Wit: 0d6
- Charm: 1d6
- Static: Dodge 8, Soak 14

Monkey

A pirate's best friend.

- Threat: 1
- Scale: 0
- Might: 1d6
- Agility: 4d6+2
- Wit: 0d6
- Charm: 2d6+1
- Skills: Acrobatics 6d6+2, Dodge 6d6+2
- Static: Dodge 20, Soak 3

Snake

An archaeologist's nightmare.

- Threat: 1
- Scale: 0
- Might: 1d6+2
- Agility: 3d6+1
- Wit: 0d6
- Charm: 1d6
- Skills: Brawling 3d6, Stealth 4d6
- Static: Dodge 10, Soak 5

- Special: Targets bitten by a snake must pass a Moderate (15) Might roll or be poisoned. Poisoned victims suffer 2d6 to 4d6 damage depending on the species of snake.

Tiger

Jungle cats, ho!

- Threat: 2
- Scale: 0
- Might: 3d6+1
- Agility: 3d6+2
- Wit: 0d6
- Charm: 1d6
- Skills: Brawling 5d6+1, Stealth 4d6+2
- Static: Dodge 11, Block 16, Soak 10

Wolf

They hunt in packs.

- Threat: 2
- Scale: 0
- Might: 3d6+2
- Agility: 2d6+1
- Wit: 0d6
- Charm: 1d6
- Skills: Brawling 4d6+2, Dodge: 4d6+1
- Static: Dodge 13, Block 14, Soak 11

Modern Stock Characters

Confidence Man

"Have I got a deal for you..."

- Threat: 3
- Scale: 0
- Might: 2d6
- Agility: 2d6+1
- Wit: 3d6+1

- Charm: 3d6+1
- Skills: Dodge 3d6+1, Fast Talk 5d6+2, Seduce 5d6
- Static: Dodge 10, Block 6, Parry 6, Soak 6
- Gear: Counterfeit money, fake ID, stolen credit card

Criminal

Mooks!

- Threat: 2
- Scale: 0
- Might: 2d6+2
- Agility: 2d6+1
- Wit: 1d6+2
- Charm: 1d6+1
- Skills: Brawling 3d6, Pistol 3d6
- Static: Dodge 7, Block 9, Soak 8
- Gear: Crowbar, heavy pistol, ski mask

Ninja

Agent of the shadows.

- Threat: 4
- Scale: 0
- Might: 3d6+1
- Agility: 4d6
- Wit: 2d6+2
- Charm: 2d6
- Skills: Brawling 5d6, Dodge 5d6, Stealth 5d6, Sword 5d6+1
- Static: Dodge 15, Block 15, Parry 16, Soak 7
- Gear: Sword (6d6)

Policeman

To serve and protect.

- Threat: 2
- Scale: 0
- Might: 2d6+2
- Agility: 2d6+1

- Wit: 2d6
- Charm: 2d6
- Skills: Brawling 3d6, Pistol 3d6, Search 3d6
- Static: Dodge 7, Block 9, Soak 8(11)
- Gear: Armor vest, handcuffs, heavy pistol

Soldier

The few, the proud.

- Threat: 3
- Scale: 0
- Might: 3d6+1
- Agility: 2D+1
- Wit: 2D
- Charm: 2D
- Skills: Dodge 3D+1, Rifle 4D+1
- Static: Dodge 10, Block 10, Soak 10(16)
- Gear: Armor jack, rifle

Spy

Licensed to kill.

- Threat: 4
- Scale: 0
- Might: 2d6+2
- Agility: 3d6+1
- Wit: 3d6
- Charm: 3d6
- Skills: Dodge 5d6+1, Pistols 5d6+1, Stealth 4d6
- Static: Dodge 16, Block 9, Soak 8
- Gear: Camera, passport, light pistol, secret phone, sports car, suicide pill

Sci-Fi Stock Characters

Apprentice-Mystic

Devoted pupil.

- Threat: 3
- Scale: 0
- Might: 3d6
- Agility: 3d6+2
- Wit: 3d6
- Charm: 2d6+1
- Skills: Dodge 4d6+2, Magic 5d6, Sword 4d6
- Static: Dodge 14, Block 9, Parry 12, Soak 9
- Gear: Plasma sword
- Perks: Sorcerer

Cybercop

"Stand down, citizen."

- Threat: 3
- Scale: 0
- Might: 4d6
- Agility: 3d6+1
- Wit: 2d6+1
- Charm: 2d6+1
- Skills: Brawling 5d6, Dodge 4d6+1, Pistol 5d6+1, Rifle 4d6+1
- Static: Dodge 13, Block 15, Parry 12, Soak 12(21)
- Gear: Armor jack, heavy pistol, rifle
- Perks: Cybernetics (dermal armor +3, built-in holster in leg)

Kid Genius

"You didn't know that?! Hah!"

- Threat: 2
- Scale: 0
- Might: 1d6+1
- Agility: 3d6
- Wit: 3d6+2
- Charm: 2d6
- Skills: Dodge 5D, Science 4D+2, Throwing 4D

- Static: Dodge 15, Block 4, Parry 4, Soak 4
- Gear: Baseball, pocket knife, galaxy guide

Knight-Mystic

Monastic warriors of truth.

