Warscale RPG SRD

Guillermo Rodriguez 2012

v0.2 Rough combat system - Done

v0.21 Two spell per element

v0.22 Four spells per element

v0.23 Six spells per element

v0.24 Eight spells per element

v0.25 Ten spells per element

v0.26 Magic items – 10 weapons

v0.27 Basic magic system cleanup

v0.28 Attributes and races cleanup

v0.29 Skills, perks and powers cleanup

v0.30 Equipment cleanup

v0.31 Combat cleanup

v0.32 Magic cleanup

v0.33 Magic items – 10 jewellery

v0.34 Magic items – 10 armor

v0.35 Magic items – 10 equipment

v0.36 Magic items – 10 tools

v0.38 Complete first full cleanup, fill holes complete missing tables

v0.40 Complete first index and table of contents

v0.42 Add 1 illustration per 10 pages.

v0.44 Add 1 illustration per chapter.

v0.44 Add 1 image or diagram every 5 pages.

v0.5 Character sheet and first testing. Alpha 1.

Refinements start here. No definite plan yet.

.

Table of Contents

[Warscale RPG SRD 1](#_Toc450417412)

[Guillermo Rodriguez 2012 1](#_Toc450417413)

[Table of Contents 2](#_Toc450417414)

[Foreword 10](#_Toc450417415)

[Chapter 1: Core concepts 11](#_Toc450417416)

[What is a Roleplaying Game? 11](#_Toc450417417)

[What is a Roleplaying Game System? 11](#_Toc450417418)

[Requirements 11](#_Toc450417419)

[Rule book 11](#_Toc450417420)

[***The Game Master always has the last word.*** 11](#_Toc450417421)

[Dice 11](#_Toc450417422)

[The Game Master 12](#_Toc450417423)

[The World 12](#_Toc450417424)

[Characters (PCs and SCs) 12](#_Toc450417425)

[The Adventure 12](#_Toc450417426)

[Game Mechanics 12](#_Toc450417427)

[Elements 13](#_Toc450417428)

[Death 13](#_Toc450417429)

[Earth 13](#_Toc450417430)

[Fire 13](#_Toc450417431)

[Life 13](#_Toc450417432)

[Air 13](#_Toc450417433)

[Water 13](#_Toc450417434)

[Opposed elements 13](#_Toc450417435)

[Sub elements 13](#_Toc450417436)

[Chapter 2: Characters 14](#_Toc450417437)

[Character creation process 14](#_Toc450417438)

[Race 14](#_Toc450417439)

[Elements and attributes 14](#_Toc450417440)

[Table 2-1: Fire attributes 15](#_Toc450417441)

[Table 2-2: Life attributes 15](#_Toc450417442)

[Table 2-3: Air attributes 16](#_Toc450417443)

[Table 2-5: Water attributes 16](#_Toc450417444)

[Size 17](#_Toc450417445)

[Table 2-7: Creature size 17](#_Toc450417446)

[**Huge (6):** Elephants. 17](#_Toc450417447)

[**Gigantic (8):** Hill Giants. 17](#_Toc450417448)

[**Mountainous (32):** Old dragons. 17](#_Toc450417449)

[**Immense (64):** Leviathan. 17](#_Toc450417450)

[**Descomunal (256):** Battleship, titan. 17](#_Toc450417451)

[Skills, perks and powers 18](#_Toc450417452)

[Equipment 19](#_Toc450417453)

[Personality 19](#_Toc450417454)

[Background 19](#_Toc450417455)

[Appearance 19](#_Toc450417456)

[Round up 19](#_Toc450417457)

[Character creation example 19](#_Toc450417458)

[Character Advancement 20](#_Toc450417459)

[Encounter levels 20](#_Toc450417460)

[XP awards 21](#_Toc450417461)

[Gaining a level 22](#_Toc450417462)

[The party 22](#_Toc450417463)

[Chapter 3: Races 23](#_Toc450417464)

[Generations 23](#_Toc450417465)

[Humans 23](#_Toc450417466)

[Dwarves 24](#_Toc450417467)

[Elves 25](#_Toc450417468)

[Melrakii 26](#_Toc450417469)

[Fast Talking +5 28](#_Toc450417470)

[Orcs 29](#_Toc450417471)

[Sylph 30](#_Toc450417472)

[No magic other than Air unless a deity allows it. 31](#_Toc450417473)

[Triton 31](#_Toc450417474)

[Chapter 4: Skills, perks and powers 33](#_Toc450417475)

[Skills and specializations 33](#_Toc450417476)

[Skill level 33](#_Toc450417477)

[Starting character points 33](#_Toc450417478)

[Character points per level 33](#_Toc450417479)

[Developing skills 33](#_Toc450417480)

[**Chapter DR = 10 + Chapter skill level** 34](#_Toc450417481)

[Using skills 34](#_Toc450417482)

[**The base DR for any action is 4.** 35](#_Toc450417483)

[***Spells can’t be used if untrained.*** 37](#_Toc450417484)

[Table 4 – 1 : Skill result table 37](#_Toc450417485)

[Skill lists 37](#_Toc450417486)

[**Combine with:** *Engineering, Geology* 38](#_Toc450417487)

[**Combine with:** *Nature* 38](#_Toc450417488)

[**Combine with:** *Acrobatics* 39](#_Toc450417489)

[**Specializations:** *Illustrator* 39](#_Toc450417490)

[**Combine with:** *History.* 40](#_Toc450417491)

[**Combine with:** *Geography.* 41](#_Toc450417492)

[**Combine with:** *Acrobatics.* 41](#_Toc450417493)

[**Combine with:** *Nature.* 42](#_Toc450417494)

[**Combine with:** *Rhetoric* 42](#_Toc450417495)

[**Combine with:** *Unarmed combat* 43](#_Toc450417496)

[**Combine with:** *Geography.* 43](#_Toc450417497)

[***Pick pockets (Precision, 2)*** 44](#_Toc450417498)

[**Combine with:** *Geography* 46](#_Toc450417499)

[Specializations 47](#_Toc450417500)

[**Requires:** Animal handling 4 48](#_Toc450417501)

[**Quality = (QtyA \* WtA + QtyB \* WtB) / (WtA + WtB)** 50](#_Toc450417502)

[(90 \* 100 + 900 \* 30) / (100 + 900) = 36 50](#_Toc450417503)

[Perks and powers 50](#_Toc450417504)

[Developing perks 50](#_Toc450417505)

[Perks 51](#_Toc450417506)

[Powers 57](#_Toc450417507)

[***Damage Resistance (Earth, 1)*** 57](#_Toc450417508)

[***Echolocation (Intelligence, 1)*** 57](#_Toc450417509)

[Character Paths 59](#_Toc450417510)

[Warrior paths 59](#_Toc450417511)

[Rogue paths 60](#_Toc450417512)

[Arcane paths 61](#_Toc450417513)

[**Preferred attributes:** Death. 61](#_Toc450417514)

[Mystic Paths 61](#_Toc450417515)

[**Powers:** 64](#_Toc450417516)

[Chapter 5: Money and equipment 65](#_Toc450417517)

[Money 65](#_Toc450417518)

[Starting money 65](#_Toc450417519)

[Wages 65](#_Toc450417520)

[Economy size (Advanced) 65](#_Toc450417521)

[Materials 65](#_Toc450417522)

[Material Categories 65](#_Toc450417523)

[Material table 65](#_Toc450417524)

[**Rope price = Fabric Price \* thickness \* thickness** 66](#_Toc450417525)

[**Carry weight (kg) = Hard \* Hard \* thickness \* thickness** 66](#_Toc450417526)

[**Weight = 2 \* thickness / 10** 66](#_Toc450417527)

[**Hardness = Fabric hardness+1** 66](#_Toc450417528)

[**Price = ct x ct x K** 66](#_Toc450417529)

[Material properties 67](#_Toc450417530)

[**Material quality Modifier = Material quality/5** 68](#_Toc450417531)

[Other materials 68](#_Toc450417532)

[Items 68](#_Toc450417533)

[Item base DR 68](#_Toc450417534)

[Item material 68](#_Toc450417535)

[Item total DR (crafting DR) 69](#_Toc450417536)

[**Total DR = Item DR + Material Quality** 69](#_Toc450417537)

[Item price 69](#_Toc450417538)

[**Item price = Item DR \* Weight \* Material price** 69](#_Toc450417539)

[6 \* 10sp \* 2.5 = 150sp 69](#_Toc450417540)

[Armour (Wearable) 69](#_Toc450417541)

[Armour sections 69](#_Toc450417542)

[Armour and action penalties 69](#_Toc450417543)

[Armour size 69](#_Toc450417544)

[Armour weight 69](#_Toc450417545)

[Base armour 70](#_Toc450417546)

[**Soak = Material hardness – 4** 70](#_Toc450417547)

[**Air penalty = Material category hardness / 4** 70](#_Toc450417548)

[**Weight = Material category hardness in kg** 70](#_Toc450417549)

[Reinforced armour 70](#_Toc450417550)

[Armour materials 70](#_Toc450417551)

[Armour lists 71](#_Toc450417552)

[**Shirt: Vest + Arms** 72](#_Toc450417553)

[**Coat: Vest + Arms + Legs** 72](#_Toc450417554)

[Armour modifications 72](#_Toc450417555)

[Equipment (Wearable) 73](#_Toc450417556)

[Light sources 73](#_Toc450417557)

[Jewellery (Wearable) 73](#_Toc450417558)

[Jewellery modifications 73](#_Toc450417559)

[Tools (Implement) 74](#_Toc450417560)

[Tool modifications 74](#_Toc450417561)

[Weapons and shields (Implement) 74](#_Toc450417562)

[Melee Weapons 74](#_Toc450417563)

[Melee weapons are used for close quarter combat 74](#_Toc450417564)

[**Specialized** 74](#_Toc450417565)

[**Specialized** 75](#_Toc450417566)

[**Specialized** 76](#_Toc450417567)

[**Specialized** 77](#_Toc450417568)

[**Specialized** 78](#_Toc450417569)

[**Specialized** 78](#_Toc450417570)

[Ranged Weapon 80](#_Toc450417571)

[Thrown and hurled weapons 82](#_Toc450417572)

[Shields 83](#_Toc450417573)

[***The AP cost to parry is always 6.*** 83](#_Toc450417574)

[**Specialized** 83](#_Toc450417575)

[Weapon weight 84](#_Toc450417576)

[Weapon size 84](#_Toc450417577)

[Technology levels (Advanced) 84](#_Toc450417578)

[Technology level materials 84](#_Toc450417579)

[Technology level items 85](#_Toc450417580)

[Technology level economy 85](#_Toc450417581)

[Table 5-3 : Modern currency conversion 85](#_Toc450417582)

[Crafting 85](#_Toc450417583)

[Crafting time 86](#_Toc450417584)

[Failed crafting 86](#_Toc450417585)

[Low quality items 86](#_Toc450417586)

[Crafting items in different sizes 86](#_Toc450417587)

[Armor for different species 87](#_Toc450417588)

[Weapon in different material types 87](#_Toc450417589)

[Missile speeds 87](#_Toc450417590)

[Crafting magical items (Advanced) 87](#_Toc450417591)

[**Uses = (24 x Spell Rank) / (Gem Quality x karats) hour** 88](#_Toc450417592)

[Crafting scrolls 89](#_Toc450417593)

[Requires: Illustrator 89](#_Toc450417594)

[**Material Cost = Rank x Rank gp** 89](#_Toc450417595)

[Crafting potion 89](#_Toc450417596)

[Crafting books 89](#_Toc450417597)

[Requires: Illustrator 89](#_Toc450417598)

[Crafting armour 89](#_Toc450417599)

[Requires: Illustrator 89](#_Toc450417600)

[Crafting weapons 89](#_Toc450417601)

[Requires: Illustrator 89](#_Toc450417602)

[Crafting arrows 89](#_Toc450417603)

[Requires: Illustrator 89](#_Toc450417604)

[Crafting power sources 89](#_Toc450417605)

[Requires: Power sources 89](#_Toc450417606)

[Crafting maps 89](#_Toc450417607)

[Requires: Cartographer 89](#_Toc450417608)

[Crafting poisons 89](#_Toc450417609)

[Chapter 6: Movement and combat 90](#_Toc450417610)

[A brief description 90](#_Toc450417611)

[Chapter 6: Movement and combat 91](#_Toc450417612)

[A brief description 91](#_Toc450417613)

[Narrative or tabletop? 91](#_Toc450417614)

[Narrative 91](#_Toc450417615)

[Tabletop 91](#_Toc450417616)

[Areas 91](#_Toc450417617)

[Area origin 92](#_Toc450417618)

[Area shapes 92](#_Toc450417619)

[Creature size and area 92](#_Toc450417620)

[Environment 92](#_Toc450417621)

[Terrain types 92](#_Toc450417622)

[Table 6 – 3 : Terrain types 92](#_Toc450417623)

[Lightning and visibility 92](#_Toc450417624)

[Table 6-4: Light conditions 92](#_Toc450417625)

[Weather conditions 93](#_Toc450417626)

[Encounters and actions 93](#_Toc450417627)

[Encounter 93](#_Toc450417628)

[**APs/round = d20 + AP Modifier + Lightning reflexes** 93](#_Toc450417629)

[Table 6 – 6 : Action cost 94](#_Toc450417630)

[Encounter actions 94](#_Toc450417631)

[“If the wizard starts casting then I will shoot him” 95](#_Toc450417632)

[“If he tries to run I will hit him” 96](#_Toc450417633)

[Stamina and activity periods (Advanced) 96](#_Toc450417634)

[Movement 97](#_Toc450417635)

[Combat actions 98](#_Toc450417636)

[Melee combat 98](#_Toc450417637)

[**Attack result = Attack skill – Defense skill** 98](#_Toc450417638)

[**Damage = Weapon damage + Attack result** 98](#_Toc450417639)

[**Attack = Weapon skill rank** 98](#_Toc450417640)

[**Parry = Weapon skill rank** 98](#_Toc450417641)

[**Dodge = Acrobatics skill rank + Armour Pty + 6** 99](#_Toc450417642)

[**Minimal defence = Armour Pty + 6** 99](#_Toc450417643)

[**Unarmed Attack = Melee skill rank** 99](#_Toc450417644)

[Ranged combat 99](#_Toc450417645)

[**Ranged Attack = Weapon skill rank** 99](#_Toc450417646)

[**Parry missile = Weapon skill rank** 100](#_Toc450417647)

[**Dodge missile = Acrobatics skill rank + 6** 100](#_Toc450417648)

[**Catch missile = Melee skill rank** 100](#_Toc450417649)

[**Hit missile = Weapon skill rank** 100](#_Toc450417650)

[Damage 101](#_Toc450417651)

[Acid damage (Fire) 101](#_Toc450417652)

[Combustion damage (Fire) 101](#_Toc450417653)

[Drain damage (Death) 101](#_Toc450417654)

[Electrical damage (Air) 102](#_Toc450417655)

[Light damage (Air) 102](#_Toc450417656)

[Physical damage (Earth) 102](#_Toc450417657)

[**Weapon Damage = Attack result - Defense result** 102](#_Toc450417658)

[Poison damage (Death) 102](#_Toc450417659)

[Psychic damage (Water) 103](#_Toc450417660)

[**Psychic soak = Affected attribute + Death** 103](#_Toc450417661)

[Stun damage (Water) 103](#_Toc450417662)

[Venom damage (Life) 103](#_Toc450417663)

[Soaking damage 104](#_Toc450417664)

[**Damage Soak = Armor soak + Earth soak stat** 104](#_Toc450417665)

[Area damage 104](#_Toc450417666)

[Damage effects (Optional) 104](#_Toc450417667)

[Healing 104](#_Toc450417668)

[Partial healing 104](#_Toc450417669)

[Shorter healing periods 104](#_Toc450417670)

[APs healing periods 104](#_Toc450417671)

[Fast healing and dying 104](#_Toc450417672)

[Healing attributes 104](#_Toc450417673)

[Non-lethal damage 105](#_Toc450417674)

[Character status 105](#_Toc450417675)

[Blind 105](#_Toc450417676)

[Deaf 105](#_Toc450417677)

[Dying 105](#_Toc450417678)

[Prone 105](#_Toc450417679)

[Unconscious 105](#_Toc450417680)

[Advanced Combat 105](#_Toc450417681)

[Using two weapons 105](#_Toc450417682)

[Improvised weapons 105](#_Toc450417683)

[Wrestling 106](#_Toc450417684)

[**Damage = Attack result – Defense result** 106](#_Toc450417685)

[**Soak = Base armor soak (no material bonuses)** 106](#_Toc450417686)

[Trip 106](#_Toc450417687)

[Chapter 7: Magic 107](#_Toc450417688)

[Elements 107](#_Toc450417689)

[Earth 107](#_Toc450417690)

[Air 107](#_Toc450417691)

[Water 107](#_Toc450417692)

[Fire 107](#_Toc450417693)

[Life 107](#_Toc450417694)

[Death 107](#_Toc450417695)

[Is magic good or evil? 107](#_Toc450417696)

[Spellcasting 107](#_Toc450417697)

[Voice 108](#_Toc450417698)

[Mana 108](#_Toc450417699)

[Shaping 108](#_Toc450417700)

[Learning Spells 108](#_Toc450417701)

[Spells and attributes 108](#_Toc450417702)

[Spellbooks 108](#_Toc450417703)

[Writing a spellbook 108](#_Toc450417704)

[**Page Difficulty = 20 + Spell page level** 108](#_Toc450417705)

[Spellbook materials 108](#_Toc450417706)

[Preserving Air spells 109](#_Toc450417707)

[Learning spells back 109](#_Toc450417708)

[Spells 109](#_Toc450417709)

[Spell description 109](#_Toc450417710)

[**Name** 109](#_Toc450417711)

[***Name*** 109](#_Toc450417712)

[Casting a spell 110](#_Toc450417713)

[Spell targets 110](#_Toc450417714)

[Attacking with a spell 111](#_Toc450417715)

[Parrying or dodging a spell 111](#_Toc450417716)

[Spell effect 112](#_Toc450417717)

[Summoning 112](#_Toc450417718)

[Dispel effects 112](#_Toc450417719)

[Casting aids (Advanced) 112](#_Toc450417720)

[Summoning circles 112](#_Toc450417721)

[Real name and true name 113](#_Toc450417722)

[Terrain (Advanced) 113](#_Toc450417723)

[Wands 113](#_Toc450417724)

[Spell List 113](#_Toc450417725)

[**Base mana:** 1 113](#_Toc450417726)

[**Casting time:** 6 + 1/mana 113](#_Toc450417727)

[**Range:** 0 113](#_Toc450417728)

[**Area:** 1 creature +1/mana 113](#_Toc450417729)

[**Base mana:** 1 113](#_Toc450417730)

[**Casting time:** 6 113](#_Toc450417731)

[**Range:** 0 113](#_Toc450417732)

[**Area:** Circle 10 + 5/mana 113](#_Toc450417733)

[**Base mana:** 1 113](#_Toc450417734)

[**Casting time:** 6 + 1/mana 113](#_Toc450417735)

[**Base mana:** 2 114](#_Toc450417736)

[**Casting time:** 6 + 1/mana 114](#_Toc450417737)

[**Duration:** Instant 114](#_Toc450417738)

[**Base mana:** 3 114](#_Toc450417739)

[**Casting time:** 6 + 2/mana 114](#_Toc450417740)

[**Range:** 0 114](#_Toc450417741)

[**Area:** Caster 114](#_Toc450417742)

[**Duration:** Maintenance 3 114](#_Toc450417743)

[**Base mana:** 0 114](#_Toc450417744)

[**Casting time:** 100 / mana 114](#_Toc450417745)

[**Range:** 0 114](#_Toc450417746)

[**Area:** 1 creature 114](#_Toc450417747)

[**Duration:** Permanent 114](#_Toc450417748)

[**Base mana:** 1 114](#_Toc450417749)

[**Casting time:** 6 + 1/mana 114](#_Toc450417750)

[**Duration:** Permanent 114](#_Toc450417751)

[**Base mana:** 1 114](#_Toc450417752)

[**Casting time:** 6 + 1/mana 114](#_Toc450417753)

[**Range:** 0 114](#_Toc450417754)

[**Area:** 1 creature + 1/mana 114](#_Toc450417755)

[**Base mana:** 1 114](#_Toc450417756)

[**Casting time:** 6 + 1/mana 114](#_Toc450417757)

[**Base mana:** 1 115](#_Toc450417758)

[**Casting time:** 6 + 1/mana 115](#_Toc450417759)

[**Range:** 0 115](#_Toc450417760)

[**Area:** Circle 100 + 100/mana 115](#_Toc450417761)

[**Base mana:** 1 115](#_Toc450417762)

[**Casting time:** 6 + 1/mana 115](#_Toc450417763)

[**Range:** 0 115](#_Toc450417764)

[**Area:** Caster 115](#_Toc450417765)

[**Duration:** Permanent 115](#_Toc450417766)

[**Base mana:** 1 115](#_Toc450417767)

[**Casting time:** 6 + 1/mana 115](#_Toc450417768)

[**Duration:** Permanent 115](#_Toc450417769)

[**Base mana:** 1 115](#_Toc450417770)

[**Casting time:** 6 + 1/mana 115](#_Toc450417771)

[**Base mana:** 1 115](#_Toc450417772)

[**Casting time:** 6 + 1/mana 115](#_Toc450417773)

[**Duration:** Instant 115](#_Toc450417774)

[**Base mana:** 4 115](#_Toc450417775)

[**Casting time:** 6 + 1/mana 115](#_Toc450417776)

[**Range:** 0 115](#_Toc450417777)

[**Area:** 1 creature + 1/mana 115](#_Toc450417778)

[**Base mana:** 1 115](#_Toc450417779)

[**Casting time:** 6 + 1/mana 115](#_Toc450417780)

[**Range:** 0 115](#_Toc450417781)

[**Area:** 1 creature + 1/mana 115](#_Toc450417782)

[**Base mana:** 1 115](#_Toc450417783)

[**Casting time:** 6 + 1/mana 115](#_Toc450417784)

[**Range:** 0 115](#_Toc450417785)

[**Area:** 1 creature +1/mana 115](#_Toc450417786)

[**Base mana:** 5 116](#_Toc450417787)

[**Casting time:** 6 + 1/mana 116](#_Toc450417788)

[**Duration:** Permanent 116](#_Toc450417789)

[**Base mana:** 2 116](#_Toc450417790)

[**Casting time:** 6 + 1/mana 116](#_Toc450417791)

[**Duration:** Permanent 116](#_Toc450417792)

[**Base mana:** 2 116](#_Toc450417793)

[**Casting time:** 6 + 1/mana 116](#_Toc450417794)

[**Range:** 0 116](#_Toc450417795)

[**Area:** 1 creature 116](#_Toc450417796)

[**Duration:** Permanent 116](#_Toc450417797)

[**Base mana:** 2 116](#_Toc450417798)

[**Casting time:** 6 + 1/mana 116](#_Toc450417799)

[**Range:** 0 116](#_Toc450417800)

[**Area:** 1 creature 116](#_Toc450417801)

[**Duration:** Instant 116](#_Toc450417802)

[**Base mana:** 2 116](#_Toc450417803)

[**Casting time:** 6 + 1/mana 116](#_Toc450417804)

[**Base mana:** 1 116](#_Toc450417805)

[**Casting time:** 6 + 1/mana 116](#_Toc450417806)

[**Base mana:** 1 116](#_Toc450417807)

[**Casting time:** 6 + 1/mana 117](#_Toc450417808)

[**Duration:** Instant 117](#_Toc450417809)

[**Base mana:** 3 117](#_Toc450417810)

[**Casting time:** 6 + 1/mana 117](#_Toc450417811)

[**Duration:** Instant 117](#_Toc450417812)

[**Base mana:** 2 117](#_Toc450417813)

[**Casting time:** 6 + 1/mana 117](#_Toc450417814)

[**Range:** 0 117](#_Toc450417815)

[**Area:** 1 creature 117](#_Toc450417816)

[**Base mana:** 1 117](#_Toc450417817)

[**Casting time:** 6 117](#_Toc450417818)

[**Range:** 0 117](#_Toc450417819)

[**Area:** Caster 117](#_Toc450417820)

[**Duration:** Instant 117](#_Toc450417821)

[**Base mana:** 1 117](#_Toc450417822)

[**Casting time:** 6 117](#_Toc450417823)

[**Range:** 0 117](#_Toc450417824)

[**Area:** 1 creature + 1/mana 117](#_Toc450417825)

[**Base mana:** 1 117](#_Toc450417826)

[**Casting time:** 6 + 1/mana 117](#_Toc450417827)

[**Range:** 0 117](#_Toc450417828)

[**Area:** 1 creature + 1/mana 117](#_Toc450417829)

[**Base mana:** 1 117](#_Toc450417830)

[**Casting time:** 6 + 1/mana 117](#_Toc450417831)

[**Range:** 0 117](#_Toc450417832)

[**Area:** 1 creature + 1/mana 117](#_Toc450417833)

[**Duration:** Instant 117](#_Toc450417834)

[**Base mana:** 1 117](#_Toc450417835)

[**Casting time:** 6 + 1/mana 117](#_Toc450417836)

[**Range:** 0 117](#_Toc450417837)

[**Area:** 1 creature + 1/mana 117](#_Toc450417838)

[**Base mana:** 1 118](#_Toc450417839)

[**Casting time:** 6 + 1/mana 118](#_Toc450417840)

[**Range:** 0 118](#_Toc450417841)

[**Area:** Circle 1 + 1/mana 118](#_Toc450417842)

[**Base mana:** 5 118](#_Toc450417843)

[**Casting time:** 6 + 1/mana 118](#_Toc450417844)

[**Range:** 0 118](#_Toc450417845)

[**Area:** 1 creature + 1/2mana 118](#_Toc450417846)

[**Base mana:** 3 118](#_Toc450417847)

[**Casting time:** 6 + 1/mana 118](#_Toc450417848)

[**Range:** 0 118](#_Toc450417849)

[**Area:** 1 creature + 1/mana 118](#_Toc450417850)

[**Base mana:** 1 119](#_Toc450417851)

[**Casting time:** 6 + 1/mana 119](#_Toc450417852)

[**Area:** None 119](#_Toc450417853)

[**Duration:** 1minute + 1/mana 119](#_Toc450417854)

[**Base mana:** 1 119](#_Toc450417855)

[**Casting time:** 6 + 1/mana 119](#_Toc450417856)

[**Base mana:** 3 119](#_Toc450417857)

[**Casting time:** 6 + 1/mana 119](#_Toc450417858)

[**Duration:** Instant 119](#_Toc450417859)

[**Base mana:** 1 119](#_Toc450417860)

[**Casting time:** 6 + 1/mana 119](#_Toc450417861)

[**Base mana:** 5 119](#_Toc450417862)

[**Casting time:** 6 + 1/mana 119](#_Toc450417863)

[**Base mana:** 1 119](#_Toc450417864)

[**Casting time:** 6 + 1/mana 119](#_Toc450417865)

[**Base mana:** 1 120](#_Toc450417866)

[**Casting time:** 1 minute + 1/mana 120](#_Toc450417867)

[**Range:** 0 120](#_Toc450417868)

[**Area:** Circle 10 + 10/mana 120](#_Toc450417869)

[**Base mana:** 1 120](#_Toc450417870)

[**Casting time:** 6 + 1/mana 120](#_Toc450417871)

[**Range:** 0 120](#_Toc450417872)

[**Area:** 1 lock 120](#_Toc450417873)

[**Duration:** Instant 120](#_Toc450417874)

[**Base mana:** 1 120](#_Toc450417875)

[**Casting time:** 6 + 1/mana 120](#_Toc450417876)

[**Range:** 0 120](#_Toc450417877)

[**Area:** Caster 120](#_Toc450417878)

[**Duration:** 1hr + 1/mana 120](#_Toc450417879)

[**Base mana:** 1 120](#_Toc450417880)

[**Casting time:** 6 + 1/mana 120](#_Toc450417881)

[**Range:** 0 120](#_Toc450417882)

[**Area:** 1 creature +1/mana 120](#_Toc450417883)

[**Base mana:** 5 120](#_Toc450417884)

[**Casting time:** 6 + 1/mana 120](#_Toc450417885)

[**Range:** 0 120](#_Toc450417886)

[**Area:** 1 creature + 1/mana 120](#_Toc450417887)

[**Duration:** Permanent 120](#_Toc450417888)

[**Base mana:** 1 120](#_Toc450417889)

[**Casting time:** 6 + 1/mana 120](#_Toc450417890)

[**Base mana:** 7 121](#_Toc450417891)

[**Casting time:** 6 + 1/mana 121](#_Toc450417892)

[**Range:** 0 121](#_Toc450417893)

[**Area:** Wall 2+2/mana, 0.0001 121](#_Toc450417894)

[**Base mana:** 1 121](#_Toc450417895)

[**Casting time:** 6 + 1/mana 121](#_Toc450417896)

[**Range:** 0 121](#_Toc450417897)

[**Area:** Caster 121](#_Toc450417898)

[**Duration:** 1 minute + 1/mana 121](#_Toc450417899)

[**Base mana:** 1 121](#_Toc450417900)

[**Casting time:** 6 + 1/mana 121](#_Toc450417901)

[**Base mana:** 1 121](#_Toc450417902)

[**Casting time:** 6 + 1/mana 121](#_Toc450417903)

[**Range:** 0 121](#_Toc450417904)

[**Area:** Caster 121](#_Toc450417905)

[**Duration:** Instant 121](#_Toc450417906)

[**Base mana:** 1 121](#_Toc450417907)

[**Casting time:** 6 + 1/mana 121](#_Toc450417908)

[**Range:** 0 122](#_Toc450417909)

[**Area:** Caster 122](#_Toc450417910)

[**Duration:** Maintain 2 122](#_Toc450417911)

[**Base mana:** 10 122](#_Toc450417912)

[**Casting time:** 1 minute + 1/mana 122](#_Toc450417913)

[**Range:** 0 122](#_Toc450417914)

[**Area:** 1 creature 122](#_Toc450417915)

[**Duration:** Permanent 122](#_Toc450417916)

[**Base mana:** 1 122](#_Toc450417917)

[**Casting time:** 6 + 1/mana 122](#_Toc450417918)

[**Base mana:** 1 122](#_Toc450417919)

[**Casting time:** 6 + 1/mana 122](#_Toc450417920)

[**Base mana:** 1 122](#_Toc450417921)

[**Casting time:** 6 + 1/mana 122](#_Toc450417922)

[**Range:** 0 122](#_Toc450417923)

[**Area:** 1kg + 1/mana 122](#_Toc450417924)

[**Base mana:** 1 123](#_Toc450417925)

[**Casting time:** 6 + 1/mana 123](#_Toc450417926)

[**Range:** 0 123](#_Toc450417927)

[**Area:** 1 Weapon + 1/mana 123](#_Toc450417928)

[**Base mana:** 1 123](#_Toc450417929)

[**Casting time:** 6 + 1/mana 123](#_Toc450417930)

[**Range:** 0 123](#_Toc450417931)

[**Area:** Caster 123](#_Toc450417932)

[**Duration:** 1 minute + 1/mana 123](#_Toc450417933)

[**Base mana:** 1 123](#_Toc450417934)

[**Casting time:** 6 123](#_Toc450417935)

[**Range:** 0 123](#_Toc450417936)

[**Area:** 1 creature + 1/mana 123](#_Toc450417937)

[**Base mana:** 1 123](#_Toc450417938)

[**Casting time:** 6 123](#_Toc450417939)

[**Range:** 0 123](#_Toc450417940)

[**Area:** 1 creature 123](#_Toc450417941)

[**Base mana:** 1 123](#_Toc450417942)

[**Casting time:** 6 + 1/mana 123](#_Toc450417943)

[**Base mana:** 1 123](#_Toc450417944)

[**Casting time:** 6 + 1/mana 123](#_Toc450417945)

[**Range:** 0 123](#_Toc450417946)

[**Area:** 1 object 123](#_Toc450417947)

[**Base mana:** 1 124](#_Toc450417948)

[**Casting time:** 6 + 1/mana 124](#_Toc450417949)

[**Range:** 0 124](#_Toc450417950)

[**Area:** 1 creature + 1/mana 124](#_Toc450417951)

[**Base mana:** 1 124](#_Toc450417952)

[**Casting time:** 6 + 1/mana 124](#_Toc450417953)

[**Base mana:** 1 124](#_Toc450417954)

[**Casting time:** 6 + 1/mana 124](#_Toc450417955)

[**Base mana:** 1 124](#_Toc450417956)

[**Casting time:** 6 + 1/mana 124](#_Toc450417957)

[**Base mana:** 1 124](#_Toc450417958)

[**Casting time:** 6 + 1/mana 124](#_Toc450417959)

[**Base mana:** 1 124](#_Toc450417960)

[**Casting time:** 6 + 1/mana 124](#_Toc450417961)

[**Base mana:** 1 124](#_Toc450417962)

[**Casting time:** 6 + 1/mana 124](#_Toc450417963)

[**Base mana:** 4 124](#_Toc450417964)

[**Casting time:** 6 + 2/mana 124](#_Toc450417965)

[**Range:** 0 124](#_Toc450417966)

[**Area:** Caster 124](#_Toc450417967)

[**Duration:** Maintenance 5 124](#_Toc450417968)

[**Base mana:** 5 124](#_Toc450417969)

[**Casting time:** 6 + 2/mana 124](#_Toc450417970)

[**Range:** 0 124](#_Toc450417971)

[**Area:** 100g + 100/mana 124](#_Toc450417972)

[**Duration:** Permanent 124](#_Toc450417973)

[**Base mana:** 1 125](#_Toc450417974)

[**Casting time:** 6 + 1/mana 125](#_Toc450417975)

[**Base mana:** 1 125](#_Toc450417976)

[**Casting time:** 6 + 1/mana 125](#_Toc450417977)

[**Base mana:** 1 125](#_Toc450417978)

[**Casting time:** 6 + 1/mana 125](#_Toc450417979)

[**Range:** 0 125](#_Toc450417980)

[**Area:** 1 creature + 1/mana 125](#_Toc450417981)

[Spells by element 126](#_Toc450417982)

[Death spells 126](#_Toc450417983)

[Body mend 126](#_Toc450417984)

[Earth spells 126](#_Toc450417985)

[Banish 126](#_Toc450417986)

[Fire spells 126](#_Toc450417987)

[Alarm 126](#_Toc450417988)

[Life spells 126](#_Toc450417989)

[Animate plants 126](#_Toc450417990)

[Water spells 126](#_Toc450417991)

[Charm 126](#_Toc450417992)

[Air spells 126](#_Toc450417993)

[Alacrity 126](#_Toc450417994)

[Chapter 8: Treasure and magical Items 127](#_Toc450417995)

[Treasure (a.k.a. loot) 127](#_Toc450417996)

[Item type 127](#_Toc450417997)

[Quality treasure 127](#_Toc450417998)

[Using the quality Modifier 128](#_Toc450417999)

[Magical abilities 128](#_Toc450418000)

[Weapon 128](#_Toc450418001)

[Armor 128](#_Toc450418002)

[Clothing 128](#_Toc450418003)

[Rings 129](#_Toc450418004)

[Appendix 130](#_Toc450418005)

[Class organization 130](#_Toc450418006)

[Type 130](#_Toc450418007)

[Subtype 130](#_Toc450418008)

[Trait 130](#_Toc450418009)

[SubTrait 130](#_Toc450418010)

[Modifiers 130](#_Toc450418011)

[Class Type 130](#_Toc450418012)

[Creature type 130](#_Toc450418013)

[Plant 130](#_Toc450418014)

[Item type 130](#_Toc450418015)

[Spell type 130](#_Toc450418016)

[Sorcery 130](#_Toc450418017)

[Weapons 130](#_Toc450418018)

[Glossary 131](#_Toc450418019)

[Index 132](#_Toc450418020)

[Recycle bin 133](#_Toc450418021)

[Melrakii 133](#_Toc450418022)

[Enhanced attribute (Death) +2 133](#_Toc450418023)

[Chapter 12: Warscale World 133](#_Toc450418024)

[“One in the Air” 135](#_Toc450418025)

[Chapter 13: Warscale divinities 140](#_Toc450418026)

[Appendix 1: Referential values 141](#_Toc450418027)

# Foreword

Some years ago, while programming a computer game, I learned that there are two problems more time consuming than the game programming itself.

The first problem is to develop a gaming system that is balanced, well tested and, most important, that maintains the pen and paper RPG feeling.

Of course there are lots of systems everywhere. Since Gary Gygax created the first D&D, roleplaying games or variants have become mainstream and are now ubiquitous. There are thousands of table, board, card and computer games based on the concepts of the original D&D but most of those I reviewed didn’t translated well to a computer library leading to a convoluted structure and dirty code. On the other hand, the most polished and elegant systems were already registered and required exorbitant fees to license.

The second problem is to create a living world with history, culture, personalities and politics. An exciting place where races had a reason to love or hate each other, to make wars or forge alliances. A detailed world becomes a three-dimensional place and adventures in such place become more believable. The more detailed and deep the world, the more mysterious and attractive it becomes to players.

In this book, I attempt to solve those two problems. First, I try to define a game system that is simple enough to play using paper and pencil, while keeping it elegant enough to be coded into a clean, simple and reusable game library.

Second, I try my best to author and present a believable world that I hope the reader finds engaging and may use as a base for his own adventures, characters and situations which in turn will become part of the greater mythology of the world.

The only thing asked in return from the reader is:

1. any work based in the rules and game world presented in this document should reference this document or its latest official version and
2. any character, place or situation should become available for other people to use in their own derivative works.

This is what is called a creative commons license. You are free to create derivative works from this setting and profit from them. You can create game expansions, computer games or write a novel using the Warscale RPG setting and rules and you can sell and profit from it. However the characters, situations and places you create should be available for other people to use in their work or, who knows, it may become part of the official history of Warscale. So if you create the story of a hero called Belgar then other people may use this hero for his own stories within the Warscale world.

Of course there are some limitations. You are not allowed to just take this document, print it, slap a price sticker and sell it. You must add some significative contribution and that applies to any derivative work from any other author using this book. Also, while free to use, this document originally belongs to Spritekin Entertainment so you can’t just change a couple names, expand it and claim it is the new official guide. There is only one official version of Warscale and it is found on the Warscale website.

So I guess that is all. If you have any doubts on your rights and limitations on the use of this documents then read the creative commons license available in the website at <http://www.spritekin.com/warscale>

Good luck and have fun!

# Chapter 1: Core concepts

The first things to learn before digging into this book are some basic concepts common to all role playing games.

## What is a Roleplaying Game?

A roleplaying game (RPG) is a game where the players assume the roles of characters in a story. One player narrates the story and takes the control of the world and the support characters, while the other players take the control of the protagonists.

As the story advances, the narrator, known as the Game Master, will create different situations and challenges that the protagonists will have to solve by wit or force. The result of solving such situations will grant the characters some development points that can be used to improve their skills and abilities.

As the game progresses, the situations the protagonists must face will become more complex and difficult until they face their final and most dreadful enemy. A story usually ends at that point but, of course, the narrator may just continue the adventure and take the characters into new settings and new challenges.

## What is a Roleplaying Game System?

A Roleplaying Game System (RPGS) is an attempt to quantize, reduce and simplify the world we live in so that the actions of the characters can be judged as successful (or failed) given a set of constraints and probabilities.

This simplification starts on the game characters. A game character is the entity the players use to get into the imaginary worlds created by the story narrator. In order to make rules fair and accountable, characters are reduced to a series of numbers that represent their physical and mental characteristics.

For example, an Olympic body builder is stronger than a 5-year-old kid. The roleplaying system assigns a numerical value to the strength of each one so we have an idea of how much weight each one can lift.

Those numeric values allow comparing different characters and how they affect the world around them. Some characters will be stronger, other will be more intelligent and others will be more agile. The players use those numeric attributes to tailor their characters to their preferred game style.

The second thing an RPGS attempts to quantize is the character experience, knowledge and skills. Some characters may devote themselves to weapons and military skills while other may be smiths, scholars or engineers (or more). The system allows defining which skills the characters have learned and how experienced they are in their respective areas of knowledge. For example, in karate, it is not the same to be a white belt, a black belt or a tenth dan black belt. Martial artists will know about karate but the knowledge level and experience on the art is different.

The third thing a RPGS does is to provide a series of rules to simulate time and the success of actions. This simulation can be used during combats allowing the characters to attack and damage their opponent, shoot, move or flee.

Finally, the system allows in the creation of a coherent world by setting some guidelines on physics, materials, economy, weather, politics and even magic.

## Requirements

In order to play an RPG you will need this rulebook, dice, players, pencils, paper and some free time.

### Rule book

It is recommended the group has at least two copies of this book readily available for consult, one for the Game Master and other for the players.

In this book there are two levels of rules designed to suit most gaming styles.

Normal rules are easy to follow and will make for faster games. It is recommended you learn to play with the normal rules first then pick up the advanced rules.

Advanced rules can be found all over the book marked with the text ***(Advanced)***. Those rules can be very detailed and are recommended to experienced players only.

If at any time a specific rule contradicts other general rule, then the most specific rule always takes precedence. This is particularly true for spells as they can bend the laws of physic.

But the most important rule in the whole book is this:

***The Game Master always has the last word.***

It doesn’t matter if the rulebook says anything. The Game Master is the narrator so he has the attributes of god for all purposes within the adventure. If he decides the world is made of cheese then hope your character is not lactose intolerant because that’s it.

### Dice

Roleplaying games use specialized dice that can be found in your local game store or multiple online stores. It is recommended you get at least two sets of dice.

Common dice sets include one of each: four, six, eight, ten, twelve and twenty-sided dice. Some research in the internet may help you find more exotic dice. Depending on the number of sides, each dice is referred using a “d” prefix so a four sided dice is noted as a d4 and a six sided dice is a d6.

If multiple dice are required then it is noted by a number prefix. For example to roll three 6-sided dice the notation 3d6 is used.

In addition, some modifiers may be added (or subtracted) from the final roll. For example, 3d6+2 means you need to roll 3d6 then add 2.

When asked to roll some uncommon dice some replacements can be used:

For a d2, roll a d6 and consider results of 1-2-3 as 1 and results of 4,5,6 as 2.

For a d3, roll a d6 and consider 1-2 as 1, 3-4 as 2 and 5-6 as 3.

A d5 can be rolled using a d10 and pairing faces in the same way as a d3 (1,2 is 1, 3,4 is 2, and so on).

For a d7 pick one:

1. Roll a d6 and d8 and add the results. Halve and round down if necessary.
2. Roll 2d4 – 1.
3. Roll a d6. Recommended, unfair but faster.

And for a d9:

1. Roll a d8 and d10 and add the results. Halve and round down if necessary.
2. Roll 2d5 – 1.
3. Roll a d8. Recommended, unfair but faster.

### The Game Master

The Game Master (GM) is the story narrator. He controls all the aspects of the game. He imagines the location where the adventure will take place, defines the plot and creates and acts out the supporting role characters including the bad guys. Finally, he decides the effects of the player actions on the game world. Think about the GM as a computer program able to decide any outcome given the actions of the players. He is the big omnipotent guy that sees and knows everything.

The GM always has the last word for any event; sometimes his decisions might seem unfair for the players but the GM is the final judge of any situation and players must trust his decisions.

That said, the GM should take care on being fair and not abuse his power. The GM must keep his ears open and listen to the players as they are the best source of amazing ideas to improve the adventure.

In other words, the GM job is to keep the players entertained. The GM may have all the power but, in the end, everybody has gathered together and made time to have fun. So it the GM job to provide fun not frustration! If the GM is unfair the players may leave in search for a wiser and fairer GM in distant and exotic lands.

### The World

A world provides a place for the adventurers to explore. It provides towns looking for heroes, kingdoms looking for saviours and continents looking for conquerors. The limit is the GM imagination and is his job to provide a consistent environment where the adventures will take place.

### Characters (PCs and SCs)

A character is an entity in the world. It is defined by a collection of values representing its unique personality and philosophy; and measures his different skills and experience.

There are two types of characters in the game; player characters (PCs) controlled by the players and support characters (SC) controlled by the GM.

Each player should control one PC but may control more depending on the GM discretion.

The GM decides the SC actions. SCs are independent entities and might be affected by the PCs actions. They may become the PC friends, followers or maybe their worst enemies.

Chapter 2 has more information on character creation.

### The Adventure

So you have a world and a group of characters armed to the teeth full with spells ready to rip the fabric of the universe. The next step is for the GM to provide an adventure for those characters. You know, farm boy meets princess girl, princess girl is kidnapped by the evil dragon, daddy king cries for princess girl safe return, farm boy travels to save the girl and makes lots of friends that help the boy defeat the evil dragon, farm boy takes princess girl to his palace then runs away before daddy king learns what farm boy and princess girl were doing during the trip back home. Legends will be sung about farm boy. Usual stuff.

The adventure may be an epic requiring many game sessions to destroy the ring, or may be just one night stands where the PCs help the farmers of a town whose near bridge is now taken by a troll who demands too high fees to cross it (classical).

While the GM can create a detailed adventure, it is possible (very highly possible, almost a fact really) the players will decide to explore and do unplanned things that were not in the GM script. The GM should be flexible and adapt the adventure to the player desires. Don’t forbid them of entering a cave or a palace to steal something just because you hadn’t planned it. Many times the best adventures are those not planned at all!

## Game Mechanics

During the game, diverse events will arise and the characters will have to deal with those situations by force, wit or skill. The players must pick the most appropriate skill for the situation from the skills the character has acquired during his adventuring life.

In every skill contest there are two parts, the attacker who wants to perform an action and the defender who tries to prevent the attacker from succeeding. The value used to execute the action is called the Skill Rank (SR) while the value used for defence is called the Difficulty Rank (DR). A higher SR means the character is more experienced in that skill. A higher DR means the task at hand is more complicated.

The basic mechanic for challenge resolution is:

1. The GM assigns a DR for the situation.
2. The attacker picks the skill he wants to use to solve the situation.
3. Roll the appropriate dice depending on the skill.
4. If the dice result matches or exceeds the DR the attacker succeeds.

Chapter 4 has more detailed rules on skill resolution.

## Elements

The core of the Warscale system are the six magical elements. The six elements are the base building block for every entity, creature, object and magical force in the universe.

### Death

Death is void and emptiness. Death requests, absorbs, demands and drains. Death bends the nature to its will. Nothing escapes death. Death is related to willpower and charisma.

### Earth

Earth is immutable and permanent. Earth is the foundation of everything. Earth is about resistance to change, stubbornness, resilience, stability and order.

### Fire

Fire is wild and uncontrolled. It can warm a house hearth or explode and burn everything if left unchecked.

Fire is related to energy, strength, love, passion, rage and destruction.

### Life

Life is fullness. It gives and provides. Life is what keeps a creature going on while others fall to the ground, wither and die. Life is related to health, stamina and power.

### Air

Air is movement and change. It is always flowing. It is related to precision, travelling, trickery, illusion.

### Water

Water is about logic and planning. It is about learning and keeping a cool factual mind. Water is related to intelligence, mind reading, clairvoyance and foretelling.

### Opposed elements

Elements by themselves are not good or bad but without an opposing element they would be destructive.

Without death, life would grow uncontrolled and become chaotic. But without life all would be a dark void.

Without water, fire would grow and consume everything. But without fire everything would be cold, mechanic and boring.

Without earth, air would always flow unopposed. But without air there would not be change at all… ever.

### Sub elements

When two elements combine they can form sub elements.

For example:

- Electricity = Air + Fire. Electricity is energy coming from the sky.

- Ice = Death + Water. Ice is water whose heat has been removed.

- Time = Water + Air. Time is precise, exact and always moves forward.

This is a very important concept for magic as it allows wizards a wider range of spells. Chapter 7 provides more information on elements and sub-elements.

# Chapter 2: Characters

In order to play, players need to create their characters. Before starting players should discuss the setting with the GM and do a little research about it to make sure the characters fit in the world. After all, it may not be smart to create an aquatic character if all the action will occur in the desert.

The starting point on creating a character is picking a race. Next, define the character elements, attributes, statistics (stats), skills and feats. Finally, round it up giving a name, some personality and providing some equipment.

So, take a blank sheet of paper or print some character sheets, get pencils and start creating your character!

## Character creation process

Creating a character is a seven-step process.

1. Pick a race.

2. Assign the character element points and adjust the values by the selected race.

3. Calculate the attributes and derived stats.

4. Pick a character skills.

5. Pick perks (and powers if available).

6. Round up the character equipment, name, personality, background and appearance.

### Race

A lot of races inhabit the world of Warscale, some natural and some magical. Members of a race usually live with their own kind but from time to time some individuals wander away looking for adventures. It is not uncommon to find cities where members of different races mingle and coexist.

**Humans** are ubiquitous and the most abundant race in the world. They are creative and diplomatic and respect life. Humans are the first race with other races evolving from them.

Second generation races were humans once, but the magical elements that permeate the world have transformed them. Those races are biased towards their element and have gained some related traits.

**Elves** are a long-lived feline-humanoid race. They are fierce protectors of life and prefer living in places with lots of plants and animals like forests. They are of good disposition but sometimes consider other races as a threat to nature.

**Dwarves** are a race of small but powerfully built humanoids. They are very faithful and protective with their friends and very fond of a good meal, strong ale and music near a fire. Dwarves like keeping records of everything and build cities and structures to last.

**Orcs** are powerful warriors. They are hot-headed, strong and extremely cunning. They are master of weapons and martial arts. Orcs respect strength and live for war.

**Melraki** are a race of extremely charismatic, cunning and manipulative humanoids. While they are very charming, their pale wax-looking skin gives them a sick appearance. They usually get what they want by any means necessary.

**Tritons** are adapted to water. They have supple and strong bodies with bluish skin and a few scales that shine in pearl, green and blue iridescence. Tritons are highly intelligent and value science and truth above anything else. They make excellent tacticians and strategists.

**Sylphs** are light, quick and nimble. They are curious and have an endless desire to explore and adventure. People say there is no place a sylph can’t get into, no matter how secure it is. They make for excellent thieves and awesome musicians. Sylphs are nomads.

There are more details on this races on Chapter 3.

### Elements and attributes

Each character is defined by the six elements. Each element receives a value between 0 and 6. This value defines if your character is strong, nimble, smart, witty, resistant or healthy depending on the element.

A value of 0 in an attribute means the character is a baby or restricted in some way.

A value of 1 is equivalent to a 7 year-old kid.

A value of 2 or 3 is a normal, average adult human level.

A value of 4 represents a trained, fit or over average individual.

A value of 5 represent a highly trained, military or olympic level individual.

A value of 6 represents the maximum possible human capacity.

Each element defines two attributes and a number of derived stats. The attributes have the same value as the element. For example, if a character has a fire element value of 3, the strength and passion attributes also receive a value of 3.

#### Assigning element points

Player characters are not common stock so their attributes will be higher than a normal human depending on the power level the GM wishes to set for the game.

##### High Adventures

In a high adventure, players should expect to fight armies, monsters, wizards, dragons, maybe destroy unique ring artifacts. All within human limits.

Each character starts with 1 point on each one of the 6 elements. Then the player receives 12 points to distribute as he wishes in any element. No element can go over 6.

The number of points allocated with this method is 18 and the average on each element is 3. This is the equivalent of an over the average person.

##### Heroic adventures

In a heroic adventure, player will do as in a high adventure but will also face alien outsider creatures (angels, daemons) and maybe rub elbows with demigods or avatars.

Each character starts with 2 point on each one of the 6 elements. Then the player receives 12 points to distribute as he wishes in any element. No element can go over 6.

The number of points allocated with this method is 24 and the average on each element is 4. This is the equivalent of a highly trained athlete with over average intellectual abilities.

##### Super Heroic adventures

In a super heroic adventure characters go way beyond human limits. Characters are no longer normal humans, they are gods themselves and the adventures may take them to other planets or planes of existence.

Create a heroic character. After that, the player receives 10 additional points to distribute as he wishes in the character elements OR to purchase powers. There is no limit to any element value or power level.

#### Fire attributes

This element represents the character musculature and brute force and also his strength of character, temper and passion.

The **strength** attribute allows him to handle heavier melee weapons, use heavier armour, deal more melee damage and affects the overall weight the character can carry.

The **passion** attribute defines how committed and passionate a character is for a cause. People will just accept the character commands because he is so sure of himself and projects such strong points of view. Passion also can be used when trying to inspire allies, rally troops or intimidate an opponent.

Table 2-1: Fire attributes

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Strength | | | | | Passion |
| Score | Weapon | Light | Medium | Heavy | Power | Command |
| 1 | 1 | 2 | 4 | 8 | 16 | 1 |
| 2 | 4 | 8 | 16 | 32 | 64 | 4 |
| 3 | 9 | 18 | 36 | 72 | 144 | 9 |
| 4 | 16 | 32 | 64 | 128 | 256 | 16 |
| 5 | 25 | 50 | 100 | 200 | 400 | 25 |
| 6 | 36 | 72 | 144 | 288 | 576 | 36 |
| 7 | 49 | 98 | 196 | 392 | 784 | 49 |
| 8 | 64 | 128 | 256 | 512 | 1024 | 64 |
| 9 | 81 | 162 | 324 | 648 | 1296 | 81 |
| 10 | 100 | 200 | 400 | 800 | 1600 | 100 |
| 11 | 121 | 242 | 484 | 968 | 1936 | 121 |
| 12 | 144 | 288 | 576 | 1152 | 2304 | 144 |
| 13 | 169 | 338 | 676 | 1352 | 2704 | 169 |
| 14 | 196 | 392 | 784 | 1568 | 3136 | 196 |
| 15 | 225 | 450 | 900 | 1800 | 3600 | 225 |
| 20 | 400 | 800 | 1600 | 3200 | 6400 | 400 |
| 30 | 900 | 1800 | 3600 | 72000 | 14400 | 900 |
| 40 | 1600 | 3200 | 6400 | 12800 | 25600 | 1600 |
| 50 | 2500 | 5000 | 10000 | 20000 | 40000 | 2500 |
| 100 | 10000 | 20000 | 40000 | 80000 | 160000 | 10000 |
| 200 | 40000 | 80000 | 160000 | 320000 | 640000 | 40000 |
| n | n\*n | 2\*n\*n | 4\*n\*n | 8\*n\*n | 16\*n\*n | n\*n |

Weapon: The character can carry items that add to this total weight in kg as part of his body without feeling any exertion at all. He can wield weapons that add to this total weight but no more than half this weight in a single hand. Clothing and armour is also counted.

Light: The character can carry this weight and still do some activities for a long time without feeling tired

Medium: The character can carry this weight with some effort. He will need to rest after some minutes.

Heavy: The character may carry this weight but will tire quickly after some seconds.

Power load: The character may pull or push this load for just a few seconds.

**Command:** The number of SCs the character may *directly* command. This can lead to huge army management if chain of command is applied. For example, a general directly commands a number of colonels who in turn directly commands a number of majors who command captains and so on down to the privates.

#### Life element

This element represents the character health and his capacity of performing for longer periods of time and also how much he is attuned to his senses.

The **health** attribute allows him to withstand more damage before passing out and to stay active for longer periods of time.

The **perception** attribute allows the character to feel the things around him with greater clarity. His senses are sharper and allow capturing small variations in his environment.

Table 2-2: Life attributes

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Health | | | | Perception |
| Score | HP | Healing | Lifespan | Stamina | Detect |
| 1 | 1 | 1 | 20 | 1 | 2 |
| 2 | 4 | 2 | 40 | 4 | 4 |
| 3 | 9 | 3 | 60 | 9 | 6 |
| 4 | 16 | 4 | 80 | 16 | 8 |
| 5 | 25 | 5 | 100 | 25 | 10 |
| 6 | 36 | 6 | 120 | 36 | 12 |
| 7 | 49 | 7 | 140 | 49 | 14 |
| 8 | 64 | 8 | 160 | 64 | 16 |
| 9 | 81 | 9 | 180 | 81 | 18 |
| 10 | 100 | 10 | 200 | 100 | 20 |
| 11 | 121 | 11 | 220 | 121 | 22 |
| 12 | 144 | 12 | 240 | 144 | 24 |
| 13 | 169 | 13 | 260 | 169 | 26 |
| 14 | 196 | 14 | 280 | 196 | 28 |
| 15 | 225 | 15 | 300 | 225 | 30 |
| 20 | 400 | 20 | 400 | 400 | 40 |
| 30 | 900 | 30 | 600 | 900 | 60 |
| 40 | 1600 | 40 | 800 | 1600 | 80 |
| 50 | 2500 | 50 | 1000 | 2500 | 100 |
| 100 | 10000 | 100 | 2000 | 10000 | 200 |
| 200 | 40000 | 200 | 4000 | 40000 | 400 |
| F(n) | n\*n | n | 20\*n | n\*n | 2\*n |

**HP (Hit points):** The amount of damage the character may sustain. A character starts his adventures with this many HPs.

**Stamina (Advanced):** The number of activity periods the character can remain active. Read the advanced combat rules.

**Healing:** The character heals this number of HPs each week.

**Detect:** When using the Detection skill, the character will automatically detect any hidden entity up to this DR without even trying.

#### Air element

This element represents both the character speed and reaction time; and his movement precision.

The **precision** attribute allows the character to perform more accurate actions, fine motor skills, attacks, balance and dodge

The **speed** attribute allows the character to do more actions in an allocated amount of time.

Table 2-3: Air attributes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Precision | | Speed |
| Score | Attack | Defense | AP Modifier |
| 1 | 1 | 1 | -1 |
| 2 | 2 | 2 | 0 |
| 3 | 3 | 3 | 1 |
| 4 | 4 | 4 | 2 |
| 5 | 5 | 5 | 4 |
| 6 | 6 | 6 | 8 |
| 7 | 7 | 7 | 12 |
| 8 | 8 | 8 | 18 |
| 9 | 9 | 9 | 27 |
| 10 | 10 | 10 | 37 |
| 11 | 11 | 11 | 49 |
| 12 | 12 | 12 | 64 |
| 13 | 13 | 13 | 81 |
| 14 | 14 | 14 | 101 |
| 15 | 15 | 15 | 125 |
| 20 | 20 | 20 | 296 |
| 50 | 50 | 50 | 4639 |
| 100 | 100 | 100 | 37047 |
| F(n) | n | n | Floor(n\*n\*n/27) |

**Attack:** The character natural modifier for any attack or action requiring precision (i.e. playing a musical instrument).

**Defence:** The character natural modifier to any active defence action like dodge or parry blows.

**Speed AP Modifier:** The number of extra action points a character has each round to perform actions (read Chapter 6: Movement and combat).

#### Earth element

This element represents the both character resistance to physical damage and his capacity of retaining and remembering different pieces of information.

The **durability** attribute allows the character to soak damage received.

The **memory** attribute allows him to reach higher levels on any skill.

Table 2-4: Earth attributes

|  |  |  |
| --- | --- | --- |
|  | Durability | Memory |
| Score | Damage Soak | Max Skill Level |
| 1 | 0 | 5 |
| 2 | 0 | 10 |
| 3 | 1 | 15 |
| 4 | 1 | 20 |
| 5 | 2 | 25 |
| 6 | 2 | 30 |
| 7 | 3 | 35 |
| 8 | 3 | 40 |
| 9 | 4 | 45 |
| 10 | 4 | 50 |
| F(n) | Ceil(n/2) – 1 | 5\*n |

**Damage soak:** A reduction of physical damage received.

**Max Skill Level:** This is the maximum level the character may attain on any skill.

#### Water element

This value represents both how much the character learns from his experiences and how he perceives his environment.

The **intelligence** attribute allows the character to gain more points for skill development each level.

The **logic** attribute allows the character to analyse any situation and determine if he is being fooled or not. Logic gives the player resistance against tricks, charm, manipulation and illusions.

Table 2-5: Water attributes

|  |  |  |  |
| --- | --- | --- | --- |
|  | Intelligence | | Logic |
| Score | Starting skill pts | Skill pts/level | Logic |
| 1 | 6 | 3 | 2 |
| 2 | 12 | 6 | 4 |
| 3 | 18 | 9 | 6 |
| 4 | 24 | 12 | 8 |
| 5 | 30 | 15 | 10 |
| 6 | 36 | 18 | 12 |
| 7 | 42 | 21 | 14 |
| 8 | 48 | 24 | 16 |
| 9 | 54 | 27 | 18 |
| 10 | 60 | 30 | 20 |
| F(n) | 6\*n | 3\*n | 2\*n |

**Starting character points:** The number skills points the character starts with.

**Character points/level:** The number skills points the character gains every level.

**Logic:** The character can dismiss any illusion, con artist tricks, fast talking, flawed logic, and in general, any situation that may trick him with DR less than the logic stat.

#### Death element

This value represents the character charisma and willpower and how much the character impacts people, animals or even objects around him.

The **willpower** (or **will**) attribute determines how much the character can affect other people, animals, objects and even the laws of nature.

The **loyalty** attribute is used to determine how many people are completely devoted to the character and how many would even die for him.

Table 2-6: Death stats

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Willpower | | | Loyalty | |
| Score | MP | Rejuvenate | DP | Devotes | Fanatics |
| 1 | 1 | 1 | 1 | 0 | 0 |
| 2 | 4 | 2 | 4 | 0 | 0 |
| 3 | 9 | 3 | 9 | 1 | 0 |
| 4 | 16 | 4 | 16 | 1 | 0 |
| 5 | 25 | 5 | 25 | 2 | 0 |
| 6 | 36 | 6 | 36 | 2 | 1 |
| 7 | 49 | 7 | 49 | 3 | 1 |
| 8 | 64 | 8 | 64 | 3 | 1 |
| 9 | 81 | 9 | 81 | 4 | 1 |
| 10 | 100 | 10 | 100 | 4 | 1 |
| n | n\*n | n | n\*n | Ceil(n/2) – 1 | Floor(n/6) |

**MP (Magic Points):** The maximum number of magical energy points the character can use for spell casting. A character starts his adventures with this number of magic points.

**Rejuvenate:** The number of magic points the character recovers each hour until he reaches his maximum MPs.

**Death Points:** The character may suffer this amount of damage before he dies AFTER reaching 0 HP.

**Devotes:** The number of very loyal and close SCs the character may command. The SCs will accept any order and provide any favour, even when against their ethics (provides the character gives a decent explanation). Devotes can be acquired using character points.

**Fanatics:** The number of SCs that would gladly give their lives for the character. Even jumping in front of arrows, or going unarmed against guards. If a fanatic dies the character can promote a devote to fanatic status. Fanatics should have their own character sheet.

#### Comeliness (Optional)

Eventually, every player will ask: how good looking is my character?

Good looks are relative to the culture; some attributes appreciated in one culture may be abhorrent by others.

Besides, a good-looking character may be so dim witted that everyone will move away a few minutes later. And a bad looking character may be so charming that people may overlook any physical defect.

Even if the parents of the character are both very good looking there is a lot of chance in the genetic lottery for something to go wrong.

The player should roll a d6 to determine his comeliness value (1 to 6 only, no zero values). As usual a value of 1 means a bad looking guy, a 2 or 3 is an average, a 4 is a good looking character, a 5 is a magazine model, a 6 is a world level beauty contest finalist.

The value of the comeliness attribute can be used as a skill Modifier when dealing with the opposite sex. For example, a male musician with Comeliness 5 will have a huge female fan club that will overlook any mistake in his performance.

The GM may limit the opposite-sex Modifier depending on the culture where the adventure takes place. Of course the character may change clothes, his hair, makeup or do some modifications to match the culture and take some of the Modifier back up.

Now comes the interesting part, comeliness is a lottery based on luck, so the player may direct this luck into other character attributes by permanently sacrificing 2 points of comeliness to increase 1 point in any other attribute. This sacrifice can only be done during character creation and can’t take comeliness to less than 1 or any other attribute over 6 (both before race adjustments).

#### Fine tuning (Optional)

During character creation the player may decide to adjust the attributes related to an element. In order to do so he may sacrifice two points in one attribute and increase the other attribute of the same element.

For example, a character has a Fire value of 4. This means both his Strength and Passion have a value of 4. However, the player would like to make the character more a general type rather than a brute warrior so he decides to lower the strength attribute to 2 in order to increase the passion attribute to 5.

This adjustment can only be applied once per element. By doing this adjustments, an attribute can’t go lower than 1.

### Size

Every creature and object in the game has a size in metres. Sizes are organized as:

Table 2-7: Creature size

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sz (m) | Category | Avg Strength | Max Strength | Base AP | Avg Weight | Step |
| 0 | Tiny | 1 | 1 | 4 | 2kg | 0.25 |
| 1 | Small | 2 | 3 | 5 | 16kg | 0.5 |
| 2 | Medium | 3 | 6 | 6 | 128kg | 1 |
| 3 | Big | 4.5 | 9 | 7 | 432kg | 1.5 |
| 4 | Large | 6 | 12 | 8 | 1ton | 2 |
| 5 | Very large | 8 | 15 | 9 | 2ton | 2.5 |
| 6 | Huge | 9 | 18 | 10 | 3.5ton | 3 |
| 7 | Enormous | 11 | 21 | 11 | 5ton | 3.5 |
| 8 | Gigantic | 12 | 24 | 12 | 8ton | 4 |
| 9 | Monumental | 14 | 27 | 13 | 11ton | 4.5 |
| 10 | Herculean | 15 | 30 | 14 | 16ton | 5 |
| 11 | Monstrous | 17 | 33 | 15 | 21ton | 5.5 |
| 12 | Prodigious | 18 | 36 | 16 | 27ton | 6 |
| 13 | Titanic | 20 | 39 | 17 | 35ton | 6.5 |
| 14 | Humongous | 21 | 42 | 18 | 43ton | 7 |
| 15 | Stupendous | 23 | 45 | 19 | 54ton | 7.5 |
| 16 | Gargantuan | 24 | 48 | 20 | 64ton | 8 |
| 32 | Fantastic | 48 | 96 | 36 | 512ton | 16 |
| 64 | Colossal | 96 | 192 | 68 | 4kton | 32 |
| 128 | Immense | 192 | 384 | 132 | 32kton | 64 |
| 256 | Descomunal | 384 | 768 | 260 | 268kton | 128 |
| n | Vast | n\*1.5 | n\*3 | n+4 | 16\*n\*n\*n | n/2 |

A size category is noted as Sz#, for example Sz3 for a size 3.

A creature is considered to be a size equal to the next size he can’t comfortably fit. It doesn’t have to be a perfect match but he should adequately fit.

Here are some examples of different creatures and sizes.

**Tiny (0):** Rats, cats, small dogs.

**Small (1):** Human children, goblins, medium dogs.

**Medium (2):** Humans, big dogs.

**Big (3):** Lions, tigers, bears, bulls.

**Large (4):** Walrus, horses, ogre.

**Very large (5):** Rhinoceros, sharks, orca, giraffes

**Huge (6):** Elephants.

**Enormous (7):** Tyrannosaurus Rex, stegosaurus, giants.

**Gigantic (8):** Hill Giants.

**Gargantuan (16):** Whales, giant squids, giganotosaurus, brontosaurus.

**Mountainous (32):** Old dragons.

**Immense (64):** Leviathan.

**Descomunal (256):** Battleship, titan.

Creatures smaller than tiny size (like insects) are considered as -1 size when taken individually. However, those creatures usually come as swarms so its collective size will have a dimension, attack and damage as a single entity that depends on the size of the swarm.

**Size (Sz):** This is the approximate maximum size in metres for a creature of this size category.

**Category:** A name for the size category. For reference purposes only.

**Average Strength:** A creature of this size has this strength attribute on average.

**Max Strength:** A creature of this size has a maximum strength attribute equal to this value.

**Base AP (Advanced):** Any action from a creature with this dimension costs this number of APs as a base. For example, throwing a punch costs 6APs for a Sz2 human while it will cost 10APs for a Sz6 huge creature like an elephant. For simplicity, all rules in this book consider the medium size as the base and 6APs the base action cost.

**Weight:** The maximum weight to expect for an object in this size category.

**Step:** The distance a creature covers in a single step (walking stride). For example, a medium creature covers 1m per step while a large creature covers 2m per step.

### Skills, perks and powers

As characters grow and develop, they will improve their skills and knowledge. The skills, perks and powers system is used to represent their particular areas of expertise.

#### Starting skills

All characters receive the Language skill on their mother language at level 10, and Language skill on the common language at level 5. The common language is the language used by all the characters all over the world.

A character also receives 6 x Intelligence character points to acquire skills. The player may assign any number of points to any skill or perk but no more that half the points to a single skill or perk.

#### Further skill development

Warscale does not restrict how the characters grow. Players are free to mix and match skills that seem more adequate for their character development. However, it may not be wise to just randomly pick skills as this may lead to a less powerful character. Players should focus on some skills and reinforce those with related perks and, if possible, powers.

Chapter 4 has more detailed character paths but here are some examples:

**Bards** are keepers of tales and songs. They know how to reach to people emotions and how to bring a tear or a laugh from the audience. Bards will benefit from musical instruments, perform, acting, fast talking and rhetoric. Also, picking a couple flashy magical spells will help on their performance allowing for some special effects.

**Clerics** are devoted to some greater entity. They try to teach the values from their faith to the heathen. Clerics will benefit with deep knowledge of history and religion. The *Rhetoric* skill is also very useful during philosophical and theological discussions and to guide their flock. Clerics have to learn rituals (spells) as part of their studies.

**Fighters** are experts in weapons and war. Fighter characters will focus on weapon or accuracy skills. They will also specialize on particular weapons or armour and add to their life and resilience attributes.

**Paladins** are warriors devoted to a cause (not necessarily religious, not necessarily good). They are committed to the values of that cause and will try to uphold those values wherever he goes. Paladins benefit from weapon skills, diplomacy and some knowledge of magic.

**Rogues** are people of the world. They make their living using some questionable ethics. Depending on the type of rogue he may be a fast talking con artist, a burglar, an expert breaking locks, moving silently or climbing walls, or maybe a street pick pocket that relieves his customers of excess gold.

**Magicians** are experts in magic. They devote themselves to research and learn ancient words of magic that allows them bend the natural laws of the world to their will. Wizards will benefit from languages, reading/writing, diplomacy and history but will probably devote their efforts to access higher spell levels.

#### Elements and skills

Skills are related to an attribute. Fire skills are related to physical activity. Life skills are related to nature and survival. Air skills are related to precision, movement, dexterity and music. Water skills are related to engineering, planning and logic. Earth skills are related to practical knowledge and crafting. Death skills are related to charm, manipulation and acting.

Skills benefit from a higher value on the related attribute.

#### Perks

Perks are special abilities that grant permanent benefits to the players or allow them to perform actions not available to all characters and new ways to use the character skills. A few example of things perks can grant are higher life total, special combat moves, more actions per turn, more mana, specialize in using a tool or weapon and more.

#### Powers

Powers are abilities completely out of reach of normal individuals. Powers grant things like flying, tough skin, night vision, unnatural lifespans, super strength among others.

A few races grant some powers during creation. Depending on the campaign the DM may allow picking some powers.

There is more information on skills, perks and powers in Chapter 4.

#### Magic

Some perks allow players to tap his internal magical energy reservoir (MPs) and allow learning magical spells. In order to learn spells a character has to study from a master, research them in ancient books or receive them from their gods after learning the proper rituals.

Magic is described in detail in Chapter 7: Magic

### Equipment

Characters need some adventuring equipment. Warriors need swords; wizards need books; thieves need lock- picking tools.

Equipment is expensive so the character needs money, and better quality equipment costs even more money.

You can read more about money and equipment in Chapter 5: Equipment.

### Personality

A player should describe the character personality. Is he merry? Is he grumpy? Does he take himself too seriously? Will he jump to protect people or hide first during any dangerous situation? Is he pedantic? Is he elitist?

During the character creation, players should try and define an initial personality for their characters. Later, during the story, the characters may change, good guys may become the bad guys, bad guys may join the good guys to fight a common enemy. Personality changes are part of the game.

Some characters may have some restrictions. Clerics or paladins have some benefits that usually depend on following their cause or deity ethos. Should they break their oaths then the GM is free to punish the character by removing some perks, powers or spells. The character may opt to go into quest for atonement, or maybe another higher entity will take the character under its wing.

The GM should be careful into allowing characters with too wildly different ethics into the same party as this may break the party union.

#### Elements and personality

If the player is unsure of his character personality use his character highest element values as a guide.

Fire characters have a personality that fluctuates as much as a burning flame. They are passionate, easy to become enraged or to fall in love. They are vengeful and of easy laugh. They can pick a fight in a bar then buy a round for everyone the next minute. They love war and destruction but can be caring and tender. They are used for his commands to be carried away.

Earth characters are stubborn. They are keeper of old secrets that they will transmit only to worthy successors. They are skilled artisans and smiths able create majestic structures and objects build to last. They love their homes and will fight fiercely to protect their country. They love crafting and building things.

Water characters are always learning new things. They are usually bound to a life quest to solve a mystery and seeking some lost knowledge. They love designing complex structures and devices.

Life characters are highly attuned to nature. They love open spaces full of living things. They prefer staying out of cities and dislike technology.

Death character’s willpower makes them charismatic and manipulative. They can charm other people with a smile and small talk and then use them as pieces in a intrigue game. They value loyalty and family relations.

Air characters are wanderers. They will stay at one place only for some time, but there is something that calls them to visit the next town, climb the next mountain and explore the next dungeon. They are tricksters with little respect for law and order.

### Background

The player also needs to write down some story for the character. How old is he? Where he comes from? Why is he adventuring? The GM may decide to reward a good story with some extra character points or maybe a power or maybe some family heirloom weapon to help rounding the character background.

### Appearance

Is the character tall or short? Light or thick boned? Fair or dark skinned? Is he blonde, redhead or black hair?

Each race will provide some information on how a typical member of the race looks. Take the general information for the race and then add some personal touches. Draw a picture or download an image to give other players an idea of the character.

### Round up

After all this values are defined and written down in a character sheet, it’s time to think about a good name for the character. There are many fantasy name generators in the web.

### Character creation example

A player decides to create Belgar, a dwarven warrior with some degree of magical affinity so he decides to push the character strength and willpower a bit higher. The GM decides the campaign with be of heroic proportions so the 24 points are distributed as:

Fire 6 (Strength 6, Passion 6)

Life 4 (Health 4, Perception 4)

Earth 5 (Durability 5, Memory 5)

Air 3 (Speed 3, Precision 3)

Water 4 (Intelligence 4, Logic 4)

Death 4 (Willpower 5, Loyalty 2)

This values includes the +2 bonus to the Earth attribute for dwarves.

The player decides Belgar will be a solitary type so (after getting the GM approval) he decides to lower the loyalty attribute to 2 in order to increase the willpower to 5 allowing for more magical power.

The player also writes down the Long Life and Low light vision powers granted to the dwarves.

The player gets 6 x Intelligence character points for a total of 24 character points.

The player wants Belgar to use a war axe so he assigns 6 points to the *Melee weapon (Axe)* skill, 2 for Weapon Specialization (Axe) and 2 for *Weapon Mastery* on his own axe. So he spent 10 points on his weapon of choice.

The player also wants Belgar to use chain armour so he uses 3 points to pick the *Armour use* and *Armour specialization* perks.

Belgar wants to be able to attack airborne creatures so he assigns 3 points to *Ranged weapon (Crossbow)* as well so he can have a secondary weapon.

Two more points are used to get the Appraise skill as Belgar loves gemstones and would like to trade them.

Belgar has a knack for magic but the player decides to focus on dwarven preferred magic so uses 2 points to pick the *Name of the Stone* perk.

Then he decides to pick a couple spells. Belgar is a warrior so the player decides to assign 2 levels to the *Dispel Magic* spell in order to cancel other magic, 1 levels to the *Caltrops* spell and 1 level to *Summon earth creature.* Given he is a dwarf; all those earth spells gain 1 more level automatically.

All character points are assigned so now its time to get some equipment. The player requests the GM to buy a steel battle axe and steel chain mail. Then he writes down his personality and background and then he is ready to start adventuring.

## Character Advancement

As players adventure they will fight monsters, solve mysteries, save the day and become the heroes of the land and that comes with some rewards of money and experience.

Money allows buying more and better equipment while experience allow players to improve their character skills which in turn with help facing bigger enemies and survive more critical situations.

Each time a situation is solved, the GM will award some experience points (XP). Players should keep track of those experience points in order to compute their character level.

|  |  |  |
| --- | --- | --- |
| Level | Required XP | |
|  | Quick | Slow |
| 1 | 0 | 0 |
| 2 | 10 | 50 |
| 3 | 40 | 200 |
| 4 | 90 | 450 |
| 5 | 160 | 800 |
| 6 | 250 | 1250 |
| 7 | 360 | 1800 |
| 8 | 490 | 2450 |
| 9 | 640 | 3200 |
| 10 | 810 | 4050 |
| 11 | 1000 | 5000 |
| 12 | 1210 | 6050 |
| 13 | 1440 | 7200 |
| 14 | 1690 | 8450 |
| 15 | 1960 | 9800 |
| 16 | 2250 | 11250 |
| 17 | 2560 | 12800 |
| 18 | 2890 | 14450 |
| 19 | 3240 | 16200 |
| 20 | 3610 | 18050 |
| F(n) | (n-1)\*(n-1)\*10 | (n-1)\*(n-1)\*50 |

The DM should pick one of the two tables at the beginning of the game. Use the Quick table to allow the characters go up one level each game session (an average of 4 playing hours per level). This makes for faster progress and let players feel the character advancement from lower to higher levels.

The Slow table makes the campaign to go on for longer, allowing players to discover the full benefit of their perks and learn to use them properly. This will allow one level every 5 sessions.

To go at another pace take this as a rule of thumb. Multiply the number of sessions per level up you prefer by 10 (i.e. level up every 2 sessions is 2x10=20). Use that value in the formula in the table.

### Encounter levels

An encounter occurs when a character faces a situation that opposes the progress of the adventure. It may be a monster, a trap, a puzzle, a request, or in general anything that should be solved by using skills.

A weak encounter is one that has almost no chance of harming the character in any way or poses no real challenge to overcome. Success is guaranteed 90% of the time. For example, a 19th level character in full plate armour and a magical sword against a rat is hardly a contest.

A small encounter occurs when the characters face a small opponent or a minor problem. A minor problem is when the characters have a low chance to be harmed or a high chance of success. Success is guaranteed 75% of the time. For example, 4 characters fighting one single opponent of the same level; or a thief facing a lock with a DR less than half of his total lock picking skill.

A medium encounter is one where the sides are fairly balanced. Basically the characters on each opposing side are around the same in number and level. Success is guaranteed 50% of the time.

A hard encounter is one where the opponent is relatively more powerful than the heroes. Success is guaranteed 25% of the time. For example, 4 monsters per character in the party of about the same skill level.

A very hard encounter is one where the opponent is definitely more powerful than the heroes. Success is guaranteed 10% of the time.

An impossible encounter is when there is no way for the party to defeat the opponents using skills. They will have to use other special means or run for their lives.

Note that if the characters somehow manage to flee an encounter then they still receive some XP just for surviving.

The DM should give a ranking for each encounter depending on each situation.

### XP awards

There are many ways to award XP the players. The GM may pick one that fits his style or he might invent his own award style. Here are some suggestions:

#### Award on each skill use

This modality awards each character on his personal actions. A character gains 1 XP each round he uses skills, successfully or not to solve a situation. It doesn’t matter if the character engages in combat, casts a spell, heals a character, picks a lock, etc. Only 1 XP per round will be awarded regardless of the number of actions. If the player casted 20 spells in 20 rounds then he will gain 20 XP, but if he attacked 30 times in 10 rounds he will get 10 XP. Players won’t receive XP the rounds they do nothing.

The first condition is that the attempt must be meaningful for the progress of the adventure. If the character picks the pocket of an innocent passer-by then he gets no XP, but if the pick attempt allows the character to get a key to the prison where the princess is being held for ransom then he gets the XP.

The second condition is that the opponent or situation is of medium or higher difficulty. Any lower and this method won’t provide XP.

Note that if in the party there are high and low powered characters, the low powered characters may just win XP while the high power characters won’t.

This mode is good as it encourages the players to use their skills to solve situations.

#### Award on party collaboration

This mode rewards the players on how well they play as a team. When the party faces an opponent all the characters must be contributing in any way they can in order to overcome the common problem.

Just be aware that each character can contribute in any way they can. Fighting a monster from the front rank, casting defensive spells, tending wounds, solving a riddle, anything that helps the party to succeed as a team deserves to be rewarded. If a character is just doing nothing to help the other members of the party and just promoting his own agenda, then he does not receive XP.

Example, a thief opening a lock that will allow the party to escape a trap gains the same XP as the warrior holding some zombies back thus providing time for the thief to open the lock.

If another character just stands there doing nothing useful, he does not gain the same XP as the front warrior or the thief. Some bards may just gain XP by singing some encouraging tunes thus providing morale bonuses to the party.

If a character decides to work things for his own personal advantage, he is not awarded the XP for the main encounter, however he might get awards for some individual action. For example, four members of the party are fighting a troll while the thief decides to go apart and open a chest in order to gain access to a treasure. When the encounter is over the four members of the party fighting the troll will receive the XP for the encounter but the thief will receive the XP for opening the chests, if any. Consider it a secondary encounter for the thief.

The following rewards are suggested (level is the character level):

|  |  |
| --- | --- |
| Situation | XP |
| Weak encounter | 0 |
| Small encounter | 1 x level |
| Medium encounter | 5 x level |
| Hard encounter (boss battle) | 10 x level |
| Very hard encounter | 20 x level |
| Character runs away | x0.2 |

#### Award on roleplaying

Some GMs prefer rewarding on how the players identify and bring their characters to live. So the characters might be rewarded on their real acting skills.

This can be a lot of fun but not all players feel comfortable with roleplaying so do not overdo it. Also, there is no clear way to quantize the award. The GM is free to award as many XPs as he sees fit.

#### No XP tables

The GM’s may opt to discard experience tables altogether and directly award a level every time a small adventure in the full campaign is finished. So, in the long campaign to destroy a magical ring throwing it in the fiery volcano; leaving the character hometown and arriving to the first village will grant the players one level. After every important encounter or big scene, the GM may decide to award the players with new levels to prepare them for what comes next.

This method is better when the GM want the players focusing in the story instead of having them looking for a monster to defeat in order to get the few XP they require to get to their next level.

### Gaining a level

Every time a character attains a new level, he receives some character points that should be used to buy new mental and physical skills for the character.

There are detailed rules on how to use the skills points in Chapter 4: Paths, skills and feats.

## The party

In order to face greater odds, the characters gather in parties. A party is a union of characters brought together by destiny, fate, luck, or whatever reason. They are together and the longer they can hold together they will become more powerful.

There is something magical that happens when characters gather in a party. They learn to read each other and have some kind of rudimentary telepathic connection allowing them to share thoughts and feelings immediately even without talking.

In game terms it means that characters can communicate optimal combat actions and movement plans to each other with just a look or a single word. They can even communicate in a long range, but the amount of information passed depends on the GM.

This link is an inherent power of all the player characters. All other characters are controlled by the GM and don’t have this kind of benefit.

In real life terms, the players are going to talk and discuss combat plans and actions anyway. This will happen anytime even in the middle of a battle and the GM will hardly be able to avoid it. So just call it telepathy between characters and make it part of the campaign.

# Chapter 3: Races

Races define the character physical build and attribute limits while adding some special traits specific to the race.

## Generations

Humans are the first humanoid race. In humans the elements combine in equal proportions allowing them to be balanced and have a neutral disposition about the world.

With time, the magic elements that permeate the world altered humans creating new humanoid races. Some humans were bent on war, others preferred study and contemplation, others preferred adventures and exploration. The magical elements enhanced those traits through the course of many generations, slowly marking their personalities and transforming their bodies into something more appropriate to their style of life. Thus appeared the second-age races.

The elements didn’t stop working and some members of this second-age races had an even stronger predisposition to their element. Those members were twisted and bent and their physiologies and psychology changed even more turning them into warped versions of their ancestors. Those races are called third age races and have such alien values and personalities that are considered monsters by most races.

|  |  |  |  |
| --- | --- | --- | --- |
| First Born | Element | Second Age | Third Age |
| H  U  M  A  N  S | Death | Melraki | Vampire |
| Earth | Dwarf | Troll |
| Fire | Orc | Ogre |
| Life | Elf | Tigren |
| Water | Triton | Merman |
| Air | Sylph | Faeries |

Humans and second generation races can be played normally. Third generation races can only be played by very experienced players and only if the GM allows it. Their stats can be found in the Warscale bestiary.

### Humans

Humans are the first race to awaken. In a human all the magical elements combine harmoniously so they are flexible, adaptable and very diplomatic.

#### Physical appearance

Humans are 1.80m tall and 80kg on average for males, and 1.70m tall and 55kg on average for females. Humans are considered size 2.

Skin tone varies from dark brown to a pale pink to a waxy yellow. Hair pigment varies from black, brown, red, orange and yellow turning white as they age.

#### Personality

Humans are not bound to a specific element with each element burning with a similar intensity. When one element takes a slight predominance, warriors, poets, scholars, tricksters or engineers are born.

This overall balance makes humans renowned between other races as merchants, diplomats, ambassadors and judges.

Humans love nature and can grow gardens, but not as beautifully as the elves. Humans know how to fight but won’t be a match against an orc. Humans are intelligent and persuasive but won’t exhibit the mental feats of a Triton. Humans love freedom and exploration, but, unlike Sylphs they still need a place to call home. Humans love power but not to the extent of Melraki.

While balanced, humans are very slightly biased to the element of Earth, making them to become attached to their homeland and material possessions. They make good engineers and crafters with a tendency to keep history books and ledgers. This is very well seen by Dwarves who embrace Humans as close friends and are open to teaching them some of the secrets of the Earth.

#### Society

Humans are the most ubiquitous race in the world. They can be found living in almost any terrain labouring in a variety of conditions. During their life humans can take different jobs and develop multiple skills.

#### Magic

Being unconstrained by an element is what makes humans respected by other magic users. It allows humans to wield any type of magic with no restriction at all. Humans can learn spells from opposite schools which make for well rounded magic users.

It’s true that other races are more adept to one element and may outshine a human in that particular element, but the ability humans to learn and handle any element spell makes them respected between their peers.

#### History

Humans are the first race to rise and build a civilization. No history is recorded before the humans so they receive the name of First Born.

Legends tell this first civilization expanded all over the world for centuries without any major opposition until it collapsed due to civil war.

After the first empire broke, small states and feuds appeared waging small wars for centuries. During this time other races appeared all over the world and were called the Second Age races.

#### Relation to other races

Humans usually employ dwarves as master metalworkers and keepers of records, when they can convince them to leave their underground cities and fortresses.

Humans see elves as allies and they try to respect hunting and deforestation treaties. But sometimes a few individuals, by greed or ignorance, cross the line and get killed. This raises some friction between the races.

Sylphs passing through human cities and are usually appreciated in taverns and pubs as storytellers. Not so much by law enforcement.

Orcs consider humans weak and feel any human farm or settlement is there to provide orcs with entertainment, money and women. There is a heavy tension between both races.

Humans in general ignore melrakii exist as a race. Only well educated individuals know about melraki societies. To the common populace, when a melrakii is discovered they are seen as undeads, vampires or monsters and promptly eliminated.

Tritons are known but alien to humans. They are always in meditation, distant and far away. They have little sense of humour and don’t get into rumours, chatting or small talk. Still they are hired from time to time to act as counsellors in different matters.

#### Perks and powers

Fast learner x2 (+2 character points per level)

Six additional character points during character creation. This points are not element aligned and can be used to buy any skill, perk or power (if allowed).

### Dwarves

Dwarves are a race of small but hardworking folks, living in caves deep inside the mountains that they protect fiercely against any invader. They are master miners, smiths and engineers with legendary knowledge of the secrets of the stones and metals. They also have exceptional memory and are zealous keepers of history and traditions.

#### Physical appearance

Dwarves are short but stocky with an average height between 110 and 130cm. and average weight of 50 to 60kg. Dwarves are considered size 2.

Dwarves are used to wield heavy tools and carry heavy loads in the underground tunnels where they work making them strong and bulky. Their sight is very good even in very low light conditions.

Dwarves live long years with an average of 4 times a human lifespan. They always look mature but never old.

Skin tone varies from dark brown to a pale pink. Hair pigment varies from black, brown and red. They never get white hairs as they age.

Dwarves are very sensitive about their feet, which are usually malformed.

#### Personality

Dwarves are stubborn. Dwarves resist change and prefer everything to stay the same. For a dwarf everything is about permanency and resilience. Dwarves revere the earth for being solid, tangible and permanent. For a dwarf earth and rock provides the foundations for any building and construction.

Dwarves build things to last and stand the test of time. Dwarves love strong foundations and grandiose buildings, and craft objects from the finest ores and precious stones that will never rust or lose quality.

Dwarves may work on a personal project or may join others in a big scale project. Once committed to a project they barely rest until it is finished. A project may take years to complete.

Dwarves keep manuals with all their discoveries and knowledge. The manuals are maintained and catalogued in massive libraries in the middle of their cities. While dwarves hoard large treasures in their vaults, for a dwarf their libraries are the greatest treasure.

Dwarves may forgive but they will never forget. Inflicting damage to their families or friends, breaking a contract or destroying a dwarven manual is taken as a grave offense. Even if a dwarf forgives the responsible they will never forget the deed and will avoid any future association with such an individual.

#### Society

Dwarves build huge cities inside the mountains. The cities are built as fortresses that can be protected by a small number of defenders. Dwarven city guard are fitted with the best armour and weapons the city can afford so even if they are small in numbers their weaponry vastly makes up for that deficiency.

There are very few dwarven female to the point that visitors think the dwarves reproduce from the rocks. No more than 5% of a city population are female so they are much revered, cared and protected even when they are as hardened warriors and as resilient as their male counterparts.

#### Magic

When a dwarf learns magic they will devote themselves to the Earth elements as it allows mining the much-valued ores and precious stones from the ground. Fire magic has a good use in forges and life magic is good to mend broken bodies from accidents and continue the hard work.

Dwarves rarely pick Death or Water magic and are very handicapped with Air magic.

#### History

Dwarfs evolved from a human mining settlement.

As time passed, miners in that town slowly evolved to be able to withstand the underground environment for longer, allowing them to get to the most valuable ores. They evolved low light vision and their bodies turned smaller and stronger to be able to pass through smaller passages while carrying their equipment.

With time, their encampments in the surface were too far to climb every day and the daylight hurt their eyes so they started building small villages underground, improving them into places more comfortable than their surface dwellings.

With each generation digging deeper and deeper into the ground, they learned to feed from underground creatures, mushrooms and plants. They got more proficient in finding underground water streams. Finally, they just stayed underground coming out just to do business with other races.

#### Relation to other races

Dwarves have a high regard of humans and see them as willing students and themselves as teachers. Humans are regarded as valued allies.

Dwarves like elves because they are long lived as well allowing them to make long business relations, but also due to their high quality craftsmanship.

Dwarves know melrakii exists but rarely have direct contact. Any purchase of items or weapons is carried out by minions in behalf of melrakii. When dwarves are hired by humans to keep the city records, they notice unexplained inconsistencies related to death, births and family inheritances.

Dwarves have a love-hate relation with orcs. They go to war frequently for control of the mountains, but at the same time orcs are their greatest admirers of dwarven weapons and dwarven ales. It is not infrequent during peacetime for dwarves and orcs to sing war songs and tell war histories in a tavern… usually ending in a brawl.

Dwarves feel uneasy with Tritons because, on the rare occasions they met, Tritons will stare at them constantly and intently (see Triton relation to dwarves).

Dwarves distrust Sylphs as they cannot understand their lack of respect for rules and lack of attachment to a home place.

#### Perks and powers

Increased Attribute (Earth) x2 (+2 Earth)

Long life x2 (Lifespan x4)

Low light vision x2 (+2 light conditions)

Any Earth spell learned gains a +1 level Modifier.

#### Penalties

When a dwarf is under direct sunlight he gets a -1 penalty in all his skills. Heavy robes, armour and dark tinted glasses attached to helmets can be worn to counter the sunlight and avoid this penalty.

Death or Water spells suffer a -1 level penalty.

Air spells suffer a -2 level penalty.

### Elves

Elves are a race of gracious and good looking humanoids that live and fiercely protect the forest and all the creatures living within their borders. Elves build their cities on deep forests using nature skills to shape the trees without damaging their environment.

#### Physical appearance

Elves are supple and well built. The physical proportions of their bodies are harmonious making them naturally attractive. Elves don’t grow fat.

Elves height is about 1,80m average on males and 1.60m average on females. Elves are slender weighting an average of 70kg for male and 50kg for a female. Elves are considered size 2.

Elven racial traits can be described as feline features, with green-yellow eyes allowing them to see at night like cats, pointed ears to capture any sound and hair similar to lion manes that they maintain in long tails. This animal look paired with their near perfect bodies makes for an exotic beauty.

Elves can climb trees and move through dense woods as easily as a human walks in a park making almost no sound. Elven clothes are designed so they blend into the environment.

Elves are born fair skinned, but quickly get a slight natural tan. When they gain maturity they tattoo themselves with intricate patterns in multiple colours describing their battles and achievements. When naked, these tattoos also serve as a camouflage concealing them in the woods. A camouflaged elf is virtually impossible to detect, if someone manages to spot an elf is probably because he wanted to be seen.