- Threat: 4
- Scale: 0
- Might: 3d6
- Agility: 3d6+2
- Wit: 3d6
- Charm: 2d6+1
- Skills: Courage 5d6, Diplomacy 5d6+1, Dodge 6d6+1, Magic 8d6, Sword 6d6+2
- Static: Dodge 19, Block 9, Parry 20, Soak 9
- Gear: Plasma sword
- Perks: Sorcerer

Reptoid Pilot

Smuggler with two hearts of gold.

- Threat: 3
- Scale: 0
- Might: 4d6
- Agility: 3d6+1
- Wit: 2d6+1
- Charm: 2d6+1
- Skills: Dodge 5d6+1, Stealth 4d6, Pistol 4d6, Pilot 5d6
- Static: Dodge 16, Block 12, Parry 12, Soak 12(13)
- Gear: Plasma pistol, star yacht
- Perks: Reptoid
- Complications: Unlucky in Money

Robot Mechanic

"Beep."

- Threat: 3

- Scale: 0
- Might: 3d6
- Agility: 1d6+2
- Wit: 4d6
- Charm: 1d6+1
- Skills: Navigation 5d6, Pick Locks 5d6, Repair 6d6
- Static: Dodge 5, Block 9, Parry 9, Soak 9
- Perks: Robot (Built in tools: drill, extinguisher, oiler, saw, spanner, spot welder, magnetic feet)
- Complications: Personal Code (pacifist)

Pulp Stock Characters

Cultist

*“We’re not worthy.”**

- Threat: 2
- Scale: 0
- Might: 2d6
- Agility: 2d6
- Wit: 2d6+1
- Charm: 1d6+2
- Skills: Brawling 3d6, Stealth 3d6, Magic 3d6
- Static: Dodge 6, Block 9, Parry 6, Soak 6
- Gear: Hooded robe, knife

Dame in Distress

“Anything goes.”

- Threat: 2
- Scale: 0
- Might: 1d6+2
- Agility: 2d6
- Wit: 2d6+1
- Charm: 3d6
- Skills: Brawling 2d6+2, Dodge 4d6, Seduce 5d6

- Static: Dodge 12, Block 8, Parry 5, Soak 5
- Gear: Compact mirror, hair pin, lipstick

Elder God

“Klaatu barada nikto.”

- Threat: 6
- Scale: +15
- Might: 5d6
- Agility: 3d6+2
- Wit: 10d6
- Charm: 10d6
- Skills: Magic 17d6
- Static: Dodge 11, Block 15, Soak 15
- Perks: Maddening Visage (All characters that witness the Elder God must succeed on a Heroic Charm roll or gain the Crazy complication), Dimensional Shift (The Elder God can return to it’s home dimension after it’s Cosmic Appetite is sated), Sorcerer
- Complications: Summoning Ritual (The Elder God will appear when summoned. Summoning requires a Heroic Magic roll if its secret name is known to the summoner.) Cosmic Appetite (It must eat 1d6 characters before it may activate Dimensional Shift.)

Mad Scientist

“1.21 jigawatts should do it!”

- Threat: 2
- Scale: 0
- Might: 2d6
- Agility: 2d6
- Wit: 4d6
- Charm: 2d6

- Skills: Dodge 4d6, Repair 6d6, Science 7d6
- Static: Dodge 12, Block 6, Parry 6, Soak 6

Scaly Kin

Survivors out of time.

- Threat: 3
- Scale: 0
- Might: 2d6+1
- Agility: 2d6+2
- Wit: 2d6
- Charm: 3d6
- Skills: Dodge 3d6+2, Pole Arm 3d6+1, Stealth 4d6
- Static: Dodge 11, Block 7, Parry 10, Soak 7
- Gear: Spear
- Perks: ESP

Fantasy Stock Characters

Barbarian

Savage from the north hills.

- Threat: 2
- Scale: 0
- Might: 3d6+2
- Agility: 2d6+1
- Wit: 1d6+2
- Charm: 2d6+1
- Skills: Brawling 4d6+2, Dodge 4d6+2, Sword 5d6+2, Tracking 3d6+2
- Static: Dodge 13, Block 14, Parry 17, Soak 11(13)
- Gear: Leather armor, two-handed sword

Dwarf Warrior

Clansman of the Great Hall.

- Threat: 3
- Scale: 0

- Might: 4d6
- Agility: 2d6
- Wit: 2d6
- Charm: 2d6
- Skills: Axe 5d6, Brawling 5d6, Dodge 3d6
- Static: Dodge 9, Block 15, Parry 15, Soak 8(14)
- Gear: Axe, chainmail
- Perks: Dwarf

Elf Bowman

Guardian of the forest.

- Threat: 3
- Scale: 0
- Might: 2d6
- Agility: 4d6
- Wit: 2d6
- Charm: 2d6
- Skills: Bow 5d6, Dodge 5d6, Sword 3d6
- Static: Dodge 15, Block 6, Parry 9, Soak 6(8)
- Gear: Bow and arrows, leather armor, sword
- Perks: Elf

Guard

Guard, gladiator, or soldier.

- Threat: 2
- Scale: 0
- Might: 3d6
- Agility: 2d6
- Wit: 2d6
- Charm: 2d6
- Skills: Brawling 4d6, Dodge 3d6, Sword 4d6
- Static: Dodge 9, Block 12, Parry 12, Soak 9(11)
- Gear: Leather armor, sword

Knight

"For King and country!"

- Threat: 3
- Scale: 0
- Might: 3d6+1
- Agility: 2d6+2
- Wit: 2d6
- Charm: 2d6
- Skills: Dodge 3d6+2, Sword 4d6+2, Riding 3d6
- Static: Dodge 11, Block 10, Parry 14, Soak 10(23)
- Gear: Horse, platemail, shield, sword

Priest

Righteous defender.