Elves have a very long lifespan counted in hundreds of years; and it is not uncommon for elves too live over 1000 years. One year ages an elf like one month for a normal human. Coupled with their natural ability to cope with damage and quick healing makes people think they have more lives than a cat.

#### Personality

Elves are highly protective of the forest and the natural balance and will attack any intruder they consider have no respect for the wildlife or the environment. However, they are not unfair and they will first observe the intruders from a distance without being noticed before a decision is taken. They may give warnings depending on their relation with the offending party and may even offer a way to repair the damage done.

Any party caught making a fire in the forest will be closely observed and may be attacked is the fire is not correctly secured and maintained.

Any attempt on any engineering task that may alter the forest will be severely punished. This includes altering the flow of a stream, building a mill, building a tannery or a farm within forest limits.

#### Society

Elves are in balance with nature. They build their cities between the trees by convincing them to grow into a particular shape. Elven gardens are harmonious and a beauty of colours and shapes.

They never alter a stream and their paths and bridges are built shaping the branches of strong trees into a suspended path.

Elves are very fertile and may have a lot of children but they know that big numbers would only break the nature equilibrium so they voluntarily choose to keep their numbers under control. But in case of a war it is very common for female elves to get pregnant in order to replenish lost members. In time of peace it is uncommon to find an elven child.

Given time, elves can replenish their ranks faster than other races, however they value life so much that instead of direct confrontation they prefer hit and run tactics blending into the forest thus minimizing personal loses. Thanks to their advanced healing skills they are able to cure sickness and mend bodies without leaving scars at all. A scar is badly seen by elves as dishonourable while a tattoo is seen as art.

When an elf dies an unnatural death it is considered a tragedy. Unnatural death occurs mostly by war or accidents but rarely by disease.

Elves favour ranged weapons like short bows and short swords that are more effective in a forest ambush, but they are also trained in martial weapons like spears, long swords or long bows when direct confrontation is required.

Elven prefer using light armour, usually made of natural materials and infused with life magic for additional strength. Elves personalize their armour with the same tattoos they carry on their bodies.

Elves are comfortable with natural weather changes so they don’t require warming their homes in winter or cooling them during summer. There is no need for a hearth in the house. Only smiths own furnaces and they are usually kept under constant watch.

A lot of the high quality craftsmanship of the elves comes from the fact that they live very long lives and they have time to practice their crafting skills.

#### Magic

Elves prefer life spells but are also fond of water and air magic.

Fire and Earth magic are seen as necessary but only to craft weapons or jewels so few elves study it.

Elves who delve into Death magic are seen as dark wizards and cast out of their society.

#### History

Elves are human descendants altered by the element of Life. Originally a village of hunters and woodsmen, they slowly learned to live in harmony with nature, the forest providing for all their needs as long as they took care of it. As time passed, those humans became more attuned to their senses and their healthier ways allowed for a longer lifespan.

They learned how to build their homes by shaping plants and trees, started communicating with animals and the healing properties of plants.

Still, while close with nature, they kept a few metalworking skills like jewellery, weapon and armour making that were refined to high standards.

#### Relation to other races

Elves have some uneasy relations with humans, accepting their wood harvesting activities as a natural cycle of life, usually signing agreements on deforestation and hunting areas. However, it is not uncommon, to find a woodsman dead of apparently mysterious causes or a strange accident.

Elves and dwarves share a long friendly relation, maybe because their realms rarely cross but also because of their long lives and their appreciation at fine crafting methods. Still, elves do not understand dwarven heavy reliance on technology and don’t share their taste on strong drinks, spirits and overcooked meat.

Elves recognize melrakii as the cunning and manipulative race they are. Not surprising elves named the melrakii after an old elven word for ‘white fox’. Elves accept the melraki manipulations as an unnatural version of survival of the fittest and try to keep away from them. Elves know melrakii hide in human population.

Elves hate orcs who hunt, burn and destroy the woods showing no respect for nature.

Tritons are respectful of nature and that is a huge positive point for elves. They see tritons as their counterpart in the seas.

Sylphs are liked and considered family to the dryads that inhabit the deeper woodlands.

#### Perks and powers

Increased Attribute (Life) x2 (+2 Life)

Long life x3 (Lifespan x8)

Low light vision (+1 light conditions)

Familiar terrain (Forest)

Any Life spell learned gains a +1 level Modifier.

Comeliness +1 (if used)

#### Penalties

Fire and Air spells suffer a -1 level penalty.

Death spells suffer a -2 level penalty.

### Melrakii

Melrakii are descendants of humans infused with the element of Death. Melrakii value magic and power above anything else.

Under the DM discretion, only experienced players should create a melraki character.

#### Physical appearance

Melrakii have an average height of 1.80m for males and 1.60m for females. They are thin and have a very pale grey to white skin with a wax looking texture that makes them look frail, sick and pale as dead. Their faces look emaciated and their eyes lifeless. This makes them unattractive to members of any other race. Melrakii may have any colour of hair a normal human has but tends to be black or white.

Melrakii age slowly with a lifespan of about 8 times that of a normal human. This extended lifespan is not product of a healthy lifestyle, melraki just refuse to die.

#### Personality

Despise their strange looks, melrakii are extremely charismatic and master manipulators. They are the minds behind the curtains in almost every high level plot in all government politics around the world. Their high willpower allows them to control a network of loyal spies inside government high ranks. It’s very possible every high rank melraki has at least one agent in every country.

Melrakii strange lifeless appearance together with their long unnatural life causes commoners to confuse them with undead monsters like ghouls or vampires. Also, they have a very bad reputation among humans due to their secrecy, manipulations and schemes. This forces melrakii to play a game of appearances they call ‘façade’ or just ‘the game’.

The game is very important for melrakii as they need to mingle and pass as humans at all times while climbing the social ladder. In order to hide their features and pass as human, melrakii are very proficient with disguise and makeup skills. They also tend to wear long clothes and gloves to disguise their skin. A properly disguised melraki can pass as an extremely charismatic human and will be the centrepiece of any party.

In order to disguise their long lifespan, melrakii feign their deaths then come back later posing as a cousin or long lost son that inherits their properties.

Their social skills allow them to be accepted into high society groups. Essentially, they will be at any party thrown by the cream of the society. In turn they are expected to host some parties as well so real estate, fine clothes, expensive items and lots of money is very important for a melraki lifestyle. Melrakii infiltrate commoner and royalty circles alike.

Melrakii keep a lot of secrets, not only their own shady dealings but about other people as well. Melrakii usually keep detailed records secured in some safe box or deposit in their mansions. Getting into those secrets would be very lucrative but melrakii keep their homes and safe boxes heavily protected.

Melrakii prefer the night for working out their schemes. The sunlight is not harmful to them in any way but darkness helps disguising their features.

Melrakii value their own life above anything else. While not coward, they will try and get out of harm way specially because a medical check will quickly pierce through their façade. Should things turn ugly, they prefer magic instead of physical contact.

#### Society

Melrakii live in the shadow of human society. They are the ones pulling the threads in all human events so anytime a mysterious or unexplained ‘accidental’ death occurs, a melraki will probably be involved somehow.

The real melrakian society structure and relations is a highly guarded secret.

Melrakii are organized in families with the oldest melraki being the family leader (regardless sex). Melrakii live for their families and their highest objective in life is to gather all the power and wealth they can in order to promote their family relative to other melraki families. Melraki families are small with an average of 8 members per family.

Melrakii know that if one of their members is uncovered, all members of all families in the city face risk of being uncovered. Should a melraki be held and interrogated about his dealings, they will kill themselves (using poison rings or pills) before revealing anything. However, with so much wealth and power in the balance it is not uncommon for assassins to be sent by some family to handle the liability.

A melraki whose façade is uncovered is named ‘unmasked’ and is said he has ‘lost face’ for all his family. The family of the unmasked one must pay for any losses the other families may accrue should they need to end any ongoing operation. A family won’t recover its face until all debts (real or invented) are covered. The unmasked one must help repaying the debts but after that is given the chance to take his own life and recover his honour or flee and become an outcast.

While there is a lot of competition between families, with so much power and wealth at risk all families usually coordinate to avoid conflicts. When there is a disagreement the patriarch, the leader of the most influential family, has the last word for conflict resolution. All family leaders covet this title so there is a lot of political manoeuvring within the melraki society as well. With all this competition law also becomes an important skill for melrakii.

Melrakii are very unfertile. They tend not to mate with their own kin unless is strictly necessary and they tend not to mate with other races to avoid any risk to their façade. In addition, raising a kid takes time and melrakii feel their time is best used to promote their schemes. As a result, a melraki child is a very rare occurrence. Melraki kids are trained in social behaviour skills that include disguise, poisons, law, and lots of social manipulation and court intrigue.

Melrakii just refuse to die. They can endure sickness and old age just by sheer willpower. A melraki death is socially seen as a tragedy and a lot of money is spent into giving the deceased a proper goodbye. However, that is just for display. The real tragedy is that the family faces a dilemma of wasting time conceiving, breeding and training a replacement (which takes time) or watch the family decrease in size, which reduces the family income. In the other hand there is a lot of competition for the deceased inheritance.

#### Magic

Melrakii are powerful necromancers and usually have zombies and skeletons as house guardians. They may even summon powerful beings from the planes of death like vampires or even lesser and greater Grim Reapers to do their bidding.

Water and air magic are also seen as very useful as it allows them to enter restricted places and gain knowledge from other people, even read and control minds.

Melrakii have problems manipulating the Life element.

#### History

Melrakii all know their origin, but will never tell. They will invent stories like being outsiders, formed an ancient pact with a powerful entity, anything but the truth.

Melrakii were human outcasts, rejected by the society. Beggars, asassins, addicts, thiefs, madmen, with no where to go or call home, they took refuge in the city sewers, living underground surviving on food scraps and things the city throws away, sometimes coming out at night to steal something then back to hiding. Always looking up from the shadows, they learned how to make the best of their condition, how to learn the deepest secrets of the surface dwellers and how to use those secrets to manipulate, extort and blackmail. Lying became as natural as breating. They became a shadow society sucking the blood of the real living human society.

With time, their skin changed. It became grey and sick. With no access to healers they just had to go on when sick. If you fell down when sick there was no one to help as everybody was focused on surviving.

Slowly their fortune increased and while that allowed them to buy homes and riches in the surface, their ways were set and their schemes were always working.

#### Relation to other races

Almost every race dislikes Melrakii. Their looks plus the bits of knowledge of their shady society makes them feared and hated.

Melrakii consider humans as pawns in their schemes. They love seeing humans thrive and prosper as that means business and calls for bigger and more reaching favours.

Melrakii love dwarven craftsmanship and will buy high quality items from them to furnish their homes and impress their guests. Still they are seen like a problem. Dwarves are usually hired by humans to keep records of the occurrences on their cities and their efficiency makes things like the ‘inheritance’ or ‘successions’ required for the façade harder and riskier. As dwarves are incorruptible, part of melraki efforts are directed to muddy or destroy records or, from time to time, organize a deadly accident.

Melrakii see elves as a nuisance. While they can fool humans faking their deaths, long lived elves will remember them well making it a huge risk on the façade. It is not uncommon for elves to suffer accidents in areas where melrakii operate. Fortunately elves don’t like coming into cities too much.

Melrakii have a good relation with tritons. Their cold and practical intelligence and planning capacity is highly regarded by the families. It is very common to see a triton hired as a tactical counsellor. All melraki houses have pools and large libraries so tritons live comfortably as guests.

Melrakii use orcs as heavy hitters and smoke screens. When some government investigation puts some operation at risk, it is very common for melrakii to pay handsomely to orc tribes to attack some villages and make some noise thus diverting attention somewhere else. This kind of contracts are always done using a minion so Orcs don’t know about Melrakii.

Melrakii see sylphs as an unfocused, unreliable and useless race. Sylphs don’t accumulate wealth anyway so there are outside of melrakii interests.

#### Perks and powers

Increased Attribute (Death) x2 (+2 Death)

Long life x3 (Lifespan x8)

Death spells learned gain a +1 level Modifier.

Fast Talking +5

Melrakii have a huge control over their death. Should a melraki decide to die, all healing skills applied to him will fail, all health stabilization checks will fail, any wound will bleed at twice speed, every hit against him deals double damage, any poison will double its effect. Spells can be used to force-heal a melraki.

#### Penalties

Fire and Air spells learned suffer a -1 level penalty.

Life spells learned suffer a -2 level penalty.

Comeliness -1 (if used)

### Orcs

Orcs are descendants of humans who embraced their most basic passions and instincts. They live in tribal societies where the law of the strongest prevails.

People regard them as animals, barbarians, harriers, cannibals, killers and, in general, guys to keep at a good distance.

#### Physical appearance

Orcs are larger and stronger than other races. While they are still considered of medium size (2) the average male size is 2m and the average female is 1.9m.

Orcs are extremely muscular with arms the size of a human leg, legs the size of a human torso and torsos that can be the envy of the average bull.

Orc skin colour change to match their environment. In forests it adopts a greenish colour. In mountains its earth colours like brown, grey or ochre. In winter snows it turns white. In desert sands it turns yellow. This change takes a few days to fully match the environment.

#### Personality

Orcs are a warrior race. They respect valour, honour and strength. They won’t respect any individual unless he has proven himself in battle. The more battles the more respect an orc gets. The clan leader is usually the most experienced warrior in the clan.

Orcs also a master strategist, but they won’t respect assassins, thieves, clerics, mages and in general, anyone who attacks from behind, from far away or shrouded by shadows.

Orcs recognize a good combat strategy and can follow a good plan. They can be very focused but only for short spans so orcs excel in raids, guerrilla and hit and run tactics. If a plan is too complex, orcs might just break ranks and search for personal glory. This is very fortunate for other races because should orcs become organized, few races would stand against them.

Orcs might be hot headed and brawl with anyone who looks at them the wrong way, or maybe the right way and or because someone didn’t look at them at all. When orcs are in a bar there will be punches, bruises, broken noses and lots of beer after that. And you better drink with them or else…

#### Society

Orc societies are tribal. Each tribe consists of about 125 individuals organized in about 5 big families. Each big family organized in about 5 small families. A small family is made of a father, wife and an average of 3 kids. All the members of a big family are related by blood and share the same name. Each tribe has usually 60 active warriors at any time counting male, female and youngsters.

The most capable warrior of the small families commands each big family. A tribe chieftain is the most capable warrior in all the big families.

The chieftain makes all the decisions related to the tribe. He is judge, jury and, when required, executioner. Still, he is relatively fair and just in their punishments. Orcs don’t like killing members of their own tribe as they consider warriors should die in battle, but serious offenders like thieves or assassins are branded in the forehead and exiled so no other tribe will accept them.

The worst offenders are allowed to fight the chieftain for their lives. But given the chieftain is usually the most powerful warrior in the tribe the outcome is rarely unexpected.

If any member of the tribe disagrees with any chieftain decision, he is free to challenge the chieftain for leadership. Challenges for leadership are rarely to death, but the loser can never challenge the chieftain again for any reason. If the loser is still in disagreement, he is exiled and banished from the tribe.

Exiled orcs usually band together and work as mercenaries where they can get good money for their services.

Orcs use no currency and they trade in goods. Most goods they barter and trade are usually acquired from their latest raids. Even then, Orcs do understand the value of coins and gems when trading with other societies and they usually drive long haggles and good bargains (mostly due to intimidation).

Orc kids grow in severe competition with brothers fighting for everything. The reason is simple, more food and more parent attention means the kid will grow bigger and smarter which means a better social position in the future. Still, orcs understand the strength of the family is important so the big brother will always protect their small brother with their lives.

Orcs learn their fighting skills from their families. Each family has its own preferred weapon that they learn to use and specialize with. Melee weapons are preferred over ranged weapons. At the end a single clan usually has a mix of multiple weapons.

Should a warrior get too old to fight, he is allowed to challenge the chieftain to death. This is mostly ceremonial and the chieftain allow the older warrior to draw blood a couple times before dealing the killing blow.

#### History

Orcs were human once. Fierce and proud warrior families that, generation after generation, exercised and trained their bodies and martial skills to their peak and then a little more. Their job was to defend their cities, kingdoms, friends and families.

But, their fierce nature made them outcasts of their own society. They were just too big and hot-headed and too well trained, in any confrontation with normal people, someone always got seriously hurt, maimed or killed.

After some time, they were considered just too dangerous to live in a normal society and those who were once revered as protectors were cast away.

As outcasts, they refined their martial skills even more and sold their services as mercenaries. When work was low they razed cities for money or when they needed food or shelter.

Armies were raised to fight this bands and even when they came out victorious, they became smaller in numbers until they were forced to retreat to the mountains where they live even now, razing and taking what they consider rightfully theirs.

#### Magic

Orc magic is mostly limited to fire spells and is used to destroy enemy defences and improve the warrior combat skills.

Air magic is appreciated as a way to make warriors faster in the battlefield. Life magic is used to make their bodies stronger and for healing.

Earth magic is seen as useless and even dishonourable to practice. Death and Water magic is despised.

#### Relation to other races

Orcs see humans as big fat sheep to be slaughtered. They usually attack a village stealing all their cattle, food and metals. Then they settle while they consume their goods before attacking the next village.

Dwarves are seen as worthy opponents. Strong during war and great drinking acquaintances when in peace. Dwarves also make the best weapons and they pay handsomely for them.

Relations with elves are a problem. Orcs see no problem about chopping any tree or hunting any creature but elves do. It is very common both races collide in some way.

Orcs dislike Tritons for many reasons. Bad sense of humor, not a good drinking company, they use fancy long words and they tend to make too complicated plans. Not good friends or allies for orcs.

Orcs ignore melrakii exists. From time to time a melraki minion contacts a tribe or mercenary group to attack a village or town. Being paid to do what they love and keep the spoils… the best of life. Any such contract never mentions the melrakii at all.

Orcs like sylphs as they bring news, tales and songs from other clans. It’s like an orcish information service.

#### Perks and powers

Increased Attribute (Fire) x2 (+2 Fire)

Fire spells learned gain a +1 level Modifier.

Weapon specialization (family weapon of choice)

Orcs staying in an area slowly change their skin colour to match their environment. They gain a +1 in all Stealth skill checks per each full day living in that environment (max +5).

#### Penalties

Earth and Death spells suffers a -1 level penalty.

Water spells suffer a -2 level penalty.

### Sylph

Sylphs are a race of travellers and explorers. Always wandering, looking for adventures and whatever is there after the next hill or the next forest.

If you meet one them open your ears and fasten your purse because they are masterful bards but way better thieves.

#### Physical appearance

Sylphs are short, thin and with a youthful look. They have fine hands with delicate and long fingers. They always have blue eyes, fair skin and blonde hair. Always.

Sylph have a normal human lifespan; however, they always look young in body and spitir. They always see the world with young eyes, always curious, always looking for something new, always ready for the next adventure.

At 1.60m for males and 1.50m for females, they are slightly shorter than an average human. Along with their youthful look, they look like a 14 or 15 year-old human.

#### Personality

Sylphs are controlled by an irresistible urge to go forward, travel and explore that forces them to be on the move. A week in the same place is an eternity for a sylph. Sylphs belong to nowhere. Given their knowledge of the land, they are highly regarded as guides.

Sylphs never plan where to go next. If for some reason they are bound to stay somewhere for too long (too long for a sylph can be a few hours) they will grow uneasy and do careless things even when they defy logic or goes against common sense. If there is a closed door they will try to open it; if they hear a dangerous growl in the other side then even better. If within a cage, they will annoy other cell mates until they get killed or the cellmates beg the guards to be moved somewhere else.

A sylph never commits to anything, and when they do they are unreliable. Even then, some people asks them services as messengers and the messages arrive, but not always and not always in time.

#### Society

Sylphs have no culture or society. Sometimes they gather in groups making for awesome circus, theatre or music companies.

Sylphs never know their real parents. If a female sylph gets pregnant she will keep walking and exploring until her state won’t allow her to. After birth the sylph mother usually leaves the child in the door of some human family. Sylph children look like a normal human child but they are extremely agile and have an incredible talent for music.

When a Sylph grows to about 13 years old, he/she is overcome by the urge to explore, he/she packs some food and clothing, leaves home and is rarely seen again by his adoptive family.

#### History

Sylphs are descendants of gipsies and bards. They were travellers that carried their tales and music everywhere, never settling down. They were always looking for ‘the Voice of God’ as they still call it that is supposed to carry the secrets of the creation of the universe.

The air element changed them, always pushing them forward. Some members left their groups to search ‘the voice’ by themselves and they are still searching everywhere.

#### Magic

Sylphs can only use Air magic. They just lack the dedication and patience to sit and learn any other magical element.

Some Sylphs may become aligned with some deity who provides access to more spells. Even then, to be restricted to one deity agenda is like a prison for the Sylphs so this is a rare occurrence.

#### Perks and Powers

Increased Attribute (Air) x2 (+2 Air)

Name of the Wind

Music specialization

Escape artist +2

Pick pockets +2

Hide +2

Move silently +2

Air spells learned gain a +2 level Modifier.

#### Penalties

No magic other than Air unless a deity allows it.

### Triton

Tritons are a race or tinkerers, philosophers and rationalists. They attempt to approach every problem in a scientific way. They have a cold analytic mind and maintain calm even in the most desperate situations.

#### Physical appearance

Tritons are bipedal humanoids measuring 2mts and weighting 90kg in average for a male and 1.80 and 70kg average for a female. Hair ranges from yellow, black, brown and a rare few individuals developing light blue-greenish tones.

Tritons have thin but fit bodies. Their skin is pink with silvery-blue scales in patches around the body to keep their body heat; a small membrane extends between fingers and toes allowing for better underwater movement; and gills on their necks and shoulders allows them to breathe underwater. Tritons can breathe normally in open air but they feel very uncomfortable in warm weather.

#### Personality

Tritons are logical, dispassionate and cold. They rely in cold facts and methodical process to get to conclusions. They love their family members but any display of affection is very private and limited to their immediate family only, not for cousins or even close friends.

Triton’s strong relation with water comes from the peace they feel when they submerge into it, the quietness and solitude, the weightlessness, the isolation from surface sounds. Tritons prefer focusing and problem solving while meditating underwater and they can stay there for hours.

Tritons love poetry however their taste is not shared by other races. They have a tale about a triton in love with a sylph who were married by an elf, then asked a dwarf to build their home in a beach which was razed down by orcs sent by a melraki while humans watched doing nothing. A true epic tragedy played for days that no race other than tritons can stand.

#### Society

Tritons live in coastal villages in temperate to cold seawater usually in bays where sand is white and water is clean and calm. Tritons don’t make villages in freshwater lakes because they feel restricted being surrounded by earth. The villages are not connected to the shore by paths or bridges.

Triton houses are protected by the bay against the worst of rain, winds and storms. Tritons are not worried about getting wet but their books are kept in (much valued) waterproof chests.

Triton villages are small and with few defenders but, being floating villages, they make very hard targets for bandits, mercenaries, slavers or armies. Tritons are also excellent diviners so they can anticipate any attack and abandon their villages with time. When opponents arrive they just find empty huts with nothing valuable inside.

They are also great psychics and spellcasters so they can confuse their opponents into seeing just an empty bay instead of the village.

While tritons have a very limited number of warriors, each one of those are tactical geniuses. This makes tritons terrible foes in guerrilla tactics able to defeat opponents even when severely outnumbered. Tritons are handsomely paid by other races to work as tactical advisors for generals and kings.

Triton diet consists on fish, seafood and algae, all raw and easy to find around their villages. They prefer drinking clear fresh water only. In fact, the only reason for tritons not to cut all bonds with the land is that they need fresh water to live.

Tritons believe that once the bodies die, their souls will go to the water moon of Lamara and reincarnate into mermans.

#### History

Tritons are descendants from humans who chose a life of study and contemplation. They rejected violence and retired to calm and pacific environments.

With time they learned to meditate while submerged in water. Slowly they got used to stay underwater for longer periods of time, with the element of water shaping their bodies for best use of their environment.

#### Magic

Tritons prefer using tactics and knowledge to solve problems. When using magic, tritons prefer using magic that will allow them to get tactical advantage. Spells of the water element are favoured but air, life and death are strongly considered.

Earth spells are seen as restrictive because they root the caster to one place.

Strength and destruction is seen as barbaric so fire magic is left for the incompetent.

#### Relation to other races

Tritons are fine with humans, there is no good or bad will between the two races. Tritons like human books except for the romantic ones as they don’t like wasting time on such nonsense. But the worst aspect of humans is that they foul waters around their cities. When tritons are hired and have to stay in human cities they request to have a clean pool of salt water where they can do their meditations.

Tritons have a very good relation with dwarves. First because dwarves can build for them all the items they need for their research and experimentation. But also because tritons find the closed minds of the stubborn dwarves extremely interesting and, when next to one, they exercise their mental powers by attempting to break the natural dwarven resistance. This is annoying to dwarves (read Dwarves).

Elves are interesting fellows and seen as good acquaintances. They care for nature and their environment and that is on the good side of tritons.

Tritons see melrakii as a fascinating social research. They are hired by melraki families to act as analysts in order to foresee the repercussions of their manipulations and to plan strategies for different scenarios. While working for melrakii they get handsomely paid; get access to good libraries, fresh seafood and large pools for meditation.

For tritons, orcs are too primitive and chaotic, only following their base instincts. They kill and destroy without consideration. They never stop to think and are unable to carry out a plan. They are not people to have as friends.

Sylphs are seen as a good way to send scrolls to other triton villages. While a bit unreliable the information will eventually arrive to the destination. Is not better or worse than homing pigeons really.

#### Perks and powers

Increased Attribute (Water) x2 (+2 Water)

Swimming x2 (Swim power at level 2)

Water breathing

Water spells learned gain a +1 level Modifier.

#### Penalties

Dry/hot environment (desert, volcano): -1 Life, -1 Air

Earth spells suffer a -1 level penalty.

Fire spells suffer a -2 level penalty.

# Chapter 4: Skills, perks and powers

As characters gain experience, they will learn to do more and harder things. Properly wielding a weapon, forging a sword, using magic, pick a lock or playing a musical instrument, all are skills learned and developed with time and practice.

## Skills and specializations

***Skills*** define the different things the character has learned during his life. A warrior will focus on learning how to use his sword, a politician will learn how to talk and act in public while a farmer will learn how to tend the land, but that won't prevent a character from picking additional skills here and there. After all, it’s not uncommon for a warrior to learn how to pick a pocket in order to survive during bad times; or buy an inn and brew his own beer or spirits when he gets older.

***Specializations*** represent a focus in a particular area of skill knowledge. It provides new ways to use a skill.

***Spells*** are a special type of skill. They are described in the Chapter 7.

### Skill level

The development of a skill (or specialization) is measured in levels. For a character to gain a new skill level a player needs to pay a cost using character points (CPs). A skill level is the number of levels so acquired.

For example, the *Acrobatics* skill costs 1 point per level. If a player devotes 5 CPs to the skill, he gains 5 levels in the *Acrobatics* skill.

Skills cost 1 CP to gain one level. Some specializations may require more than 1 CP to gain a level.

A skill level is different to the skill rank (SR) described below.

### Starting character points

During creation, the character receives 6 x Intelligence CPs to acquire skills, perks or powers (if GM allows them).

During character creation, the player may assign any number of points to any skill or perk but no more than 5 CPs to a single skill, perk or power.

In addition, all characters receive the Language skill on their mother language at level 10, and Language skill on the Common language at level 3.

### Character points per level

When a character reaches a new level he receives a number of character points equal to 2 times his Intelligence.

### Developing skills

**A particular skill can be acquired ONLY ONCE each character level**.

Other than that, any skill may be selected.

The player may pick some tactical skills and some magic spells to create a Warlock. Or maybe start with some pick pockets and stealth skills, mix them with some lore and music skills and add a pinch of magic to create a bard. There are no restrictions on which skills to acquire but the *Character paths* section has some suggested character development guidelines to focus the skill selection.

The character Memory attribute limits the maximum skill level the character may reach in any skill.

#### Learning specializations

**A particular specialization can be acquired ONLY ONCE each character level**.

Specializations usually cost more than one CP per level. The character must pay the full cost at the purchase time. No partial payments.

Specializations can only be purchased once unless the description specifically allows more (i.e. Weapon specialization).

The parent skill must be trained before the specialization can be picked. Only one specialization is allowed for every 4 full skill levels acquired.

For example, a character has 14 skill levels in the Nature skill. He may have up to 3 perks in that skill so he acquires the *Herbalism*, *Tracking* and *Hunting* perks. He may get the *Survival* perk once he gets level 16.

Unless specified, a specialization acquired for a skill cannot be used for another skill. For example, a Weapon Specialization in swords can’t be used while fighting with maces.

#### Learning from a master (Advanced)

If the character has a master or mentor when he gains a level, the player can spend as many CPs as the related attribute of the skill. The character must train for at least one week per point being assigned this way. Training is full time so no other study or training with other masters is possible at the same time.

For example, a character with Precision 5 spends 3 weeks training with a master thief learning how to pick locks, so he may spend up to 3 CPs into the Pick Locks skill.

Masters may require a quest or high amounts of gold to gain the trust of the school or guild. The maximum skill level that can be attained is the same as the skill level of the master. If the master is not good enough then the character spends time and money and gets no benefits at all (but he still can assign one CP to the skill).

Only skills can be developed this way. Not perks or powers. No extra CPs are gained this way, only the right to spend more than one CP in a skill per level.

#### Learning from a manual or spellbook (Advanced)

Manuals and spellbooks are very rare books. It’s a very clear and detailed explanation of how to learn a skill up to the maximum skill level on the book.

If the character studies a manual or spellbook when he goes up a level, he may spend up to 2 CPs to increase the skill described in the book instead of the usual 1. The study is full time so no other study in other subjects or training is possible at the same time.

If the character is the author of the book he may spend up to 3 CPs to increase a skill.

It is possible to find books with ranges of skill level; in such case the character can only use it if he is at most one level lower than the base level on the book.

For example, a book for levels “5 to 10” can only be read by a character with level 4 or higher and will provide benefits until acquiring the level 10 of the skill.

#### Writing a manual (Advanced)

Writing a skill in a manual helps preserving the author skill level. Each chapter in the manual describes ***one*** skill level and takes about 20 pages (1d8+16) on average.

Each chapter requires a separate Illustrator skill check with an increasing DR. The DR for each chapter is:

**Chapter DR = 10 + Chapter skill level**

The process takes 1 day per page in the chapter. After that number of days, the Illustrator check is rolled. If the check fails, that chapter is lost and must rewritten. The illustrator check can be combined with the skill being written in the manual.

If the character does not have the Illustrator skill, he can hire someone with such specialization.

For example, a character knows the Forgery skill up to level 15. To save all his 15 skill levels he needs to write 15 chapters on a manual. He needs to roll an Illustrator skill check against a DR 11 for the first chapter, 12 for the second chapter and so on up to DR 25 for his last skill level. On each check his Forgery knowledge provides a +3 bonus to the Illustrator skill.

It is possible to write a book with ranges of skill level. For example, a book for levels 5 to 10 has 6 chapters and around 120 pages.

#### Forgetting skills (Advanced)

Every time a character goes up one level he may decide to ‘forget’ skill levels in order to recover CPs. This represents a shift in the character focus and it means he is stopping studies or development is a particular skill.

The CPs gained this way can be used for anything, not just buying skills.

The character may forget **ONE** point from any skill he has trained up to a total of points equal to his character Memory attribute. For example, a character with Memory 5 can forget 1 point from up to five different skills.

A skill may be reduced to a minimum of 1 level so it can never be truly forgotten.

Characters are allowed to write down a chapter with their highest (current) skill level in the form of a manual or spellbook before forgetting the skill level. For example, if a player is planning to forget how to play a musical instrument where he has attained level 15, he has to write a chapter describing his level 15.

This rule applies to skills and spells. Perks and powers can’t be forgotten. Mother language, common language and a few other marked skills can’t be forgotten.

### Using skills

During the adventure, the characters will be required to execute some skill checks to determine if they succeed in their intended actions. A skill check compares a dice roll over the character skill rank (SR) against a situation difficulty rank (DR). The higher the SR the more capable the character is to execute a task. The higher the DR the more difficult the task is.

The character that actively seeks to do something is called the attacker. The object, character or situation that opposes the attacker is called the defender. The attacker provides a skill check result based on his SR and the defender presents the DR.

The attacker must select a skill appropriate for the task at hand, then roll his skill check. If the check result is equal or higher than the DR then the attacker succeeds. If it is lower the defender wins.

A skill check is not necessary for simple everyday actions like walking or making a sandwich. They are used to perform some action under pressure or to perform an action that requires some degree of expertise, like walking a tightrope or making a sandwich for a king.

#### Skill rank (SR)

The skill rank (SR) represents how capable the character is to execute a particular task. The SR is equal to the skill level plus the related attribute value plus other bonus modifiers.

For example, if the character has a Music skill level 9 and a Precision attribute 4, his total Music SR is 13.

The character can get better equipment, invest in better facilities, train related skills or hire assistants in order to improve his skill rank permanently or temporarily.

**The total bonus modifier granted by equipment, skill combination or facilities can’t exceed the character skill level.**

It doesn’t matter if the character has the best tools, facilities or aid, if his skill level is too low then he won’t be able to get the full benefit of all those bonuses.

For example, a character with *Music* skill rank 13 (skill level 9, Precision 4) has a gold flute (+5 modifier), an assistant granting a +3 bonus and a theatre with very good acoustics (+2 modifier). While all those bonuses add up to +10, he can only receive a maximum bonus equal to his *Music* skill level so he receives a +9 modifier.

##### Equipment material modifiers

The material of the tool provides a modifier to the SR. Read chapter 5 on the Materials section for more information about materials and bonuses.

For example, Belgar, with *Melee weapon (Axe)* skill level of 4, Precision 3 and a Steel Axe (+2 material bonus) has a total SR of 9, buys a new Palladium Double Great Axe. A Palladium tool provides a +4 material modifier to his SR so Belgar is now considered as SR 11 when he attacks with his new axe, but still a SR 9 if he attacks with his old axe.

For example, a diplomat with a Barter skill level 20 has to discuss a treaty with a neighbour nation. His clothing is made of the finest silk providing a +6 material bonus so he is considered to have a Barter SR of 26.

##### Skill combination (Advanced)

The GM may allow a character to use a skill to help himself or another character to execute a skill check. The target character gains a +1 bonus for every 5 SR the helper has on the helping skill.

The target character can gain modifiers from multiple helpers but only once for the same skill. The same helper can help with multiple skills.

For example, Alhanna the Thespian has a big theatrical presentation. As Alhanna wants to give the best presentation she hires a master assistant for makeup and dressing.

The assistant is not only very experienced in makeup (Disguise SR 18, providing +3 bonus) but he also knows a lot about history and proper dressing code for the historical time and the ambience of the play (Etiquette SR 20, providing +4 bonus). This translates to a +7 modifier towards Alhanna’s Acting SR 15 for a total of 15 + 7 = 22. She rolls 2d10 and a d2 getting a total of 20 which everybody cheers as an Amazing performance.

The GM may approve or deny any combination of skills depending on the timing and how applicable they are.

For example, knowing all about troll history may not provide any benefit during a hand-to-hand melee combat with trolls however, in a large scale battle, troll history will provide bonuses in tactics as it is possible to know how troll armies have performed in different battles.

Table 4-2 suggests (but does not limit) some skills that can be combined.

##### Facilities (Advanced)

A well-equipped laboratory, a theatre with good acoustics, a hot forge or a large library can help a lot towards a great skill execution. The GM can provide a quality level to the facilities using table 4-1 then provide a Modifier. For example a Good library will provide a +2 bonus to research checks.

#### Difficulty rank (DR)

Each situation faced by the adventurers has a difficulty rank (DR). This value represents how hard a situation is to solve and is the value a player has to beat with his skill check. The basic rule in DR is:

**The base DR for any action is 4.**

This means that a normal action on a common object on a normal situation has a DR of 4. Opening a common lock, crafting a common item, riding a horse in a normal day, hit something with a weapon when the target is not moving; all are things done on a common effort level.

The GM may set a higher or lower DR depending on the difficulty of a situation. For example, a very hard lock has a DR of 12 to pick while an easy one has a DR of 3.

##### DR modifiers

A DR modifier is an adjustment to a DR based on external factors. Each skill description indicates some suggested modifiers to be added to the DR depending on the difficulty of the action. DR modifiers are cumulative. In some cases a base DR is suggested instead of a modifier.

The GM should assign modifiers for different situations based on his judgement. A modifier of +1 is a simple adjustment while a modifier of +5 is a severe one.

For example, if a character with Agriculture SR 14 is requested to grow a crimson rose in a garden then the DR is 4 plus 1 for the rose type for a total of 5. However if ordered to grow the same rose in a rocky terrain in a desert, the Agriculture skill indicates there is a +5 modifier to grow anything in a rocky terrain and a +5 modifier to grow something in a dry terrain, then the DR is modified by +10 and now the task has a DR 15.

#### Rolling a skill check

The number of dice to roll depends on the SR. The following conditions are required:

1. If the SR is less or equal than 10 then only one dice is rolled. If between 11 and 20 then two dice are rolled. If between 21 and 30 then three dice are rolled and so on.
2. The sum of the maximum values of all the dice rolled must add up to the total SR.
3. A 1 can be taken any time instead of rolling a dice.

The table 4-1 suggests the dice to use for a SR.

Table 4-1 : Dice

|  |  |  |  |
| --- | --- | --- | --- |
| SR | Dice | Skill rank | Dice |
| 1 | 1 | 21 | 2d10+1 |
| 2 | d2 | 22 | 2d10+d2 |
| 3 | d3 | 23 | 2d10+d3 |
| 4 | d4 | 24 | 2d10+d4 |
| 5 | d5 | 25 | 2d10+d5 |
| 6 | d6 | 26 | 2d10+d6 |
| 7 | d6 | 27 | 2d10+d6 |
| 8 | d8 | 28 | 2d10+d8 |
| 9 | d8 | 29 | 2d10+d8 |
| 10 | d10 | 30 | 3d10 |
| 11 | d10+1 | 35 | 3d10+d5 |
| 12 | d10+d2 | 40 | 4d10 |
| 13 | d10+d3 | 45 | 4d10+d5 |
| 14 | d10+d4 | 50 | 5d10 |
| 15 | d10+d5 | 55 | 5d10+d5 |
| 16 | d10+d6 | 60 | 6d10 |
| 17 | d10+d6 | 65 | 6d10+d5 |
| 18 | d10+d8 | 70 | 7d10 |
| 19 | d10+d8 | 80 | 8d10 |
| 20 | 2d10 | 90 | 9d10 |

For example, the character has a Music SR 13. The player needs to roll a d10 and d3 as their maximum face values add up to 13.

##### Alternate dice (Optional)

Players are allowed to use another dice combination as long as they respect the sum and the dice count conditions. For example a rank 16 is described in the table as d10 + d6, but the player may roll 2d8, or maybe a d12 + d4 as long as the number of dice (2) is maintained and the sum of the maximum values is 16.

##### Critical results (Optional)

If the player gets the maximum result from *any single dice*, he is allowed to roll that dice again and add up to the total. He might continue doing so as long as he keeps getting the maximum result in that dice.

For example, the player rolls a d10 and d3 and gets a 6 in the d10 and a 3 in the d3. He rolls the d3 again and gets a 2 for a total result of 6 + 3 + 2 = 11.

##### Critical failures (Optional)

If the player rolls a 1 in any dice then the dice is counted as 0.

If all dice are 1 then the result is an utter failure. The consequences of an utter failure are at the discretion of the GM. i.e. a string in his lute snaps or his voice breaks while singing.

##### Active checks

When characters are facing an opponent that actively opposes their advances with a skill of his own then both sides roll dice to determine their attack and defence result. The defender skill result effectively becomes the DR.

1. Determine the skills and SR to use for the attacker and the defender.
2. Attacker and defender roll their skill checks.
3. If the attacker result is equal or higher than the defender result the attacker wins.
4. Apply the results of the action.

For example, a player decides to attack the dungeon boss. The player has a Sword SR of 10 and the dungeon boss a Parry skill of 12. The player rolls a d10 and gets a 6. The boss rolls a d10 + d2 and gets an 8. The dungeon boss wins so the attack is parried and no damage is dealt.

##### Passive defender check

On a passive defender check only the attacker rolls a dice, the opponent is considered to have a determined DR assigned by the GM.

For active characters, the DR is usually half the parry or dodge SR of the defender. The GM may apply any modifiers he sees adequate before halving the value.

1. Determine the attacker skill and SR.
2. The attacker rolls his skill check.
3. If the attack result is equal or higher than the DR assigned by the GM the attacker wins.
4. Apply the appropriate effects for the action.

For example, a player decides to open a lock. The player has an Open Lock skill rank of 10 and the lock has a difficulty of 6. The player rolls a d10 and gets a 7. The attacker succeeds and the lock is opened.

Using a passive defence helps to speed up battles.

##### Passive attacker check

Sometimes the attacker has the fixed attack value assigned by the GM and the players (defenders) get to roll the dice for the DR.

In case the attackers are creatures, the attack result is usually half the attacker melee or ranged weapon SR. The GM may apply any modifiers he sees adequate before halving the value.

1. Determine the defender skill SR.
2. The defender rolls his check, this is the DR.
3. If the attack result assigned by the GM is equal or higher than the DR the attacker wins.
4. Apply the appropriate effects for the action.

For example, a character trips a wire that fires a trap causing a rock to come down and crush the PCs. The rock is not handled by anyone so the DM judges it has a constant attack value of 10. The character has a chance to roll a defence check to see if the rock hits him. He attempts to dodge and rolls a 9 in his Acrobatics skill. The rock hits him dealing damage.

This type of check is most useful to represent traps or to simplify many small attacks, like a company of archers firing a volley of arrows against the PCs.

##### Retrying a failed skill check

The GM may allow the player to retry a failed skill check, it all depends on the situation and sometimes it might not be possible at all. Even in the worst scenarios, the GM might give the player a chance to save the situation if the player can give a proper reason to do so.

For example, during her big theatre performance Alhana the thespian rolls her Performance skill and gets a 1, which means a complete failure. Fortunately Alhana also has the Fast Talking skill so the player asks the GM to try and use this skill to make some funny remark in order to save the night. The player rolls for the Fast Talking skill against a DR of 12 and succeeds so Alhana improvises some lines and she gets to roll her Performance skill again.

##### Alternate attribute checks

Each skill is related to a specific attribute, but it is possible to use an alternative attribute in some situations.

For example, Music is related to Precision because of the coordinated movements required to control an instrument. But in some cases it can be used with Passion if a bit of feeling is required.

For example, a NPC asks a bard: “Play something with passion, make me feel like it’s the first time I fall in love”; then the bard will probably need to use his Passion attribute to execute the skill.

#### Untrained skills and attribute checks

When there is no appropriate skill that can be used for a situation or the character never trained the required skill (skill level 0) then an attribute check is required.

In order to make an attribute check players roll dice against their base attribute value.

***Spells can’t be used if untrained.***

Example, an orc with Strength 5 is arm wrestling a Dwarf with Strength 4. There is no Arm Wrestling skill so an attribute check is used. The orc rolls a d5 and gets a 3. The Dwarf rolls a d4 and gets a 3. It’s a tie so the arm wrestle continues to the next turn.

Example, the thief on Belgar party has been knocked unconscious. Belgar needs to open a lock in an abandoned building for his party to hide from the town guards. He has never trained his Open Lock skill but he decides to try. Belgar has 0 for his Open Lock skills and his Precision is 3 but the GM rules a penalty of -1 because the only tool he has is a wooden toothpick for a total skill rank of 2 (roll a d2). The GM decides the lock is old and in Bad condition so assigns a DR 2. The player rolls the d2 and gets a 2 so he manages to unlock the door.

#### Skill result table

The skill result table helps describing how difficult is a situation DR how good was the skill execution.

Table 4 – 1 : Skill result table

|  |  |  |  |
| --- | --- | --- | --- |
| Value | Difficulty | Condition/Result | Modifier |
| 0 | Unchallenging | Calamitous | -4 |
| 1 | Trivial | Pathetic | -3 |
| 2 | Effortless | Bad | -2 |
| 3 | Easy | Poor | -1 |
| 4 | Common | Mediocre | 0 |
| 5 | Difficult | Fine | 1 |
| 10 | Hard | Good | 2 |
| 15 | Demanding | Excellent | 3 |
| 20 | Tough | Amazing | 4 |
| 25 | Gruelling | Extraordinary | 5 |
| 30 | Inconceivable | Masterful | 6 |
| 35 | Unthinkable | Phenomenal | 7 |
| 40 | Unimaginable | Astounding | 8 |
| 45 | Illogical | Incredible | 22 |
| 50 | Unfeasible | Fantastic | 24 |
| 55 | Impossible | Mythical | 26 |
| 80 | Miracle | Godly (Demigod) | 35 |
| 100 |  | Minor god | 20 |
| 150 |  | Medium god | 30 |
| 200 |  | Greater God | 40 |

The GM may use this table to quickly describe a situation. For example, an Effortless task or an object in Bad condition will present a DR 2. But an Impossible task has DR 55 so it will require a Mythical check result to resolve.

The common human or starting adventurer will usually face common problems and execute any skill in a mediocre way. As he gains experience he might train his skills and get into the good or excellent levels. With the aid of other people or the use of special equipment he may get into Masterful or Phenomenal levels. Godly results may be unattainable for normal humans.

##### Very difficult (Advanced)

Some things are very hard, very though, very demanding. “Very” is a modifier that adds a +2 to the DR. For example, a Good lock has a DR of 10, but a Very good lock has a DR of 12.

### Skill lists

The following list describes the skills commonly available in Warscale. This list can’t cover all cases that may appear during the game so the GM may need to create some skills for a particular campaign.

A skill entry looks like this:

#### ***Skill name (Attribute, Cost per level)***

Detailed skill description including usage, DR and modifiers.

The element and attribute define the default attribute which should be used to check the skill. The cost is the number of CPs the player should pay to gain one skill level.

The player should normally use the specified attribute value to use the skill, but some situations may allow a different attribute.

As a rule of thumb, in order to compute a skill DR, start with a base DR of 4. Then add or subtract modifiers depending on the challenges until a final DR is reached. Some skills may define alternative ways to compute the DR.

#### ***Acrobatics (Precision, 1)***

The character can perform extraordinary feats of body balance and motor coordination like walking on a tight rope, run on top of a wall, use the trapeze, jump and grab a hanging rope and, most important, avoid attacks.

The dodge combat action is fully based on this skill. Read the *Dodge* rules in Chapter 6: Movement and combat.

#### ***Acting (Willpower, 1)***

The character knows how to alter his mannerisms and voice tone in order to pose as a different person. He knows the perfect moment to make an entry or an exit to cause the most dramatic impression. He can draw a smile or a tear from their audience.

Socialites, diplomats and politicians can also benefit from this skill while in social events so they can smile and be extremely friendly with some other politician they secretly despise.

**Combine with:** *Rhetoric, Disguise, Language(Fast talking)*

#### ***Agriculture (Perception, 1)***

The character knows how to work the land to produce vegetables, legumes, fruits or cereals. A higher skill result grows more attractive and healthier produce.

DR modifiers are applied depending on the land quality and weather.

The character may also use this skill for gardening.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Rocky terrain | +5 |
| Normal ground | +0 |
| Fertile ground | -1 |
| Dry weather | +5 |
| Flood | +6 |

**Combine with:** *Engineering, Geology*

#### ***Animal handling (Willpower, 1)***

The character understands the mood and feelings of the animals. He knows when an animal is scared, happy or angry and, most important, knows how to treat the animal in order to calm or even befriend him.

A befriended animal won’t attack the character and may even accept simple commands that won’t go against its own nature (won’t jump from a cliff, leave his nest, abandon its cubs).

The animal may consider the character as an alpha male and will aid the character in hunting (a share of the prey should go to the animal or it will leave).

The base DR to calm an animal is 5 and to befriend an animal is 20.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Mammal | +0 |
| Birds | +1 |
| Amphibian | +2 |
| Fish | +3 |
| Insect | +4 |
| Hostile | +2 |
| Hungry | +1 |
| Ravenous | +2 |
| Scared | +2 |
| Accepts to act as mount | +5 |
| Tasty morsel | -1 |

A hungry animal will be easier to befriend if some tasty morsel is given. If the animal is ravenous then one morsel will turn it to hungry, another one will turn it to normal, a third one will turn it into an attentive subject. The tasty morsel modifier can be applied up to 3 times for the same animal.

**Combine with:** *Nature*

**Specializations:** *Animal specialization, Animal mastery*

#### ***Appraise (Logic, 1)***

The character knows about item quality and how much the things are worth. The DR for this skill is the object material quality. If the skill check is over the object material quality, then the character gets a very accurate reading of the price. If the skill check is lower, then the reading is off by a percentage based on five times the difference.

For example, the character wants to buy a silver dagger. The seller asks for a price of 20gp. The character examines the dagger using his *Appraising* check and rolls a 13.

The GM knows the dagger material quality is 20 and has a price of 10gp. The difference between the material quality and the skill check is 20 - 13 = 7 so the character is off the price by 35% so the GM informs the object has a “real” price of 13.5gp. After some bargain the price is set at 13gp and the character happily walks away with his new dagger, ignoring he has overpaid for it.

This skill is highly recommended if taking the Negotiation skill.

#### ***Climb (Precision, 1)***

The character knows how to use small ledges to make his way over a vertical path.

The difficulty level is always 20. Some modifiers can be applied depending on the surface being climbed:

|  |  |
| --- | --- |
| Surface type/Tools | DR Modifier |
| Tree trunk | -1 |
| Crude wall | -1 |
| Normal wall | +0 |
| Sheer cliff | +5 |
| Worked wall | +10 |
| Polished wall or glass | +20 |
| Rope with hook | -5 |
| Suction cups (glass only) | -10 |

**Combine with:** *Acrobatics*

#### ***Cooking (Memory, 1)***

The character knows how to prepare and mix different ingredients in order to make a pleasant meal.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Missing minor ingredient for the recipe | +1 |
| Missing main ingredient | +10 |
| No fire | +2 |
| No salt | +4 |
| No cooking pots | +2 |
| No appropriate tools (beater, etc) | +2 |
| Seen-better-days ingredients | +2 |
| Not-really-fresh ingredients | +5 |
| I-won’t-eat-that ingredients | +10 |

The character may even use some ingredients that are not fresh or considered not edible (note that something being non edible really depends on the culture).

**Combine with:** *Chemistry, Nature (Herbalism).*

#### ***Detection (Perception, 1)***

By carefully watching his environment, the character is able to notice peculiarities that may be irrelevant to others. You character can notice things out of place, hidden doors, variations in light patterns, people hiding.

The character doesn’t need to know precisely what he is looking for. Things out of place just catch his eye. Still, he must spend at least one round scanning the area before making his check. The GM must give details based on the character *Detection* check result. If the check fails the character may try again but with a -5 SR accumulative penalty on each subsequent attempt.

The DR to detect a person hiding in the area is the *Stealth* skill result of the target.

The DR to detect a hidden door or passage is the quality level of the door.

The character automatically feels anything in the area with a DR less than his Detect stat even if he is not actively trying. He senses something is out of place but he really can’t pinpoint the problem. The GM must only say “*you feel something”* but no additional clues. The character can roll to really detect the hidden thing.

For example, Alhanna, with Perception 4 (Detect 8) and Detection skill rank of 14, walks past a bookshelf. She is not looking for anything specific but the GM knows there is a concealed door there with quality 7. He rules Alhanna feels something out of place in the bookshelf so Alhanna is now warned and after rolling a Detection check she finds the hidden door.

#### ***Disguise (Willpower, 1)***

The character knows how to use makeup, props (beards, wigs) or clothing in order to look as a different person. He can even improvise some parts of the disguise like making a beard using hair of a horse mane or impersonate a soldier using an old jacket and some bright buttons.

The more specific the disguise, the more details the character has to consider. In order to pose as a generic soldier (trivial impersonation) then some boots and a jacket may be enough. To disguise as a soldier of a specific army (common impersonation) then the character should match colour and design. To pass as a soldier of a specific regiment (detailed impersonation) then some specific decorations and weapons are required. To enter the regiment barracks and pass unnoticed (complete impersonation) then the disguise must be almost as good as a real uniform. Finally, to disguise as the general of the regiment (unique impersonation) then some changes like a haircut and dye, makeup, fake moustache, some tummy or the like will be required.

The GM should provide some bonuses and penalties based on the length of scrutiny and environment conditions. If it is dark then some details might go unnoticed helping the disguise, but bright light or someone familiar with the person being impersonated will bring a lot of penalties.

|  |  |
| --- | --- |
| Objective | DR Modifier |
| Darkness | -1 per darkness level |
| Quick scrutiny | +2 |
| Long scrutiny | +4 |
| Detailed scrutiny | +6 |
| Trivial impersonation | +0 |
| Common impersonation | +2 |
| Detailed impersonation | +4 |
| Complete impersonation | +6 |
| Unique impersonation | +8 |

#### ***Drawing (Memory, 1)***

The character knows how to use inks, oils and implements (pens, brushes, canvas) to make an impression of anything (person, object, situation, abstraction).

The character can draw from memory but having a model is a plus. Having good quality canvas, materials (oils, watercolour), pigments of exotic colours and tools (pens, brushes) help too.

Artists are renowned as an average of all their creations so the player should keep a record of all his results. So if the character has created a painting with result 30 and another with result 10 the average will be 20, so to the world the character is an *Extraordinary* artist. For that reason, some artists prefer destroying any bad creations before releasing them to the public to avoid lowering their reputation.

**Specializations:** *Illustrator*

#### ***Engineering (Intelligence, 1)***

The character knows how to combine knowledge (scientific, economic, social, even mystical) in order to design complex structures, buildings, machines, devices, systems, materials and processes.

This skill in not intended to reproduce standard things in the world. There are normal life objects with tried and tested designs like houses, furniture, swords, boats, ceramics, etc.; and it is possible to find people with that design knowledge (i.e. a swordsmith) or design books in a library somewhere in the world. This skill is intended to design (or even create) unique distinctive objects like castles, monuments, processed chemicals, magic items, mechanical guardians, war machines or automatons. It is also useful to extend on a previous design.

The output of this skill is a design manual NOT the object. Once the manual is created the object can be created by craftsmen following the instructions of an engineer. While the character knows how to assemble the final object, he will usually require the help of craftsmen to create some parts.

The design manual should have one chapter per DR. The Engineering skill is used instead of the Illustrator skill for the writing checks (read the *Writing a manual* rule on this chapter). If the task is based in a previously known design or manual, then the GM may allow to write just some missing chapters thus shortening the process.

For example, a character with the Mechanics specialization knows how to create a trebuchet (DR 14), then it is possible for him to alter the design and add a better spring mechanism to increase the firing range by 20%. The GM decides that this new design has a DR 16 so it is only necessary to write 2 design chapters for levels 15 and 16.

It is possible to join any number experts for the same engineering design project. One engineer is picked as the lead researcher and will roll the chapter writing checks and the others will provide their Engineering skills combination bonus to the main researcher roll.

This skill provides the ability to understand the design of simple objects and buildings (cottage, houses), simple household chemicals (soap, detergent) and simple mechanical devices (wagons, locks) nothing fancy or spectacular but good enough for normal uses.

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Cottage | 4 |
| House | 9 |
| Wagon | 8 |

Building an object follows the item craft rules in chapter 5. The time it takes to build something is usually 1 month per DR and will employ around the DRx10 people working full time in the project. Build time can be increased or decreased depending on resources, number of workers and working conditions. It can also depend on how readily available if the material. If the quarry is kilometres away then times may double or triple depending on the GM decision.

So, to build a fortress (complexity 16) it will take about 16 months and require around 160 people. Or 8 months with 320 people.

**Combine with:** *Drawing (Illustrator)*.

**Specializations:** *Architecture, Mechanics, Power sources, Artificer, Chemistry, Automatons.*

*Note: Engineering can be restricted at will by the GM.*

#### ***Etiquette (Memory, 1)***

The character knows how to behave in a social meeting (balls, parties, promotions, funerals). He knows about protocol, the sequence of a ceremony, gestures, salutations and the best words or phrases at the proper time.

This skill is most important for master of ceremonies and priests. Fast talking is also a recommended skill to get things on schedule when events get out of hand (i.e. someone talking longer than expected).

**Combine with**: *Religion.*

#### ***Gem cutting (Intelligence, 1)***

The character knows how to craft objects from gems. He knows all about gem qualities and he procedure to wear down, cut, polish or break a gem to achieve its full potential. The skill is to be used with rough uncut gems only.

The base DR for this skill is the gem hardness (see the Gemstone table). So to cut a diamond the DR is 22. A cut gem is worth ten times the value of a rough gem of the same size. If the roll fails, the gem breaks and is worthless.

For every 5 points over the result, the gem can store 1 additional power point if used as a power receptacle (see Power sources).

#### ***Geography (Memory, 1)***

The character knows about the geographical features of the world he inhabits. He can point and name different landmarks like rivers, lakes, mountains, plains and so on. He can easily find his way using a map and will be able to point facts related to cities and land resources.

The GM must judge how much information to disclose given the skill check result. As a rule of thumb, one fact is disclosed for every 5 points in the skill check result.

**Combine with:** *History.*

**Specializations:** *Cartographer*.

#### ***Healing (Perception, 1)***

The character knows how to tend wounds, apply bandages, restrict broken bones, apply stitches, and concoct salves and poultices.

The main use of the *Healing* skill is to help in the healing and recovery of wounds. *Herbalism* and *Cooking* can be combined with the *Healing* skill checks when used this way. At the end of each day, the character may roll a *Healing* skill check. The patient heals an additional health points equal to the skill result modifier (+1/5 points). Read more about healing in the *Healing damage* section in chapter 6.

The *Healing* skill can also be used to stabilize a character that is dying. The DR is 4 and successful check restores a number of points of damage equal to the skill result modifier (a result with a negative modifier will essentially damage the character even more). While being tended, the dying character does not need to do stabilization checks but he can try. A failure still costs 1 HP.

Finally, the character may roll a *Healing* check to neutralize as many poison or venom levels in a target as the skill result modifier. The character may roll more than once for the same target, but each subsequent attempt has a -5 SR cumulative penalty.

**Combine with:** *Nature (with Herbalism).*

#### ***History (Memory, 1)***

Your character knows historical facts from around the world like wars, political events and family lineages. He has a collection of stories (mythical or real) from around the world and might remember where some important figures are buried or where ancient cities, fortresses and tombs are located.

The GM must judge how much information to disclose given the skill check result. As a rule of thumb, one fact is disclosed for every 5 points in the result check.

**Combine with:** *Geography.*

#### ***Juggling (Precision, 1)***

The character knows how to do amazing feats of hand-eye coordination. He can successfully juggle 1 object for each 2 points in the Juggling skill result (a failure means extra objects fall to the ground).

For example, the character decides to juggle 10 plates. He rolls his skill check and gets a 16. That is 8 plates in the air and 2 fall to the ground.

Note if the result is higher the character may ask an assistant for more objects to juggle. So he can start small and keep adding objects.

**Specializations:** *Catch missiles.*

#### ***Jump (Strength, 1)***

The character knows how to make jumps of height or distance.

For long jumps, the distance depends on how fast the character is running when jumping.

|  |  |
| --- | --- |
| Start distance | Distance |
| Stand (0m) | 20cm\*Strength + 2cm\*pt |
| Walk (1m) | 40cm\* Strength + 4cm\*pt |
| Jog (2m) | 60cm\* Strength + 6cm\*pt |
| Run (4m) | 80cm\* Strength + 8cm\*pt |
| Sprint (8m) | 100cm\* Strength + 10cm\*pt |

For example, a character with *Jump* SR 15 (Skill 11 + Strength 4) wants to do a sprint jump to leap over a ledge of 4m. He has 4m to run. He makes his roll and gets a 10. So he jumps 80cm\*4(strength) + 8cm \* 10 (result) = 320cm + 80cm = 4m. He barely makes it.

Most jumps can be resolved just by the base distance so it would be convenient for the character to write that base value down.

Note that if the character misses by up to 10 cm, the GM may allow an Acrobatics check to allow him to stretch and reach something to hold on. Depending on the situation the character may suffer some concussion damage (i.e. hitting a wall).

For height jumps, the character can’t run or sprint.

|  |  |
| --- | --- |
| Start (distance) | Height |
| Stand (0m) | 10cm\*Strength + 1cm/pt |
| Walk (1m) | 20cm\*Strength + 2cm/pt |
| Jog (2m) | 30cm\*Strength + 3cm/pt |

***Advanced:*** All this values assume the character is carrying up to his weapons. For each weight load level over Weapon the Strength is penalized by 2 for jump purposes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Light | Medium | Heavy | Power |
| 0 | -2 | -4 | -6 | -8 |

For example, a character with Strength 4 in Light load should be considered as if he had Strength 2 for jump purposes.

**Combine with:** *Acrobatics.*

#### ***Language (Intelligence, 1)***

The character knows how to speak a particular language. The character vocabulary equals to level x level x 100 words. One point allows the character to express minimum needs (hello, name, food, water, sleep, thanks). As the character progresses he can start making more complex expressions.

At a skill rank of 5 he is able to communicate at an acceptable level with other people using that language. At skill rank 10 the character has a very good vocabulary on par with a natural speaker on that language. At skill rank 15 the character is considered a scholar. At rank 20 the character is considered a master or a sage.

In a normal everyday situation, the character can use the common language to communicate everyday needs. The common language is known and spoken by everyone but is regarded as a language for low or medium social classes.

Many races and cultures will accept the common language, but the character will be better seen and accepted if he learns the local language. Some cultures might just reject any foreign language. All the characters begin their career with 5 levels in the common language and 10 levels in their own native language (pick one).

Each language the character learns has to be tracked as an individual skill. Any language related perk has to be acquired separately for each individual language. The skill does not confer the ability to read or write on that particular language.

Sign and computer languages can be learned with this skill. Sign languages does not require learning the reading or writing perk. Computer languages only require learning the writing perk (unless it is a voice recognition type language).

It is possible to create a language known only by the character. Many wizards record their spellbooks using their own custom language to avoid other wizards to learn their secrets. Also, some social groups may require their members to learn some private secret language.

Creating a new language follows the same rules as learning a language, but the character must write a book chapter for each level he acquires.

Learning a language nobody speaks or writes anymore (a dead language) or decoding into someone else private language (or code) costs 10 points for the first rank and requires at least a first level book to learn about it. Subsequent levels can be learned normally.

**Perks:** *Fast talking, Taunt.*

#### ***Leatherworking (Memory, 1)***

The character knows how craft leather items. He knows about all types of leather materials and techniques like dyeing, cutting, shaping and stamping leather.

A leatherworker can make simple leather clothing and common items (knife sheaths, rucksacks). Crafting more complex items require leaning additional perks.

Some item creation may need the collaboration of other craftsmen like a carpenter, leatherworker or more. For example, making a leather shield requires a wooden frame made by a wood worker.

**Combine with:** *Nature.*

**Specializations:** *Furniture craft, Tack and harness, Shoemaking, Weapon craft, Armour craft.*

#### ***Logic (Intelligence, 1)***

The character knows how to analyse a situation, draw conclusions and build an argument.

Logic can also be used to deconstruct the arguments of an opponent. It is used the defence skill in an argumentative battle. Read the Rhetoric skill for more information on argumentative battles.

**Combine with:** Any skill that is relevant to the analysis.

#### ***Manipulation (Willpower, 1)***

The character knows how make people do what he wants. He is an expert in blackmailing, bribing, coercion, gossip, plotting and forging unlikely alliances in order to push his agenda. This skill can be used to manipulate a politician or to bribe a restaurant host to get a better table.

Some (corrupted) characters will be willing to cooperate in exchange for some gain, usually financial. This skill is not required in that situation, just the required payments. This skill comes into play when the target resists the character wishes.

The player can gain bonuses based in the confidence the target has on the character. Close friends and family are easier to manipulate.

If the target hates the character, there is a penalty on the check depending on how hated the character is. When money is involved, it depends on the relative value for the target. Bribing a high executive on a big corporation will be way more expensive than bribing the doorman. Some characters may just ignore money.

|  |  |
| --- | --- |
| Leverage | DR |
| Target doesn’t know the character | +6 |
| Target has heard of the character | +3 |
| Target is an acquaintances | 0 |
| Target is a friend | -3 |
| Target is an old friend | -6 |
| Target is family/brother | -9 |
| Target is the father/mother | -12 |
| Target hates the character | +X Depends on how hated |
| Money | -X Depends on the value for the target |
| Minor secret | -2 |
| Medium secret | -4 |
| Large secret | -8 |
| Family secret | -16 |
| Life destroying secret | -32 |

The DR for the skill is the target base MPs stat (willpower\*willpower). This value can be increased by the target character loyalty to a cause.

The character may procure some hidden or dark secret about his target from informants, by hiring a spy or thief to get into the target house, or maybe more manipulation on the target character enemies (which in turn may have more secrets to uncover). Depending on how important the secret is to the character the GM should assign a modifier value to the DR. These bonuses may be more significative the higher the position and the darkest the secret of the target.

Any person being blackmailed (successfully or not) will try to get rid of the manipulator where possible. The manipulator needs to make sure he has permanent leverage.

**Combine with:** *Rhetoric*

#### ***Melee weapon (Precision, 1)***

The character knows how to use a melee weapon in combat. The character must pick one of the melee weapon type (Axes and picks, long blades, blunt, short blades, chain and rope, shield, etc). The character can use any weapon in that category.

A character trained in a weapon uses it as a tool and can add the weapon attack or defense bonuses to his weapon skill rank (depending if he wants to attack or parry) in addition to the weapon material bonuses.

A character can learn to use multiple weapon types but each weapon is considered a different skill and its levels should be tracked separately. I.e. Melee Weapon (Long Blades), Melee Weapon (Blunt), etc.

Training in unarmed combat improves the character movement while using a weapon.

Shields are considered a type of melee weapon.

**Combine with:** *Unarmed combat*

**Specializations:** *Weapon proficiency, Weapon specialization, Weapon mastery.*

#### ***Metalworking (Memory, 1)***

The character knows how craft metallic items. He knows all the process from keeping the fire on the precise temperature to heat the metal, the proper alloy proportions and how to use the anvil, hammers, thongs and bellows as well as all the elementary techniques like soldering, welding, casting, riveting, etc.

A metalworker is able to craft basic things like cutlery, horseshoes, farming tools, and fix simple vehicles. He is known as the smith, be it a whitesmith (cold metal, no forge) or blacksmith (hot metal, forge). Crafting more complex items require leaning additional perks.

Some item creation may need the collaboration of other craftsmen like a carpenter, leatherworker or more. For example, making an armour set may require inner leather working for straps.

**Specializations:** *Metallurgy, Armour craft, Arrowsmith, Bladesmith, Gunsmith, Locksmith, Weapon craft, Jeweller, Founder.*

#### ***Music (Precision, 1)***

The character knows how to inspire and touch people feelings by using music. He has developed a good sense of tempo and an ear for music. He can learn a tune just by listening it a couple times and is able to read and write musical scores.

This skill allows the character to whistle or sing in a precise note but not to play a musical instrument (see the musical instrument perks).

If the character has the *Rhetoric* skill, he can compose lyrics for songs. If the character has Language with the *Fast talking* perk he can improvise and alter lyrics or notes in the spot.

**Specializations:** *Musical instrument.*

#### ***Nature (Perception, 1)***

The character knows about ecosystems and the cycle of life. He knows about which animals and plants can be found in each natural niche and habitat. He can identify species and their natural enemies.

The character knows where the creatures live, their favourite food and hunting tactics and social organization (if any). If it is a plant, he knows where to find them.

Any monster that lives in a particular habitat and is part of a natural ecosystem is covered by this skill. That includes trolls, giants, dragons, giant ants, tree herders, unicorns, pegasii, griffin and, in general, any creature with a natural cycle that is born, breathes, eats, nests, procreates and dies.

The DR for any skill check is related to how uncommon the creature or plant is.

Supernatural creatures which are not part of the world like outsiders (demons, angels), undeads, magical constructs (golems, robots) or elementals (genies, elementals) are not covered by this skill.

**Specializations:** *Herbalism, Hunting, Survival, Tracking.*

#### ***Navigation (Memory, 1)***

The character knows how to use landmarks, the sun, stars, moss in trees or any other natural marker to orient himself while in the wilderness or at sea.

There are two different things to define during a navigation check, orientation and location. Each one requires a difficulty check.

|  |  |
| --- | --- |
| Check | DR |
| Orientation | 15 |
| Location | 20 |

For each point under the DR in the orientation roll the character is off by one degree. For each point under the location DR the character is off by 1km. So for example if the character wants to know his location and his check result is 30 then he is off by 20km from his real location.

The GM may decide to roll this check secretly so the character has no idea how off or close he is of his location but he has to give some appropriate pointers.

The character may use some implements to improve his checks:

|  |  |  |
| --- | --- | --- |
| Type | Tool | DR Modifier |
| Orientation | Compass | -10 |
| Location | Astrolabe | -10 |
| Both | GPS | -20 |
| Both | Telescope | -2 |
| Both | Map | -2 |
| Both | No landmarks (sea, desert) | +8 |

**Combine with:** *Geography.*

#### ***Negotiation (Willpower, 1)***

The character knows about the game of give and take involved in negotiations. This skill can be used to barter the price of goods and weapons and, in higher levels, work out treaties between nations. This are some recommended levels to acquire before getting into negotiations.

|  |  |
| --- | --- |
| Goods | Skill Level |
| Common goods | 5 |
| Horses | 8 |
| Real state | 10 |
| Corporative business | 15 |
| Hostage lives | 20 |
| International politics | 25 |

Negotiation is a game where both sides take a position. Then both sides decide what they are negotiating for (the stakes) and roll their negotiation skill checks. The winner keeps the stakes. The stakes can be as small as the sides want making for long negotiations. Any side may retire anytime if they feel they are losing unless there is some condition that prevents it.

Each time a side loses, it receives a +2 bonus on the next negotiation round. A side may decide to lose on purpose to get this bonus.

There may be bonuses or penalties assigned by the GM to one of the sides. For example, a large army or keeping a number of hostages makes for high negotiation bonuses.

For example, Belgar wants to but a new axe. The seller asks 30gp for the axe while Belgar wants to pay 15gp. Both decide to go for negotiation for 5gp. Both roll their Negotiation checks and Belgar loses. So now Belgar agrees to pay 20gp and the negotiation continues, but now he gets a +2 bonus on his next roll.

The *Appraise* skill is highly recommended during negotiations as well.

**Combine with:** *Appraise, Rhetoric, Fast talking*

#### ***Pick Locks (Precision, 1)***

The character knows how to open a lock. The DR is equivalent to the quality of the lock. In order to pick the lock, a set of lock picks are required.

In order to verify the effect of the pick lock attempt, subtract the skill result minus the DR.

|  |  |
| --- | --- |
| Result - DR | Description |
| -10 or less | Lock is broken |
| -5 or less | Lockpick breaks |
| 0 | Lock open but the tampering is evident |
| 5 | Lock open, tampering evident only if closely examined |
| 10 or more | Lock is in perfect condition. |

The number of action points it takes to pick the lock is 10 times the lock difficulty.

The character may assess the lock before trying. The DR for the assessment is 10 less than the lock DR and takes a single round. Lockpicks are not required for an assessment.

If a pick attempt fails but the lock is still in good condition, you may try opening the lock again.

**Combine with:** *Sleight of hand.*

Pick pockets (Precision, 2)

The character knows how to relieve his target from his valuables. The skill relies on some kind of misdirection to distract the target while the pick pockets work so having a partner helps but is not indispensable.

The base DR equals the Perception + Water attributes of the target character. If the skill check is successful, the target doesn’t notice the missing item until he checks for its existence which depends on how valuable the item is for the target.

Modifiers apply to the check depending on how secure the object is to the body of the target.

|  |  |
| --- | --- |
| Condition | Modifier |
| In back pocket | 0 |
| In front pocket | +2 |
| Tied (i.e. watch, purse) | +4 |
| Security mechanical latch | +Quality of latch |
| Alone with the target | +3 |
| Distraction (from partner) | -1 |
| Crowded space | -2 |

**Combine with:** *Sleight of hand.*

#### ***Ranged weapon (Precision, 1)***

The character can quickly analyse the distance to a distant target and predict its estimated path based on its current speed and direction. The character can accurately point the target with his finger so this is a required skill for spellcasters.

The character must pick a ranged weapon type (thrown, bow, crossbow, slings, guns, etc). The character can use any weapon launcher in that category along with the adequate missiles (arrows, pebbles, bullets, etc).

Ranged weapon launchers provide no attack or defence bonuses. Missiles provide attack bonuses depending on their modifications (armour piercing, exploding, etc).

A character can learn to use multiple weapon types but each weapon is considered a different skill and its levels should be tracked separately. I.e. Ranged Weapon (Thrown), Ranged Weapon (Bow), etc.

#### ***Rhetoric (Passion, 1)***

The character possesses the ability to persuade or convince people verbally or by writing. The character knows how to effectively use figures of speech and/or proper vocal inflexion to clearly express his ideas and engage his audience. People will just stop and listen to his dissertations even if he has no idea what is he talking about. He can bring words of courage to lift the morale of soldiers or words of passion to make someone to fall in love with him.

Having the knowledge on the subject he is talking about helps. If he knows how to pick a lock, then the character can go on and talk about locks all the afternoon and people will fall by his exposition. At the GM discretion, any appropriate skill can be combined with the *Rhetoric* skill rank providing the usual +1 bonus per 5 SR points in the combined skill.

The character can also make a complete dissertation on a subject he has no idea at all; he may even present weird new ideas and people will take him as genius (i.e ships always sink on the narrow side, so if you make a circular ship it will never sink!!!). However, someone who knows about the subject will uncover any mistake in the presentation.

|  |  |
| --- | --- |
| Subject | DR Modifier |
| People skeptical | -5 |
| People afraid | -2 |

If confronted, the character must use the *Logic* skill to properly engage in a wits match. and maintain it against an opponent. This is considered a battle of ideas.

In an argumentative fight, the character Mana pool becomes his “willpower health”, his Rhetoric skill checks become the attack and the Logic skill checks become the defence.

This kind of contest is usually fought by two sides but there may be more (i.e. a round table). Each side chooses a speaker which will fight for that side. Roll a Willpower check to determine who talks first.

The first speaker starts the attack. He picks his opponent from any opposing side and both roll their skill checks, the attacker a Rhetoric check and the defender a Logic check. The difference between the skill is dealt as damage and deducted from the defender mana pool. After an attack is resolved, the defender becomes the attacker and may pick any opponent as his target.

If the mana pool of one side is reduced to 0 then that side is defeated and will remain silent. A debates may end due without a clear winner due to time or other conditions. Even then the side who dealt more damage has the ideological superiority.

If there are multiple sides in the debate it is completely possible one side is never attacked. It is also possible two sides allies against a single opponent.

For example, two characters are engaged in a debate. One side starts and attacks his opponent rolling a total of 13 as his attack. His opponent rolls a 18 as his defence. The defender wins so no damage is dealt to the defender mana pool. Now the roles reverse and is the turn of the defender to attack.

If one side has more than one person, that side must choose a speaker that will represent the group. The remaining people adds 1 point to the mana pool of their speaker.

Winning an argument doesn’t mean that the argument is true. It just means that the character managed to convince his opponents about his side of the story. It is possible to lie all your way out of a problem.

Rhetoric SR is capped by the Language SR the character is using during the discussion. For example, if Rhetoric SR is 15 and Language SR is 11 then Rhetoric is capped at 11.

**Combine with:** *Fast talking*, any skill that may help demonstrate your point.

**Specializations:** *Law.*

#### ***Riding (Perception, 1)***

The character understands a mount creature. Both rider and mount know how to react as if they were one being.

This skill can be learned for different mounts. There is no restriction on the mount type except that it has been previously trained (or broken), befriended (by using Animal Handling) or has willingly accepted to act as a mount.

The rider should make a check any time he demands a complex action from the mount. No checks are required for walking or trotting in a road, but making it to run or sprint, or enter battle, or walking through a difficult terrain (i.e. climb a mountain) will require a check.

The default riding DR is 4. There are some modifiers to the check.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Befriended | -1 |
| Docile | -3 |
| Flying mount | +3 |
| High spirited | +2 |
| Mount attack | +2 |
| No harness | +2 |
| Risk mount life | +3 |
| Rough terrain | +Depends on the terrain |
| Run | +3 |
| Sprint | +5 |
| Trained | -2 |
| Unusual body (i.e. insect) | +2 |
| Unwilling | +5 |
| Willing | -2 |

Multiple modifiers can be applied at the same time. A mount befriended and trained will provide higher bonuses allowing for riskier moves. A docile mount is easier to ride but can’t be taken to battle.

The character may take the mount into battle and place the mount between him and an opponent attack arrow or bullet, effectively allowing the mount to take the damage instead.

**Combine:** *Nature.*

#### ***Seamstress (Memory, 1)***

The character knows how to work different fabrics, sewing them together to make suits or dresses. He knows about fabric quality, how take body measurements, cut patterns in the cloth and do sewing and embroidering.

A seamstress can make simple commoner level garments (suits and dresses) as well as fixing rips and holes in the cloth. Making elegant or fashionable dresses or suits for higher classes or royalty (haute couture) require leaning additional perks.

Some item creation may need the collaboration of other craftsmen like a carpenter, leatherworker or more. For example, to make a light but nicely shaped dress cage requires the help of a metalworker. Or to line a fabric with gold threads requires help from a jeweller.

**Perks:** *Tailor/Dressmaker, Shoemaker, Armour craft.*

#### ***Sleight of hand (Precision, 1)***

The character has extremely nimble fingers and fine motor skills. He can quickly manipulate an item in the blink of an eye making it appear or disappear concealing it in his clothing.

The character can manipulate an item 10gr per skill result point. For example, a character wants to conceal a mobile phone. The phone weights about 130g so the DR for this check is 130/10 = 13.

Some things a character can do:

* Hold an object in an apparently empty hand.
* Exchange one object for another.
* Dispose of an unneeded object.
* Pickup a needed object.
* Move an object to where it is needed.
* Give the impression that something has happened that has not.
* Lead attention away from a secret move.

The item should be unsecured and freely movable. Objects tied or restricted cannot be affected by sleight of hand however a skill check can be done to unbind the object with a DR equal to the knot or clasp quality. Objects secured to a person should be picked with the Pick Pockets skill.

#### ***Streetwise (Loyalty, 1)***

The character knows how things work in a city, the places to go, the people to talk with, where to buy and sell things and who to talk when in problems with the law.

The player has to specify what the character is looking for so that the GM may provide an appropriate difficulty to the roll. For example, finding a master weaponsmith in a farmer village will be extremely difficulty (but not impossible); but finding one in a large city may be relatively easier.

The difference between the skill result and the DR can be used as a Modifier during the interaction with the desired target. For example, if the DR to locate a particular dealer is 15 and the result of the check is 18 then the character has a +3 Modifier for any interaction with the person he was looking for. This may lead to discounts in wares, higher prices from sales, and in general a better disposition of people toward the character.

#### ***Stealth (Precision, 1)***

The character knows how to move silently, making use of shadows to conceal his presence and moving just when other sounds around will muffle his steps. The player has to declare the GM the character is trying to use stealth for this skill to work.

There is no DR for this skill. The character should roll his skill check only when there is someone in the vicinity trying to detect his presence by using the *Detection* skill (i.e. a sentry). The Stealth check result is the DR that the observer should try to beat.

When using stealth, the character moves at half his walking speed. If he tries to walk normally, run or sprint a penalty is applied to the skill check. Also, using bright colours or a shiny silver metallic armour that tingles, creaks and clanks will impose a skill penalty.

|  |  |
| --- | --- |
| Condition | SR penalty |
| Walk | -2 |
| Run | -4 |
| Sprint | -6 |
| Armour | Air penalty |
| Bright or shiny clothing | -3 |
| Long sword or greater, hammers, poles | -3 |
| Equipment loose in backpack | -2 |

**Specializations:** *Concealment.*

#### ***Tactics (Intelligence, 1)***

The character knows how to make a battle plan and deploy forces to make the best use of the terrain features.

The character needs one minute per person in his army to prepare and position his forces. A larger army will require more time to plan a proper strategy.

There is no DR for this skill. Once rolled, the check result bonuses can be applied to all attack and defence checks for all the members in the army (or group) for the first 5 rounds of combat.

Only one tactician roll is allowed per battle. If more than one person in command knows *Tactics* then one must be picked as a commander and another as second in command. The second in command can combine his *Tactics* skill with his commander check.

Penalties apply to the SR. If the troops are in a bad terrain, demotivated or tired then penalties apply to the check.

|  |  |
| --- | --- |
| Condition | Modifier |
| Lower terrain | -4 |
| Unfriendly terrain | -2 |
| Tired troops | -1/day |
| Loyal troops | +2 |
| Fanatic troops | +5 |

For each day the troops have been exerting (moving fast, fighting) there is a 1 penalty in the SR. Troops need to rest one full day for each day spent exerting to recover.

Loyal or fanatic troops will add bonuses to the skill check.

**Combine with:** *Geography*

#### ***Unarmed combat (Intelligence, 1)***

The character knows how to fight using his hands and feet. The character can read his opponent body position and can determine his next movement based on his current posture. He can determine the best movement to attack or defend.

This skill is the equivalent of brawling or street fighting. It is unrefined but does the job. The character may pick some perks allowing for faster moves or special combinations.

**Specializations:** *Boxing,* *Martial arts.*

#### ***Woodworking (Memory, 1)***

The character knows how to craft items using wood. He knows about wood quality and different techniques (joinery, polishing, sanding, varnishing) and tools for working with wood (saw, chisel, axe, adze, etc).

This skill grants the ability to make housing frames, ceiling supports, windows and doors. Crafting more complex items require leaning additional perks.

Crafting some items might need the collaboration from multiple craftsmen. For example, having the Fletcher perk allows the character to make simple arrows, but an arrowsmith is needed to make specialized metal arrow heads. A couch is made of wood but usually covered with leather or fabrics so it will require assistance from a leatherworker or a seamstress.

**Specializations:** *Bowyer, Fletcher, Furniture craft, Weapon craft, Armour craft.*

### Specializations

The following list describes the specializations for each skill. The GM may allow some other specializations, for example the Tactics skill may provide extra bonuses if the character pick a specific terrain.

Specializations are applied when executing a check on the parent skill. Any DRs to consider are defined in the specialization description.

Each specialization entry lists the CPs and conditions required to acquire it. It is not possible to acquire a specialization unless all requirements are met.

A specialization entry looks like this:

#### ***Specialization name (Cost per level)***

**Requires:** List of requirements

Detailed description including usage, DR and modifiers.

The character may need to find a teacher or master in order to learn some specializations.

Some specializations are denominated as masteries. Those are further specializations but are still considered specializations.

#### ***Alchemy (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to create, disable or

#### ***Architecture (4)***

**Requires:** Engineering 4, GM approval.

The character knows a lot of typical architectural designs he can use immediately (see the table below) or he can use those as a base to design larger or stronger buildings like castles, fortresses, dams or towers.

The designs described here are standard structures the player can coordinate to construct. The GM may adjust those values depending on the environment conditions in which case it may require some planning (chapters in a manual).

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Breastwork | 2 |
| Cottage | 4 |
| Sentry tower | 5 |
| Field fortification | 6 |
| House | 9 |
| Defence tower | 10 |
| Defence outpost | 11 |
| Manor | 14 |
| Fortress | 16 |
| Castle | 19 |
| Pyramids | 100 |
| Stronghold | 21 |
| Fast build | -5 |
| Strong build | +5 |

For every 5 DR points the character *reduces* from the construction, bonuses provided by the structure are halved as well but the structure may still provide tactical advantages. For example, a Field fortification (an emergency fort) built in a hurry has a DR 1, it will probably be just a few small walls made of wooden planks, but hardy enough to stop a horse charge and provide some protection against arrows. All that and it can be built by 10 people in one month. Typical army units may be comprised of 50 to 100 people to the time can be further reduced and the field fortification can be up in a matter of few days.

If the time is 0 or lower, consider the structure can be built in a matter of days. Some quickly built breastworks can be setup by professional armies in a matter of few hours to provide protection during the night.

For every 5 DR points the character *adds* to the structure, the defenders inside the structure add a +1 attack AND defence bonus on any action they take while inside the structure. This increased complexity requires the character to write one manual chapter for each extra DR over the original structure DR. The structure will also take longer to build.

#### ***Artificer (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to create, disable or disassemble magical items powered by a power source. The artificer may create magical wands, staffs, crystal balls, cloaks, rings, boots, weapons, statuettes and more. Essentially anything can be turned into a magical item.

This specialization allows the character to access the rules in *Chapter 5: Money and equipment, Crafting magical items.*

The character knows how to combine the elements required to make a magical item but not necessarily how to create those components. For example, to make a cloak of flying, he needs a cloak, a power source and a flying spell. He does know how to combine those elements but not necessarily knows how to create the power source, cast a fly spell or make a cloak. He may hire some craftsmen to build the components for him.

The character may also try to disable or disassemble an artefact in order to understand it. The DR is equal to the DR of the artefact. Disabling or disassembling an artefact follows the same rules as the Pick locks skill; it is possible to break the artefact on the process.

The disabling check can also be used to try and understand the item embedded abilities. For example, if a magical ring is found the artificer may roll a check to understand its usage. Each success provides some additional information like the type of spell, number power points or any command word. If the item has multiple abilities, then more checks are necessary. On a failed check, the artefact may misfire (60%), spend a charge with no effect (30%) or explode (10%, 1d6 damage per power point in 3mt radius).

#### ***Animal mastery (2)***

**Requires:** Animal handling 8, Animal specialization.

When this perk is acquired, the player must pick a specific animal of a species the character has specialized in. The character gains a psychic bond with the animal and can communicate with it in a very basic empathic level. The animal will understand basic commands (spy, take a message, hunt) and can communicate numbers (one, few, many), feelings of hunger, fear, happiness, caution.

For example, Nictalus the wizard has mastery on Corvo the crow. He sends the crow to spy a bandit camp where a prisoner is held hostage. When Corvo returns it will tell Nictalus that it has seen a lot of bandits, display joy in that the prisoner is alive and can even approximate the direction and distance of the camp. But it can’t say the specific number of bandits, if they are armed, if they are asleep, if they are fortified, if the prisoner is guarded, etc.

This perk can be acquired multiple times but on a different animal each time.

#### ***Animal specialization (1)***

**Requires:** Animal handling 4

When this perk is acquired, the player must pick a species of animal. The character has learned all about that species of animal. The character knows about health, age, speed, power, stamina, etc. He also can appraise an animal based on his physical characteristics so he may become a merchant of that animal species (he may need the Negotiation skill though).

For example, if the character specializes in falcons he may become a falconeer and knows how to use them for hunting. If he specializes in horses he can become a horse trainer or horse merchant.

This perk can be acquired many times, each time with a different type of animal.

#### ***Cartography (4)***

**Requires:** Geography 4, Illustrator.

The character can create illustrations depicting and describing geographical features (aka. maps). He knows about distances, scales, orientation and is able to position a geographical location relative to other land masses.

For each piece of information the character wants to add to the map the DR increases by 1. For example, a map with Dragon Mountain (DR+1), the nearby town of Dragon Town (DR+1), a road (DR+1) crossing the Dark Forest (DR+1) plus the north mark (DR+1) and a scale (DR+1) will have a total DR of 6. If more landmarks are added the DR increases.

Note a map of this type is very detailed. The road will have turns where appropriate. Everything will be on scale. However it is still possible to add more details (bridges, troll lairs, safe clearings to camp, clean water streams. All depends on the needs of the client.

At the same time, it is possible to ditch scale and detail and just make a relatively simple scrawl with a couple beach palms and an X marking the spot (think a pirate map). In that case the DR is reduced by 5. All the details will be there but no guarantees are made on the precision of the information.

An atlas, is a catalogue of many maps. Each map will detail an area of the world.

A map maker can also study a portion of a map and place it in the world. This is useful when the characters get their hands in an incomplete map. The GM should set the difficulty of this task based on the amount of information in the map and how known are the depicted landmarks.

#### ***Chemistry (4)***

**Requires:** Engineering 4.

Note: In order to understand this specialization, read the Herbalism specialization first. This specialization is an advanced form of herb preparation, but it provides no idea on how to find the herbs or how to properly use the resulting doses.

The character knows how to purify, extract or combine the active ingredients of vegetal origin to make more powerful or exotic medications, poisons, paints, pigments, perfumes, makeup, etc. For example, he can extract the active ingredient from the bark of a quinine tree and create an odourless pill to fight fever instead of carrying the bark around in a pouch.

The DR required to process a dose of herbs is equal to the DR (quality) of the herbs. The GM may apply modifiers depending on the facilities. Up to 5 doses can be processed at the same time. Processing the herbs takes 1 hour per quality level.

A processed dose is reduced in size to a single odourless pill (or pellet or powder). A pouch can hold up to 10 processed doses allowing to reduce the number of pouches a herbalist carries around thus reducing the penalties precision or willpower penalties caused by having multiple pouches or by strange smells. Pills of multiple types can be mixed in a single pouch given it has sub compartments or pills are colour coded. It also allows to carry a single dose hidden in some special rings or lockets.

Chemistry also allows for more concentrated potions that can be injected instead of consumen. By adding a +5 DR to a potion making, any potion dose can be concentrated in such way that it can be used by injection. This concentrate is enough to coat two short blades, one long blade or 10 arrows. The potion remains active for 1 hour before it dries up and becomes unusable.

Cooking herbs can’t be processed by chemistry or it will destroy the flavour.

#### ***Herbalism (4)***

**Requires:** Nature 4.

The character knows how to use plants and herbs to make potions or poultices that can aid in any skill, like medicine for healing, tints for clothing, leather softeners, cooking herbs and more. He knows where to find the herbs and the proper preparation recipes.

Not all the herbs require a preparation. The details on the delivery mechanism is left to the player (i.e chew the herbs, make a potion or a poultice, prepare a tea, etc). Once the skill check is done the character gets the herbs he needs as he needs them, no additional check is required to prepare them.

The herbs provide a SR bonus of 1 per each 5 quality levels. For example, herbs with quality 15 will provide a +3 SR in the skill that uses it.

The character must announce the precise purpose of the herbs he is looking for before making a check (i.e. “I need herbs to help in blood clotting”, “I need herbs to induce sleep”, “I need herbs to heal poison from a (specific) spider”, “I need herbs to cause vomiting”, “I need herbs for makeup”). The check result is the type of herbs he found in that area toward that purpose. The GM may decide to set a DR modifier given the area. It takes the character 5 minutes per skill result point to find the herbs.

For example, a character with Herbalism SR of 15 wants to find herbs for cooking. The GM decides the herbs are easily available so he provides bonus of +3 to the SR. The player rolls his check and gets a 11. So after 55 minutes of search the character finds some herbs that provide a +2 bonus in cooking.

The character can also make potions to temporarily enhance or reduce a character attribute. However, for each point up (or down) in an attribute, another point in other attribute has to go the other way. Potions must be consumed (eaten, drunk) by the target character to take effect.

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Base DR | 5 |
| Per point of change | +5 |
| Per point of change with no opposite change attribute | +10 |
| Per hour of effect | +1 |

So for example, a player would like to make a potion (Base 5DR) that increases 2 points of Strength (+10 DR) but reduces 1 point of Willpower and one of Logic and lasts for 2 hours (+2 DR), then the potion DR would be 17. If the potion making check faile then

If due to drinking a potion any attribute reaches 0 then the character passes out for the duration of the potion.

A character can only drink a number of potions equal to his Health attribute per day. Drinking more will affect him permanently making him lose one Attribute point (GM choice). If any attribute of reaches 0 the character dies.

***A potion which primary objective is to harm or debilitate is a poison. A poison DR is equal to its***

Herbs and potions can be stored in a waterproof pouch or vial for later use, but they will lose a bonus point per week.

#### ***Illustrator (4)***

**Requires:** Drawing 4, Writing.

The character knows how to combine writing and drawings to make precise, clear and easy to understand compositions to describe ideas and high level concepts. The writing flows nicely around drawings and the use of specialized fonts making for a very clean and neat presentation.

This skill is required to write maps, skill manuals and spellbooks, and also helps on the Engineering skill.

#### ***Mechanics (4)***

**Requires:** Engineering 4, GM Approval.

The character knows how to design complex machinery, from war machines (trebuchets, catapults) to windmills to looms, to carriages.

The character knows all the default mechanical designs. He may build any of this in the field without the need of any manual.

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Onager | 4 |
| Battering ram | 5 |
| Mangonel | 6 |
| Ballista | 8 |
| Shielded ram | 10 |
| Trebuchet | 12 |
| Siege tower | 14 |
| Premade wooden components | -6 |
| Premade metallic components | -4 |
| Dry wood available | -4 |

Siege machines were usually built in site using local resources, however it is not possible just to cut a tree and make a war machine. Green wood needs time to dry or it will break and warp with the stress. It would take months to build one of those huge structures so many times the parts were pre built and transported (i.e, bolt heads for the ballista). In addition, armies were also comprised of thousands of soldiers and specialized craftsmen which also helped.