- Threat: 3
- Scale: 0
- Might: 2d6+1
- Agility: 2d6
- Wit: 2d6+2
- Charm: 3d6
- Skills: Dodge 3d6, Magic 4d6+2
- Static: Dodge 9, Block 7, Parry 7, Soak 7(13)
- Gear: Chainmail, staff

Pirate

"Yoho!"

- Threat: 2
- Scale: 0
- Might: 2d6
- Agility: 4d6
- Wit: 2d6
- Charm: 2d6
- Skills: Brawling 3d6, Dodge 5d6, Navigation 3d6, Sailing 5d6, Sword 4d6
- Static: Dodge 15, Block 9, Parry 12, Soak 6
- Gear: Compass, spy glass, sword

Thief

**"What was yours is now mine."*

- Threat: 2
- Scale: 0
- Might: 2d6
- Agility: 3d6+1
- Wit: 2d6
- Charm: 2d6+2
- Skills: Pick Locks 3d6, Pickpocket 4d6, Stealth 5d6
- Static: Dodge 9, Block 12, Parry 12, Soak 9(11)
- Gear: Leather armor, lock picks, knife

Wizard

Sorcerer or necromancer.

- Threat: 4
- Scale: 0
- Might: 1d6+2
- Agility: 2d6+1
- Wit: 4d6
- Charm: 2d6
- Skills: Dodge 3d6+1, Magic 6d6
- Static: Dodge 10, Block 4, Parry 4, Soak 5
- Gear: Knife
- Perks: Sorcerer

Fantasy Bestiary

Centaur

"Can you ride me? I say nay."

- Threat: 2
- Scale: 0
- Might: 4d6
- Agility: 2d6+1
- Wit: 1d6+2
- Charm: 2d6
- Skills: Bow 4d6+2, Dodge 3d6+1, Stamina 5d6

- Static: Dodge 10, Block 12, Parry 12, Soak 12
- Gear: Bow and arrows

Devil (Minor)

"I'm the best there's ever been."

- Threat: 4
- Scale: 0
- Might: 3d6
- Agility: 2d6+2
- Wit: 3d6+1
- Charm: 5d6
- Skills: Brawling 5d6, Dodge 4d6+2
- Static: Dodge 14, Block 15, Soak 9
- Perks: Regeneration, Speaks All Languages

Dragon

Master of all he surveys.

- Threat: 5
- Scale: +10
- Might: 4d6
- Agility: 2d6
- Wit: 4d6
- Charm: 3d6
- Skills: Brawling 5d6, Breath Attack 5d6
- Static: Dodge 6, Block 15, Soak 12(15)
- Perks: Scales (+3 armor), Fly (90 ft/rnd)

Elemental (Fire)

Body of living flame.

- Threat: 3
- Scale: 0
- Might: 4d6+1
- Agility: 4d6+2
- Wit: 1d6

- Charm: 1d6
- Skills: Brawling 5d6+1, Dodge 5d6+2
- Static: Dodge 17, Block 16, Soak 13
- Perks: Ignition (Targets struck by a brawling attack must succeed at a Moderate Might check or will catch fire for 4d6/rnd damage until extinguished.)
- Complications: Weakness to Water (1d6 damage per gallon.)

Fairie

"Third star to the right..."

- Threat: 1
- Scale: 0
- Might: 1d6
- Agility: 4d6+1
- Wit: 2d6
- Charm: 2d6+2
- Skills: Athletics 3d6, Dodge 6d6+1, Magic 4d6
- Static: Dodge 19, Block 3, Soak 3
- Perks: Sorcerer, Fly (60 ft/rnd)
- Spells: Charm, Illusions, Light, Slumber

Gargoyle

Stone guardian.

- Threat: 3
- Scale: 0
- Might: 2d6
- Agility: 2d6+2
- Wit: 1d6
- Charm: 1d6
- Skills: Brawling 4d6+1, Dodge 4d6
- Static: Dodge 12, Block 13, Soak 6(15)

- Perks: Fly (20 yd/rnd), Armor Skin (+9)

Ghost

Doomed spirit.

- Threat: 4
- Scale: 0
- Might: 0d6
- Agility: 4d6
- Wit: 3d6+2
- Charm: 3d6+2
- Skills: Brawling 4d6+2, Dodge 5d6, Stealth 6d6
- Static: Dodge 15, Block 14, Soak 11
- Perks: Insubstantial (can only be harmed by Magic or enchanted weapons. Use Charm instead of Might to calculate soak and in place of Might for unarmed damage.), Mournful Wail (All who hear the wail must succeed at a Moderate (15) Charm check or flee.)

Giant

"I'll grind your bones to paste."

- Threat: 6
- Scale: +10
- Might: 5d6
- Agility: 2d6
- Wit: 2d6
- Charm: 3d6
- Skills: Brawling 7d6, Mace 7d6, Throwing 4d6
- Static: Dodge 6, Block 21, Parry 21, Soak 15
- Gear: Mace (tree trunk)

Goblin

Vermin from below.

- Threat: 2

- Scale: 0
- Might: 1d6+1
- Agility: 2d6+1
- Wit: 1d6+1
- Charm: 1d6
- Skills: Bow 3d6, Dodge 3d6+1, Stealth 2d6+2
- Static: Dodge 10, Block 4, Parry 4, Soak 4(8)
- Gear: Bow and arrows, knife, shield

Golem

Automaton of destruction.

- Threat: 4
- Scale: +5
- Might: 4d6+1
- Agility: 2d6
- Wit: 1d6
- Charm: 1d6
- Skills: Brawling 6d6+1, Dodge 4d6, Lift 6d6+1
- Static: Dodge 12, Block 19, Soak 13(16)
- Perks: Armor Skin (+3)

Gorgon

With bated breath.

- Threat: 3
- Scale: 0
- Might: 5d6+1
- Agility: 1d6+2
- Wit: 0d6
- Charm: 1d6
- Skills: Brawling 6d6+2, Breath Attack 3d6+2
- Static: Dodge 5, Block 20, soak 16(21)
- Perks: Armor Skin (+5), Petrifying Breath (Range 20 yards. All creatures caught in its foul breath must succeed at a

Moderate (15) Stamina check or be paralyzed for 1d6 rounds.)

Griffon

Hunters of the sky.

- Threat: 3
- Scale: 0
- Might: 3d6+2
- Agility: 3d6+1
- Wit: 1d6
- Charm: 1d6
- Skills: Brawling 5d6, Dodge 5d6+1, Stamina 6d6
- Static: Dodge 16, block 15, Soak 11
- Perks: Fly (20 yd/rnd), Talons (4d6+2 damage)

Harpy

She's a maneater.

- Threat: 3
- Scale: 0
- Might: 2d6+2
- Agility: 3d6+1
- Wit: 2d6
- Charm: 1d6
- Skills: Brawling 4d6+2, Dodge 5d6, Stealth 5d6
- Static: Dodge 15, Block 14, Soak 8
- Perks: Fly (20 yd/rnd), Talons (3d6+2 Damage)

Hellhound

The devil's lapdog.

- Threat: 3
- Scale: 0
- Might: 3d6+2
- Agility: 2d6+1
- Wit: 1d6
- Charm: 1d6

- Skills: Breath Attack 4d6+1, Brawling 4d6+2, Dodge 3d6+1, Tracking 5d6
- Static: Dodge 10, Block 14, Soak 11
- Perks: Fire Breathing (Range 5 yards, 3d6 Damage)

Hydra

Many headed terror.

- Threat: 5
- Scale: +10
- Might: 3d6
- Agility: 2d6
- Wit: 1d6
- Charm: 1d6
- Skills: Brawling 5d6, Search 4d6
- Static: Dodge 6, Block 15, Soak 9
- Perks: Hydra Heads (A Hydra starts with three heads and has one Wounded level for each head but has no Severely Wounded level. A head is destroyed when each time the Hydra takes a Wounded damage level. Three rounds after each head is destroyed two new ones take its place. These heads provide extra Wounded levels.), Extra Attacks (A Hydra may make one unpenalized attack for each head it currently has.)

Medusa

Stone cold killer.

- Threat: 5
- Scale: 0
- Might: 2d6+2
- Agility: 2d6+2
- Wit: 2d6+2
- Charm: 1d6

- Skills: Bow 4d6+2, Dodge 4d6+2, Stealth 4d6
- Static: Dodge 14, Block 8, Soak 10
- Gear: Bow and arrows
- Perks: Petrifying Visage (Laying eyes upon a medusa will turn a character to stone if they fail a Hard (20) Stamina check. To avoid looking at her while targeting her requires a Moderate (15) Wit check or closing one's eyes. Closed eyes incur a -20 penalty to the attack.)

Minotaur

Master of the maze.

- Threat: 3
- Scale: 0
- Might: 5d6+2
- Agility: 2d6+1
- Wit: 1d6+2
- Charm: 1d6+1
- Skills: Dodge 3d6+1, Pole Arm 6d6+2, Tracking 5d6+2
- Static: Dodge 10, Block 17, Parry 20, Soak 17
- Gear: Spear

Ogre

Mercenaries and brigands.

- Threat: 4
- Scale: +5
- Might: 4d6
- Agility: 1d6+1
- Wit: 1d6+1
- Charm: 1d6+1
- Skills: Axe 6d6, Brawling 5d6+2, Dodge 3d6+1
- Static: Dodge 10, Block 17, Parry 18, Soak 12(14)

- Gear: Axe, leather armor

Orc

Scourge of civilization.

- Threat: 3
- Scale: 0
- Might: 3d6+1
- Agility: 2d6
- Wit: 1d6+2
- Charm: 1d6
- Skills: Dodge 3d6, Stealth 3d6, Sword 4d6+1
- Static: Dodge 9, Block 10, Parry 13, Soak 10(14)
- Gear: Sword, shield

Pegasus

Sky mounts of the elves.

- Threat: 3
- Scale: 0
- Might: 4d6+1
- Agility: 2d6+2
- Wit: 1d6
- Charm: 2d6
- Skills: Athletics 3d6, Dodge 4d6+2
- Static: Dodge 14, Block 13, Soak 13
- Perks: Fly (20 yd/rnd)

Phoenix

The eternal bird.

- Threat: 4
- Scale: +5
- Might: 2d6+1
- Agility: 3d6+2
- Wit: 2d6
- Charm: 2d6
- Skills: Brawling 6d6, Dodge 6d6+2

- Static: Dodge 20, Block 18, Soak 7
- Perks: Fly (20 yd/rnd), Explosive Death (When a Phoenix dies a 5 yd radius fireball erupts from it's body dealing 5d6 damage.), Resurrection (At the next sunrise a new Phoenix rises from the ashes.)