So transporting dry (seasoned) wood will greatly reduce the DR required. Even more, if all the pieces are premade and available then its mostly an assembly problem.

For example, a Mangonel (the most popular catapult) would take around 180 days for 60 people to build (take down trees, transport, cut, dry wood, etc). Given 600 people were assigned to do all the different tasks, then time would be reduced to 18 days.

#### ***Metallurgy (4)***

The character can combine materials to create metallic alloys. The new alloy has a material quality depending on the mix ratio.

**Quality = (QtyA \* WtA + QtyB \* WtB) / (WtA + WtB)**

For example, the character has 100g of diamond dust (quality 90) and 900g of steel (quality 30). He mixes both to get:

(90 \* 100 + 900 \* 30) / (100 + 900) = 36

So the character now has a Steel-Diamond alloy of quality 36 and a Modifier of +7.

The DR to create the alloy is the final alloy quality. As with any Engineering task the character needs to write a manual describing the process. Once the process is recorded the character can repeat the process anytime.

Only gemstones, metals and carbon (and related) can be combined. Nature materials other than carbon can’t resist the temperatures required making an alloy.

The maximum resulting material Modifier of the new alloy cannot exceed the character *Blacksmith* level. For example to create the Steel-Diamond alloy mentioned above the character needs at least a Metallurgy level of 5.

The new alloy is a unique material and the character may take the *Material mastery* perk on it.

#### ***Power sources (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to use gemstones to create a power source. The explanation behind the existence of such a power source is left to the GM. A wizard may create an energy gemstone powered by the essence of an imp or maybe it can be empowered by a deity.

A power source capacity is measured in power points (pp) and has build DR equal to its power points. So a 10pp source will have a DR 10.

A power source should be contained in a gem with a value of at least 1gp x pp x pp. So a 10pp source should be kept on a 100gp gem. The gemstone should be created by a gem cutter. This skill provides no knowledge on how to cut a gem.

One pp can power one spell level so a 10pp wand may fire 10 level 1 spells or 1 level 10 spell.

Once charges are used the power source is dead. The power source can be made rechargeable by applying a +2 to the DR, so the source can regain one pp per day. The rechargeable modifier can be applied multiple times to accelerate the process (i.e. recharge 2 or 3 points per day).

## Perks and powers

***Perks*** allows the character to improve attributes, stats and perform specialized actions that are just on the upper limits of a normal human.

***Powers*** are powerful perks outside of normal human abilities. This is not something characters can learn from a book or a master. Powers are gifts assigned during character creation (i.e. racial powers) or as an adventure reward from the GM.

### Developing perks

Unless the perk specifies it,

**A particular perk can be acquired ONLY ONCE each character level**.

Perks usually cost more than one CP per level. The character must pay the full cost at the purchase time. No partial payments.

Perks can only be purchased once unless the description specifically allows more (i.e. Weapon specialization).

A few perks may be purchased more than once per level (i.e. Improved health).

Some skills define dependent perks. If a perk depends on a skill, the parent skill must be trained before the perk can be picked. Only one skill perk is allowed for every 4 full skill levels acquired.

For example, a character has 14 skill levels in the Nature skill. He may have up to 3 perks in that skill so he acquires the *Herbalism*, *Tracking* and *Hunting* perks. He may get the *Survival* perk once he gets level 16.

A perk acquired for a skill cannot be used for another skill. For example, a Weapon Specialization in swords can’t be used while fighting with maces.

Some perks depend on other perks. A parent perk should be acquired before the dependant is acquired.

#### Developing powers

Powers are available only if the GM allows them.

Unless the power specifies it,

**A particular power can be acquired ONLY ONCE each character level**.

Powers usually cost more than one CP per level. The character must pay the full cost at the purchase time. No partial payments.

## Perks

Perks are special abilities that the character learns during his adventures. Some perks provide benefits to attributes or stats, allowing the character to sustain more damage, heal faster, increase his magic points and more. Other perks represent skill specializations, adding new tricks and advantages to the skill resolution. Some perks can be learned multiple times representing a greater specialization.

Perks related to skills require a check on the parent skill. Any DRs to consider are defined in the perk description.

Each perk name lists the CPs and conditions required to acquire it. It is not possible to acquire a perk unless all conditions are met.

The character may need to find a teacher or master in order to learn some perks.

#### ***Perk name (Element, Cost per level)***

Detailed perk description including usage, DR and/or modifiers.

#### ***Alchemy (Water, 2)***

The character knows how to create potions. For each rank in Alchemy the character can add one spell level to the potion effect.

For more details, read the *Crafting potions* rules in Chapter 5.

#### ***Advanced Metallurgy (Earth, 3, Metallurgy)***

When the character uses his metallurgy skill, he can add his Earth ability score to the final quality of the resulting metal.

#### ***Adaptive Missiles (Air, 1, Weapon mastery)***

Once per day, the character may decide one missile to have any special head he needs at the moment.

This perk can be picked multiple times. Each time the character gains one additional special head per day.

#### ***Armour specialization (Fire, 2, Armour use)***

When you pick this perk, pick an specific armour of any type the character already knows how to use. For example if the character knows how to use plate armour he can specialize in Breastplates.

The character gains +1 AP per round while wearing this armour.

#### ***Armour use (Fire, 1)***

When you pick this perk select an armour type (leather, splint, chain, plate).

The defence modifier provided by such armour is increased by 1.

#### ***Body building (Fire, 1)***

The character sets aside some time of the day to exercise and keep his body tuned. The character must devote at least 1 hour each day for physical raw power exercise.

The Fire attribute of the character temporarily increases by 1 for the current level. The character must pay 1 character point each level to maintain this Fire increase. If he stops paying for this perk then he loses this benefit.

Table 4-3: Perks

|  |  |  |  |
| --- | --- | --- | --- |
| Perks | Attribute | Cost | Prerequisite |
| Alchemy | Water | 2 |  |
| Advanced Metallurgy | Earth | 3 | Metallurgy |
| Adaptive Missiles | Air | 1 | Weapon mastery |
| Armor specialization | Fire | 2 | Armor use |
| Armor use | Fire | 1 |  |
| Boxing | Fire | 1 |  |
| Chemistry | Water | 1 |  |
| Etiquette | Death | 1 |  |
| Familiar terrain | Earth | 3 |  |
| Fast Talking | Air | 1 | Rhetoric |
| Forgery | Air | 1 | Writing/Drawing/Illustrator |
| Hold breath | Life | 1 |  |
| Home terrain | Earth | 2 | Familiar terrain |
| Increase Attribute | Any | 5 |  |
| Improved Health | Life | 1 |  |
| Improved Mana | Death | 1 |  |
| Infinite missiles | Air | 1 | Weapon mastery |
| Lightning Reflexes | Air | 2 |  |
| Martial arts | Fire | 1 |  |
| Material mastery | Earth | 1 | Material specialization |
| Material specialization | Earth | 2 |  |
| Medicine | Water | 3 | Healing +5 |
| Metallurgy | Earth | 1 |  |
| Motor skills | Air | 2 |  |
| Gain power | None | 8 |  |
| Name of the Void | Death | 2 |  |
| Name of the Flow | Water | 2 |  |
| Name of the Heart | Fire | 2 |  |
| Name of the Flame | Fire | 2 |  |
| Name of the Stone | Earth | 2 |  |
| Name of the Wind | Air | 2 |  |
| Quick recharge | Air | 1 |  |
| Quick reload | Air | 1 |  |
| Race specialization | Water | 3 |  |
| Reading | Water | 1 | Language |
| Starting money | Death | 1 |  |
| Swimming | Air | 1 |  |
| Weapon mastery | Fire | 1 | Weapon specialization |
| Weapon specialization | Fire | 2 | Weapon +5 |
| Writing | Water | 1 | Reading |

When the character gains a level, he still receives a number of Fire character points equal to his original attribute, not the increased one. For example a level 1 character with Fire 5 pays 1 point for body building and has his Fire attribute increased to 6. When he gains a level he still gains 5 points of Fire character points as his original attribute.

#### ***Boxing (Fire, 1)***

This perk can be learned multiple times.

The character knows how to transfer the power from all his body to his punches and learns how to resist a hit.

The character gains +1 HPs and +1 unarmed damage per level.

#### ***Catch missiles (Juggling, 1)***

The character knows hot to purify, extract or combine

#### ***Etiquette (Death, 1)***

Your character knows understands how to behave when dealing with members of every social class. He knows customs and uses, how to address people of higher and lower ranking, proper table manners and even the local fashion.

Your character starts with at least one rank in *Etiquette* in his home town. The starting level may be higher if the character is of high social classes.

Your character can learn this perk multiple times to learn customs and uses from other cultures or improve his knowledge on the same culture.

|  |  |
| --- | --- |
| Level | Description |
| 1 | Know how to treat commoners |
| 2 | Know how to treat noblemen |
| 3 | Know how to treat royalty |

Learning this skill one time for a region teaches the character how to treat commoners. Taking it twice allows the character to rub elbows with a high social class, learning it a third time for the same region lets you mingle with royalty.

Mind that knowing the proper behaviour ways and mannerisms won’t give you any privilege or make you immediately accepted by a particular social class but it will be easier to get in favour of some lord, marry some lonely rich lady and makes easier to climb up the social ladder.

This perk improves the *Language* and *Tailor/Seamstress* skills.

#### ***Familiar terrain (Earth, 3)***

#### ***Fast talking (Wind, 4, Language)***

Your character always has the right comment or answer at the tip of his tongue. People will accept his orders or suggestions and will accept his commands and answers as logical even when they are not.

If questioned, the character has the right explanation at the tip of his tongue.

For example, the character tries to get into a private area of the city by saying: “I’m the Duke of Barovia. Let me in.”. Or maybe steal a horse from his owner by saying “My wife needs a doctor! Please I need your horse!”.

The target is allowed a Death check to resist the command. If the target has the *Rethoric and Logic* skill then he can it to resist the command.

|  |  |
| --- | --- |
| Skill Result | Action |
| Less or equal than target resist | Failed, try again with -5 penalty |
| Less than target Death +5 | Target doubts, may roll again |
| More than 5 over the target will | Target accepts the command |

This skill is not magic. Some bonuses or penalties may apply depending on the situation; if the guard is ordered to protect the gate with his life or the owner values his horse a lot they will probably resist the player command. But even if the target resists the character may keep pressing with things like “Of course you know me, I’m a personal friend of the king!” or maybe “Please! This is urgent! I will bring your horse back immediately”. However, if the target resisted the command then he will have a +5 cummulative Modifier against following attempts.

The target(s) of this skill might be weary and try to ask questions but commoners usually prefer being on the right side with a nobleman and, you know, the Duke of Barovia is known for his foul temper so it would be wiser to lower his head, and just do as he says and ask questions later.

The character *Disguise* and *Acting* skills can be combined with the *Rhetoric* skill check for greater effect.

Orders that goes against the target ethics or puts the target life in danger like “Attack your friend” or “Jump from the cliff” will immediately be ignored unless you can find some reason why jumping from the cliff would be a good idea. i.e “Quick jump or the explosion will kill you!!!”

#### ***Forgery (Air, 1, Writing/Drawing/Illustrator)***

Your character knows how to use his *Writing*, *Drawing* and *Illustrator* skills to create fake documents like invitations to parties, bank notes, letters, safe conducts or the like.

Your character can copy another person writing and signature just by studying the original for about 10 minutes. Each additional level in Forgery halves the time required to memorize the letter and content.

You also know how to carve a potato (or any other material) to fake an official seal.

#### ***Gain power (Any, 10)***

The character gains (or improves) a power. Pick a power from the powers list. The GM may restrict the list as he sees fit. The GM is free to reduce or increase this perk cost allowing the characters to gain more powers faster.

#### ***Hard skin (Earth, 1)***

The character skin can absorb physical damage (weapon, fire, acid) as if he had a thick armor. Each level of this attribute increases his physical damage soaking capacity by one point. This is cumulative with any armor the character may be using.

This protection grants no benefit against electrical, poison, venom or psychic damage.

#### ***Hold breath (Life, 1)***

You can hold your breath for longer periods allowing for one additional round per Life point without need for breath. You can acquire this skill as many times as your Life score.

#### ***Home terrain (Earth, 2, Familiar terrain)***

You know a very particular terrain as the back of your hand. This terrain is a 20x20km area or a geographical feature (a mountain, a creek, a swamp). Any time you are located in such terrain you receive twice your Geography combine skill Modifier (check on the Skill result table) when performing any check that uses the terrain (i.e. tactics, melee or ranged attacks, survival, hunting).

In addition, while in such a terrain, your APs are multiplied by 2 for movement purposes only (i.e. if you normally have 20AP, you are considered to have 40AP while moving in this terrain).

You may pick this skill multiple times to increase the area of your home terrain.

#### ***Hunting (Life/Water, 1)***

Your character knows the best places where to find potential prey and how to set traps to capture it. The character can setup any number of traps per day. The skill result bonuses are the number of animals caught in those traps.

The GM can set a penalty depending on the Water of the prey.

**Combine with:** *Tracking, Nature*

#### ***Improved health (Life, 1)***

The character adds 5 health points to his total health. The normal spending limit of one point per level does not apply to this perk.

#### ***Improved mana (Death, 1)***

The character adds 5 mana points to his total mana pool. The normal spending limit (one point per level) does not apply to this perk.

#### ***Increase Attribute (5)***

The character gains the Enhanced Attribute power. The character must pick the attribute to increase.

#### ***Infinite Missiles (Air, 2, Weapon mastery)***

The character has a limitless supply of basic missiles (with no special heads) for the specified ranged weapon he has mastered.

All the missiles are considered to be the same material as the launcher for Modifier purposes.

#### ***Jewellery (Earth/Fire, 1)***

Your character knows how to make jewels and clockwork machinery. This is an equivalent to Blacksmith but in small scale. You know how to operate burners, metal casts and small tools to shape your items.

You also know about stone cutting so you can improve the value of unworked gems.

**Combine with:** *Geology, Metallurgy*

#### ***Law (Earth/Death, 1)***

The character knows about the local law. He knows how to write contracts and knows all the tricks and holes to break those contracts as well (the difficulty level being the contract quality).

This skill gives the character the ability to research the law but not the ability to be a litigant. The character must use the *Rethoric and Logic* skill to expose his arguments in court.

#### ***Lightning reflexes (Air, 2)***

The character reaction speed increases.

The character can learn this perk multiple times. Each rank on *Lightning reflexes* provides:

* Declare one additional condition for the same ready action
* +1 APs every round
* Improve parry and dodge checks.

#### ***Lightning strike (Air, 3)***

The character can throw kicks and punches with deadly speed. The cost for throwing a punch or kick is reduced by 1AP. The character may learn this perk multiple times but the cost of a melee attack cannot be reduced to less than 1 APs.

#### ***Locksmith (Earth/Water, 2)***

The character knows how to create locks (be it from wood or metal), metal lockpicks and copies of keys. He also can completely open or disassemble a lock so this skill can be used as an advanced *Pick Locks* skill.

The quality of the lock is used as the difficulty level. Reassembling a lock requires another check using the same difficulty level.

The number of action points it takes to disassemble or reassemble the lock is 10 times the lock DR.

To perform his job, the Locksmith requires some bulky equipment like drills, saws, braziers and casts so he will normally carry a large bag with his equipment.

If he has no tools at hand, the Locksmith can improvise crude lockpicks from things around him like needles, some cutlery, a jewel or such small things. Those improvised tools have a Common quality level (providing no bonuses but will do the job. The items used as improvised lockpicks are destroyed in the process.

**Combine with:** *Engineering, Sleight of hand*

#### ***Martial arts (Fire, 1)***

The character gains +2 AP while engaged in melee combat.

If the character has taken the *Motor skills* perk he gains an additional +1APs for each additional limb with *gross motor skill* training. So, for example if the character has improved the gross motor skills on his off hand and two legs he would get a total of +5APs.

#### ***Material mastery (Earth, 1, Material specialization)***

Pick one specific material of a material type you have already specialized on. (i.e. steel, dragon leather, diamond). The character has learned to refine the selected material improving its quality.

When you use the specified material to craft an item, the quality of the final product increases by 2 points per perk level, granting increased bonuses as if it were a completely higher level material. This does not increase the DR for crafting with the material.

For example a character with Material mastery 5 in Ash wood (quality 35) is crafting an item. The DR to craft an item with ash is still 35, however the wood in the final product is considered as quality 45, granting a +8 Modifier instead of +6.

This increase in final quality does not affect the DR of crafting with ash. The material is still ash with a DR 35 for crafting.

In addition, the time required to craft an item using the chosen material is reduced by 5% per level to a maximum of 50%.

You can pick this perk up to 10 times.

#### ***Material specialization (Earth, 2)***

Pick one material type (i.e. metal, gemstone, leather, etc). When using the specified material the DR required to create an item is reduced by 1 per level.

#### ***Medicine (Water, 3, Race specialization)***

The character has a deeper knowledge of the physiology of the races he specializes on.

While taking care of a wounded character of one of his specialized races, the character may add his medicine level to the number of health points the target recovers each week.

The character also knows the position of all the vital points of his specialized races so, when fighting a creature of one of those races, he can combine his *Healing* skill with his melee or ranged weapon damage effectively making his attacks deadlier.

#### ***Motor skills, fine (Wind, 3)***

All the characters start with full (gross and fine) control over one of their limbs, usually the right arm.

By gaining this perk the character improves his fine coordination on one of his other (secondary) limbs. Fine movement includes using tools or machinery.

Every time the character picks this perk he must declare which limb he is improving (hand or leg).

Improving fine motor skills in one limb allows for using small tools. This grants a +1 Modifier in any skill which may benefit from using additional hands to hold precision tools like lock picking, locksmith, jewellery, tailor, sleight of hand, music (with a musical instrument) or pick pockets.

If the limb also has been trained with fine and gross motor skills is no longer considered a secondary limb for any reason. A fully trained limb grants a +2 Modifier in the *Climb* and *Acrobatics* skills for each additional completely trained limb (other than the primary).

#### ***Motor skills, gross (Wind, 2)***

All the characters start with full (gross and fine) control over one of their limbs, usually the right arm.

By gaining this perk the character improves his control over one of his other (secondary) limbs for any task that requires strength and power like punching, kicking and wielding a weapon.

Every time the character picks this perk he must declare which limb he is improving (hand or leg). Attacking with an untrained limb carries a -2 penalty to every attack. A trained limb removes penalties for attacks with that limb.

Some special attacks like grapple can also benefit from the additional trained limb bonuses.

If the limb also has been trained with fine and gross motor skills is no longer considered a secondary limb for any reason. A fully trained limb grants a +2 Modifier in the *Climb* and *Acrobatics* skills for each additional completely trained limb (other than the primary).

#### ***Instrument mastery (Air, 1)***

The character knows how to release all his music through a musical instrument.

#### ***Name of the Void (Death, 2)***

The character opens to Death magic. He gains access to Death based spells. He now can start researching and learning Death spells. The character receives a -2 level penalty to Life based spells (in addition to any other penalty).

#### ***Name of the Flow (Water, 2)***

The character opens to Water magic. He gains access to Water based spells. He now can start researching and learning Water spells. The character receives a -2 level penalty to Fire based spells (in addition to any other penalty).

#### ***Name of the Heart (Life, 2)***

The character opens to Life magic. He gains access to Life based spells. He now can start researching and learning Life spells. The character receives a -2 level penalty to Death based spells (in addition to any other penalty).

#### ***Name of the Flame (Fire, 2)***

The character opens to Fire magic. He gains access to Fire based spells. He now can start researching and learning Fire spells. The character receives a -2 level penalty to Water based spells (in addition to any other penalty).

#### ***Name of the Stone (Earth, 2)***

The character opens to Earth magic. He `gains access to Earth based spells. He now can start researching and learning Earth spells. The character receives a -2 level penalty to Air based spells (in addition to any other penalty).

#### ***Name of the Wind (Air, 2)***

The character opens to Air magic. He gains access to Air based spells. He now may start researching and learning Air spells. The character receives a -2 level penalty to Earth based spells (in addition to any other penalty).

#### ***Quick recharge (Air, 1)***

When the character picks this perk, he needs to specify a ranged weapon trait (Bow, Crossbow, Gun). The character needs 2AP less to recharge the weapon feeder. This perk can be picked multiple times but the recharge AP cost can’t be less than 1.

#### ***Quick reload (Air, 1)***

When the character picks this perk, he needs to specify a ranged weapon trait (Bow, Crossbow, Gun). The character uses 1AP less to reload the weapon using another feeder (default 10 APs). The character may pick this perk multiple times but the reload AP cost can’t be less than 1.

#### ***Race specialization (Water, 3)***

The character has an in depth familiarity with a particular race or species so he knows their unique physiology, habitat, tactics, strengths and weaknesses. In game terms, he gets complete access to the page describing that particular creature in the Monster Manual.

The character can combine his *Nature* skill with any skill check which involves that particular race (i.e *History*, *Melee* attacks, *Healing*).

#### ***Reading (Water, 1, Language)***

The character knows how to read the symbols that represent one of his spoken languages. This perk should be picked for each language the character knows.

Reading allows the character to understand and be able to use and learn from manuals and spellbooks.

This skill does not confer the ability to write.

#### ***Starting money (Death, 1)***

You may only pick this skill during character creation but you can pick it multiple times. Each time you pick this skill you gain 1d6x5gp.

#### ***Survival (Life/Water, 1)***

The character knows how to find food and water even in the most extreme terrains. He knows how to build a crude shelter in order to avoid exposure to elements. He may even make some clothing out of natural fibres. For example he might know how to make snow walking shoes from twigs and leather straps.

The survival skill allows the character to gather food with just some basic tools like a knife or a rope. The things the character finds to drink or eat may not be much appetizing. The menu will probably be spiders, ants, worms, roots, lichen, bark, weeds and maybe some murky water; but it will maintain a human alive.

Any sustenance will be enough to cover the needs of a human for one full day. The character needs to roll again the next day.

Each use of the survival skill, successful or not, depletes the surrounding area. Each additional roll after the first receives a -1 accumulative penalty. Character must move at least 200m to get into an undepleted spot.

The character may find shelter and sustenance for more people but it requires a separate roll for each one and the penalties due to depletion accumulate.

|  |  |
| --- | --- |
| Terrain Type | DR |
| Ocean/Sea | 6 (Triton) / 15 (Other) |
| Swamp | 8 |
| Valley | 4 |
| Mountain | 8 |
| Badland/wasteland/tundra | 20 |
| Forest | 6 |
| Desert | 16 |
| Glacier | 18 |
| Artic | 16 |
| Bog | 10 |
| Rainforest | 6 |

#### ***Swimming (Wind, 1)***

The character gains the Swim power. Humanoids can learn this perk up to level 2.

#### ***Taunt (Death, 1)***

Your character has a very sharp tongue. He knows how to tease and taunt anyone to the point of driving him nuts. Once in that enraged state the target character will try and attack your character forgetting any common sense.

The DR for the skill is a Death check by the target. If successful, the target character will suffer a penalty in all his actions equal to your skill result Modifier.

#### ***Tracking (Earth/Water, 1)***

The character knows how to read small clues in order to determine where a target is going. A broken branch, a small depression where a foot crushed some blades of grass, some color change in a rock where dust have been brushed off, every mark is like an open book to the tracker that tells him what his prey did.

The DL for the tracking attempt is 20. Rolling a successful check will give the character a very accurate sense of direction of the target. A failed reading will send the character off the trail but it will take about 1 minute per difference point for the tracker to realize his mistake (i.e. if the difficulty was 20 and the tracker rolled a 15 it will take 5 minutes for the tracker to realize his misread). Still, the tracker can go back to his last known point and try to find the track again with a -5 penalty.

There is no telling how often the character must make a check as it depends on the movement speed of the tracker and the target. The GM must make a fair judgement depending on the adventure situation.

If there is more than one tracker in the group, each one can make a separate roll and discuss the results or one may add his default skill bonuses to the other.

Some modifiers should apply to the check.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| For each clear day | +1 |
| For each rainy day | +2 |
| For each snow day | +5 |
| Target covers his track | Result Modifier |
| Gravel | +2 |
| Solid stone | +5 |
| Use hunting dogs | -5 |
| For each additional reading of the same clue | +2 |

A tracker can jog or run while tracking but he is not allowed to sprint.

If the target is trying to disguise his tracks, his *Tracking* skill result bonuses are used as a penalty against the tracker however he can’t move faster than running.

The target may attempt to completely cover his tracks by carefully stepping in some places or avoiding breaking any branches. In that case the DR for the tracking attempt is equal to the target *Tracking* skill result. However, in this case, the target can only jog.

**Combine with:** *Nature, Geography*

#### ***Weapon fluorish (Air, 1, Weapon use)***

The character has learned to do tricks and impressive manoeuvers with a weapon type he knows to use. The character can do fancy displays as if his weapon skill were 5 levels higher.

This display is purely to impress those not trained with the weapon and does not provide any Modifier in attack or defense. Any other character whose weapon skill rank with that particular weapon type is equal or higher than the total weapon fluorish rank (skill rank + 5) can see right through the deception and knows the character is not really as skilled.

#### ***Weapon mastery (Fire, 2, Weapon specialization)***

The character has become one with a very particular weapon. Usually an ancient heirloom or a weapon he carries since he started his adventures.

The character has gotten so used to that particular weapon that it becomes an extension of his body. The APs cost to use the weapon is reduced by 2.

A mastered weapon should be assigned a name and treated like a very important item, almost a character. It is recommended the GM allows the character to improve the weapon, i.e. adding a coat of diamond dust, taking it to dwarves to reforge the blade etc. The benefits of those improvements are decision of the GM.

The character may master more than one weapon. If the character loses the mastered weapon he loses the benefits of this perk.

Thrown weapons can be mastered, however the character may need to retrieve the thrown weapon after combat to avoid losing it.

#### ***Weapon specialization (Fire, 2, Weapon use)***

The character learns how to use a specialized weapon from one of the weapon types he already knows how to use. For example, if he knows how to use *Swords* then he can learn a specialized form like a rapier, sabre, katana, scimitar, etc.

The AP cost of using such weapon is reduced by 1.

This perk can be learned up to 5 times. This perk cannot bring the APs to use a weapon to less than 3.

#### ***Weapon grapple (Air, 2, Weapon specialization)***

If the character is using a chain or whip weapons, he may decide to wrestle the target at a distance.

The attacker has no bonuses from any Motor skills and the “damage” used to compute the strength of the lock is equal to the material quality.

If the target is strong enough he may decide to break the weapon material by doing a strength check.

#### ***Whip specialization (Air, 2, Weapon specialization)***

The character can use the whip as an extension of his hand. He can grab and release things within the weapon reach. A whip attack is required to match or beat any DR imposed by the GM.

#### ***Writing (Water, 1, Reading)***

The character knows how to draw the symbols that represent one of his spoken languages in a textual form. He also learns how to use proper spelling and punctuation.

The character is limited by his current knowledge of the language. He can work as a scribe or a secretary provided he has a good language knowledge.

This perk should be picked for each language the character knows. The *Reading* perk must be selected before or at the same time as the *Writing* perk.

Writing is required if the character wants to write his knowledge to manuals or spellbooks.

## Powers

A power is a very special perk. The character won’t gain this kind of perks from studying or training. Those are very special gifts your character possesses and may be gained by racial traits or as rewards from the GM.

If a campaign with godly or superpowers is being run then the character should be allowed to pick his powers at will as with any other skill or perk.

Powers are constantly active without the need to concentrate, invoke them or use mana to maintain them. They remain active even if the character is unconscious. They can’t be activated or deactivated, they are just part of the character.

#### Blink (Air, 1)

The character can change its location at will to any place within 5m per Blink rank. Each time he relocates he must pay 1 mana point and 2 APs regardless of the distance.

He doesn’t need to see his destination but needs to appear in a space which contains some fluid like water or air. If he appears in an area which contains some non-fluid material he will fuse with the material and die.

The character may carry anything he would carry normally in a light level. Carrying more weight requires a higher level of the Blink power. For each weight level over light load the character needs to devote one level of blink to handle the added weight thus limiting the distance. For example, with a *Blink* rank of 4 the character can jump 20 metres in any direction with a light load or he can jump just 5 metres but on a power load. The move is still considered a stress move with additional weight for purposes of computing the activity periods. He can carry one or more persons with him provided they are willing and their weight is inside the character load capacity.

The character can appear at any location even mid-air. He can choose to carry the same velocity and momentum as he had before the jump, change the direction, or completely suppress any movement.

Cancelling the momentum means he resets any speed to 0. He can stay in mid-air given a blink is executed just when gravity is starting to pull the character down.

Keeping the momentum means he can start his attack at one location then just when the hit is going to land he can jump next to an opponent. The target gets a -10 penalty on any defense action unless he has declared his defense as a ready action (i.e. the moment he blinks I jump to the side), in which case he only gets a -5 penalty.

Change the direction means he may be running in one direction then he may do a perfect 180 degree turn and continue running with no loss of speed. For the character the new direction is just a continuous line.

Damage Resistance (Earth, 1)

Your body can withstand certain type of damage. You have to specify one of the damage types available (physical, fire, acid, electrical, poison, etc).

Any damage from such source is effectively reduced by 1 point per rank regardless of being a one-time damage or a constant damage each round. This resistance is constant and active even if the character is sleeping or unconscious.

If a character also has the Element Resistance power, the spell effect is reduced first. The remaining damage (if any left) is then reduced by this power.

Echolocation (Intelligence, 1)

Your character can “see” things in complete darkness by using a system similar to bats sonar system. You emit some constant low clicking sound with your tongue which rebounds in all objects in the area allowing you to create a map of your surroundings.

The “light” condition you get is considered low light. If the room is crowded then you are considered to have low light level. This may be worse depending on the noise level. During a battle you are considered to have low light conditions for the purposes of using ranged weapons.

You can use your Detection skill to “see” immobile creatures or people hiding in shadows.

#### Element Resistance (Earth, 2)

The character is resistant to all magical ***effects*** from one element of choice for good or bad. Only the effect portion of the spell is considered. Not the range, area or duration.

The effect is just reduced by a number of levels equal to the element resistance power level. The base spell effect is considered level 1. If the final effect level is less than 1 then the character just ignores the effect completely.

In other words, the magic user would need to increase the effect of the spell by adding a number of mana points equal to the element resistance of the creature.

Note that this resistance is for the character only. The character does not absorb or reduces the effect for others. If the spell has an area effect then any other creature in the spell area will be affected normally.

#### Enlarge (Life, 1)

The character grows one size category. All attributes related to the size including strength, weight, AP costs and movement speed are altered and increased to the average of the new size category.

Fire points are increased relative to the average strength difference between the original and final size. For example, a medium size 2 creature has an average strength of 3 while a gigantic size 10 creature has an average strength of 15 so there are 12 points of difference. If a human with strength 5 is enlarged to gigantic size he will gain 12 points of strength for a final strength of 12+5=17.

Insects start as size -1 so growing an insect 3 times will take them to medium size. Insect strength is 4 times the average for its size and its armor gains a +1 soak Modifier per size increase.

Read table 2-7 for more information on size.

#### Enhanced Attribute (1)

The character improves one of its attributes by one point.

#### Fast Learner (Water, 1)

Your character learns faster than normal. On every level he gains he receives one additional character point per Fast Learner level. This character points are not aligned with any element so the character may use them to learn any skill, perk, power (if available) or spell he prefers regardless of the skill elemental alignment.

#### Fast Healing (Life, 1)

The character injuries heal at a faster rate.

The character healing speed doubles for each level of *Fast Healing*.

Read more on the *Healing damage* rules in Chapter 6.

In addition, the character threashold for dead is greatly increased. For each level in this power the character may add his Life attribute to the minimum threshold before dying.

For example, a level 10 character with Life attribute of 4 and 5 levels in Fast Healing receives enough damage to take him to -30 health. As a level 10 character, his normal dying threshold would be -10 -10 = -20. However Fast Healing provides an additional 4 (Life) x 5 (Fast Healing level) = -20 points so the character can resist damage down to -40. This means the character is still alive and can start healing.

#### Fly (Air, 1)

The character can move in the air naturally as walking. Flying follows the same rules as walking, running and sprinting (read Walking and running rules in chapter 6). The first time the character gains the Fly power he gains s flying step as 0.25 times his normal step size. Each additional time the character takes this power his base flying speed doubles.

|  |  |
| --- | --- |
| Fly level | Step Multiplier |
| 0 | 0 |
| 1 | 0.25 |
| 2 | 0.5 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 8 |
| 7 | 16 |
| 8 | 32 |
| 9 | 64 |
| 10 | 128 |

The character may use the running or sprinting actions while flying to increase his speed.

#### Hold breath (Life, 1)

Your character is able to go on for longer without breathing. Each rank in this power effectively increases the time the player can go on without breathing by one round.

#### Low light vision (Death, 1)

The character can see normally in low light conditions. For each rank in this power the light conditions for your character is considered one level higher. i.e. Normal is considered Bright and very low light is considered low light.

#### Long life (Life/Death, 1)

The character has a longer life span. Each time this power is taken the character maximum life span doubles.

#### Multipresence (Death, 1)

The character can create duplicates of himself at will. Each duplicate is exactly as the original character and possesses all the attributes, memories, skills and perks as the character. There is no difference between the character and the duplicates; each one is the original character for all purposes. Indeed each duplicate also possesses this power so it can, in turn, spawn new duplicates.

Even if the duplicates spawn new duplicates, the total maximum number of existing duplicates is equal to the character Multipresence rank (plus one counting the original character).

The character (or duplicate) can generate a new duplicate by concentrating one round; the copy appears next to the character. Any observer sees the character separate in two, no gross separation, the character just walks away from himself and the next instant there are two copies of the character. Equipment is not duplicated. The duplicate is naked when created (or with very basic equipment at the discretion of the GM).

When the character decides to spawn a duplicate he must allocate a number of his own HPs to the new avatar. The number of HPs can be selected at will but once set they can’t be changed. A duplicate with 1HP can’t spawn more duplicates.

For each existing duplicate (other than the original character), every other duplicate including the original character suffers a -1 penalty in all skill checks.

If one of the copies is killed, his HPs are lost and the penalty becomes constant. Effectively a part of the character dies with the duplicate.

All the duplicates share the same consciousness so each one immediately knows what the others learn no matter how far away are the duplicates. This also means all share a single XP pool; if the character breaks into 5 duplicates to fight a single opponent each one will receive 1/5 of the XP.

Merging is similar to spawning a duplicate. The duplicates must stand together then walk into each other. The merging takes one round and at the end the HPs of both copies are merged and the penalty for the duplicate is removed from all the remaining duplicates.

#### Teleport (Air, 1)

The character can relocate a distance of up to 1 km per power rank. Each jump costs 2 mana points plus 20 APs regardless of the distance. The 20APs represent the sickness the character feels when he arrives at his destination.

The character needs to know his destination (by memory or seeing It remotely using a spell). The character can’t teleport to a place he doesn’t know even if described in detail.

The character may carry any weight up to his power load with him.

The character can carry additional creatures but the creature needs to be willing to teleport and he needs at least one power level per creature (plus 1 for himself). Also the cost is increased by 2 for each creature. For example, a character wants to carry with him a knight (size 2) and his horse (size 4). So he needs at least a power level 3 (1 for the character, 1 for the knight and 1 for the horse) and he needs to pay a total of 6 mana points for the jump. Each character is the jump has to pay the 20APs for the travel sickness.

#### Run (Air, 1)

The character increases his land movement speed. Each level in the *Run* power doubles the character base speed.

**All characters are considered to start their adventure life with the *Run* power at level 3.** This basically means the character can move at his normal speed while on land.

Each additional level in Power Run doubles the speed the character can move while walking, running or sprinting.

|  |  |
| --- | --- |
| Run level | Step multiplier |
| 0 | 0 |
| 1 | 0.25 |
| 2 | 0.5 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 8 |
| 7 | 16 |
| 8 | 32 |
| 9 | 64 |
| 10 | 128 |

#### ***Swim (Air, 1)***

The character learns how to move in water. Swimming follows the same rules as walking, running and sprinting (read Walking and running rules in chapter 6).

The first time the character gains the Swim power he gains a swimming step as 0.25 times his normal step size. Each additional time the character takes this power his base swimming speed doubles.

|  |  |
| --- | --- |
| Swim level | Step multiplier |
| 0 | 0 |
| 1 | 0.25 |
| 2 | 0.5 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 8 |
| 7 | 16 |
| 8 | 32 |
| 9 | 64 |
| 10 | 128 |

The character may use the running or sprinting actions while swimming to increase his speed.

#### Water breathing (Life, 1)

The character can breathe water as easily as he breathes air. At the GM discretion the character may develop some physical alterations (i.e. gills), the location completely as the player desires (neck, armpits, torso).

## Character Paths

When the character levels up, the player can select any skill or feat that he thinks will benefit the character. He can pick some skills here and there and become a jack of all trades or he can narrow down his selection and build a specialist character.

The following templates are designed to aid in the development of some popular archetypes in many fantasy settings.

### Warrior paths

Warriors are characters that devote their time and skill to study the art of war. To this end they hone their bodies, specialize in weapon use, learn tactics and how to use terrain in their favour.

A warrior is a master in the art of war.

#### Barbarian

Barbarians are warriors that come from regions most people call “uncivilized”. From the other side barbarians call civilized people fools and ignorants.

Barbarians prefer using their raw strength in physical melee combat.

**Preferred attributes:** Fire, Life.

**Preferred skills:** Melee, Accuracy, Hunting, Tracking.

**Preferred perks:** Weapon specialization, Weapon mastery (bastard swords, battle axe and maul), Bodybuilding, Improved health, Increase attribute (Fire, Life, Earth).

#### Gladiator

Gladiators are the artists of the gladiatorial arena. They specialize in flowing combat and flashy manoeuvres in order to entertain people. They consider fighting an art, the arena their theatre and each combat a performance. They enjoy the cheers and applause of the people in the stadium as much as an actor during a play.

Gladiators try to learn how to specialize in as many weapons as possible but rarely master one single weapon.

**Preferred attributes:** Fire, Air, Death.

**Preferred skills:** Melee, Acting, Performance.

**Preferred perks:** Weapon fluorish, Weapon specialization, Bodybuilding, Fitness.

#### Ranger

Rangers are warriors of the wilderness. They are highly attuned to a particular terrain and will benefit while fighting on that ground. In addition they usually pick a natural enemy and gain bonuses against that particular enemy.

Rangers learn how to handle animals and in some cases they might benefit in taking some levels in spell casting skills.

**Preferred attributes:** Life, Earth, Death.

**Preferred skills:** Melee, Accuracy, Geography, Animal handling, Weapon use.

**Preferred perks:** Weapon specialization, Fitness, Race specialization (natural enemy), Familiar terrain, Home terrain, Name or the heart.

#### Swashbuckler

Swashbucklers are the heroes of romance and gallantry. They may take the most dangerous missions and face the most overwhelming foes but, in the end, their objective is to get the girl.

Swashbucklers specialize in light swords like rapiers as they can be used for flashy manoeuvres to impress the ladies. But of course they know the best weapon to defeat their opponents and to conquer the ladies heart are smart words so they have a tongue as sharp as their swords.

**Preferred attributes:** Air, Death.

**Preferred skills:** Melee, Rhetoric, Fast talking, Acrobatics, Taunt, Weapon use.

**Preferred perks:**, Weapon fluorish, Weapon specialization, Weapon Mastery (rapier, stiletto), Etiquette.

#### Warlord

Warlords are commanders of the battle fields. They usually start as warriors but specialize in geography, tactics and history.

**Preferred attributes:** Fire, Death.

**Preferred skills:** Melee, Command, Tactics, Geography, History, Weapon use.

**Preferred perks:** Weapon specialization, Increase attribute (Death), Familiar terrain.

#### Warrior

Warriors are characters that devote their time and skill to study weapons and improve their bodies. Their objective is to defeat other warriors and be renowned as the best of the land. They make a living as mercenaries, bodyguards and heroes for hire.

**Preferred attributes:** Fire, Air. A higher Earth attribute is also desirable as it will help achieving higher skill levels which may turn the warrior into a more dangerous opponent.

**Preferred skills:** Melee, Accuracy, Weapon.

**Preferred perks:** Weapon mastery, Weapon specialization, Fitness.

### Rogue paths

Rogues are smart and cunning people who make their living from those not as smart or cunning.

Rogues are usually commoners who have learned how to survive in the unforgiving streets by performing on a corner, lightening the purse of innocent bystanders or entering houses to steal some valuables. The rogue main concern is to survive even when their actions may be morally questionable.

#### Con-Artist

Con artists specialize in trickery and scams. They learn how to disguise and pose as a different person, forge documents and signatures and how to mingle with any social class.

Con artists usually operate behind, under and hidden from the law, but they are sometimes hired by governments to work as spies. Once they gain access to some premises (by forging invitations or permits) they can use stealth to move undetected and gain access to restricted areas of the building.

**Preferred attributes:** Air, Water, Death.

**Preferred skills:** Disguise, Acting, Forging, Pick locks, Stealth, Rhetoric, Weapon use.

**Preferred perks:** Etiquette, Fast talking, Writing, Forgery, Increase attribute(Air).

#### Bard

Bards are masters of entertainment. They learn how to use a musical instrument, sing, act, perform street magic, juggling, rope walking, stand up comedy and, in general, any act that will entertain crowds and make them part with some shiny coins. The best bards are invited to perform in noblemen parties and even get in favour of kings or queens.

Some bards learn how to use some Air magic to create illusions and displays of light during their presentations.

Of course, if business is bad, picking a pocket or two sometimes help.

**Preferred attributes:** Death, Air or Earth depending on the act the bard is specialized in.

**Preferred skills:** Streetwise, Sleight of hand, Rhetoric, Singing, Acting, Acrobatics, Taunt, Juggling or any act that the bard wishes to specialize in. Weapon use.

**Preferred perks:** Fast talking, Name of the wind, Reading, Weapon fluorish.

#### Thief

Thieves are masters on how to relieve their customers of their *excess weight* while they are distracted or sleeping.

Thieves learn how to pick a pocket, open locked doors, move without a sound not to wake up the habitants of a house, and, of course, they know the people who will pay them well for the ill acquired goods.

Knowing how to use a couple handy weapons won’t harm either but thieves prefer short blades that won’t get in the way, won’t rattle and are easy to hide. Thieves also prefer how to use light and flexible armor instead of metallic armor as they are too noisy and restrict free movement.

**Preferred attributes:** Air, Water.

**Preferred skills:** Open locks, Sleight of hand, Stealth, Streetwise, Melee, Weapon use.

**Preferred perks:** Weapon specialization.

### Arcane paths

Spellcasters specialize in magic to bend reality and achieve their purposes. Some of them are natural spellcasters, but most of them spend a lot of their time researching arcane spells in ancient tomes hidden in dusty libraries, but sometimes that research takes them into an adventure that may lead them to hidden and forgotten wisdom.

Spellcasters in cities organize in rigid societies that control and audit their members so that they don’t abuse from their magical powers.

#### Enchantress

An enchantress is an spellcaster who specializes in charm and mind control spells. They prefer hiding in the background and use other people as pawns in a real life chess match.

**Preferred attributes:** Death, Water.

**Preferred skills:** Rethoric and logic, Manipulation, Language, Acting, Water spells.

**Preferred perks:** Improved mana, Name of the flow, Etiquette, Reading, Writing.

#### Illusionist

An illusionist specializes in creating tricks of sound and light to awe and confuse their opponents. Air spells can’t be written down so illusionists don’t care about skills to help them create speelbooks. In turn they specialize in languages so they can pick up tales, legends and spells from fellow illusionists.

**Preferred attributes:** Death, Air.

**Preferred skills:** Disguise, Sleight of hand, Stealth, Language, Air spells.

**Preferred perks:** Fast talking, Name of the wind, Improved mana.

#### Necromancer

Necromancers are probably the most misunderstood and feared of all wizard classes. The layman looks them as madmen playing with life and death.

While it is true necromancer experiments may seem a little extreme, their final objective is to learn about the human body and how to fix all ailments and diseases. A necromancer works for the greater benefit of all the humankind.

In their quest to such vast knowledge they usually have to play within the limits between life and death. This is severely against ethics of many people and religions.

Necromancer laboratories are usually full of books on anatomy and jars full of body parts.

**Preferred attributes:** Death.

**Preferred skills:** Language, Death spells, Healing, Herbalism, Engineering.

**Preferred perks:** Increase attribute (Death), Name of the Void, Increase attribute (Death), Improved mana, Reading, Writing, Illustrator, Medicine.

#### Wizard

This is as stereotypical as it gets; the wizard from night tales; the old man with a long white beard, pointy hat and long robes full of arcane symbols, always studying ancient tomes, writing notes with a long quill and their fingers black with ink while occasionally peeking at his crystal ball.

And his black cat of course, smarter than some humans.

The wizard objective is to unlock the powerful secrets from the past.

**Preferred attributes:** Earth, Death.

**Preferred skills:** Languages, Illustrator, History, Geography, Rhetoric and logic.

**Preferred perks:** Reading, Writing, all naming perks.

### Mystic Paths

Divine entities or powerful mystical forces guide the destinies of men and using characters as game pieces in their larger-than-life schemes.

This section describes some paths to be considered if a player decides to create a character as a follower of one of those higher level entities.

Just for simplicity of the rules, the term *divinity* may be used just as a name holder for any entity or mystical force the character chooses to follow even if the entity is not a divinity in the proper sense. It may be an angel, a demon, or any other entity with powers far above of the common human being.

Characters taking some mystic path will be required to accept the requirements imposed by their divinity and demonstrate undying loyalty and unquestioning sacrifice. Mystics are required to follow all the precepts of their divinities and priesthood and spread their teachings and wisdom. Thus, a mystic MUST learn skills that they deem necessary to succeed on such a task.

As a basic rule, every time a mystic of goes up one level, he must devote at least half of his character points (rounded up) to learn skills appropriate to their divinity ethos. They are also expected to spend at least two thirds of any money they earn helping others to become followers of the divinity, building shrines or, in general, any action that will help spreading the belief on the divinity across the land.

In exchange for their dedication, each divinity provides his followers with some special perks like spells, feats, or other unique powers.

Those benefits all depend on the character commitment though. Should the mystic fail to their divinity in some way (and the GM is encouraged to make up some interesting situations from time to time in order to test the character devotion and loyalty) then his powers are lost and he will be banned, shunned, vilified, hunted - or worse - by their fellowship brothers until he atones and gets back into the grace of the divinity.

#### Clerics and priests

Clerics are devoted followers of a *real* divinity. In this context, *real* is defined as a divinity known and revered by many people in many lands. Kingdoms and countries usually accept those established divinities.