Rat of Unusual Size

Most doubt they exist.

- Threat: 2
- Scale: 0
- Might: 3d6
- Agility: 2d6
- Wit: 0d6
- Charm: 1d6
- Skills: Athletics 4d6, Brawling 4d6, Dodge 3d6
- Static: Dodge 9, Block 12, Soak 9

Skeleton

Fleshless undead.

- Threat: 2
- Scale: 0
- Might: 2d6
- Agility: 3d6
- Wit: 0d6
- Charm: 0d6
- Static: Dodge 9, Block 6, Parry 6, Soak 6

Troll

Nearly mindless killers.

- Threat: 4
- Scale: 0d6
- Might: 6d6
- Agility: 2d6
- Wit: 1d6

- Charm: 1d6
- Static: Dodge 6, Block 18, Parry 18, Soak 18
- Gear: Club
- Perks: Regeneration
- Complications: Weakness to Fire (+2d6 damage from fire.)

Vampire

Cursed to feed on the living.

- Threat: 5
- Scale: 0
- Might: 3d6+1
- Agility: 4d6+2
- Wit: 3d6+1
- Charm: 4d6
- Skills: Athletics d6D, Brawling 5d6, Dodge 6d6+1, History 5d6, Seduce 6d6, Stealth 5d6
- Static: Dodge 19, Block 15, Parry 10, Soak 10
- Perks: ESP, Vampiric Bite (The vampire heals a wound level when inflicting at least a serious wound by brawling. Anyone killed this way rises as a vampire the next night.)
- Comp: Weakness to Sunlight (the vampire suffers -2d6 to all rolls and -6 to all defense and soak scores while in direct sunlight.) Stake Vulnerability (Targeting a vampire's heart with a wooden stake adds 20 to the TN to hit but kills it instantly.)

Werewolf

He's the hairy-handed gent...

- Threat: 3
- Scale: 0
- Might: 4d6
- Agility: 3d6+2

- Wit: 1d6+2
- Charm: 2d6
- Skills: Brawling 5d6, Dodge 5d6+2, Stealth 5d6
- Static: Dodge 17, Block 15, Soak 12
- Perks: Regeneration, Damage Immunity (Can only be harmed by silver, magic, and enchanted weapons.) Infectious Attack (Anyone Severely Wounded or worse by a werewolf must make a Moderate Charm roll or transform into a werewolf during the full moon).

Zombie

- Threat: 2
- Scale: 0
- Might: 3d6
- Agility: 2d6
- Wit: 0d6
- Charm: 0d6
- Static: Dodge 6, Block 9, Parry 9, Soak 9

Freeform Magic

The casting of magic spells is part of some settings. This optional system can be used as a guideline for handling spellcasting. It is a flexible, contemporaneous system, though the GM and players should discuss the limitations of magic within the setting at hand. The GM should consider whether certain applications of magic should be banned or “gatekept” behind special perks.

In many settings, the use of spells will require that the caster has a perk, such as Sorcerer. In addition, the caster will need a particular

skill, for example, “Spells” might be a Wit or a Charm skill depending on whether magic is dependent on knowing complex lore for the former, or depends on the caster’s force of will in the latter.

These rules will presume that the GM has designed a setting where “Spellcasting” is a Wit skill, but it should be trivial to adjust this to the particular of your game.

In this case, Spellcasting only works for characters who have the Sorcerer perk. It’s possible that in very-high magic settings, the GM might decide that a perk isn’t necessary to use magic, even if it remains true that not everyone can cast magic. This would mean that all player characters could use magic, and beyond that, only the NPCs that the GM grants that power.

The Limitations of Magic in a Setting

- Can magic bring someone back from the dead?
- Can magic be used to change the past or travel through time?
- Can magic perform permanent transformations?
- Does magic require some special material component to work?
- Is spellcasting obvious?
- Is magic always obvious?
- Do some spells or types of magic require special training beyond basic sorcery?
- Most settings that include magic will have at least some limitations on magic.

Balancing Sorcery Against Mundane Ability.

When designing a setting, this will be a major concern the GM should consider if the game mixes mundane and magical characters. The guidelines in Bare Knuckle Edition don't necessarily create a system where mundane characters will be the equals of characters designed to cast spells. Think about what limits sorcery from dominating the setting. Rarity is a common factor in fiction, but since players generally play exceptional heroes, that factor alone may not do much to balance the scales.

In some settings, this may not be a concern. For example, in one where the heroes are students at a magical academy, every PC is presumed to have access to magic, so little consideration to balance mundane PCs against sorcerer PCs needs to be given. In others, magic might be rare, even among heroes.

The following are some possible options to consider:

Schools of Sorcery

This option splits general sorcery into multiple skills so that it's much more costly to master every kind of magic. Examples could include "White Magic" and "Dark Magic." Alternatively, magic could be divided into "abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation." It could be split into "air, earth, fire, and water." Another permutation could be "altering magic, controlling magic, and sensing magic."

The division of magic will probably be related to something within the setting, and some methods of division will create implicit limitations about spellcasting. For example, in a setting where sorcery is divided into the four classical Greek elements, magic that beguiles the mind has no obvious placement. In this setting, it's probable that all magic spells have obvious physical effects related to their element, and that magic that doesn't relate in theme to those elements isn't possible.

In a setting that chooses the Schools of Sorcery option, it must also be decided whether characters can gain skill in multiple types.

Magic as an Attribute

In this option, Sorcery isn't a skill, it's a fifth attribute. A character who chooses the Sorcery perk at character creation distributes their attribute dice between Might, Agility, Wit, Charm, and Magic, but doesn't receive any additional attribute dice. The character must distribute at least 1d6 to each attribute. Spellcasting still exists as a skill under Magic.

Backlash (suboption under Magic as an Attribute.)

A further option would be that if the caster uses a number of skill dice that exceeds the number of attribute dice when casting a spell, failure brings additional danger. When the caster fails to successfully cast the spell, then they must resist damage as if an enemy had successfully hit them with a damaging effect equal to the difference. They may resist

damage with either Might or Magic, whichever is higher.

For example, the character has a Magic attribute of 3d6 and a Sorcery skill of 8d6. When they cast a spell, they can choose how many dice to roll, up to 8d6. (Remember, the 3d6 from the attribute is already included within the 8d6 skill.)

Suppose that the caster tried a spell with TN of 26, and they decided that they would need all 8d6 to succeed. They rolled poorly and got a total of 24. They failed. Now they must suffer backlash of 5d6 damage!

Casting a Freeform Spell

The caster must first describe the intended effect of the spell. Spells should have a clear purpose and defined effect, and that effect should thematically make sense. For example, a caster might want to cast a “fire lash” at a target. The caster describes it as a whip made of flame, that erupts toward the target. That sounds like a damaging spell. There’s no reason for the spell to coincidentally have unrelated characteristics, like the ability to breathe water or to also heal a friend. Spells must remain along the theme defined in their descriptions.

The caster is not obligated to make the impromptu spell any more powerful than exactly what they need. For example, if last round they cast their fire lash spell at a target far away and needed a long range in order to reach the target, they can select a shorter range the next time they cast in order to attack a nearer target. Every spell may be

independently calculated to take advantage of lesser needs.

Compare the base target number required for each component of the spell. Range, Duration, The highest TN is the base target number. For example, suppose that the character wants to cast a spell that will transform him into an ogre. In this setting, an ogre is a being one size bigger than a human.

When selecting the range, the choice is obvious. Since the caster is casting the spell on themselves, they choose “self” (TN5.)

When selecting duration, the caster has a choice. Since they need to keep the spell going, it must be sustainable or have a long automatic duration. Moderate (TN 15) would allow them to sustain the spell at the cost of incurring a multi-action penalty as long as they keep the spell sustained. Hard (TN20) will mean the spell persists without the need to be maintained for an hour or the remainder of the scene. Since the caster expects things to go poorly after the transformation, they choose the latter, Hard (TN 20) so that they don’t have to deal with the penalty when they are an ogre.

Choosing the target is easy. They are casting the spell on themselves, so Very Simple (TN 5) is good enough.

Lastly, comes selecting the effect. This one is the most up to interpretation. The spell doesn’t cause damage or heal directly, so the caster ignores those charts. Looking at the non-damaging effects, they see that the description of Hard (TN 20) fits the bill exactly.

The TNs of the spell are 5, 20, 5, and 20. Since 20 is the highest number, that is the TN for the spell.

Optional Rule: Advanced calculation.

When calculating the TN of the spell, calculate base TN as normal. Look at the numbers remaining for the other 3 spell factors and add to or subtract from that TN as the chart below.

Max TN: Other TNs (Modifier)

- 5: 5 (0)
- 10: 5 (0), 10 (+1)
- 15: 5 (-1), 10 (0), 15 (+1)
- 20: 5 (-2), 10 (-1), 15 (0), 20 (+1)
- 25: 5 (-3), 10 (-2), 15 (-1), 20 (0), 25 (+1)
- 30: 5 (-4), 10 (-3), 15 (-2), 20 (-1), 25 (0), 30 (+1)

This chart adds +1 to the TN for each category that is the same level as the base TN, and takes 1 away for every level below that number. 0, or no modifier for the next level less difficult, -1 for the next, etc. The exception to this rule is that when a spell has a TN of 5 in every category, don't calculate modifiers at all, the final TN will remain 5.

Looking at the ogre transformation spell example above, under this calculation, the base TN and associated TNs remain the same. The Base is TN 20 (the highest number.) There is another TN 20. The modifier for any TN equal to the base TN is +1, which is also shown on the chart. Next we have a Very Simple TN 5, which is three TN categories lower than Hard TN 20, or -2 according to the chart.

(Remember that we count down three steps: "zero, minus one, minus two.") We finally have another TN 5, which is another -2 modifier.

Base TN 20 +1 -2 -2 = 17. The final spell TN is 17.

This optional rule rewards careful selection of spell characteristics, but it takes more time, and the player might need the aid of a chart.

Range

- Very Simple (TN 5) Self/point blank/touch
- Simple (TN 10) (5/10/30)
- Moderate (TN 15) (10/30/100)
- Hard (TN 20) Everything within line of sight counts as short range.
- Very Hard (TN 25) Any distance, beyond where the caster can see.

Duration

- Very Simple (TN 5) Instantaneous
- Simple (TN 10) Up to 1 round. The spell lasts until the caster's next turn. It may not be sustained.
- Moderate (TN 15) The spell persists as long as it is sustained (see below.)
- Hard (TN 20) The spell persists for the remainder of the scene or up to 1 hour.
- Very Hard (TN 25) The spell persists for up to one day.
- Legendary (TN 30) The spell is permanent.