Clerics travel the land trying to teach other people the knowledge and ethos of their deities by word and example. They usually carry an item, a *holy symbol*, near them which is used as a focus to channel their god powers. This item is usually a symbol of the god or some object which the followers of the god attribute some holy dimension. Holy symbols are sacred to the cleric.

For example, the priests of Luthe, the god of music, believe that all musical instruments are manifestations of the god himself and the blessings of Luthe come through the music. They are expected to bring music to people’s everyday living. They play lively tunes in the morning to wake people up, cheerful tunes at the pubs when everybody comes back from work to relax, romantic songs during weddings and mourning music during funerals or encouragement songs to cheer up sick people in the hospitals.

Priests of Luthe preach with songs. Their songs bring wisdom and comfort to their listeners. Sometimes more than one priest of Luthe may gather at the same joint with a resulting cheerful party.

So, priests of Luthe are expected to learn music, how to perform in public and specialize in diverse musical instruments. They also may benefit in learning how to sing, hot to act, how to talk, some history and, in general, how to give a good presentation. Finally, to go up in ranks through their priesthood they must learn how to craft their own instruments with their own hands using any material.

In return, Luthe will provide their followers with charming, blessing and healing spells that they may impart to all their listener through their music.

An example situation to test Luthe’s priests faith would be to make an adventure around a musical instrument that puts people to sleep. This instrument is in in hands of an evil bard who has put a full village to sleep. In order to wake up the people before they starve to death they must destroy the musical instrument. As the instrument is the representation of his god, how will the priest of Luthe react?

Most templates presented previously as *character paths* can be used as base for priests of different gods. A bard might do an excellent priest of Luthe while a Warrior might do an excellent follower of Palas (a Paladin).

Just be careful, even when players might be tempted to create a character and just add the divine path to gain bonuses, the player must remember that being a follower of a divinity comes with heavy restrictions and failing to please the god will come with heavy penalties as well. The GM is encouraged to test the priest faith from time to time.

The benefits gained for such devotion depends on the god. For example access to certain spells without having to research them, higher maximum skill levels, accesing some perks or skills as if they were related to other element (i.e. buy melee weapon skills using Air character points), increased power for certain spells, additional mana points, higher skill in some weapon and so on. All depends on the god (and the GM) generosity.

For more information on divinities, requirements for their priests and powers read Chapter 13: Divinities.

#### Cultist

Cultists are very small groups that gather in sects or cults to invoke an extra planar entity. This entity may be good or evil and may require some kind of periodic (daily, weekly, monthly) offering or sacrifice.

In exchange for those continuous offers, the entity will share some knowledge, counsel or favour from time to time. Minor things like teaching the cultist a new spell when he reaches a level or show someone in the other side of the earth may be considered by the entity as normal and part of the everyday offering, but some major requests (i.e. Bazubu! Come and fight my enemies!) will probably incur of some kind of extra offering to repay for the service.

Each time the player requests some favour from the creature, the GM will take control of the creature and will roleplay the creature as he wishes. The GM can create this extraplanar creature as his own game character. This creature has a free will and he can decide his own actions. The creature is usually level 20 or higher.

While the GM has the full control of the entity, the relation of the entity to the cultist is stated by the cultist when his character is created. Maybe the creature is held against his will by some magic, magical artefact, or maybe it has somehow befriended the cultist. All the details will affect how the entity interacts with the cultist. Indeed this relation can change with time as the character evolves.

For example. Aiuniar has befriended an angel. The angel appears in Aiuniar dreams and they will play games or explore in dreams. The angel can teach Aiuniar many spells that cannot be found in libraries, but in exchange he asks from Aiuniar to do some tasks helping people and saving lives.

But, as time passes, Aiuniar feels he is being cheated by the angel and getting the bad side of the bargain, so he demands the angel to teach him even more powerful spells. As the angel refuses to accept the new terms, Aiuniar uses an ancient ritual to bind the angel and prevent him from leaving. The angel is now an enemy of Aiuniar and will probably accept to perform some tasks (and still requests some kind of retribution) but may plot behind Aiuniar seeking some way to break the cultist control and punish the human that insults him this way.

Aiuniar on his side needs to redraw all the symbols which bind the angel every day using blood. This requires a lot of fresh blood from uncertain sources and that may bring attention from local authorities.

Whenever the cultist requests a favour from the entity, the GM is free to set a price for the favour and the PC must decide if he wishes to pay the required price for the favour. If the PC decides not to pay then the transaction is not concluded and the favour is not granted.

The way the transactions take place depends on the GM, it may be a wave of a wand or a ceremony with robed cultists chanting mystical words in an altar. The GM might like to improve the entity mood and reduce the prices if the ceremony is more dramatic, after all, the entity may be very proud and feel important.

Should the cultist insult the entity in any way, the entity will seek revenge. It will actively plot to take the character down and will take its time because they know if they can’t have revenge while the cultist is alive, they will get their revenge in the afterlife. The entity is eternal, but the flesh of the cultist is not.

Cultists usually have to develop his skills and perks around the requests of the entity. It might be a good idea to have the entity play a part in the character creation and development process.

#### Druids

Druids are members of ancient societies that devote their life to protect nature against technological invasion. Druids will help and protect all people who respect nature but will become powerful enemies of those who want to destroy and bend nature to their will.

While clerics and cultists believe and receive their powers from deities or extraplanar entities, druids affinity with nature provides them with unique perks not available by any other character.

Like wizards, druids spend most of their time studying the nature of their terrain. However, instead of books, they learn to read the nature and use plants and animals to work their magic. In a way, the land is the druids’ library.

Druids specialize in a terrain of choice and they learn how to use such a terrain and all the creatures and plants to their advantage. They learn how to command animals to act as their armies and the most powerful druids can even call the help of elementals and forces of nature.

Members of the druidical societies come from different races and even orcs and trolls have been found between their members. One druid is usually assigned to one geographical feature (a beach, a mountain, a forest, a rainforest, a swamp, etc). However, if the area is too large to be taken care of by a single druid, then more than one may be assigned to the same feature.

Druids report to a master druid on that particular terrain type. The master druids report to a High Council which is led by the High Druid. The location for the meetings of the High Council of druids is always a secret only known to members of the council.

While druids are usually assigned to an area, some druids are free to wander the land and help other druids in their tasks if possible.

Druids will never come close to a city as they consider such places as the most filthy and malign places on earth. Indeed, they consider all things created by technology as tainted so they will never use metallic weapons or armor. Druids dress with elements they find in their assigned terrains (hides, plants) and encounters with half-naked druids aren’t that uncommon.

Even while druids stay away from the civilization, they know that people crave for gold, gems and treasure and will use any treasure in their lands to work their schemes if necessary.

Should any druid break their pact to take care of the land, they will be hunted by fellow druids and creatures and plants won’t accept the druid commands or magical summons at all.

**Preferred attributes:** Earth, Life, Death.

**Preferred skills:** Geography, Animal handling.

**Preferred perks:** Race specialization(enemy), Familiar terrain, Home terrain, Naming of an element depending on their preferred terrain, i.e. Life for a forest, Fire for a volcano, Earth for mountains, Death for a bog, and so on.

**Powers:**

While in a familiar terrain or home terrain:

1. Move at twice his speed, this in addition to the bonuses granted by the familiar or home terrain perks.
2. He can build and command an army of as many levels of creatures as his command skill control value. Creatures can be mixed, but the sum of the level of all the creatures must not exceed the control value. The army can be built in his home terrain only but after that it will follow the druid to any terrain familiar to the druid.
3. He has a personal guard of creatures of as many levels as his command skill score. The creatures can be mixed but their total level cannot exceed the level of the druid. He can use any of those creatures as his mount.
4. He can communicate with any creature in his terrain.
5. Any potion will have twice its effect.

Leaving his familiar or home terrain will deprive the druid of those powers, but the druid can learn more terrain perks in order to extend his familiar areas.

# Chapter 5: Money and equipment

An experienced and skilled character will know what to do on every situation, but the most experienced characters know that each situation requires the proper equipment.

This chapter is about money, materials, equipment, and how to craft new items using your skills.

## Money

Currency is the base of the economy. There are four types of coins (or pieces) which are used in everyday trade: bronze (bp), silver (sp), gold (gp) and titanium (tp). The conversion between coins is 100 bp = 1 sp; 100 sp = 1gp, 100 gp = 1tp.

Table 5-1 : Coin exchange rate

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | bp | sp | gp | pp |
| Bronze piece (bp) | 1 | 1/100 | 1/10000 | 1/1000000 |
| Silver piece (sp) | 100 | 1 | 1/100 | 1/10000 |
| Gold piece (gp) | 10000 | 100 | 1 | 1/100 |
| Platinum piece (pp) | 1000000 | 10000 | 100 | 1 |

A single coin weights about 10g, so 100 coins can be produced from 1kg of metal.

### Starting money

Characters start their adventurer life with 1d6gp which represents their life savings, heirloom, sale of cattle and property, etc.

This money can be used during the character creation to buy any equipment the character sees appropriate. The equipment may be of any material average for the setting (usually steel) and of standard quality. The GM has the last work on the quality of goods available.

The prices provided in the tables through all this chapter assumes standard average prices as found in a standard average sized city.

### Wages

A good salary for a *month* of work in an average sized city is equal to 10sp. This is the salary for a good professional, like an engineer a personal guard or a very good gardener. It is also a normal salary for a contractor, like a mercenary, for a couple of weeks. This is the average middle class income.

The minimal wage is 10 times lower, about 1sp per month. This is the salary for an entry level (green) soldier, a kitchen help or a tailor apprentice.

A high level professional, banker or politician is ten times the base salary, about 1gp for a month of work.

### Economy size (Advanced)

If you want more complexity in the economy, you may rule that prices vary from place to place. Use table 5-2 to get a multiplier to apply to all prices depending of the location.

In a large city you will be able to find more variety of materials and highly skilled professionals but their services will cost more (and will be higher quality). In the other hand, hamlets or villages will have fewer items or professional services and will usually be lower quality.

Table 5 – 2 : Economy size

|  |  |  |
| --- | --- | --- |
| Type | Population | Price Multiplier |
| Hamlet | 100 | x0.2 |
| Village | 1000 | x0.4 |
| Town | 10000 | x0.6 |
| City | 100000 | x1 |
| Capital | 1000000 | x2 |
| Megacity | 10000000+ | x4 |

This is just a generalization. You may find very high quality items crafted by incredibly skilled specialists in a hamlet and you will pay a fraction of what you may pay for the same work quality in a city. Smart traders can make their living by buying exceptional trade goods in villages on the cheap and selling them in the big cities where they can fetch huge prices.

## Materials

Items are built using materials. Swords use metal, bows use wood, cloth uses fabrics. But then, it is possible to make a wooden sword or leather pants. The material system provides information about a few material characteristics.

### Material Categories

Every material is related to one material category. A material category groups together materials with similar material properties. For example, iron, silver, gold are in the metal category and wood, cedar, ash are woods.

Table 5-3: Material categories

|  |  |
| --- | --- |
| Category | Base Hardness |
| Gemstone | 12 |
| Metal | 10 |
| Wood | 8 |
| Nature | 6 |
| Leather | 4 |
| Fabrics | 2 |

While there may be multiple metals in the metal category, each one can be picked apart by quality. For example, a gold coin is not the same as a bronze coin; leather is harder or softer depending on the animal; woods are lighter or harder depending on the tree.

The base hardness gives an indication of how strong is an object built with a material but particular materials can have higher values.

### Material table

It is not possible to make a list of all elements and materials in the world. The following table list some common materials by name, quality and price per measure unit.

To create a specific material, set the material quality comparing it with other values in the same category.

In order to simplify pen and paper gameplay, the prices have been truncated for easier printing.

**If you are using the Warscale web tools the prices might be slightly different.**

#### Fabrics and ropes

Fabrics are made of woven threads of fibres of animal, vegetal or synthetic origin. They are flexible and can be very resistant depending on the fibres.

Table 5-4: Materials - Fabrics

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Category | Price | Qty | Modifier | Hardness |
| Jute | Fabric | 2bp | 0 | 0 | 2 |
| Hemp | Fabric | 4bp | 5 | 1 | 3 |
| Wool | Fabric | 8bp | 10 | 2 | 4 |
| Cotton | Fabric | 16bp | 15 | 3 | 5 |
| Cashmere wool | Fabric | 32bp | 20 | 4 | 6 |
| Angora | Fabric | 64bp | 25 | 5 | 7 |
| Silk | Fabric | 128bp | 30 | 6 | 8 |
| Spandex | Fabric | 256bp | 35 | 7 | 9 |
| Sea silk | Fabric | 512bp | 40 | 8 | 10 |
| Kevlar | Fabric | 1024bp | 45 | 9 | 11 |
| UHM Polyethilene | Fabric | 2048bp | 50 | 10 | 12 |
| Carbon Fabric | Fabric | 4096bp | 55 | 11 | 13 |
| Spider silk | Fabric | 8192bp | 60 | 12 | 14 |
| Graphene Fabric | Fabric | - | 100 | 20 | 21 |

The price given in the table above corresponds to 1 sqm of fabric with a weight of 0.5kg/sqm.

Fabrics can be woven in a lighter thread giving away hardness, and weight but gaining quality (and bonuses).

Each point reduced in hardness increases the quality of the fabric by one point. Price of the fabric is increased as per the new quality value.

For example, silk can be taken from hardness 8 to hardness 3 and turned into a quality 40 fabric with a +7 quality Modifier. This silk fabric is thin and very light making for excellent quality fabric for a dress or shirt.

Fabrics can be used for scrolls and spellbooks.

Ropes can be threaded by twining the fibres into longer and stronger fibres. Threading increases the resistance of the fibre allowing it to pull more weight. Rope thickness is measured in millimetres. For each 30m of rope:

**Rope price = Fabric Price \* thickness \* thickness**

**Carry weight (kg) = Hard \* Hard \* thickness \* thickness**

**Weight = 2 \* thickness / 10**

**Hardness = Fabric hardness+1**

Examples:

30m of 10mm hemp rope costs 4sp (4bp\*10\*10), can carry 900kg (3\*3\*10\*10) and weights 2kg (2\*10/10).

30m of 4mm silk rope costs 2gp (128\*4\*4), can carry 1024kg (8\*8\*4\*4) and weights 0.8kg (2\*4/10)

The two example ropes above are the most common types for adventurers, however there may be cases where a stronger rope is required, for example binding the hands of a giant will require thick and strong ropes.

A rope is one point harder than its base fibre for all purposes. This hardness makes it more resistant to damage.

#### Gemstones

Gemstones are pieces of minerals which are worked or polished to improve their value.

Table 5-4 (cont): Materials - Gemstone

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Category | Price | Qty | Modifier | Hardness |
| Agathe | Gemstone | 50bp | 0 | 0 | 12 |
| Amethist | Gemstone | 1sp | 5 | 1 | 13 |
| Jade | Gemstone | 2sp | 10 | 2 | 14 |
| Turquoise | Gemstone | 4sp | 15 | 3 | 15 |
| Sapphire | Gemstone | 8sp | 20 | 4 | 16 |
| Ruby | Gemstone | 16sp | 25 | 5 | 17 |
| Amber | Gemstone | 32sp | 30 | 6 | 18 |
| Topaz | Gemstone | 64sp | 35 | 7 | 19 |
| Emerald | Gemstone | 128sp | 40 | 8 | 20 |
| Obsidian | Gemstone | 256sp | 45 | 9 | 21 |
| Diamond | Gemstone | 512sp | 50 | 10 | 22 |
| Wurzite | Gemstone | 1024sp | 55 | 11 | 23 |
| Carbon nitride | Gemstone |  | 65 | 13 | 25 |
| Lonsdaleite | Gemstone |  | 75 | 15 | 27 |
| Heterodiamond | Gemstone |  | 85 | 17 | 29 |

Values provided in the table are for 1 carat gems (200mg). This is a stone of about 7mm diameter or the size of a grain of pepper or a lentil. Use this table as a base size comparison.

|  |  |  |  |
| --- | --- | --- | --- |
| Carats | Diametre | Weight | Reference |
| 1 | 7mm | 0.2g | Grain of pepper, lentil |
| 5 | 11mm | 1gr | Bean, small coin |
| 10 | 15mm | 2gr | Average 6 sided dice |
| 20 | 18mm | 4gr | D8 |
| 30 | 21mm | 6gr | D10 |
| 40 | 22mm | 8gr | D12 |
| 50 | 23mm | 10gr | D20 |

When a gemstone is found the GM must provide a value, size or weight for the stone. There is a simple formula known as the *Indian Law* or *Tavernier’s Law* which says:

**Price = ct x ct x K**

Where ct is the weight in carats and K is the price for the gemstone as given in table 5-3.

So for example, a 1 ct diamond costs 1 x 1 x 8gp. While a 10ct diamond costs 10x10x8gp = 800gp.

10ct is about 2 grams and 15mm diameter. This is roughly the size of a 6-sided dice.

#### Leather

Leather is skin or fur extracted from (necessarily) dead animals. The thickness of the skin provides a higher protection.

As a reference, 1sqm of leather weights 0.5kg.

Table 5-4 (cont): Materials - Leather

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Category | Price | Qty | Modifier | Hardness |
| Sheep | Leather | 4bp | 0 | 0 | 4 |
| Cow | Leather | 16bp | 5 | 1 | 5 |
| Wolf | Leather | 24bp | 7 | 1 | 5 |
| Bear | Leather | 64bp | 10 | 2 | 6 |
| Lioness | Leather | 100bp | 12 | 2 | 6 |
| Hatchling Dragon | Leather | 256bp | 15 | 3 | 7 |
| Badger | Leather | 10sp | 20 | 4 | 8 |
| Wolverine | Leather | 20sp | 21 | 4 | 8 |
| Lion | Leather | 41sp | 25 | 5 | 9 |
| Buffalo | Leather | 163sp | 30 | 6 | 10 |
| Crocodile | Leather | 200sp | 31 | 6 | 10 |
| Young Dragon | Leather | 655sp | 35 | 7 | 11 |
| Tiger | Leather | 26gp | 40 | 8 | 12 |
| Rhinoceros | Leather | 50gp | 42 | 8 | 12 |
| Panther | Leather | 104gp | 45 | 9 | 13 |
| Adult Dragon | Leather | 419gp | 50 | 10 | 14 |
| Shark | Leather | 1677gp | 55 | 11 | 15 |
| Giant whale | Leather |  | 60 | 12 | 16 |
| Ancient Dragon | Leather |  | 65 | 13 | 17 |
| Leviathan | Leather |  | 70 | 14 | 18 |
| Kraken | Leather |  | 75 | 15 | 19 |
| Wyrm Dragon | Leather |  | 85 | 17 | 21 |

Leather can be treated in order to make it harder (boiled with wax or hardened with water). Leather treated this way gains one point of hardness and can no longer be used to make base armour but it can be used to reinforce armour.

#### Metal

Metals have excellent tensile and strength characteristics and are very good conductors of heat and electricity. Metals can be heated and forged into new shapes to craft tools, weapons, jewellery or mechanical parts.

The price given in the table is per kilogram of metal.

Table 5-4 (cont): Materials - Metal

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Category | Price | Qty | Modifier | Hardness |
| Copper | Metal | 1bp | 2 | -1 | 9 |
| Iron | Metal | 10bp | 4 | 0 | 10 |
| Bronze | Metal | 1sp | 5 | 1 | 11 |
| Steel | Metal | 10sp | 10 | 2 | 12 |
| Silver | Metal | 1gp | 15 | 3 | 13 |
| Palladium | Metal | 10gp | 20 | 4 | 14 |
| Gold | Metal | 1pp | 25 | 5 | 15 |
| Titanium | Metal | 10pp | 30 | 6 | 16 |
| Platinum | Metal | 100pp | 35 | 7 | 17 |
| Mitrium | Metal | 1000pp | 40 | 8 | 18 |
| Iridium | Metal | 10000pp | 45 | 9 | 19 |
| Adamantium | Metal | 100000pp | 50 | 10 | 20 |
| Meteoric | Metal |  | 55 | 11 | 21 |
| Luthanum | Metal |  | 60 | 12 | 22 |
| Illanium | Metal |  | 65 | 13 | 23 |
| Arcanium | Metal |  | 70 | 14 | 24 |
| Eonium | Metal |  | 80 | 15 | 25 |
| Eternium | Metal |  | 85 | 16 | 26 |
| Unobtanium | Metal |  | 100 | 19 | 29 |

#### Nature

Nature elements are products or by-products of plants or animals which, by natural, magical or technological processes, have been transformed to new levels of quality.

Table 5-4 (cont): Materials - Nature

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Category | Price | Qty | Modifier | Hardness |
| Bone | Nature | - | 3 | -1 | 5 |
| Coal | Nature | 1cp | 4 | 0 | 6 |
| Graphite | Nature | 1sp | 5 | 1 | 7 |
| Pearl | Nature | - | 15 | 3 | 9 |
| Ivory | Nature | 50gp | 20 | 4 | 10 |
| Vampire fangs | Nature | - | 50 | 10 | 16 |
| Graphene | Nature | - | 110 | 22 | 28 |
| Carbon Nanotubes | Nature | - | 150 | 30 | 36 |

#### Wood and paper

Wood is extracted from trees. Depending on the wood maturity and tree type it can be flexible, hard, light or strong. It is one of the most basic crafting and construction materials.

Table 5-4 (cont): Materials - Wood

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Category | Price | Qty | Modifier | Hardness |
| Pine | Wood | 8bp | 0 | 0 | 8 |
| Cedar | Wood | 64bp | 5 | 1 | 9 |
| Cypress | Wood | 512bp | 10 | 2 | 10 |
| Redwood | Wood | 40sp | 15 | 3 | 11 |
| Yew | Wood | 327sp | 20 | 4 | 12 |
| Walnut | Wood | 26gp | 25 | 5 | 13 |
| Ash | Wood | 209gp | 30 | 6 | 14 |
| Bamboo | Wood | 16pp | 35 | 7 | 15 |
| Balsa | Wood | 134pp | 40 | 8 | 16 |
| Birch | Wood | 1073pp | 45 | 9 | 17 |
| Oak | Wood | 8589pp | 50 | 10 | 18 |
| Ebony | Wood | 68719pp | 55 | 11 | 19 |
| Elm | Wood |  | 60 | 12 | 20 |
| Marblewood | Wood |  | 65 | 13 | 21 |
| Mahogany | Wood |  | 70 | 14 | 22 |
| Kingwood | Wood |  | 75 | 15 | 23 |
| Ironwood | Wood |  | 80 | 16 | 24 |

Paper is a refined product of wood. Paper made of any wood has its hardness reduced to 1 but gains 1 point of quality for each lost point. For example, paper made from an oak wood has a hardness of 1 but the 17 points are passed to quality making for a quality 72 paper with a +13 quality Modifier.

Paper is mostly used for scrolls and spellbooks.

#### Raw materials (Optional)

The materials presented before are processed and ready to use. Gems are polished, metals are purified, wood is cleaned, leather is cured, fibres are woven.

However, it is common for characters to find raw materials. In that case the quality of the material is considered to be 5 points lower. This lower quality also affects item price and material Modifier.

For example, raw gold is considered quality 25 due to the impurities, 5 less than the default quality 30 for purified gold.

Character can use their different skills to process the raw materials into processed materials. The DR of the skill check is the final material quality.

### Material properties

All the materials exhibit the following properties.

#### Weight

All materials on the same category have a similar weight for the same volume. For example all nature items are considered to weight the same, all metals are considered to weight the same, all gemstones are considered to weight the same. So a gold armor weights the same as a steel armor as both are metals; and a block of wood weights the same as any other block of wood regardless of the quality.

*Advanced: In reality weights differ with material density. To simulate this add 100gr per point of difference in hardness.*

#### Material price (Mp)

Is the price per unit of element. It may be defined as kilogram (metal, wood), square meter (fabrics) or karat (gemstones). Each table 5-4 describes a price per unit.

#### ***Material quality(Q)***

Each material has a quality level which defines its purity. The higher the quality of the material, the harder it is to work with, but provides more bonuses to any item crafted with such material.

The quality level also gives the players an idea of how hard is it to find such material and how expensive the material is.

#### ***Material quality Modifier (Mb)***

The Modifier provided by this material to any item based on this material. The material quality Modifier can always be computed as (drop any fractions down):

**Material quality Modifier = Material quality/5**

#### ***Material hardness***

The total hardness of a material is given by the material category base hardness (table 5-4) plus the particular material quality Modifier. For example, a Walnut Wood Staff has a base hardness of 8 plus a quality of 5 for a total hardness of 13.

On any contest between two objects of a similar size, weight and mass (i.e. a sword against a staff) the object with higher hardness will survive. The other object has a break probability 5% per difference in hardness.

For example, a sword with hardness 17 hits a staff with hardness 13. The change of the staff of breaking after each blow is 5 \* (17-13) = 5 \* 4 = 20%.

### Other materials

During a game, the GM might need to create new and different materials like rare pigments for an artist, or exotic coloured paper, stronger woods, or polished stones.

The GM may declare a special material treatment or variation only available to a culture, a community or maybe a single expert. For example tempered steel might have quality level of +6 instead of the normal +4, and 21 karat gold is more valuable than 18 karat gold. Or maybe a community may grow higher quality cotton fibres making for exceptional cotton fabrics.

## Items

Weapons and armour, craft tools, everyday objects like backpacks or clothing, jewellery, books, etc; are called items. Items fall in five categories:

**Armour (Wearable):** Garments that are used to protect the character against physical damage like clothing, capes, robes, armour, helmets, gauntlets and such.

**Jewellery (Wearable):** Different valuable objects used to adorn the character like rings, brooches, necklaces, belt buckles, earrings and others.

**Equipment (Implement/Wearable):** Miscellaneous items from books, candles, ropes, backpacks and other everyday use objects.

**Tools (Implement):** Different tools of trade required for some trades and professions like pliers, pencils, brushes, jewellery tools, lockpicks, etc.

**Weapons (Implement):** Handheld objects used to deal damage to other characters or monsters. This group includes shields as well.

The former two categories, armour and jewellery, are considered wearable items. That is, when the character wears the items, any Modifier provided by the item is automatically active and affects the user with no active effort from the character.

The latter two categories, tools and weapons, are considered implements. Implements require the character to actively wield them in order to gain the bonuses in his skills.

Equipment is so varied that sometimes will be wearable (i.e. a backpack) and sometimes an implement (i.e. a rope).

Wearable items may have additional abilities or bonuses that are not automatically conferred to the user and need to be activated via a command word or special action. For example, a priest carries his holy symbol as a necklace. However when he needs to invoke his god for a favour, he has to grab it and pray according to his faith.

### Item base DR

The item base DR is a representation of its manufacturing, engineering or technological complexity.

Example, a sword requires some knowledge on metal working, tempering and balance while a club is just a sturdy branch or piece of wood. So the sword has a higher DR than a club.

#### Item modifications

A modification is an alteration to the item providing certain advantages like for example increasing its sharpness, sturdiness or balance. Modifying an item adds complexity to the item increasing its DR.

Example, a Broadsword is a sword with the *War* modifier and has a DR of +4 (sword) +3 for the War modifier for a total DR of +7.

The different items in this chapter tables already include the item DR plus modifications.

### Item material

Every item has a material category. Swords are made of metal, bows are made of wood, armour is made of multiple materials.

Items can be manufactured using materials in their relevant categories. For example, a metal sword can be made or iron, steel, gold or titanium.

The material used for the item grants its material Modifier to any skill using that item. So a *platinum* sword receives a +7 material Modifier to any melee attack for a total of +5 (sword) +7 (platinum) = +12; while *steel* lockpicks grant a +2 material Modifier to the Open Locks skill.

The items described in the tables in this chapter are crafted using the base material in their own categories providing no material bonuses or penalties.

### Item total DR (crafting DR)

In order to craft an item, a character has to beat the final item DR which includes the material quality and modifications:

**Total DR = Item DR + Material Quality**

Example, a *platinum* sword with the *light* modifier requires a total DR of 40 (platinum) + 4 (sword) +2 (light) = 46. This is the DR to beat in order to craft this sword.

***The DR for the items presented in this chapter is the Item DR and does not include the material quality, only the base DR plus modifications.***

### Item price

The price of an item is given as:

**Item price = Item DR \* Weight \* Material price**

Example, a broadsword has a DR of +7 and a weight of 2.5kg.

The price of an iron (10bp/kg) broadsword is:

7 \* 10bp \* 2.5 = 175bp.

The price of a steel (10sp/kg) broadsword is:

6 \* 10sp \* 2.5 = 150sp

A character with the appropriate skills can craft their own weapons and in that case the final cost will be just the price of the required material. Read the *Crafting an item* rules for more detail.

The different item tables show a precomputed price for each item using the base material of its category.

## Armour (Wearable)

Armour is a series of garments that covers the character body granting some level of protection against physical damage. Armour increases the character resistance to damage by deflecting or reducing the impact, effectively **soaking** damage. Armour adds weight and restricts movement, which forces some penalties to the character skill checks.

Armour can be created in any material. The higher the quality and hardness of the material used, the higher the protection granted by the armour. Clothing counts as armour.

### Armour sections

Armour sets are composed of six sections protecting main portions of the player anatomy: head, body, arms, legs, hands and feet.

The main piece of armour is the body section. By default all attacks against the character are automatically considered to hit the chest unless the attack is specifically targeted to a specific body part.

Attackers get a -4 penalty in their checks when targeting a specific body part. If the attack succeeds then the specified body part will take the damage and the armour in that location should be used to soak the damage instead of the body armour.

Damage may come from other than weapon attacks. For example if the character is walking over floor full of sharp glass then he should be wearing strong boots or will suffer damage in his feet. Or if the character is disabling a trap and a spring needle jumps it will prickle his finger unless he is wearing gloves.

### Armour and action penalties

Armour is cumbersome and affects the character actions. The GM should consider the effect of the armour in each situation.

The most common, chest armour, will provide penalties to any action requiring body contortions, for example using the Acrobatics skill when dodging an attack, trying to squeeze through a hole or attempting a stealth check. However, body armour but won’t affect the chances of any fine skill like picking a lock or disarming a trap.

Gloves or gauntlets won’t affect the character combat abilities but disarming a trap, opening a lock or trying to bandage a wound while wearing gloves will force penalties in the skill.

Boots may affect some skills as well, for example a ninja should be better using soft shoes instead of hard boots while trying to climb a wall or walk quietly behind some guards.

A helmet will provide penalties to any Detection checks as the character senses are effectively blocked.

The GM should consider the armour and the situation and judge accordingly if a penalty should be applied.

### Armour size

Armour is created for a creature size. Any creature on that size will be able to use it. The armour won’t grow or shrink to fit a user in other size.

The armour can be used by a creature one size category larger or smaller but they will incur a +1 increase in penalties as it will be more cumbersome. It can’t be used by a creature two size category larger or smaller.

### Armour weight

The weight of a body armour depends on the material used and is related to the base material hardness in kg.

The weight of other portions of armour is 1/8 of the weight of a body armour of the same material. Arms, legs, gauntlets and boots are counted separately.

So for example if a metallic breastplate weights 15kg, a full plate armour which includes all six sections of armour weights 15kg (breastplate) plus 1 head, 2 gloves, 2 boots, 2 legs and 2 arms weights around 32kg (breastplate plus 9 sections).

### Base armour

Armour is composed of a base armour which can be reinforced with plates to allow for greater protection.

The most basic armour (base armour) is made of soft or flexible materials and is comfortable to wear making it suitable for extended use. Common materials for the base armour are fabrics or soft leather but it can also be crafted entirely using harder materials like metal. Such is the case of a chain mail where small metallic rings are interlocked making for a very strong and coarse fabric-like material.

Some examples of base armour are common clothing items like pants, cloaks, vests, etc. Most of those items can be crafted using metallic materials (chain mail).

Note: Some high quality Japanese armour was made of rhinoceros leather.

Base armour has the following attributes:

**Soak = Material hardness – 4**

**Air penalty = Material category hardness / 4**

**Weight = Material category hardness in kg**

The final soak value can never be less than 0. For example a wool or cow leather vest won’t provide any damage soak, but a cotton or wolf leather vest will. Even if the base armour does not provide any Modifier it can still be reinforced.

The action penalty is rounded down. Only the material category hardness is used to compute this penalty. So all metal armour have the same penalty regardless of the particular metal hardness.

For example a set of steel chain mail has a damage soak of 8 (=12-4) and provides 2 points of penalty to movement actions (=10/4). A set of steel chain mail weights about 10kg.

### Reinforced armour

The base armour can be reinforced to make it more resistant to damage but will add weight and movement penalties. There is no limit to the number of reinforcements that can be applied to the armour but as more are applied the armour becomes more rigid, heavier and harder to craft. Reinforcements can only be applied when the armour is crafted. It not possible to reinforce the armour after it has been crafted.

Seven reinforcements can be applied to the base armour:

The first reinforcement level consists studs riveted all over the armour. For example, studded leather armour.

The second level of reinforcement consists of plates inserted in internal pockets. This is the case of the brigandine or the coat of arms.

The third reinforcement laces metallic rings over the armour making it very resistant to melee damage. They are very noisy. This armour is known as ring armour or ring mail.

The fourth reinforcement laces metallic plates covering all the armour. This type of armor is called laminar armour or lamellar.

The fifth reinforcement uses metallic scales or feathers overlapped in a pattern similar to reptiles or birds. It is known as scale armour or feathered armour.

The sixth reinforcement level uses large metallic bands. This armour is still flexible and can be stored in a very compact way. This armour is known as banded mail.

The seventh reinforcement level uses solid plates. This armour is rigid but provides the best protection at the cost of movement and action penalties.

Armour can be further reinforced. Bonuses and penalties will keep accumulating.

Effects of reinforcements can be found in the Armour Modification section.

### Armour materials

The base armour can be manufactured using any material. In order to craft a base armour it is necessary to provide the required materials for it.

Armour reinforcements require are made of the same material as the base armour. So an iron chain mail can only be reinforced with iron. The added weight for the reinforcements must be provided on that material and adds to the final cost.

It is possible to reinforce fabric armour with fabric patches making for padded armour.

***Advanced:*** The base armour the reinforcements can be made of different materials depending on the availability. For example it is possible to craft a leather vest then reinforce it with steel.

Armour reinforcements require a material of at least the same hardness than the base armour. For example, leather armour can be reinforced with leather, wood or metal.

The added weight for the reinforcements must be provided on that material. For example a leather armour with gold studs requires 1 kg of gold to be provided which costs 100gp.

For the two first reinforcements, the armour is still considered to be made of this base material. For example a brigandine, leather armour with plates, is still considered to be made of leather.

Once the third reinforcement is applied, the armour is considered to be fully made of the reinforcement material, no longer of the base armour material. For example leather armour reinforced with gold rings is considered to be a gold ring mail (no longer a leather armour) and gold is used to compute the armour damage soaking capacity instead of the base leather.

It depends on the players to compute the final costs of the armour based on such material combinations.

### Armour lists

Table 5-5 lists some common armour types.

**DR:** Is the base difficulty for crafting one set of this armour type.

**Price:** Is the standard price of the item on the base quality material and no modifications.

**Soak:** The amount of damage this armour prevents. If you want a more detailed system, the values in the parenthesis provide specific bonuses against slash, piercing and blunt attacks.

**Penalty:** The penalty applied to any relevant skills when using the set of armour.

**Material:** Base material category used to craft the armour.

**Weight:** Total weight of the armour.

#### Body armour

Body armour protects the upper and lower torso, including front and back. This is the primary armour as all the attacks are considered to hit the torso by default.

Body armour can be fitted with spikes to harm an opponent when doing a body slam or grappling.

**Vest:** Soft and flexible garments made of fabrics or leather covering the upper body like a shirt with short sleeves. It may be open or closed at the front.

**Doublete:** Vest; Reinforced (with cloth).

**Studded vest:** Vest; Reinforced.

**Leather vest:** Leather Vest.

**Chain vest:** Iron Vest.

**Studded leather:** Leather Vest; Reinforced.

**Brigandine:** Vest; Reinforced(x2).

**Ring mail:** Vest; Reinforced(x3).

**Lamellar:** Vest; Reinforced(x4).

**Scale mail:** Plated vest; Reinforced(x5).

**Banded mail:** Plated vest; Reinforced(x6).

**Breastplate:** Plated vest; Reinforced(x7).

**War plate:** Plated vest; Reinforced(x8).

#### Head armour

Head armour protects the head and neck of the user soaking lethal damage. Any point of damage soaked by head armour is transformed to stun damage. Padding the head armour will halve the stun time.

**Hood:** Soft garments made of fabric or leather covering the head and neck. The front is left unprotected. If the hood is fitted tight around the head it receives the name of coif.

**Hat:** Soft garments made of fabric or leather covering the top of the head only while neck is left unprotected.

**Chain hood:** Iron hood.

**Helmet:** Hood; Reinforced (x7)

**Basinet:** Hat; Reinforced (x7)

#### Arm armour

Arm armour protects the upper and lower arm. This armour can be fitted with spikes to deal additional damage while grappling. If the reinforcements are thick enough it can be used to parry attacks with the arm.

**Bracers:**  Bracers are made of fabrics or leather and protect the lower arm covering from the wrist to the elbow. They are used to protect the archer arm from injury from bowstring or the fletching of the arrow.

**Chain bracers:** Iron bracers.

**Plated bracers:** Bracers; Reinforced(x7).

#### Leg armour

Leg armour protects the upper and lower legs.

**Breeches:** Soft garments made of fabric or leather covering the legs.

**Chain breeches:** Iron breeches.

**Gaiters:** Soft garment made of fabric or leather covering the knee and shin down to the ankle. It is commonly used for riding.

**Greaves:** Gaiters; Reinforced(x7).

#### Hand armour

Hand armour protects the hand and fingers. While it is primarily protective, it can be used for hand to hand combat. A character can use his martial arts skills while wearing hand armour to increase his damage capacity.

Hand armour cannot be disarmed. Any size 1 or size 2 weapon can be fitted to a gauntlet or knuckle by adding the weapon DR to the glove DR. This weapon can’t be disarmed. Appropriate weapon modifiers can be applied to this attached weapon.

**Glove:** Soft gloves are garments made of cloth or leather covering the fingers, palm and back of the hand.

**Gauntlet:** Glove; Reinforced(x7).

**Mittens:** Fingerless gloves designed to protect the hand and leave the fingers free. They allow for fine actions while allowing some hand protection.

**Knuckles:** Mittens; Reinforced(x7). A knuckle (or brass knuckle) is a metal, wood or plastic bar with ring-like holes for each finger and a support that rests in the palm of the hand. When worn it protects the fingers and allow hitting the target with increased damage. All damage dealt by a knuckle is considered lethal damage.

**Boxing Gloves:** Leather Glove; Padded.

**Cestus:** Leather Glove; Spiked.

**Locking Glove:** Gauntlet; Locking.

**Pata:** Gauntlet; Dagger.

**Tiger Claws:** Knuckles; Claw.

**War Gauntlet:** Gauntlet; Spiked.

#### Foot armour

Foot armour protects the feet and toes. While they are primarily protective, they can be used for hand to hand combat. A character can use his martial arts skills while wearing foot armour to increase his damage capacity.

Foot armour cannot be disarmed. Size 1 blades or picks can be attached to a boot or sabaton by adding the weapon DR to the glove DR. Those blades are usually modelled after claws or talons and designed to kick the enemies. Appropriate weapon modifiers can be applied to this attached weapon.

**Slippers:** Slippers are foot garments made of fabrics. They are extremely comfortable, lightweight and do not hinder the character in any way. They provide no penalties in skill checks. They will wear down quickly if used constantly.

**Shoes:** Slippers; Reinforced. Shoes are foot garments made of leather with a hardened sole.

**Boots:** Slippers; Reinforced(x2). Strong shoes, usually made of hardened leather and reinforced with plates.

**Sabaton:** Slippers; Reinforced(x6).

#### Armour of multiple pieces

While armour is very localized, many armour sets are a combination of multiple pieces joined together.

**Table 5-7: Armour**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Soak (S/P/B) | Penalty | Material | Weight |
| Body armour (flexible) |  |  |  |  |  |  |
| Brigandine | +8 | 300bp | 3 (3/1/1) | -2 | Leather | 8kg |
| Chain mail | +8 | 600bp | 7 (8/8/5) | -1 | Metal | 15kg |
| Doublette |  |  |  |  |  |  |
| Studded vest |  |  |  |  |  |  |
| Leather vest |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Body armour (Rigid) |  |  |  |  |  |  |
| Ring mail | +0 | 200bp | 3 (4/1/4) | 0 | Metal | 10kg |
| Scale mail | +4 | 400bp | 5 (4/4/7) | -1 | Metal | 15kg |
| Plate mail | +8 | 800bp | 7 (6/6/9) | -2 | Metal | 20kg |
| Breastplate | +8 | 600bp | 6 (7/5/6) | -1 | Metal | 15kg |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Head armour |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Half Plate | +12 | 1200bp | 9 (10/8/9) | -2 | Metal | 20kg |
| Full Plate | +16 | 1500bp | 12 (13/11/12) | -3 | Metal | 25kg |
| Hard Leather | +4 | 200bp | 2 (2/2/2) | -1 | Leather | 6kg |
| Cap helmet |  | 100bp | 1\* | -1 | Metal | 0.5kg |
| Full helmet |  | 300bp | 2\* | -1 | Metal | 2kg |
|  |  |  |  |  |  |  |
| Limb armour (flexible) |  |  |  |  |  |  |
| Pants |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Extremity (Gauntlets) |  |  |  |  |  |  |
| Gauntlet |  |  |  |  |  |  |
| Hard Glove | +3 | 12bp |  |  | Sheep | 1.0 |
| Knuckles | +2 | 2bp |  |  | Iron | 0.1 |
| Metal Glove | +5 | 100bp |  |  | Iron | 2.0 |
| Soft Glove | +1 | 0bp |  |  | Sheep | 0.1 |
|  |  |  |  |  |  |  |
| Gauntlet Specialized |  |  |  |  |  |  |
| Boxing Gloves | +1 | 0bp |  |  | Sheep | 0.2 |
| Cestus | +5 | 75bp |  |  | Iron | 1.5 |
| Pata | +10 | 250bp |  |  | Iron | 2.5 |
| Tiger Claws | +5 | 15bp |  |  | Iron | 0.3 |
| War Gauntlet | +10 | 350bp |  |  | Iron | 3.5 |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

For example a full plate mail is a combination of all six portions of armour covering all the upper and lower body and the head.

Another example, a chain shirt covers torso and arms but hands or legs are left unprotected. However it is not uncommon to find a chain coat that extends the protection to the legs and in some cases includes a coif to protect the head.

In all those cases just consider that the multiple pieces of armour are sewn, laced, soldered or joined together as a single unit. Just add the weight and cost of the different sections as a single unit.

Remember that while normal attacks are usually directed to the body, is good to have protection for unexpected damage in other parts of the body.

**Shirt: Vest + Arms**

**Coat: Vest + Arms + Legs**

### Armour modifications

High skilled armourers can craft quality hard armour by reducing the movement penalties and armour weight. For example, knight full plate armour is made of quality materials, light and with excellent weight distribution allowing the wearer to fight and jump with minimal movement restrictions. With weight not being an issue, some even used a chain mail inside the plate armour to increase the protection.

At the same time, footman and mercenary plate armour (also known as munition armour) is made of lower quality materials and unbalanced. The effect is that many soldiers and mercenaries just discarded some less important portions of the armour like the leggings and bracers and kept the most important ones like gauntlets, helmets and breastplate.

***Balanced armor (DR +2):*** The weight is balanced across the body. Any movement penalty is reduced by 1. The movement penalty can never be reduced to less than 0.

***Gemstone (DR +5):*** A socket is crafted for a gemstone. This is a requisite to craft magical items. Up to 5 gemstones can be embedded into the armor.

***Heavy (DR +2):*** The armor is thicker, effectively increasing the protection but making it heavier and more cumbersome.

***Light (DR +2):*** The armor weight is reduced by 1kg. It can never weight less than half its original weight.

## Equipment (Wearable)

Equipment is everyday items required during adventure use. It includes clothing, backpacks, boots, gauntlets, books, torches, etc.

Items which are not used by the character but by his mounts are also covered by this section like mount tack and harnesses.

### Light sources

Light sources are used to increase the light level in an area. For more information in light conditions and areas read the *Lighting and visibility* rules in chapter 7.

**Intensity:** Is the power emitted by a light source in a particular direction. The intensity provides an increment in the light level of the location.

**Area:** This is the area affected by this light source. The light extends farther in radius but on each increment the intensity in that area decreases by one.

For example, a torch in a dark room increases the light by two levels, taking it to a low light condition. However this low light condition is only applied to the first three metres around the torch. Between 3 metres and 6 metres the light intensity is reduced by one so the condition will be very low light in that area. The torch light has no effect from 6 or more metres away.

#### Lamps (and electric torch)

Lights can be tricky to use mainly because even when the light benefit fades quickly, creatures far away can still see the light source. In order to cover the light source adventurers prefer using lamps.

Lamps cover the light source while providing a single light escape point. This focuses the light in a single direction making it harder for others to see the light source.

In addition, lamps also have extremely polished interiors significatively increasing the distance covered by the light.

#### Light source modifiers

Lamps made of metal can be affected by materials with each Modifier increasing the light radius.

In additions some modifiers can be added:

**Catlight (DR +10):** The lamp has a specialized cover that restricts the light area even more (5 degree aperture). This does not increase the light distance but it makes the light almost impossible to detect by anyone not placed directly in front of the light beam. This is particularly useful for thieves and burglars.

**Gemstone (DR +5):** The lamp has been fitted with a gemstone. This is a requisite to craft magical items. Up to two gemstones can be embedded into the equipment and the price doubles with each gemstone.

## Jewellery (Wearable)

Jewellery are expensive clothing items used as an adornment like rings, necklaces, broochs, pendants, earrings. They are usually made of expensive materials and gemstones.

**Table 5-9: Light sources**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Light | DR | Price | Intensity | Area | Mater |
| Fire based |  |  |  |  |  |
| Match (box of 40) | +5 | 5bp | 1 | Disc(1) | Wood |
| Candle | +2 | 10bp | 2 | Disc(2) | Wax |
| Oil Torch | +0 | 5bp | 2 | Disc(3) | Wood |
| Oil lamp (Bulls Eye) | +10 | 1sp | 2 | Sector(6) | Metal |
|  |  |  |  |  |  |
| Electrical based |  |  |  |  |  |
| Light bulb (50w) | - | - | 2 | Disc(5) | Metal |
| Light bulb (100w) | - | - | 3 | Disc(5) | Metal |
| Small torch | - | - | 3 | Sector(5) | Metal |
| Normal torch | - | - | 4 | Sector(10) | Metal |
| Power halogen torch | - | - | 5 | Sector(20) | Metal |
|  |  |  |  |  |  |
| *Catlight* | +10 | x2 | - | Sector/5 | - |
| Gemstone | +5 | x2 | - | - | - |

Jewellery adds its material bonuses so any social skill and, in some cases, a crafty artisan may conceal some small locket useful to carry pills or poison; or maybe add some small tools like needles, thread, a camera or lockpicks. Given jewellery usually have gemstones, they are the perfect item to bestow with magical enchantments.