Target

- Very Simple (TN 5) The spell only targets the caster.
- Simple (TN 10) The spell targets one being other than the caster or an object.
- Moderate (TN 15) The spell targets everything in a small area of up to 5 paces across.
- Hard (TN 20) The spell targets everything in an area up to 15 paces across.
- Very Hard (TN 25) The spell targets everything in an area up to 30 paces across.

Non-Damage Effects

Non-damaging effects are the most difficult to adjudicate and require the most give and take between the player and the gamemaster.

- Very Simple (TN 5) The spell can produce obviously magical effects that can't change or alter any target, or very minor abilities.
- Simple (TN10) Minor abilities. Breathe water. See in the dark. Clumsy telekinesis.
- Moderate (TN 15) Spells that control the mind or perception of another that may be sustained. Spells that enhance the target's armor or combat ability.
- Hard (TN 20) Spells that grant greater abilities. Flight. Transformation into a tough creature no more than one scale factor larger or smaller than the caster. Spells that control the mind or perception of one or more targets that last an entire scene.
- Very Hard (TN 25) Spells that only the most skilled sorcerers

can do. Minor abilities may be made permanent, but the sorcerer still must sustain the spell, so incurs a multi-action penalty until the caster allows the spell to lapse.

- Legendary (TN 30) Resurrecting the dead. Time travel. Wish. Spells at this level may be made permanent without the caster sustaining them.

Damaging Effects

- Simple (TN 10) Normal damage potential. As the casters attribute. (Wit if spellcasting is a Wit skill, Charm otherwise.)
- Moderate (TN 15) Great damage potential. As the caster's casting skill.

Damaging spells may be sustained, but this counts as one action every round as long as it's sustained. Every round the damage is sustained, the caster must make another casting check at a TN 5 higher than the previous round. (This casting check is not a separate action. It is part of the action necessary to sustain the spell.)

Healing Effects

- Very Simple (TN 5) Waking a sleeping character or returning an unconscious character to consciousness without healing them.
- Simple (TN 10) Allowing the target a single check as natural healing.
- Moderate (TN 15) Healing one wound level, automatically (the target doesn't need to make a healing check)

- Hard (TN 20) Healing two wound levels automatically (the target doesn't need to make a healing check.)
- Very Hard (TN 25) Healing 3 wound levels at once.

Gamemasters may want to limit the amount of magical healing a character can receive. A suggestion is that a character may only receive magical healing once per day (between scenes) and once per scene otherwise.

Rote Spells (Optional rule.)

Under this rule, characters can learn specific spells. Unlike the flexible casting rules above, the formula for the spell never changes. Characters learn two rote spells for every whole die in their casting skill. They may learn additional spells at a cost of 3 character points apiece.

These rote spells are easier to cast. It is recommended to use the optional advanced calculation rules to come up with the TN, then subtract 3 from that. As always, the GM should keep an eye out for spells that would break the game if abused. One way to help balance that can be to require the spell to be highly defined. For example our "ogre transformation spell" used an example above is exactly that - a spell that transforms the caster into an ogre. It doesn't transform the caster into anything else other than an ogre, even if of similar size, because that's how the player defined it. There's no reason that the GM must be that specific, but if the spell seems to be near the edge of what's going to break the game, (and there's no reason an ogre

transformation spell would in a high fantasy setting), being nit-picky and specific is a way to hem a spell in a bit.

Using our ogre transformations spell from the advanced calculation example above, the TN of this spell as a rote spell would be $17 - 3 = \text{TN } 14$.

Knave Spells

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100 Level-less Spells

If you prefer spells that are level-less and scale up as the caster becomes more powerful, use the list below. In the following spells, "L" is a number equal to the caster's level, an item is an object able to be lifted with one hand, and an object is anything up to human size. Unless otherwise noted, all spells with ongoing effects last up to $L \times 10$ minutes, and have a range of up to 40 feet. If a spell directly affects another creature, the creature may make a save to avoid it (as described previously). Success reduces or negates the spell's effects.

1. Adhere: Object is covered in extremely sticky slime.
2. Animate Object: Object obeys your commands as best it can. It can walk 15ft per round.
3. Anthropomorphize: A touched animal either gains human

- intelligence or human appearance for L days.
4. Arcane Eye: You can see through a magical floating eyeball that flies around at your command.
 5. Astral Prison: An object is frozen in time and space within an invulnerable crystal shell.
 6. Attract: L+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
 7. Auditory Illusion: You create illusory sounds that seem to come from a direction of your choice.
 8. Babble: A creature must loudly and clearly repeat everything you think. It is otherwise mute.
 9. Beast Form: You and your possessions transform into a mundane animal.
 10. Befuddle: L creatures of your choice are unable to form new short-term memories for the duration of the spell.
 11. Bend Fate: Roll L+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
 12. Bird Person: Your arms turn into huge bird wings.
 13. Body Swap: You switch bodies with a creature you touch. If one body dies, the other dies as well.
 14. Catherine: A woman wearing a blue dress appears until end of spell. She will obey polite, safe requests.
 15. Charm: L creatures treat you like a friend.
 16. Command: A creature obeys a single, three-word command that does not harm it.
 17. Comprehend: You become fluent in all languages.
 18. Control Plants: Nearby plants and trees obey you and gain the ability to move at 5 feet per round.
 19. Control Weather: You may alter the type of weather at will, but you do not otherwise control it.
 20. Counterspell: Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell.
 21. Deafen: All nearby creatures are deafened.
 22. Detect Magic: You hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement.
 23. Disassemble: Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
 24. Disguise: You may alter the appearance of L characters at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
 25. Displace: An object appears to be up to L×10ft from its actual position.
 26. Earthquake: The ground begins shaking violently. Structures may be damaged or collapse.
 27. Elasticity: Your body can stretch up to L×10ft.

28. Elemental Wall: A straight wall of ice or fire L×40ft long and 10ft high rises from the ground.
29. Filch: L visible items teleport to your hands.
30. Fog Cloud: Dense fog spreads out from you.
31. Frenzy: L creatures erupt in a frenzy of violence.
32. Gate: A portal to a random plane opens.
33. Gravity Shift: You can change the direction of gravity (for yourself only) up to once per round.
34. Greed: L creatures develop an overwhelming urge to possess a visible item of your choice.
35. Haste: Your movement speed is tripled.
36. Hatred: L creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.
37. Hear Whispers: You can hear faint sounds clearly.
38. Hover: An object hovers, frictionless, 2ft above the ground. It can hold up to L humanoids.
39. Hypnotize: A creature enters a trance and will truthfully answer L yes or no questions you ask it.
40. Icy Touch: A thick ice layer spreads across a touched surface, up to L×10ft in radius.
41. Illuminate: A floating light moves as you command.
42. Increase Gravity: The gravity in an area triples.
43. Invisible Tether: Two objects within 10ft of each other cannot be moved more than 10ft apart.
44. Knock: L nearby mundane or magical locks unlock.
45. Leap: You can jump up to L×10ft in the air.
46. Liquid Air: The air around you becomes swimmable.
47. Magic Dampener: All nearby magical effects have their effectiveness halved.
48. Manse: A sturdy, furnished cottage appears for L×12 hours. You can permit and forbid entry to it at will.
49. Marble Madness: Your pockets are full of marbles, and will refill every round.
50. Masquerade: L characters' appearances and voices become identical to a touched character.
51. Miniaturize: You and L other touched creatures are reduced to the size of a mouse.
52. Mirror Image: L illusory duplicates of yourself appear under your control.
53. Mirrorwalk: A mirror becomes a gateway to another mirror that you looked into today.
54. Multiarm: You gain L extra arms.
55. Night Sphere: An L×40ft wide sphere of darkness displaying the night sky appears.
56. Objectify: You become any inanimate object between the size of a grand piano and an apple.
57. Ooze Form: You become a living jelly.
58. Pacify: L creatures have an aversion to violence.
59. Phantom Coach: A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.

60. Phobia: L creatures become terrified of an object of your choice.
61. Pit: A pit 10ft wide and L×5ft deep opens in the ground.
62. Primeval Surge: An object grows to the size of an elephant. If it is an animal, it is enraged.
63. Psychometry: The referee answers L yes or no questions about a touched object.
64. Pull: An object of any size is pulled directly towards you with the strength of L men for one round.
65. Push: An object of any size is pushed directly away from you with the strength of L men for one round.
66. Raise Dead: L skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
67. Raise Spirit: The spirit of a dead body manifests and will answer L questions.
68. Read Mind: You can hear the surface thoughts of nearby creatures.
69. Repel: L+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
70. Scry: You can see through the eyes of a creature you touched earlier today.
71. Sculpt Elements: All inanimate material behaves like clay in your hands.
72. Shroud: L creatures are invisible until they move.
73. Shuffle: L creatures instantly switch places. Determine where they end up randomly.
74. Sleep: L creatures fall into a light sleep.
75. Smoke Form: Your body becomes living smoke.
76. Snail Knight: 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.
77. Sniff: You can smell even the faintest traces of scents.
78. Sort: Inanimate items sort themselves according to categories you set. The categories must be visually verifiable.
79. Spectacle: A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.
80. Spellseize: Cast this as a reaction to another spell going off to make a temporary copy of it that you can cast at any time before this spell ends.
81. Spider Climb: You can climb surfaces like a spider.
82. Summon Cube: Once per second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.
83. Swarm: You become a swarm of crows, rats, or piranhas. You only take damage from area effects.
84. Telekinesis: You may mentally move L items.

85. Telepathy: L+1 creatures can hear each other's thoughts, no matter how far apart they move.
86. Teleport: An object disappears and reappears on the ground in a visible, clear area up to L×40ft away.
87. Thaumaturgic Anchor: Object becomes the target of every spell cast near it.
88. Thicket: A thicket of trees and dense brush up to L×40ft wide suddenly sprouts up.
89. Time Jump: An object disappears as it jumps L×10 minutes into the future. When it returns, it appears in the unoccupied area nearest to where it left.
90. Summon Idol: A carved stone statue the size of a four poster bed rises from the ground.
91. Time Rush: Time in a 40ft bubble starts moving 10 times faster.
92. Time Slow: Time in a 40ft bubble slows to 10%.
93. True Sight: You see through all nearby illusions.
94. Upwell: A spring of seawater appears.
95. Vision: You completely control what a creature sees.
96. Visual Illusion: A silent, immobile, illusion of your choice appears, up to the size of a bedroom.
97. Ward: A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.
98. Web: Your wrists can shoot thick webbing.
99. Wizard Mark: Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you, and can be seen at any distance, even through solid objects.
100. X-Ray Vision: You gain X-Ray vision.