### Jewellery modifications

***Hidden compartment (DR +5):*** A compartment is added for hiding small items like pills, folded notes, poison, etc.

***Tool (DR +5):*** A small tool like a needle, lockpick, camera, USB key, is hidden in the jewel.

***Gemstone (DR +5):*** A socket is crafted for a gemstone. Gemstones are requisite to craft magical items. Up to five gemstones can be embedded into the jewellery and the price doubles with each gemstone.

**Table 5-8: Armour modifications**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Soak (S/P/B) | Air Pty | Material | Weight |
| *Balanced* | *+2* | *+2* | *-* | *+1* | *-* | *-* |
| *Gemstone* | *+5* | *+5* | *-* | *-* | *-* | *-* |
| *Heavy* | *+2* | *+2* | *+1* | *-1* | *-* | *+1* |
| *Light* | *+2* | *+2* | *-* | *-* | *-* | *-1* |

## Tools (Implement)

Tools are objects used during the execution of some skills. Tools are very specialized objects to facilitate certain tasks required by each skill for example lockpicks, glass cutters, blacksmith (or jeweller) hammers, pens, brushes, telescopes, weighting equipment, astrolabes, stethoscopes, needles (medical or tailoring), ropes and more. The diversity depends only on the task at hand.

Tools must be actively used to gain any Modifier. Weapons and shields are considered specialized tools so they have their own entries.

### Tool modifications

The following modifications can be applied to tools:

***Light (DR +5):*** The tool weight is reduced by 20% (1/5). This modification can be applied up to two times and it doubles the price of the tool each time.

***Precision (DR +5):*** Reduce the time required to finish the task by 10%. This modification can be applied up to two times and it doubles the price of the tool each time.

***Gemstone (DR +5):*** A socket is crafted for a gemstone. This is a requisite to craft magical items. Up to two gemstones can be embedded into a tool and the price doubles with each gemstone.

## Weapons and shields (Implement)

Weapons are used to deal damage to the character opponents. Table 5-6 lists some common weapons.

Rules of combat can be found on chapter 6.

Shields are considered weapons with protection bonuses but no damage.

**DR:** Is the DR required to make the weapon. The DR is a representation of the complexity of the item due to its manufacturing or engineering process.

**Price:** Is the standard price of the item on the lowest material quality and no modifications.

**Hands:** The number of hands required to wield this weapon. For more information read *Weapon weight* in this chapter.

**Reach:** The maximum distance in metres from any point in the area of the attacker to any point in the area of the target.

**Range:** The base weapon range. This value is used for thrown or missile weapons.

**Damage:** The damage potential. This value is added when computing damage.

**Dmg Type:** The type of damage this weapon deals (Slash, Pierce or Blunt).

**Parry:** The effectiveness of the weapon when used to parry an attack. This value is added as a Modifier to your weapon skill when parrying.

**AP:** The number of action points it takes to attack with this weapon. This value is added to the character base action (usually 6 for a normal medium character).

**Material:** The material to manufacture this weapon as presented in the table. Improving the material.

**Size:** The size of the weapon relative to a medium character. Read more in the *Weapon size* section in this chapter.

***In many tables, there are specialized variations of the weapons. Those variations have already been modified, however the players may still add the Gemstone modifiers and improve the materials.***

### Melee Weapons

Melee weapons are used for close quarter combat

#### Axe

The axe consists of an axe head with a handle. The axe head normally has a single side or blade but may be adapted with a second one for balance.

**Hand Axe:** This is a small and light axe that can be used in a single hand. It is small enough to be concealed.

**Medium Axe:** This is a standard woodsman axe. It is designed to be used with one or two hands.

**Broad Axe:** A broad axe has its head blade increased in size for a greater cut length.

**Specialized**

**Pick:** Hand Axe; Pick.

**War Axe:** Broad Axe; Double, War.

**Battle Axe:** Medium Axe; Double, Pick, War.

**Pick Axe:** Medium Axe; Double, Pick.

**Double Axe:** Broad Axe; Double.

**Military Pick:** Broad Axe; Double, Pick(x2), War.

**Tomahawk:** Hand Axe; Throwing.

#### Blunt

A blunt weapon consists of a heavy head attached to a reinforced rod or shaft. Its main objective is to break bones and shatter armor and weapons. Blunt weapons have an increased damage capacity due to its weight.

**Club:** A club is the simplest blunt weapon available. Usually a heavy branch or wood piece carved with some rudimentary handle for easier manipulation. Primitive cultures may use animal bones.

**Mace:** A mace consists of a reinforced shaft with an attached head made of metal or stone.

**Hammer:** A war hammer consists of a handle and a double sided head designed to deliver greater damage.

**Specialized**

**Flanged mace:** Mace; War.

**Spiked club:** Club; Spiked.

**Spiked mace:** Mace; Spiked.

**Warhammer:** Hammer; War.

#### Flexible

Flexible weapons are made of flexible, bendable or movable sections. Ropes are most common but they may also consist on smaller sections like metal rings, to more complex objects like poles or blades linked one to the other forming chains.

Non-rigid weapons usually have a handle in one end. Additional lashes (of chain or rope) can be attached to the same handle for a multi lash weapon.

Flexible weapons can be modified adding spikes, blades or balls in any section of the chain, usually in the ends. The same modification is applied to each additional lash added to the weapon, so if two additional lashes are added to the weapon (making for three chains in total) and the blade modification is added, then all the three chains are considered to have the blade modification.

**Chain:** The simple chain is made of a series of metallic rings connected one to the other. The chain can be used as a blunt weapon or to trip or grapple an opponent using the *Weapon grapple* perk. More complex chains may consist on blades or spikes linked together.

**Rope:** A rope is a length of strands of cloth which are twisted or braided together. A rope can’t deal damage but can be used to grapple or trip an opponent using the *Weapon grapple* perk. It can be customized with blades, spikes or ball heads for additional damage.

**Short flail:** A short flail consists of two handles connected at the end by a short chain or rope. The handles double as the hitting end. The most iconic example of this weapon is the Nunchaku.

**Whip:** A whip is a flexible weapon made of leather. It consists of three parts, the handle of about 40cm, the lash which is a long thong about 3m long made of braided leather and the fall or tail which is replaceable and attached to the end of the thong. The tail usually travels at faster-than-sound speeds producing a very recognizable crack.

***A whip is a single handed weapon only. It is not possible to use it two handed.***

**Table 5-10: Weapons – Melee – Axe, blunt, flexible**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Damage | DmgType | AP | Material | Weight | Size |
| Axe |  |  |  |  |  |  |  |  |  |  |  |  |
| Broad Axe | **+5** | **200bp** | **1** | **1** | **Fire/4** | **+0** | **+9** | **S** | **12** | **Iron** | **4.0** | **3** |
| Hand Axe | +1 | 10bp | 1 | 1 | Fire | +0 | +3 | S | 8 | Iron | 1.0 | 1 |
| Medium Axe | **+3** | **60bp** | **1** | **1** | **Fire/2** | **+0** | **+6** | **S** | **10** | **Iron** | **2.0** | **2** |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Axe Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Battle Axe | +12 | 480bp | 1 | 1 | Fire/2 | +0 | +11 | S/P | 11 | Iron | 4.0 | 2 |
| Double Axe | **+10** | **500bp** | **1** | **1** | **Fire/4** | **+0** | **+11** | **S** | **13** | **Iron** | **5.0** | **3** |
| Francisca | +7 | 126bp | 1 | 1 | Fire | +0 | +5 | S | 9 | Iron | 1.8 | 2 |
| Hurlbat | **+15** | **570bp** | **1** | **1** | **Fire** | **+0** | **+9** | **S** | **10** | **Iron** | **3.8** | **2** |
| Military Pick | +15 | 900bp | 1 | 1 | Fire/4 | +0 | +15 | S/P | 13 | Iron | 6.0 | 3 |
| Pick | **+2** | **20bp** | **1** | **1** | **Fire** | **+0** | **+4** | **S/P** | **8** | **Iron** | **1.0** | **1** |
| Pick Axe | +9 | 270bp | 1 | 1 | Fire/2 | +0 | +9 | S/P | 11 | Iron | 3.0 | 2 |
| Tomahawk | **+5** | **40bp** | **1** | **1** | **Fire\*2** | **+0** | **+2** | **S** | **7** | **Iron** | **0.8** | **1** |
| War Axe | +13 | 780bp | 1 | 1 | Fire/4 | +0 | +13 | S | 13 | Iron | 6.0 | 3 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Blunt |  |  |  |  |  |  |  |  |  |  |  |  |
| Club | **+0** | **0bp** | **1** | **1** | **-** | **+0** | **+2** | **B** | **8** | **Pine** | **1.0** | **2** |
| Hammer | +6 | 300bp | 1 | 1 | Fire/2 | +0 | +7 | B | 10 | Iron | 5.0 | 2 |
| Mace | **+4** | **120bp** | **1** | **1** | **-** | **+0** | **+5** | **B** | **9** | **Iron** | **3.0** | **2** |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Blunt Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Flanged mace | +7 | 280bp | 1 | 1 | - | +0 | +7 | B | 9 | Iron | 4.0 | 2 |
| Spiked club | **+2** | **30bp** | **1** | **1** | **-** | **+0** | **+3** | **P/B** | **8** | **Iron** | **1.5** | **2** |
| Spiked mace | +6 | 210bp | 1 | 1 | - | +0 | +6 | P/B | 9 | Iron | 3.5 | 2 |
| Warhammer | **+9** | **540bp** | **1** | **1** | **Fire/2** | **+0** | **+9** | **B** | **10** | **Iron** | **6.0** | **2** |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Flexible |  |  |  |  |  |  |  |  |  |  |  |  |
| Chain | +2 | 60bp | 1 | 2 | Fire/4 | +0 | +3a | B | 10 | Iron | 3.0 | 3 |
| Rope | +0 | 0bp | 1 | 2 | Fire/4 | +0 | +0 | B | 10 | Jute | 1.0 | 3 |
| Short flail | +2 | 8bp | 1 | 1 | Fire | +0 | +2 | B | 8 | Pine | 0.5 | 1 |
| Whip | +2 | 16bp | 1 | 1 | - | +0 | +2 | S | 10 | Sheep | 2.0 | 2 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Flexible Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Bolas | +7 | 91bp | 1 | 2 | Fire/2 | +0 | +2 | B | 11 | Iron | 1.3 | 3 |
| Bullwhip | +4 | 40bp | 1 | 2 | - | +0 | +2 | S | 12 | Sheep | 2.5 | 2 |
| Dragon claw | +8 | 344bp | 1 | 2 | Fire/4 | +0 | +7 | S/B | 12 | Iron | 4.3 | 3 |
| Flying claw | +3 | 39bp | 1 | 2 | Fire/4 | +0 | +3 | S/B | 12 | Iron | 1.3 | 3 |
| Flying hook | +4 | 72bp | 1 | 3 | Fire/4 | +0 | +1 | P/B | 14 | Iron | 1.8 | 3 |
| Kusarigama | +12 | 540bp | 1 | 3 | Fire/4 | +0 | +7 | S/B | 15 | Iron | 4.5 | 3 |
| Meteor hammer | +7 | 315bp | 1 | 2 | Fire/4 | +0 | +7 | B | 13 | Iron | 4.5 | 3 |
| Military flail | +8 | 360bp | 1 | 2 | Fire/4 | +0 | +7 | B | 12 | Iron | 4.5 | 3 |
| Nunchaku | +2 | 8bp | 1 | 1 | Fire | +0 | +2 | B | 8 | Pine | 0.5 | 1 |
| Scourge(5) | +10 | 240bp | 1 | 1 | - | +0 | +10 | S | 14 | Sheep | 6.0 | 2 |
| Spiked chain | +4 | 140bp | 1 | 2 | Fire/4 | +0 | +3 | P/B | 10 | Iron | 3.5 | 3 |
| Three section staff | +7 | 84bp | 2 | 2 | - | +0 | +4 | B | 10 | Pine | 1.5 | 1 |

***Cracker tail:*** The cracker tail is the standard attachment on any whip and deals 1 point of stun damage (per lash) in addition to any slash damage cause by the whip (read the stun damage type).

***Soft tail:*** A whip with a soft leather tail can be used as an extension of the character limb allowing some gross control in order to push things or to exert some pressure on contact. Some perks may allow the user to grab and release things effectively allowing the whip to be used as an extension of the hand. The soft tail negates any slashing damage but the whip still delivers 1 point of stun damage per thong.

***Blade tail:*** This tail consists of a series of hooks or blades. It increases the attack Modifier of the whip by 1 points per lash. The blade tail negates any stun damage effectively replacing it for lethal damage.

**Specialized**

**Meteor hammer:** Chain; Ball, Additional lash.

**Dragon claw:** Chain; Claw, War.

**Nunchaku:** Short flail.

**Spiked chain:** Chain; Spiked.

**Scourge (5 tails):** Whip; Additional lash(x4).

**Bullwhip:** Whip; Long lash.

**Military flail:** Chain; Ball, War.

**Bolas:** Rope; Ball, Throwing.

**Three section staff:** Short flail; Three section.

**Kusarigama:** Chain; Ball, Bladed, Long lash.

**Flying claw:** Rope; Claw.

**Flying hook:** Rope; Hook, Long lash.

#### Knife

Short blades, like knifes or daggers, are weapons with a blade between 20 to 30 cm long that can be easily carried and concealed. They are designed to be used in very close quarters where a normal melee weapon is ineffective (i.e. while grappling an opponent).

The short blade provides a range advantage to any opponent fighting with a weapon with a longer reach (read *Weapon reach* in the combat rules).

Some short blades can also be thrown and used as ranged weapons with a base range equal to twice the character Fire attribute in meters.

**Dagger:** A dagger is a fighting knife with a sharpened point designed to be used as a stabbing weapon. It can be used to deal slashing damage but its main purpose is to strike the opponents in a single vital point.

**Knife:** A fighting knife consists of a sturdy blade with a single cutting edge. It is primarily used to cut through hide and muscle but can be used to stab if necessary.

A knife is also a utilitarian tool for those with wilderness skills.

**Table 5-10 (cont): Weapons – Melee – Knife, polearms, sword**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | | Price | | Hands | | Reach | | Range | | Attack | Damage Type | | DmgType | | AP | | | Material | | Weight | | Size |
| Knife | |  | |  | |  | |  | |  |  | |  | |  | |  |  | |  | |  | |
| Dagger | | +1 | | 5bp | | 1 | | 0 | | Fire | +0 | | +3 | | P | | 6 | Iron | | 0.5 | | 1 | |
| Knife | | +2 | | 10bp | | 1 | | 0 | | Fire | +0 | | +4 | | S | | 7 | Iron | | 0.5 | | 1 | |
| Sickle | | +2 | | 20bp | | 1 | | 0 | | - | +0 | | +5 | | S | | 8 | Iron | | 1.0 | | 2 | |
|  | |  | |  | |  | |  | |  |  | |  | |  | |  |  | |  | |  | |
| Knife Specialized | |  | |  | |  | |  | |  |  | |  | |  | |  |  | |  | |  | |
| Cutlass | | +8 | | 208bp | | 1 | | 0.5 | | Fire | +0 | | +7 | | P | | 7 | Iron | | 2.6 | | 1 | |
| Dart | | +10 | | 10bp | | 1 | | 0 | | Fire\*2 | +0 | | +3 | | P | | 4 | Iron | | 0.1 | | 1 | |
| Machete | | +8 | | 200bp | | 1 | | 0.5 | | Fire | +0 | | +8 | | S | | 8 | Iron | | 2.5 | | 1 | |
| Sai | | +5 | | 20bp | | 1 | | 0 | | Fire | +0 | | +4 | | P | | 5 | Iron | | 0.4 | | 1 | |
| Shuriken | | +8 | | 8bp | | 1 | | 0 | | Fire\*2 | +0 | | +3 | | S | | 6 | Iron | | 0.1 | | 1 | |
| Tanto | | +7 | | 91bp | | 1 | | 0 | | Fire | +0 | | +6 | | S | | 7 | Iron | | 1.3 | | 1 | |
| Throwing dagger | | +5 | | 15bp | | 1 | | 0 | | Fire\*2 | +0 | | +2 | | P | | 5 | Iron | | 0.3 | | 1 | |
| Wakisashi | | +10 | | 230bp | | 1 | | 0.5 | | Fire | +0 | | +8 | | S | | 8 | Iron | | 2.3 | | 1 | |
|  |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Polearms |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Staff | +1 | | 16bp | | 2 | | 1 | | - | | +0 | +3 | | B | | 9 | | | Pine | | 2.0 | | 2 |
|  |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Polearm Specialized |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Bec de corbin | +9 | | 630bp | | 2 | | 3 | | Fire/2 | | +0 | +12 | | P/B | | 14 | | | Iron | | 7.0 | | 2 |
| Javelin | +9 | | 99bp | | 2 | | 1 | | Fire\*2 | | +0 | +5 | | P | | 6 | | | Iron | | 1.1 | | 1 |
| Lance | +6 | | 210bp | | 2 | | 2 | | Fire | | +0 | +9 | | P | | 10 | | | Iron | | 3.5 | | 1 |
| Long staff | +3 | | 96bp | | 2 | | 3 | | - | | +0 | +7 | | B | | 13 | | | Pine | | 4.0 | | 2 |
| Morning star | +7 | | 315bp | | 2 | | 2 | | - | | +0 | +8 | | P/B | | 11 | | | Iron | | 4.5 | | 2 |
| Naginata | +11 | | 363bp | | 2 | | 2 | | - | | +0 | +10 | | S | | 11 | | | Iron | | 3.3 | | 2 |
| Pike | +4 | | 140bp | | 2 | | 2 | | - | | +0 | +6 | | P/B | | 11 | | | Iron | | 3.5 | | 2 |
| Poleaxe | +10 | | 400bp | | 2 | | 2 | | Fire/2 | | +0 | +11 | | S/P | | 13 | | | Iron | | 4.0 | | 2 |
| Quarterstaff | +2 | | 48bp | | 2 | | 2 | | - | | +0 | +5 | | B | | 11 | | | Pine | | 3.0 | | 2 |
| Short spear | +2 | | 30bp | | 2 | | 1 | | Fire | | +0 | +5 | | P | | 8 | | | Iron | | 1.5 | | 1 |
| Spear | +3 | | 75bp | | 2 | | 2 | | Fire | | +0 | +7 | | P | | 10 | | | Iron | | 2.5 | | 1 |
| Spetum | +8 | | 184bp | | 2 | | 1.5 | | Fire | | +0 | +8 | | P | | 8 | | | Iron | | 2.3 | | 1 |
| Trident | +9 | | 324bp | | 2 | | 2 | | - | | +0 | +9 | | S | | 10 | | | Iron | | 3.6 | | 2 |
| War scythe | +8 | | 280bp | | 2 | | 2 | | - | | +0 | +11 | | S | | 12 | | | Iron | | 3.5 | | 2 |
|  |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Sword |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Backsword | +5 | | 75bp | | 1 | | 1 | | - | | +0 | +6 | | S | | 9 | | | Iron | | 1.5 | | 2 |
| Scythe | +4 | | 60bp | | 1 | | 1 | | - | | +0 | +7 | | S | | 10 | | | Iron | | 1.5 | | 2 |
| Sword | +4 | | 60bp | | 1 | | 1 | | - | | +0 | +5 | | S | | 8 | | | Iron | | 1.5 | | 2 |
|  |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Sword Specialized |  | |  | |  | |  | |  | |  |  | |  | |  | | |  | |  | |  |
| Broad sword | +7 | | 175bp | | 1 | | 1 | | - | | +0 | +7 | | S | | 8 | | | Iron | | 2.5 | | 2 |
| Cavalry sabre | +9 | | 234bp | | 1 | | 1.5 | | - | | +0 | +8 | | S | | 10 | | | Iron | | 2.6 | | 2 |
| Claymore | +14 | | 644bp | | 1 | | 2 | | - | | +0 | +11 | | S | | 10 | | | Iron | | 4.6 | | 3 |
| Falchion | +9 | | 234bp | | 1 | | 1 | | - | | +0 | +8 | | S | | 9 | | | Iron | | 2.6 | | 2 |
| Katana | +10 | | 230bp | | 1 | | 1 | | - | | +0 | +8 | | S | | 9 | | | Iron | | 2.3 | | 2 |
| Odachi | +13 | | 429bp | | 1 | | 1.5 | | - | | +0 | +10 | | S | | 10 | | | Iron | | 3.3 | | 2 |
| Rapier | +7 | | 98bp | | 1 | | 1 | | - | | +0 | +5 | | S | | 8 | | | Iron | | 1.4 | | 2 |
| Sabre | +6 | | 96bp | | 1 | | 1 | | - | | +0 | +6 | | S | | 9 | | | Iron | | 1.6 | | 2 |
| Stiletto | +7 | | 91bp | | 1 | | 1 | | - | | +0 | +6 | | S/P | | 7 | | | Iron | | 1.3 | | 2 |
| Two-handed sword | +7 | | 175bp | | 1 | | 1.5 | | - | | +0 | +7 | | S | | 9 | | | Iron | | 2.5 | | 2 |

**Sickle:** A sickle consists on a handle and a curved blade where the sharp (and sometimes serrated) edge is located in the inner (smaller) side. The sickle requires long slashing movement but provide an improved damage potential as well.

**Specialized**

**Cutlass:** Dagger; Handguard, War, Long blade.

**Dart:** Dagger; Throwing, Light, Foil.

**Machete:** Knife; War, Long blade.

**Sai:** Dagger; Weaponcatch, Foil.

**Shuriken:** Knife; Throwing, Light.

**Tanto:** Knife; War, Light.

**Throwing dagger:** Dagger; Throwing.

**Wakisashi:** Knife; War, Light, Long blade.

#### Polearm

Polearms consist of a long shaft on different sizes, typically made of wood. The shaft may be used alone as a staff or may be fitted with different heads like axes, blades, picks, spikes and more.

In order to make a polearm pick any weapon then add the long shaft modifier. Any melee weapon with the long shaft modifier is considered a polearm.

A polearm has a different fighting style than its original weapon type and must be used with the Weapon polearm skill. So, for example, a polearm based on a blunt weapon must be used with the Weapon polearm skill, no longer with the Weapon blunt skill.

**Staff:** The short staff receives its name because it is relatively short compared with other staffs. It measures about 1.30m to 1.80m. This is the common staff used by old men to lean on while walking.

**Specialized**

**Bec de corbin:** Hammer; Long shaft(x2), Pick.

**Javelin:** Dagger; Long shaft, Throwing, Foil.

**Lance:** Dagger; Long shaft(x2), War.

**Long staff:** Staff; Long shaft(x2).

**Morning star:** Mace; Long shaft, Spiked.

**Naginata:** Backsword; Long shaft, War, Light.

**Pike:** Staff; Long shaft, Spiked.

**Poleaxe:** Medium Axe; Double, Long shaft, Pick.

**Quarterstaff:** Staff; Long shaft.

**Short spear:** Dagger; Long shaft.

**Spear:** Dagger; Long shaft(x2).

**Spetum:** Dagger; Long shaft, Long blade, Foil.

**Trident:** Sword; Long shaft, Weaponcatch, War.

**War scythe:** Scythe; Long shaft, War.

#### Sword

A long blade consists of a blade of about 80cm to 1m attached to a handle (hilt). The hilt usually consists of a grip section, a guard to protect the hand of the user and a pommel to balance the blade weight. The blade may have one edge (backsword) or two edges (sword).

Long blades evolved from the knife and daggers to provide better reach and improved damage.

Long blades are designed to slash but can be used to pierce as well, which is very useful against some kinds of armor.

***Long blades are considered elite weapons used by gentleman and warriors. Many swords are made by renowned weaponsmiths who give their name to the weapon (i.e Muramasa katana). Swords with no known weaponsmith to give them a renowned name are known as bastard swords.***

**Backsword:** A backsword consists of a curved blade with an edge on the external (larger) side. It is designed to take advantage of the swing motion in order to increase the cutting power. Examples are the European *szabla* or the Japanese katana.

**Scythe:** A scythe consists of a curved blade angled between 45 to 90 degrees to the hilt and designed for cutting. Unlike the sword and backsword this is considered a peasant tool used to reap and sow.

**Sword:** A sword consists of a straight blade with two edges and a hilt. It is designed for cutting or thrusting. Some examples are the stiletto or the European knight swords.

**Specialized**

**Broad sword:** Sword; War.

**Cavalry sabre:** Backsword; Handguard, Long blade.

**Claymore:** Sword; Weaponcatch, War, Long blade(x2).

**Falchion:** Backsword; Handguard, War.

**Katana:** Backsword; War, Light.

**Odachi:** Backsword; War, Light, Long blade.

**Rapier:** Sword; Handguard, Light.

**Sabre:** Backsword; Handguard.

**Stiletto:** Sword; Foil.

**Two-handed sword:** Sword; Long blade.

#### Melee weapon modifications

Each weapon category in the tables has two sections. The upper section contains the base weapon for each category and the lower section contains variations of the base weapons.

A weapon variation consists of a base weapon plus some modifications applied. Weapon skills are compatible with any weapon of the same category, so an Axe Weapon skill can be used with any base or specialized axe.

Weapon perks (i.e. *Weapon specialization)* are applied to a specific weapon and are not compatible with another weapon form. For example, a battle axe is not the same as a broad axe so the battle axe specialization does not work with a broad axe.

Each weapon description also lists which modifications have been applied to a base weapon in order to get a specialized form.

Unless otherwise specified, each modification can only be applied once.

***Additional lash:*** The flexible weapon or whip is fitted with one additional lash. This modification can be applied up to 9 times.

***Ball:*** A ball chain adds a heavy balls or weights to the end of the flexible weapon providing a greater concussive force.

***Bladed:*** The weapon is fitted with blades around its edge allowing for slashing damage.

***Dagger:*** The weapon is fitted with a dagger allowing for piercing damage. The attached blade is fixed and can’t be thrown or disarmed and it protrudes making it hard to conceal.

***Claw:*** This modification adds a claw to the weapon which works as a talon allowing for slashing damage.

***Chain whip (Whip only):*** The lash is made out of small links. This modification improves the overall strength of the whip and increments the amount of slashing damage. If the whip has multiple thongs then all the thongs need to be made of chain otherwise the whip won’t work due to different material speeds.

***Double:*** The axe has been fitted with a second blade head allowing for a faster recovery time. The second head may be replaced by a pick.

***Extending:*** The weapon has a extending mechanism that can release its blade or lash. The extension is activated with a gesture. The blade or lash displaced from a concealed location into its proper location ready for battle. For example a gauntlet with a dagger can keep the dagger retracted over the arm until the gesture extends the blade over the hand.

***Foil (Blades only):*** A foil blade has all its edge removed making it lighter and turning it into a piercing only weapon.

***Gemstone:*** A socket is crafted for a gemstone. Gemstones are requisite to craft magical items. Up to three gemstones can be embedded into a weapon.

***Hook:*** This modification adds a hook to the weapon. This modification may help in combat but is also highly utilitarian as the hook can be used to grab a ledge for climbing.

***Light:*** A light weapon is crafted with lighter heads to reduce the weight but reducing the damage as well. This modification can be applied up to three times but the final weight can’t be less than 0.1kg.

***Locking (Glove only):*** The glove is fitted with a locking mechanism which sets the fingers in place. It can lock tools or weapons. Any disarm attempt on a locked item receives a -10 penalty. When the glove is locked the hand is useless for anything else than grabbing the desired object.

**Table 5-11: Weapons – Melee weapon modifiers**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Dmg Type | Defence | AP | Material | Weight | Size |
| Additional lash | +2 | - | - | - | - | +2 | - | - | +1 | - | +1.0 | - |
| Ball | +3 | - | - | - | - | +3 | B | - | +2 | Metal | +0.5 | - |
| Bladed | +5 | - | - | - | - | +2 | S | - | +1 | Metal | +0.5 | - |
| Claw | +3 | - | - | - | - | +3 | S | - | +2 | Metal | +0.3 | - |
| Double | +5 | - | - | - | - | +2 | - | - | +1 | Metal | +1.0 | - |
| Extending | +2 | - | - | - | - | - | - | - | - | - | +0.5 | - |
| Foil | +3 | - | - | - | - | +1 | P | - | -1 | - | -0.2 | - |
| Gemstone | +5 | - | - | - | - | - | - | - | - | - | - | - |
| Handguard | +1 | - | - | - | - | - | - | - | - | - | +0.1 | - |
| Hook | +2 | - | - | - | - | +1 | P | - | +2 | Metal | +0.3 | - |
| Light | +2 | - | - | - | - | - | - | - | - | - | -0.2 | - |
| Locking | +2 | - | - | - | - | - | - | - | - | - | +0.1 | - |
| Long blade | +3 | - | - | +0.5 | - | +2 | - | - | +1 | - | +1.0 | 0 |
| Long lash | +2 | - | - | +1 | - | - | - | - | +2 | - | +0.5 | - |
| Long shaft | +1 | - | =2 | +1 | - | +2 | - | - | +2 | - | +1.0 | - |
| Padded | +0 | - | - | - | - | +1 | - | - | - | Leather | +0.2 | - |
| Pick head | +1 | - | - | - | - | +1 | P | - | - | - | - | - |
| Retracting | +2 | - | - | - | - | - | - | - | - | - | +0.5 | - |
| Spiked | +2 | - | - | - | - | +1 | P | - | +0 | Metal | +0.5 | - |
| Three section | +5 | - | +1 | +1 | Fire/-1 | +2 | - | - | +2 | - | +1.0 | - |
| Throwing | +4 | - | - | - | \*2 | -1 | - | - | -1 | - | -0.2 | - |
| War | +3 | - | - | - | - | +2 | - | - | - | - | +1.0 | - |
| Weaponcatch | +1 | - | - | - | - | - | - | - | - | - | +0.1 | - |
| Weighted | +2 | - | - | - | - | +1 | - | - | +1 | - | +0.5 | - |

***Long blade:*** A blade is extended by around 20 to 50cm. increasing the weapon damage. If this modifier is applied twice (the maximum) the weapon reach is increased by 1. A short sword is an example of a knife with a long blade.

***Long lash:*** The lash or chain in a flexible weapon or whip is lengthened increasing the weapon reach. This reduces the throwing distance (if any).

***Long shaft:*** The shaft or handle of the weapon is lengthened increasing the weapon reach. Any hard weapon (no flexible, no gauntlet) can be fitted with a long shaft. A weapon with the long shaft modification is no longer considered of its base type but a polearm (i.e. a sword with a long shaft is no longer considered a sword but a polearm). The weapon must be used with the polearm weapon skill. This modifier can be applied up to 3 times.

***Padded:*** The weapon is cushioned with cloth or soft leather so half of the damage is considered non-lethal.

***Pick:*** One of the heads of the weapon (axe or hammer) is replaced by a sturdy pick head allowing to deliver all the damage in a single point as piercing damage.

***Retracting:*** The weapon has a retracting mechanism that can retract the weapon blade or lash. The retraction is activated with a gesture. The blade or lash is displaced to a concealed location. For example a gauntlet with a dagger can retract the blade but it will probably displace over the arm.

***Spiked:*** The weapon is fitted with strong spikes or nails to deliver piercing damage. Hammers can’t be fitted with spikes but can be fitted with a pick head.

***Three section flail (Flail only):*** This modification adds a third section to the flail. The additional section provides a greater momentum, delivering more impact.

***Throwing:*** The weapon has been balanced allowing the character to increase its base trowing distance but reducing its damage as well. More details can be found in the Thrown weapons entry in this chapter.

***Weighted:*** The weapon is fitted with extra metal weights providing more momentum but making it heavier.

***War:*** The weapon is balanced and reinforced for increased damage and making it harder to break.

### Ranged Weapon

Ranged weapons are designed to attack and deal damage from a safe distance. They are very effective in an open field but may not be useful at close quarters.

This section describes multiple ranged weapons. The GM should decide which ones are allowed for his campaign.

#### Parts of a ranged weapon

Ranged weapons consist of two elements, the launcher and the missile.

The launcher provides the kinetic energy to the missile. The more powerful the launcher, the farther the missile will get and with greater precision.

The missile is the damaging portion of the ranged weapon. Missiles are designed to penetrate into flesh and hit vital points. However, missiles can be specialized for different functions.

Example, a bow uses arrows as missiles; a crossbow uses bolts, a sling uses pebbles or metal balls, a machine gun uses bullets.

#### Load, reload and fully reload

A firing cycle for a weapon consists of *loading* a missile into the launcher and firing it usually by pressing or releasing a trigger. Once the missile is fired the weapon can be reloaded and fired again.

Some launchers can be modified with a chamber that holds multiple missiles allowing for multiple shots before a reload is required. An internal mechanism speeds up the reload time. When all the missiles in the chamber have been used the weapon must be fully reloaded. A full reload uses the same time in APs as reloading a single shot of the base weapon multiplied by the number of chambers.

Full reloads are time consuming. To that end, some weapons can be reloaded by using magazines. A magazine is a fully loaded chamber that can be preloaded and switched when needed. The old chamber is removed and the new one is quickly set in place. Replacing a magazine uses the same time in APs as loading a single shot of the base weapon.

#### No reload (Optional)

Keeping track of the missiles is annoying so the GM may decide to ditch the reload process and allow the weapons to have a continuous supply of missiles. This is less realistic but keeps the game session flowing. This is equivalent to allowing everyone the Quick reload perk at maximum level.

#### Ranged weapon materials

A high quality material launcher reduces the range and distance penalties. Each material Modifier point adds 10 metres over the launcher base range.

For example a normal pine short bow has a base range of 10 metres. A cedar bow has a +1 Modifier which means a base range of 10 + 10 = 20 metres.

High quality missiles add the material bonuses to the missile damage. So it is possible to have some iron tipped arrows for common enemies and save some silver tipped arrows for more powerful ones.

#### Maximum missile distance

The maximum firing distance is equal to ten times the base range of the launcher. So a weapon with base range 10 will have a maximum missile distance of 100m.

#### Bow

The bow and arrow is a projectile weapon system common to many cultures. Someone who makes bows is known as a bowyer, and one who makes arrows is a fletcher.

**Short Bow:** A short bow is a small and basic bow. Mostly used during horseback riding.

**Hunter Bow:** A medium bow, mostly used by hunters.

**Long Bow:** A large bow, used by expert hunters and trained troops.

**Arrow:** The basic projectile of a bow is the wooden arrow. Special arrow heads can be built by an arrowsmith to improve damage and function.

#### Crossbow

**Table 5-12: Weapons – Bow, crossbow**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Dmg Type | Defence | AP | Material | Weight | Size |
| Bow |  |  |  |  |  |  |  |  |  |  |  |  |
| Hunter bow | +3 | 48bp | 2 | - | Fire\*30 | - | - | +0 | 12 | Pine | 2.0 | 2 |
| Long bow | +4 | 96bp | 2 | - | Fire\*50 | - | - | +0 | 14 | Pine | 3.0 | 3 |
| Short bow | +2 | 16bp | 2 | - | Fire\*10 | - | - | +0 | 10 | Pine | 1.0 | 1 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Bow Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Strong bow | +9 | 216bp | 2 | - | Fire\*100 | - | - | +0 | 14 | Pine | 3.0 | 3 |
| War bow | +12 | 288bp | 2 | - | Fire\*150 | - | - | +0 | 14 | Pine | 3.0 | 3 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Arrows |  |  |  |  |  |  |  |  |  |  |  |  |
| Arrow | +1 | 0bp | - | - | - | +3 | P | - | - | Pine | 0.1 | 1 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Arrow Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Blunt arrow | +5 | 5bp | - | - | - | +2 | P/B | - | - | Iron | 0.1 | 1 |
| Broad arrow | +5 | 5bp | - | - | - | +5 | S/P | - | - | Iron | 0.1 | 1 |
| Expansive arrow | +11 | 11bp | - | - | - | +8 | P | - | - | Iron | 0.1 | 1 |
| Explosive arrow | +16 | 16bp | - | - | - | +13 | P | - | - | Iron | 0.1 | 1 |
| Incendiary arrow | +6 | 6bp | - | - | - | +5 | P | - | - | Iron | 0.1 | 1 |
| Piercing arrow | +6 | 6bp | - | - | - | +4 | P | - | - | Iron | 0.1 | 1 |
| Tracer arrow | +3 | 3bp | - | - | - | +3 | P | - | - | Iron | 0.1 | 1 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Crossbow |  |  |  |  |  |  |  |  |  |  |  |  |
| Hand crossbow | +5 | 50bp | 1 | - | Fire\*20 | - | - | +0 | 6/16 | Iron | 1.0 | 1 |
| Heavy crossbow | +6 | 480bp | 2 | - | Fire\*180 | - | - | +0 | 6/26 | Iron | 8.0 | 3 |
| Light crossbow | +4 | 120bp | 2 | - | Fire\*60 | - | - | +0 | 6/21 | Iron | 3.0 | 2 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Crossbow Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Repeating crossbow | +12 | 480bp | 2 | - | Fire\*60 | - | - | +0 | 1 | Iron | 4.0 | 2 |
| War crossbow | +18 | 1440bp | 2 | - | Fire\*540 | +0 | - | +0 | 6/26 | Iron | 8.0 | 3 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Bolt |  |  |  |  |  |  |  |  |  |  |  |  |
| Bolt | +2 | 3bp | - | - | - | +6 | P | - | - | Pine | 0.2 | 1 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Bolt Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Blunt bolt | +6 | 12bp | - | - | - | +5 | P/B | - | - | Iron | 0.2 | 1 |
| Broad bolt | +6 | 12bp | - | - | - | +8 | S/P | - | - | Iron | 0.2 | 1 |
| Expansive bolt | +12 | 24bp | - | - | - | +11 | P | - | - | Iron | 0.2 | 1 |
| Explosive bolt | +17 | 34bp | - | - | - | +16 | P | - | - | Iron | 0.2 | 1 |
| Incendiary bolt | +7 | 14bp | - | - | - | +8 | P | - | - | Iron | 0.2 | 1 |
| Piercing bolt | +7 | 14bp | - | - | - | +7 | P | - | - | Iron | 0.2 | 1 |
| Tracer bolt | +4 | 8bp | - | - | - | +6 | P | - | - | Iron | 0.2 | 1 |

A crossbow is a weapon consisting of a bow mounted on a stock with a mechanism in it to hold the drawn bowstring. Crossbow missiles are called bolts or quarrels.

**Hand Crossbow:** Also known as *pistol crossbow*. The hand crossbow has short range and limited damage, but is silent and easily concealed. It has short range and damage but is very quiet so it’s a weapon favoured by thieves and assassins.

**Light Crossbow:** This is a standard crossbow. The bow is usually made of wood.

**Heavy Crossbow:** Also known as *arbalest.* The bow in this crossbow was usually forged with iron or steel allowing for a greater force and range.

**Bolt:** The basic projectile of a crossbow is the metal bolt. The bolt is shorter but heavier than the arrow with more penetration power due to the momentum

#### Launcher modifications

Each table presented before has three sections. The upper section contains the base weapon forms for each

ranged weapon category. The middle section contains specialized variations of the base weapons. Finally the lower section contains the projectile for this weapon and basic variations.

Ranged weapon modifications follow the same rules as described in the *Melee weapon modifications* section.

***Additional shot:*** The chamber has an additional space allowing for another missile. This modification can be picked multiple times in order to have more shots available. Once the shots are used each chamber must be fully reloaded.

***Chamber:*** The launcher has a missile chamber. This reduces the firing time by 5 APs. A missile chamber comes with *one* additional shot. This modification can only be applied once. Bows can’t be adapted with a chamber.

***Composite:*** The arc of the bow or crossbow can be crafted using a combination of materials which allow for better energy distribution increasing the range and damage.

***Gemstone:*** A gemstone is added to the launcher. This modification can be applied up to 5 times.

***Magazine:***The chamber has an ejection mechanism allowing for it to be ejected and replaced by a fully loaded chamber.

***Quick shot:*** The chamber has an improved loading mechanism allowing for a faster firing cycle. This modification can be picked multiple times. The firing APs can’t be less than 1, however for each point under 1, one additional missile is fired with the same shot. For example if a the quick reload modifications would take the weapon to -2 AP, then it means the weapon fires 3 times each time the trigger is squeezed.

**Table 5-13: Ranged weapon modifications**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Dmg Type | Defense | AP | Material | Weight | Size |
| Additional shot | +1 | - | - | - | - | - | - | - | - | - | +0.1 | - |
| Armor piercing | +5 | - | - | - | - | +1 | P | - | - | Metal | - | - |
| Blunt | +4 | - | - | - | - | -1 | B | - | - | Metal | - | - |
| Broad | +4 | - | - | - | - | +2 | S | - | - | Metal | - | - |
| Chamber | +3 | - | - | - | - | - | - | - | -5 | - | +0.5 | - |
| Composite | +5 | - | - | - | \*2 | - | - | - | - | - | - | - |
| Expansive | +10 | - | - | - | - | +5 | P | - | - | Metal | - | - |
| Explosive | +15 | - | - | - | - | +10 | - | - | - | Metal | - | - |
| Gemstone | +5 | - | - | - | - | - | - | - | - | - | - | - |
| Incendiary | +5 | - | - | - | - | +2 | - | - | - | Metal | - | - |
| Magazine | +3 | - | - | - | - | - | - | - | - | - | - | - |
| Quick shot | +1 | - | - | - | - | - | - | - | -1 | - | - | - |
| Recurve | +3 | - | - | - | \*1.5 | - | - | - | - | - | - | - |
| Targetting | +2 | - | - | - | - | +1 | - | - | - | - | - | - |
| Tracer | +2 | - | - | - | - | - | - | - | - | Metal | - | - |

***Recurve:***The bow or crossbow is crafted with some curves in the tips of the arc. The curves allow for greater tensile strength allowing for increased range. This modifier can be applied only once.

***Targeting:*** A series of markers are calibrated and attached to the launcher allowing for more precise shots. Each time this modifier is applied the system becomes more precises as it adds more features like distance marks, crosshairs, magnifier lenses, reflection suppressor, night sight, lasers and more in increasing levels of precision. The description of the targeting system depends on the adventure technology level. The character needs to perform a targeted attack to gain this benefit.

#### Missile modifications

The following are the modifications which may be applied to a missile.

Missile modifications follow the same rules as described in the *Melee weapon modifications* section.

***Armor piercing:*** Armor piercing missiles are designed to bypass the target damage soaking. The arrow will negate 2 points of damage soak when it hits its target.

***Blunt:*** The missile damage is delivered as a concussive blow. Half the damage is considered stunning damage instead. This is achieved by using round or squared heads, salt instead of lead, electricity or other.

***Broad:*** A broad missile delivers extra damage. It may consist on a larger head, additional blades, increased bullet calibre, higher energy voltages, etc.

***Incendiary:*** Some incendiary item is attached to the point of the missile like a red hot iron, coals, or chemicals. The arrow will ignite any material it gets in contact with.

***Expansive:*** The missile is made of some brittle material that breaks on contact and opens inside the target. The damage is incremented but the target can soak 2 extra points of damage (only if he can soak damage).

***Explosive:*** An explosive missile contains some chemical that will explode on contact. All people in a 2m area around the target are affected by the explosion and must parry or dodge as a missile attack.

***Tracer:*** A tracer head has a chemical that burns quickly with the air leaving sparks which last a few milliseconds. This can help marking a target so other people know where to attack. It also marks the obvious location of the attacker.

### Thrown and hurled weapons

Multiple melee weapons like throwing daggers, darts or javelins (among others) are specialized to be thrown but this doesn’t mean they are the only ones that can be thrown. Almost all melee weapons can be thrown in case of necessity. They won’t be nicely balanced and will have less range than specialized weapons but they still can be hurled.

By default, a size 1 weapon can be thrown a base range equal to the character Fire attribute, a size 2 weapon has a base range of half the Fire attribute and a size 3 weapon has a base range of one quarter the character Fire attribute. For example a javelin has a base range of Fire \* 2. A character with Fire attribute 5 has a base range of 10 for the Javelin.

The maximum distance for a thrown weapon is equal to ten times the base range. So a weapon with base range 10 will have a maximum throwing distance of 100m.

The Accuracy skill is combined with the appropriate weapon skill then throwing weapons, instead of the Melee skill.

Read more about base range on the *Ranged combat* rules in chapter 6.

The weapon tables have the throw ranges already computed for different weapons. Some weapon ranges are marked as 0 or (-) meaning they can be thrown as they might be unbalanced or attached to the character limb (i.e. a gauntlet).

The *throwing* modifier reduces the weapon weight and Improve the balance and aerodynamics, increasing the throwing range. Each time the *throwing* modifier is applied to the weapon, it doubles its base throwing distance but reduces its damage.

**Table 5-14: Weapons – Shields**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Dmg Type | Defense | AP | Material | Weight | Size |
| Body shield | +4 | 256bp | 1 | 0 | - | +0 | B | +6 | 9 | Pine | 8.0 | 3 |
| Buckler | +1 | 16bp | 1 | 0 | - | +2 | B | +2 | 6 | Pine | 2.0 | 1 |
| Medium shield | +2 | 64bp | 1 | 0 | - | +1 | B | +4 | 7 | Pine | 4.0 | 2 |
| Tower shield | +6 | 960bp | 1 | 0 | - | +0 | - | +10 | 12 | Pine | 20.0 | 4 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield Specialized |  |  |  |  |  |  |  |  |  |  |  |  |
| Battle shield | +4 | 144bp | 1 | 0 | - | +1 | B | +5 | 7 | Pine | 4.5 | 2 |
| Lantern shield | +3 | 60bp | 1 | 0 | - | +2 | B | +2 | 6 | Pine | 2.5 | 1 |
| Scutum | +6 | 408bp | 1 | 0 | - | +0 | B | +7 | 9 | Pine | 8.5 | 3 |
| Spiked shield | +6 | 300bp | 1 | 0 | - | +2 | P/B | +5 | 7 | Iron | 5.0 | 2 |
| War shield | +8 | 440bp | 1 | 0 | - | +2 | P/B | +6 | 7 | Iron | 5.5 | 2 |

A specialized throwing weapon can be used for melee combat but the lighter design makes it easy to break if parried or used to parry.

### Shields

A shield is a weapon specially designed to deflect melee attacks and block projectiles. It is strapped to the wearer hand by means of a handle and/or leather straps. It prevents the shield hand from doing other things but it can be easily dropped and donned again.

Shields are made of light but strong materials. Very old shields were made of leather with a wood spine. In the medieval age it was made of wood and sometimes reinforced with a metal rim. Fantasy settings have them in metal and in modern times it is made of light metal alloys or polycarbonate.

***The AP cost to parry is always 6.***

***The AP cost in the shield table is only used when the shield is used to attack as a weapon.***

**Buckler/Bracer:** This is a small shield between 15 and 45 cm diameter. It is designed to deflect melee attacks but is very ineffective against ranged attacks.

As it is small but hard it can be used to deal punch attacks.

**Medium shield:** A medium shield is about 40 to 100 cm diameter. It provides defense against melee and ranged attacks.

The most popular version of this type of shield is the ‘kite’ shield which extended to cover the wearer legs. This is the classical shield used by knights.

**Body shield:** This shield protects the whole body of the wearer. It has an oval or rectangle shape and is about 150cm high. It allows the wearer to crouch behind for full cover (see combat rules).

**Table 5-15: Shield modifications**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Dmg Type | Defense | AP | Material | Weight | Size |
| Gemstone | +5 | \*1.5 | - | - | - | - |  | - | - | - | - | - |
| Lantern | +2 | \*1.2 | - | - | - | - |  | - | - | - | 0.5 | - |
| Reinforced | +2 | \*1.3 | - | - | - | - |  | +1 | - | - | 0.5 | - |
| Spiked shield | +2 | \*1.4 | - | - | - | +1 | P | - | - | - | 0.5 | - |

Examples of this shield are the roman *scutum* and the modern anti-riot shields used by the police.

**Tower shield:** This huge shield is about 2.2m high and fully covers the whole body of the wearer providing full protection against all forms of attacks coming from the front. Other people can take cover behind the shield bearer so it is very useful for covering friends when expecting ranged attacks.

**Specialized**

**Battle shield:** Medium shield; Reinforced.

**Lantern shield:** Buckler; Lantern.

**Scutum:** Body shield; Reinforced.

**Spiked shield:** Medium shield; Reinforced.

**War shield:** Medium shield; Spiked shield, Reinforced(x2).

#### Shield modifications

Shield modifications follow the same rules as described in the *Melee weapon modifications* section.

The modifiers can be applied multiple times unless otherwise stated.

***Gemstone:*** A socket is crafted for a gemstone. Gemstones are requisite to craft magical items. Up to three gemstones can be embedded into a shield.

***Lantern:*** A bright lantern is attached to outer side of the shield. In low light conditions the bright light provides visibility for the shield user while blinding the opponent (read combat light rules). The shield provides cover for the light so the user of the shield is unaffected by it. This modifier can only be applied once.

***Reinforced:*** A shield is reinforced increasing the protection. The main material of the shield remains the same.

***Spike shield:*** The shield is adorned with sharp spikes. Whenever you successfully block a natural attack (no weapons used), the attacker suffers one point of damage. If the attacker was charging or attempting to grapple and the attack is fully blocked he suffers 2 points of damage (can be soaked). If the shield is used as a weapon, it adds a +1 attack Modifier.

### Weapon weight

The Weapon stat indicates the maximum weapon weight the character can lift during combat. **He may carry up to this weight using both hands or half this weight using a single hand.** For example, a character with strength 3 can use a weapon of up to 9 kg using both hands, so he has to use both hands to wield a hammer (5 kg) as the maximum weight he can carry in one hand is 4.5kg. However, a character with strength 4 can easily carry a 5kg hammer on each hand as his total limit is 16kg or 8kg on each hand.

Some weapons like bows, fighting staffs, pole weapons among others require two hands to use. This is related to the way the weapon is used during combat. Even if your character has 100 strength he still needs two hands to knock and pull an arrow in the bow.

### Weapon size

Weapon size is a very relative term. The size of a weapon depends on the size of the user. A weapon that is large for one character may be just normal size for another. For example, a medium - size 2 - axe can be used by a medium - size 2 - humanoid, however the same axe is considered large for a small – size 1 – Halfling, and will be considered small for a big – size 3 – creature.

The size column in the weapon tables contains the size of the weapon. A character can use a weapon which is up to twice his own size or down to half his size. No more and no less.

For example: An ogre is a large size 4 creature. For the ogre, a human sized long bow - size 3 - is considered a small weapon. An ogre can also use a normal human sized sword as it is size 2 but it will be like a dagger. The ogre can’t use a size 1 dagger as it is just too small for his hands.

## Technology levels (Advanced)

Every culture develops and improves its technology. Depending on his campaign the GM may decide new technology makes some items and materials more readily available. The following rules may also be used if the players find themselves with a more or less advanced civilization.

The available technology levels are:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Lvl | Technology | Base DR | Avg DR | Base wage |
| 0 | Caveman | -2 | 1 | 10bp |
| 1 | Ancient | 2 | 5 | 1sp |
| 2 | Medieval/Fantasy | 6 | 9 | 10sp |
| 3 | Romantic ages | 10 | 13 | 1gp |
| 4 | Contemporary | 14 | 17 | 10gp |
| 5 | Modern | 18 | 21 | 1pp |
| 6 | Steampunk | 22 | 25 | 10pp |
| 8 | Future | 30 | 33 | 1000pp (10 cr) |
| 10 | Space | Unlimited | Unlimited | 100000pp (1000cr) |

**Caveman:** Technology is that of a caveman level. Crude weapons like clubs with crude stone, copper or iron chunks tied to the edge making crude maces. Very crude spear tips made of stone and spear tips hardened on fire. Some communities may have learned to control fire and domestication but in general bhieftains have control of small wandering tribes.

**Ancient:** Weapons are more refined. People has learned to control fire and use it for forges, crafting better blades. Bronze has replaced iron and bronze as the preferred material. Animals have been domesticated. Bow and crossbow weapons appear. Conquerors raise vast armies to conquer vast empires.

**Medieval/Fantasy:** Stronger armor and sharper blades are crafted using steel. Towns grow and become prosper. Countries have established limits. In fantasy setting, magic and fantastical creatures can be found everywhere. This is the most typical RPG setting.

**Romantic:** This is the age of pirates and swashbucklers, where warriors fight with weapons as much as with charm and wits in order to conquer the heart of a beautiful lady and, sometimes, the fiercest battle fields can be found in the political courts of powerful kings.

**Contemporary:** Cities controlled by gangs, merry music playing in small joints, dancing girls on short frocks, poker games with high stakes. Party tonight before the stock market crashes and the world war begins.

**Modern:** Computers and microchips, the beginnings of internet, wide area communications and the infancy of robotics and artificial intelligence. Teams of hackers roam the darker waters of the web attacking unprotected servers, stealing secrets and selling them to the best bidder. Corporations have enough money to manipulate governments.

**Steampunk:** Humans, elves, orcs and other races roam the world riding sport cars and wielding guns and hacking computers. Technology and magic are combined by technowizards to craft powerful new devices. Corporations rule the world.

**Future:** The technology has advanced. Robots with human appearance socialize with human beings. Hover cars and energy weapons are everywhere. Some space travel to close moons and planets is possible.

**Space:** Space travel has developed. Humans have colonized all planets and moons in the solar system and close stars. Same as humans come from earth, orcs and elves come from other planetary systems where they are the predominant race.

### Technology level materials

The materials available for each level are those with a Modifier less or equal than the technology level. For example, in a fantasy age, it is not uncommon to find steel weapons and bear leather (fur) items. They are not commoner materials but not impossible to find either. Lower quality materials like bronze is normal and iron or lower are common.

For a character from a caveman level setting where Iron or copper are the norm will find a steel weapon completely fantastic. However the same might be said if a fantasy campaign character faces a modern character where gold weapons and tools can be found.

The relation between the technology and materials are so strong that is not uncommon to name the age like the material. For example, ancient ages are also known as bronze age.

### Technology level items

The final item DR, including any additional DR due *modifications*, can’t exceed the value in the *Avg DR* column. Material quality is not counted as a modification.

Some artisans can exceed this DR limit thanks to its high intelligence. Those gifted individuals can reach a total DR equal to the Base DR column plus his Water attribute value.

For example, a normal caveman can craft any item with final DR 1. This means very basic weapons and very basic modifications like a club, a staff, a short spear. He can’t craft a short bow as its DR 2 is above his technology level. However, a gifted individual with Water score 4 that may reach to a maximum DR of -2 + 4 = 2. This individual can craft items undreamed of by ordinary people.

### Technology level economy

A development in technology is also accompanied by a development in production and economy. The standard wage for *a year* of work is taken from the price of a kg of metal with an equivalent quality Modifier as the technology level. The low and high salary levels correspond to the prices of the metal above and below that. For example, the economy rules in this chapter are taken for a fantasy technology level (2) which corresponds to the steel metal Modifier (+2). This means a good yearly salary in an average city is 10sp, a low salary is 1sp and a high salary is 1gp.

The modern age has a tech level 5 which corresponds to gold. A modern age yearly salary is equivalent to 1kg of gold at about 1pp (around 50000 dollars). A low salary is 10gp (around 5000 dollars) and a high salary is 10pp (around 500000dollars).

Note that those figures correspond to a normal sized city. Larger cities can have larger wages (read the *Economy size* rules).

#### Comparison with contemporary money

To transform the coinage into modern currency, replace 1gp for USD 500. Silver and copper follow on dollars and cents. Titanium pieces follow on tens of thousands of dollars.

Table 5-3 : Modern currency conversion

|  |  |
| --- | --- |
| Coin | Modern equivalent |
| 1bp | 5 cent |
| 1sp | 5 dollar |
| 1gp | 500 dollars |
| 1pp | 50k dollars |

This means a contemporary yearly salary for a good professional Is about 50k.

## Crafting

Should the character prefer to craft his own items, he needs the appropriate tools, facilities, enough materials and, of course, the appropriate skills.

**Materials:** The material to be used dictates the DR of the crafting attempt. The artisan must beat a DR equal to the quality of the main material used for the item. I.e. to craft a silver item the artisan needs to beat the quality of silver (20).

The main material for the item is the most important material of the item.

For example, to create a diamond necklace the main material is diamonds even if the support and latches are made with gold. If you make a platinum sword then the main material is platinum even if you adorn it with rubies and the grip uses leather. If you make a silver spear then the main material is the silver blade even when the wooden shaft is larger than the tip.

**Skills:** The skill to use in the craft depends on what you want to create and is described under each skill entry. If you are using the combined skill rule you may also gain bonuses from other related skills.

The GM must decide which of the character skills is to be used as the main skill and which to combine as the supporting skill(s). For example to craft a sword the main skill would be *Blacksmith* and the support skill would be *Weapon (Sword)*.

Knowledge of some perks may be required to craft some items.

The GM may set more requirements which the character should meet in order to craft an item.

Once you get all the things you need roll the appropriate skill to craft the item. The total result of your skill check should equal or exceed the crafting DR.

**Modifiers:** The item can be adjusted with specific alterations which provide bonuses to the item. Each modifier adds a DR to the item material DR. Any number of modifiers can be added but the DR to craft the item will keep adding up.

The weapon and armor table specify a DR to add for each modification but the GM may provide any value he sees fit for any item modification.

**Tools and facilities:** Other bonuses for tools and facilities (as described in the skill rules in chapter 4) also apply to the crafting process. High quality tools made of quality materials provide bonuses to the crafting skill.

### Crafting time

The time required to craft an object depends on the size of the object and the material quality.

|  |  |  |
| --- | --- | --- |
| Size | Time | Example |
| Tiny | 1hr/quality | Jewellery, lockpicks |
| Small | 5h/quality | Daggers |
| Medium | 1day/quality | Swords, Shields |
| Large | 1week/quality | Armor |
| Huge | 1month/quality | Full plate armor |

### Failed crafting

If the roll is unsuccessful, then the item has a flaw. The time used in the craft is lost and the character needs to start the process all over again. As a result of a failed attempt some material is lost in the process. Consider 1% of the material lost for each point under the required DR.

For example, to craft a gold ring with DR 40, it uses 10gr of gold. The resulting roll is 30 which is a failure. Then 40-30 = 10% of the material is lost as a result. You may need to craft a lighter ring or get more material.

### Low quality items

If the character failed his craft DR, he may declare the item successfully finished if he gives one penalty to the item for every 5 points under the DR. So for example if the character is crafting a gold shield with DR 41 and the skill result is 30, then he may decide to declare the object finished if he assigns a 2 penalties to the item.

The most common penalization is to add weight or to reduce the material Modifier by 1 per each penalty point (i.e. the gold shield described above would receive a +3 material Modifier instead of the normal +5 for gold).

Another kind of penalty is to add some kind of curse. The curse can be simple like the item making undesired sound, firing sparks when the character is hiding, to something more powerful like turning the character into a frenzied killing machine, lowering attributes, taking control of the character or more.

Curses make for great ways to flavour the history of a weapon and maybe providing story arcs like a quest to remove the curse.

Remember to announce curses in a dramatic way like “It is said that this golden sword will break when the warrior most needs it”. Then, during the adventure, when the character is just about to slay the adventure boss, the weapon breaks allowing the monster to flee and fight another day. And when the weapon breaks recall the text again so everybody knows the curse has acted.

Other suggestions are included under each item category.

#### Low quality armor

If a lower quality armor is forged, then for each penalty point one of the following characteristics is assigned:

1. Reduce the material Modifier by 1.
2. Increase the weight by 20%
3. Increase the Precision penalty by one point.
4. Bestow the armor with a magical curse.

* turning into a werewolf (or werechicken or wererabbit?) on full moon nights;
* the armor does more noise than usual when moving;
* there is a 10% chance for the armor to fall down in pieces after any attack received.
* armor rings when hit by blunt weapons adding stun damage.

#### Low quality weapon

If a lower quality weapon is forged, (read the *Low quality item* rule in this chapter) then for each low quality penalty point one of following characteristics should be assigned:

1. Reduce the material bonuses by 1.
2. Increase the weight by 20%
3. Increase the AP required to use the weapon by one point.
4. Bestow the weapon with a magical curse.

* once the weapon is unsheathed the character will continue fighting until the weapon draws blood from friend or foe;
* the weapon will break on the first critical hit only to be reformed after the fight is finished;
* the weapon talks and shouts (like a parrot with no intelligence) alerting enemies in the area;
* the weapon will attempt to take control of the character and force him to flee at the beginning of the fight;
* every time it is unsheathed it is covered with blood;
* every night the souls of the people slain by the sword haunt the character, ghostly figures appear repeating again and again a scene where the weapon slayed them.

### Crafting items in different sizes

All the items presented in this chapter are considered for a medium humanoid. However items can be crafted in different sizes.

#### Crafting large items

For each size increment the item receives the adjustments listed in tables 5 – 16.

Missile speeds

|  |  |
| --- | --- |
| Speed | Description |
| Falling objects | |
| 1 | Object falling 1m |
| 6 | Object falling 10m |
| 12 | Object falling 100m |
| Hurled, Normal projectiles | |
| 8 | Thrown club, hammer, axe |
| 9 | Dart, spear |
| Arrow, Bolt, Mechanical projectiles | |
| 13 | Hand crossbow |
| 14 | Normal bow |
| 15 | Crossbow, composite bow |
| 16 | Composite Crossbow |
| Bullet, Explosive projectiles | |
| 20 | Pistol |
| 30 | Machine gun |
| 31 | Tank gun |
| 33 | Assault rifle, armor piercing |
| 41 | Tank piercer |
| Energy projectiles | |
| 50 | Railgun |
| 60 | Light gas gun |
| 70 | Plasma gun |
| Ray | |
| 100 | Lightning |
| 200 | Ray |
| 400 | Instant |

**Table 5-16: Item size change**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Reach | Range | Attack | Def | Weight |
| Melee weapon | +1 | - | +3 | - | x1.5 |
| Weapon, Ranged | - | +10 | +2 | - | x1.5 |
| Weapon, Shield | - | - | - | +2 | x1.5 |
| Armor, Any | - | - | - | +2 | X1.5 |

Range for thrown weapons is still dependent on the character strength.

Items do not increase in complexity due to armor size changes. So plate armor for a human is as complex as plate armor for a Halfling or as complex as plate armor for an ogre. They have the same DR because the involved parts are the same.

There is, however, a logistical problem. The item becomes harder to create for each size category relatively to the craftsman. The objects just become heavier and harder to manipulate.

For example, an orc weaponsmith (size 2) is crafting a medium axe (DR +3) for an ogre (size 4). The DR due to the size difference is +3 +2 = +5 due to the difference in size. However, this penalty is eliminated were the weaponsmith an ogre; for him the axe is just a normal size so it is still a DR +3.

#### Crafting small items

The items for creating a small item are similar to crafting a large item except the bonuses and multipliers are inverted.

The size difference penalty is still maintained. Following the same example as before, an ogre weaponsmith (size 4) trying to craft a medium axe (DR +3) for an orc (size 2) still has the same +2 DR penalty due to size. This is because the smaller parts and pieces just makes it harder to craft the item.

### Armor for different species

A craftsman is usually accomplished in crafting items for its own species. Given there are no huge specific changes, the same craftsman can craft armor for other species with similar body types. So a human can craft armor for elves, orcs, giants or, in general, any species with a head, torso, two arms and two legs.

As

### Weapon in different material types

Weapons can be crafted in a different material type. For example, instead of crafting a sword using metal it can be crafted using wood, or maybe using gemstones.

A weapon in a different material has its attack and parry values changed by the difference in material category.

For example, wood has a category of 8 while metal has a category of 10.

So a sword made of wood instead of metal will have a -2 penalty in attack or parry.

In the same way, a sword crafted from a gemstone will have a +2 Modifier to attack or parry as it has a higher material category.

This rule can be applied to other items like armor.

### Missile speeds

Launchers allow for greater ranges and missile speeds than any hurled weapon; but, in turn, an arrow can’t compare with the speed of an explosive or energy based missile. Table 6-5 provides some reference about different missile speeds.

### Crafting magical items (Advanced)

The GM is free to create any magical item he decides at his own desire. However some crafty players may prefer to create their own items special abilities which exactly match their requirements. This is not a simple process as there are many things to take into consideration so the following rules are recommended for advanced players only.

Before reading the following rules you must be comfortable with the magic concepts introduced in chapter 7 and already designed items available in chapter 8.

A magic item it should be crafted with the most pure materials and have the highest quality possible.

A material with higher quality allows for more powerful enchantments while a higher quality allows grafting the gemstones required to power the magic activation.

Crafting a magical item requires the expenditure of character points by the artisan that creates the magic item.

#### Define the magic abilities

The first step is to define which spells to imprint into the item. The character crafting the item must be able to cast the spell being imprinted to the desired casting level.

Once imprinted, the magical abilities effects are set and it is not possible to alter any characteristic of the spell like the range, area, effect or any other condition. If a 6-dice fireball at 10 meter range is imprinted into the item then that is the effect the character will get any time the ability is activated.

For each magical ability the character adds to the item he has to pay 1 character point (any mental or physical).

It is possible for an item to hold multiple abilities but the character has to pay for each one.

#### Maximum ability rank

The maximum spell rank that can be embedded into a magical item is equal to the item material quality Modifier. For example, an item crafted using a material with a +3 quality Modifier can hold any number of activated abilities but each one with a maximum level of 3.

It is possible to embed a higher ability rank into an item with a lower material quality, however the item will break the moment the ability is used. The ability rank in this case can’t be more than 3 levels higher than the material quality Modifier.

#### Mana source (Simple)

Attach a gemstone of at least 20 karat and a quality Modifier of at least the rank of the spell being embedded. This will allow for energy to power the abilities.

#### Mana source (Advanced)

Magical abilities require mana. Gemstones work as a mana generator to power the item abilities. Simply put, they are magical energy batteries.

Gemstones are embedded into items as a result of a higher quality item crafting. There are two characteristics to consider in a gemstone: the quality and the size (karats).

The gem quality Modifier defines the maximum ability level it can power. So for a rank 5 ability, a gem with a quality Modifier of at least +5 (i.e an Amethist) should be attached to the item.

The gem size gives the number of uses per day, higher carats allow more uses per day. The uses per day can be defined using this formula:

**Uses = (24 x Spell Rank) / (Gem Quality x karats) hour**

Round up or down to the nearest time period for simplicity.

For example, a 5 rank fireball has been imprinted into a Palladium (+5) ring. The craftsman has attached a 48 carat ruby (+11 quality) to the ring. This allow the fireball ability to be used every 15 minutes (24x5/11x48 = 0.227hrs = 13.33 mins = 15 mins rounded up).

Some spells have some continuous duration you might want to keep going on until dismissed. In that case match the number of uses per day with the spell duration.

For example, a basic Light spell is a rank 1 spell, illuminating everything on a 10 meter radius for 1 hour. You may increase the spell to 6 ranks making it last for 6 hours. You can put this spell in a gold ring (+6) and add a 4 carat cobalt (+6). That will make for (24x6/6x4) =1 use / 6 hour, which matches the duration of each use of the spell.

#### Define the ability activation conditions

An item ability is dormant until the character performs some activation trigger like slipping a ring to his finger, wielding a sword for battle, uttering some command words, touching the item in some particular points, rubbing it, doing some gesture with one hand or any other activation specified during the creation process. Conditions may also include external conditions like “receiving a fireball attack” but will activate after the fireball has blasted the character so it may not be useful to prevent the damage. Conditions are very specific and if not met the ability won’t activate.

For example a ring of invisibility with a trigger condition of “when the ring is worn” will turn the character invisible at the moment the ring is put on his finger but not if he just has the ring in the palm of his hand. If the ability is activated by command word the character may have the ring on at all times but will only turn invisible when the command word is uttered.

Each ability can be assigned its own activation sequence.

If the ability is of continuous effect, then a deactivation sequence can be added to dispel the effect.

#### Crafting time

If the artisan crafting checks fail, then the character points paid to imprint the abilities are not lost. However the gemstones have a 50% chance to get damaged and break into pieces.

#### Gemstone affinity (Optional)

Gemstones have an affinity to a magical element depending on its color.

|  |  |
| --- | --- |
| Color | Affinity |
| Black | Death |
| Brown/Ochre/Orange | Earth |
| Red | Fire |
| Green | Life |
| Purple | Air |
| Blue | Water |
| Colorless (Diamond only) | Any |

So if the gem is red (i.e. a Ruby), then it can be loaded with mana of the Fire element and can power fire spells only. A gem with affinity with one element can’t power a spell from another element. Diamonds are very special as they are not related to any magical element and can power any spell.

#### Material and time (Optional)

The material quality limits the time the item will be able to hold the magic. Each material has a capacity for magic and will slowly lose the magical energy over a period of time. Higher quality materials are able to hold the magical energies for longer.

|  |  |
| --- | --- |
| Material quality | Years |
| 10 | 0 |
| 15 | 12.5 |
| 20 | 50 |
| 25 | 112.5 |
| 30 | 200 |
| 40 | 450 |
| 50 | 800 |
| 100 | 4050 |
| F(n) | (Quality-10)\*(Quality-10)/2 |

Magic leaving the item does not mean the item is destroyed. It will still function as the basic item with no additional magical properties.

### Crafting scrolls

Requires: Illustrator

A scroll is similar to a magical spell recipe written down in one or more sheets of some flexible material like paper, parchment, skin, etc. Any person able to read the words and follow the instructions in the scroll should be able to fire the described spell effect.

The character needs to write the scroll in a particular language. Any character able to read the language and with an affinity (perk) with the magical element of the inscribed spell can fire the effect on the scroll.

A scroll is designed for a single use. Once the words in the scroll are read, the scroll is consumed in some way related to the magic being liberated (a flash of light, blown by the wind, burn to ashes, turn to dust, etc).

The character reading the scroll must pay for the spell mana cost from his own mana pool. It is possible to have a scroll so powerful that the character reading the scroll is unable to pay for the mana cost. In that case the spell fizzles and fails (the scroll is consumed anyway).

The time to use the scroll is the same required to case the original spell. The effect written in the scroll is what you get. It is not possible to adjust the characteristics of the spell in any way.

The cost for the materials required to make a scroll is the square of the spell rank in gold:

**Material Cost = Rank x Rank gp**

A scroll can then be sold for twice the cost if anyone is willing to pay.

There is no need to pay any character points to scribe a scroll.

You need 1 day per spell level to craft a scroll.

A scroll can be used by a character to improve his skill level on that particular spell given the inscribed spell level is higher than the character skill level. The scroll is destroyed if used in such way.

### Crafting potion

A potion is a magical liquid that fires some effect on the character using it, usually by drinking, applying it as an ointment or breaking the container vial. It is similar to a scroll but there is no need to read anything.

To craft a potion a character needs to have the Alchemy skill. For each skill level in Alchemy the character can embed one mana point into the potion.

There are three type of potions, drinking, ointments and explosive.

Drinking potions are the most common. The effects of those potions are personal and affect the character drinking the potion only. They can’t be made to affect an area.

Ointment potions are activated by rubbing the potion content over the desired object or character. The effect is personal and affects the character or object being covered by the potion only.

Explosive potions contain corrosive, freezing or explosive spells which are activated when the liquid enters into contact with the air, usually when the container is broken. The effect of this potions cover an area but no specific targets can be specified so the effects will affect any character or object in the area.

Explosive potions are usually thrown so range and precision is limited by the character Fire and Accuracy. Explosive potions may be dangerous if the vial breaks inside the user backpack.

Using a potion uses up all the potion content. It is not possible to use half a dose for a reduced effect.

### Crafting books

Requires: Illustrator

### Crafting armour

Requires: Illustrator

### Crafting weapons

Requires: Illustrator

### Crafting arrows

Requires: Illustrator

### Crafting power sources

Requires: Power sources

### Crafting maps

Requires: Cartographer

### Crafting poisons

Requires: Cartographer

# Chapter 6: Movement and combat

During the game, characters will journey and adventure into exotic and dangerous locations and be faced with multiple occurrences.

One kind of situation is the day to day events like waking up, changing clothes, cooking, taking a bath, enjoying a stroll in the park, etc. These are not important to the story so there is no need to keep a precise track of them.

The important ones are when the action turns chaotic, everything moves really fast, thing blow up, ledges crumble under your feet, bullets fly everywhere, and the life or death of your character depends on mere fractions of second. This is when time needs to be more precisely tracked and combat begins.

## A brief description

A combat starts when two (or more) factions are facing each other.

When the combat starts the GM needs to describe the surrounding environment, which opponents they face, how they look like and where they are located so that each player can make their own judgements. The GM is free to keep some information hidden from the players (i.e. an assassin hiding in the shadows) but otherwise any visible character must be announced and properly described.

During the combat the players have to declare if they are moving and engaging which enemies. The same goes for the GM and his opponents, he must declare to the players which creatures are closing to their characters and describe their actions. The GM must keep a track of how the creatures and player characters are engaged and keep track of the health of all the opponents. Also he should keep track of turns, actions and initiative order.

Depending on the combat size this may be a lot of work so the GM should designate a player to help him keep track of things. The initiative table is something a player can easily help with.

#### Restricted knowledge (Advanced)

During a combat, not everybody sees or knows the same. Even if the players know something, the characters may not see or know what the player knows so they should react accordingly to what the characters know. If the characters are properly moved and played the GM should reward the player with extra experience points as a Modifier.

The GM is also advised against doing the same. The GM controls all opponents so he will be tempted to have all his opponents perfectly coordinated plans and that rarely happens in combat. He should allow for some uncertainty.

# Chapter 6: Movement and combat

During the game, characters will journey and adventure into exotic and dangerous locations where they will find themselves in hard situations.

Day to day events like waking up, changing clothes, cooking, taking a bath, enjoying a stroll in the park, etc. are not important to the story so there is no need to keep track of them. But when the action turns chaotic and everything moves really fast, thing blow up, ledges crumble under your feet, bullets fly everywhere, and the life or death of the character depends on mere fractions of second, then the action time needs to be tracked and combat begins.

## A brief description

A combat starts when two (or more) factions are facing each other.

When a combat starts, the GM will describe the surrounding environment, the opponents, how they look like and where they are located so that players can make their own action decisions. The GM is free to keep some information hidden from the players (i.e. an assassin hiding in the shadows) but otherwise any visible character must be announced and properly described.

Then, the players have to declare their actions and the GM should declare the actions for the opponents. The GM must keep a track of how the creatures and player characters are engaged and keep track of the health of all the opponents. Also he should keep track of turns, actions and initiative order.

Depending on the combat size this may be a lot of work so the GM should designate a player to help him keep track of things. The initiative table is something a player can easily help with.

#### Restricted knowledge (Advanced)

During a combat, not everybody sees or knows the same. Even if the players know something, the characters may not see or know what the player knows so they should react accordingly to what the characters know. If the characters are properly moved and played the GM should reward the player with extra experience points as a Modifier.

The GM is also advised against doing the same. The GM controls all opponents so he will be tempted to have all his opponents perfectly coordinated plans and that rarely happens in combat. He should allow for some uncertainty.

## Narrative or tabletop?

Warscale has two ways to simulate combat. The narrative approach requires the GM to describe everything happening around, while the tabletop approach uses miniatures to represent the heroes and monsters.

There is no good or bad approach to this. Combat is chaotic by definition so keeping track of everything is impossible and every approximation will never be precise anyway.

### Narrative

Narrative combat is used when the GM wants to keep things fast and allow for more dramatic outcomes. It depends on the GM histrionic abilities and his fair judgement of the situation.

If you decide narrative combat you still need to keep some logic for the combat. For example if a character throws a fireball or any other area spell then the GM should do a fair rule about how many targets the blast affects. It is not the same throwing a spell in an open field than in a closed environment like a maze or a sewer.

Using this option is faster as you only need to keep an initiative table and the character health status.

### Tabletop

Some players are very pragmatic about combat. They want to see where their opponents are positioned and the terrain features so they can plan for taking cover or hide from view.

In addition to an initiative table this method require tokens to represent your characters and your enemies, rulers to measure distances and some area shapes to have an idea of spell effects. Some sample area shapes are provided in the appendix of this book.

The first thing to consider is scale. In order to simplify the rules a scale of 1/100th is used so 1m becomes 1cm in the table. If your character moves 5m then you can easily measure 5cm with a measuring tape.

Common RPG and tabletop miniatures are normally 25mm height. This might be slightly larger than this scale but will suit the purpose.

A benefit of this rule is that it is fairly easy to find standardized engineering or art paper with centimetre (or millimetre) markings to use it as the base for your combat.

## Areas

Areas are used to limit sections of a terrain. Creatures occupy an area depending on their size and many spells and effects have specific shapes. When areas collide there are some interaction results.

Areas are useful when simulating battles as people get the idea locations where events are occur, however this is not a requisite for playing.

### Area origin

All areas define a position in the terrain. This point is known as the area origin and may be a fixed location in the terrain or, in some cases, an object.

### Area shapes

Areas start from the origin point. Once the origin is established, one of the following areas may be defined:

**Disc:** This area radiates outwards in all directions from the origin to a distance equal to a specified radius.

Disc areas are defined as: Disc(radius) with the radius in metres. For example, Disc(3) represents a Disc with radius 3m.

This shape is mostly used for explosions, auras or bursts of energy.

**Sector:** A sector is 1/8th portion of a disc. The sector is a pie shaped area starting in the location radiating to a distance equal to the specified radius but limited to a 45 degree angle aperture.

Sector areas are defined as Sector(radius). A sector with a wider aperture will be specified as 2 or more sectors. For example, 4sector(5) is a 4x45 = 180 degree sector with radius 5m.

This area is mostly used for flamethrowers and breath weapons and radiates away from the source to a specified direction.

**Circle:** A circle is the border of a disc. Every point in the circumference is at the same distance from the origin.

The circle also needs to define a depth less than the radius. This depth grows from the border *into* the disc so the external limit is always the radius.

The circle is defined as Circle(radius, depth). For example, Circle(3,1) is a circle with one meter depth. So there are two meters around the centre unaffected by this area.

This area is used for cages or walls protecting (or restricting) a character.

**Rectangle/Square:** A rectangle defines a quadrilateral which extends for a specified depth and width with the starting point at the centre of the rectangle.

The rectangle is specified as Rect(width, depth).

A square is defined as Square(side). The width and depth is the same

**Ray:** A ray is a line which extends away from the starting point in a specified direction to a distance specified by the length. A ray is defined as Ray(width, length). The length is the distance from the starting point where the ray ends.

This is equal to a rectangle where the depth is very large compared to the width.

This is mostly used for streams or lightning bolts.

### Creature size and area

Creatures occupy an area equal to a disc with radius of ¼ of the creature size (or diameter half the creature size). So a creature size 2 occupies an area of Disc(0.5) or 1m diameter.

## Environment

Your adventures will take you to different places so your characters will find themselves in different environments at different day time and facing foes on different sizes.

### Terrain types

The world has so many different terrain types. However some skills are tied to some specific type of terrains. There are 15 terrain types:

Table 6 – 3 : Terrain types

|  |  |
| --- | --- |
| Terrain Type | Magical Affinity |
| Ocean/Sea | Water |
| Lake | Water/Earth |
| Geyser (Geothermal) | Water/Fire |
| Tar pit | Water/Death |
| Swamp | Water/Life |
| Valley | Earth |
| Mountain | Earth/Fire |
| Badland/wasteland/tundra | Earth/Death |
| Forest | Earth/Life |
| Volcano | Fire |
| Desert | Fire/Life |
| Glacier | Fire/Death |
| Artic | Death |
| Bog | Death/Life |
| Rainforest | Life |

When a skill requires your character to pick a terrain type, one of those types should be selected.

Every terrain has an affinity to a magical element, which is particularly useful for magic users. You may read more about elements and magic in chapter 7.

### Lightning and visibility

Walking a forest during the day is completely different than doing it at night time with only the moon and stars lighting your way. These are some light conditions your character may find:

Table 6-4: Light conditions

|  |  |  |
| --- | --- | --- |
| Condition | Ranged Penalty | Skill Penalty |
| Ex Bright | 0 | 0 |
| Bright | 0 | 0 |
| Normal | -1/200m | 0 |
| Low light | -1/50m | 0 |
| Very low light | -1/5m | -5 |
| Dark | -1/m | -10 |

**Extremely Bright:** This is the light you receive at noon in a sunny day in an ice field. Some kind of shades must be used. Extended times (8 hours) under this light conditions with no protection may damage the character eyes and rendering himself temporarily blind for the next 24 hours.

**Bright:** This is the light you receive at noon in a sunny day. Best viewing conditions.

**Normal:** Light during the morning or afternoon in a clear daylight, or at noon in a cloudy day. Also, many lanterns or torches in a ball room at night will give this conditions.

**Low light:** Light during sunset. Similar to a torch or chandelier in a dark room or a cave.

**Very low light:** Single candle in a dark room. Moon light in a clear night.

**Dark:** No lights. A night without moon, or with moon but very clouded.

Those lightning conditions will penalize many skills that rely on vision.

**Ranged Penalty:** The cumulative penalty to attacks using ranged weapons over the first span. Read the *Ranged combat* rules for more detals.

**Skill Penalty:** Any skill attempt which relies on vision suffers this penalty.

#### Low light vision

Some creatures have the *Low light vision* power which allows them to use light more efficiently. For such races light conditions are considered one point up (i.e. Normal instead of low light) for each level of the power.

### Weather conditions

Some skill may be affected by wind, snow or rainfall. This is a simplified table for some weather conditions.

#### Air

Air is a movement of air from a zone of higher pressure to a zone of lower pressure. Air is measured in knots or nautical miles per hour (a nautical mile being 1.85 kilometres).

Depending on its strength wind can be categorized as:

|  |  |  |
| --- | --- | --- |
| Condition | Knots | Ranged Penalty |
| Calm | < 1 | 0 |
| Breeze | 1-27 | -1/20m |
| Gale | 28-55 | -2/20m |
| Storm | 56-63 | -3/20m |
| Hurricane/Tornado | 64+ | -4/20m |

**Calm:** No wind or just a minimal breeze.

**Breeze:** A breeze that may blow papers, cloth, banners. Ideal wind for sailing. Good for windmills.

**Gale:** Strong winds. Only experienced sailors may use this weather. Airmills are unlocked to avoid damage. Banners too long under this wind will start tearing apart.

**Storm:** Very strong winds. No sailing possible and only very experienced crews can survive these conditions. Death blow some rooftops.

**Hurricane/Tornado:** Death destroy anything on its path.

Airy conditions are particularly problematic with ranged weapon attacks.

*Note: For a more detailed table search for the Beaufort wind force scale.*

#### Rain

Rain is the precipitation of liquid water as droplets caused by condensation of atmospheric water vapour.

Rain is measured by millimetres of rain per hour. One millimetre of rain is the equivalent of one litre of water in one square meter.

|  |  |  |
| --- | --- | --- |
| Condition | Mm/hr | Ranged penalty |
| Light rain | 2 mm/hr | -1/20m |
| Moderate rain | 2 – 10 mm/hr | -2/20m |
| Heavy rain | 10 – 40 mm/hr | -3/20m |
| Violent rain | 40+ mm/hr | -4/20m |

Rains will also lower the lighting conditions by one level.

Light and moderate rains are good for crops. Heavy rains and violent rains can cause floods.

Earth can soak up to 2mm rain per hour. Anything over that will start accumulating and slide through slopes and crevasses. Rains and floods over 40mm will carry things and destroy everything on their path. The GM must judge the devastation of the rain.

## Encounters and actions

When the character wants to accomplish things he has to perform actions and actions take time. If there are multiple characters involved in the encounter and interested in the outcome of the action then it becomes necessary to keep track of time.

### Encounter

Whenever a character is faced with some situation where someone or something opposes the character progress then the game enters into encounter time. The encounter lasts until one side stands victorious, when the time returns to normal time.

#### Rounds

Encounters are measured in rounds. A round is roughly 6 seconds so there are 10 rounds in a minute.

#### Turn

Each round every character involved in the encounter gets a turn to execute as many actions as allowed by his action points (AP).

When it’s the player turn to act it is said he *gets the initiative*.

#### Action points

Action points are the currency characters have to execute actions during their turns. Each round the character gets a base number of APs plus a Modifier defined by his *AP Modifier* stat, so a higher Precision attribute means more APs which means more things your character can do each turn.

**APs/round = d20 + AP Modifier + Lightning reflexes**

*Note: The players may decide if they want to roll the d20 or just take 10 as their base APs for the round. Taking 10 secures a base number of APs but rolling a d20 may provide more actions. This is for the players and GM to decide.*

For a common human, 1AP is *about* (but not exactly) half a second.

#### Actions

One action is what a character can do. It is normally a movement or the use of a skill (attacking is also considered a skill).

A normal action for any creature of size M has a base cost of 6APs. Any normal action like unarmed attacks, jumping or dodging costs that number of base APs. Other actions like parrying or attacking will have additional costs on APs depending on the weapon used (check table 6-6). Some skills may extend for many rounds.

The following table lists the AP cost of some common actions characters usually perform in a round.

Table 6 – 6 : Action cost

|  |  |
| --- | --- |
| Action | AP Cost |
| Move (stroll, walk, run, sprint) | 1/step  /step |
| Enter attack range | 3+ |
| Talk | Special |
| Attack | 6 + Weapon |
| Unarmed Attack | 6 |
| Parry | 6 |
| Dodge | 6 |
| Fire ready shot | 1 |
| Draw weapon | 6 |
| Drop weapon/shield | 1 |
| Skill | Varies |

**Walk:** It takes 1 AP to walk 1 step, a step being half the character size in metres. Running and sprinting multiplies the distance covered in a single step. This is explained in the *Walking and running* rules ahead.

**Enter attack range:** If the character is trying to enter into attack range so that he can attack with his weapon when his opponent is using a longer weapon then he must use 3 APs to feint his move.

**Talk:** There are 6 seconds in a round so if a character wants to shout some commands to the members of the party (Dodge! Attack the guys in the left! Jump!) then compute the length of the command and consider 2APs per second. If your message is too complex and your interlocutor requires a more detailed explanation, the time to understand each other between players in real life is considered the time required for the action. In other words, if you are taking time to plan your battle while the battle is going on around you, then the GM may decide to use seconds or maybe full rounds from your action.

Small talk between the party members (or maybe between members of opposite bands) is completely free. You may tell a joke, make a smart remark or have a nice chat with the guy you are exchanging blows at no cost. Imagine any movie where the characters are talking about non relevant things in the middle of a gunfight; or maybe comic characters where they still have time to deliver a funny line while hanging mid-air.

**Attack:** This is the time it takes to attack with a weapon. Each weapon has a base action cost which is added to the base attack time (6 for a size 2 medium character).

**Parry:** You try to block an attack by using your weapon or shield.

**Dodge:** You try to move away from an attack instead of receiving the blow.

**Draw weapon:** Unsheath a sword, fetch your bow, unroll your whip. This is how long it takes to get your weapon ready in your hand. The weapon should have unrestricted access and be relatively free (not tied or buckled).

**Drop weapon/shield:** Open your hand and the item falls to the ground. The hand is free for new actions.

**Skill:** Some skills like disarming a trap, hacking a computer, picking a lock, picking a pocket, etc, can be used during an encounter. The time required to perform a skill is described under each skill description.

### Encounter actions

Each encounter has the following sequence.

#### Initiative

When an encounter starts, the GM requests all the players involved in the encounter to compute the APs for their characters. The players need to keep track of their character APs by using a marker, a d20 with the number of remaining APs facing up, using tokens, or any other mean available.

#### Round sequence

Once the initiative is set, the GM gives the initiative to the character with highest APs.

The character executes an action which may be a move or a skill (attacking is a skill). Note that it is only one, not both.

After the character has acted, he deducts the used APs from his pool and the GM gives the initiative to the next character with the highest APs. Note that if the other players have too low APs, the next character may just be the same character that just acted.

If two characters are tied in APs the one with higher Air attribute goes first. If the same value then roll a dice.

This sequence continues until no one else can act. Then a new round begins, the initiative is rolled again and AP tracking adjusted.

There may be two situations to consider:

1. If the character has any number of positive APs left from the last turn, those points are lost unless the character declares he is doing a long action.
2. If the character has a negative number of APs then those negative points are deducted from the APs for the new round. If the result after adding the next round APs is still negative the character can’t do anything, not even defend himself.

This round sequence is maintained until the encounter is finished.

#### Character turn

When the character gets the initiative:

1. Player declares what he wants to do.
2. Compute APs required for that action.
3. If his APs are enough to pay for the action he executes the action and the points are deducted from his APs.
4. If his remaining APs are not enough to pay for the action, then he may “borrow” APs from the next round.
5. If his APs are negative, he can’t do anything, not even defend himself and he has to pass the initiative.
6. If his APs are 0 he has to pass the initiative but he still can request a defense action if necessary.

A character may borrow a maximum of 10 APs from the next turn. If the action takes longer then he must declare a long action.

The character is allowed to end his turn with some APs remaining in his pool. This is good as it allows the character to defend himself in case he is attacked, however if the round finishes and the character still has positive APs then those APs will be lost at the beginning of the next round unless he has declared a long action.

If the character is attacked and still has 0 or more APs left, he may roll a defense check, parry or dodge (even when his opponent has the initiative). The AP cost of the defense action is deducted from the character remaining APs even if this takes the initiative to a negative value. Once the APs are negative the character can’t do defense actions. A defense roll is always optional so the player may decide not to roll one.

For example, Bernard the Dwarf is fighting an Orc. Bernard has 18APs and the Orc has 10APs. Bernard has the initiative so he decides to attack Bernard with his Axe which costs 9 APs. The Orc dodges the attack which costs 6 APs. After the attack Bernard still has 10 APs and the Orc has 4 AP.

Bernard then decides to attack the Orc again but the GM decides the Orc will take the hit so he won’t roll a defense check and take the damage. Bernard now has 4 APs but Bernard is down to 0. Bernard has to pass the turn to the Orc.

During the Orc turn, he attacks Bernard with his mace which costs 9 APs taking his APs down to -5. Bernard is in 0 APs so he decides to take a dodge roll. This takes his APs down to -6.

Now, as no character can act, the round ends and a new round starts.

#### Long actions

Sometimes an action may take a long time to execute. In that case the character just declares his action for the next rounds and waits until he has accumulated enough APs to execute the action.

Long actions also include tasks where the character needs to work for some time in order to complete the task.

For example, disabling a trap takes 1 APs per quality level. So in order to open a lock with quality 30 a thief requires 30APs. After he accumulates at least 30APs he may roll his *Open Locks* skill. If he succeeds the lock is opened but if he fails he needs to gather another 30APs.

The character is considered to be concentrating on his desired action and can’t do anything else but talk. This means he may require someone to protect him during a battle.

The character may cancel his action at any time but he loses all his accumulated APs from previous rounds. He may still use the APs from the current round.

#### Breaking actions

If a character has declared a long action he can decide to break it at any time. He must discard all his accumulated APs and keep a number of APs equal to the current highest character for the round.

So, for example, if a character had 20 APs accumulated and adds 12 in this turn for a total of 32. If he wants to cancel his current action then he asks for the highest player APs and uses that number.

#### Waiting

The character may decide to lose any number of APs from his pool voluntarily. He has to declare how many APs he wants to lose then delete the APs from his pool.

This is done so that the character waits another character to act before he does.

The character can’t take the AP total to less than 0 by waiting.

#### Ready actions

If the character still has APs remaining, he may declare a ready action. Declaring a ready action ends the character turn.

Declaring a ready action means to wait for some event instead of acting. He must specify the event he is waiting for.

For example:

“If the wizard starts casting then I will shoot him”

“I wait behind the door and hit anyone coming out”

“If he tries to run I will hit him”

If the event happens, then the character can act before the event occurs.

It is not required for the event to be too specific, but at least described in a way that constraints the character to a course of action.

If none of the events he specified happened before his next turn and he still has positive APs at the end of the round then the APs are lost as normal rules.

Only one action can be readied, but a character with the *Lightning reflexes* perk can specify more events to react to during the same round.

The character may break his ready action at any time, but he gets the number of APs of the highest player ar that moment.

The character is always allowed to do a parry or dodge defense check instead of his ready action. If after the parry or dodge the character still has positive APs then he might continue waiting for the ready action conditions.

For example, Bernard the dwarf has overpowered Orc his opponent which is disarmed and on his knees. On his round he has 18 APs so he declares that he keeps an eye on the prisoner and if the prisoner tries to escape he will attack him with his axe.

Suddenly another orc comes from one side and attacks Bernard. Bernard decides to parry the attack which uses 8 APs, so he still has 10 APs left. The prisoner Orc sees Bernard occupied so he decides to make a run. But Bernard still has positive APs so the conditions of his ready action are met and he attacks and fells the orc with a mighty swing of his axe. The attack costs 9 APs so he still has 1 AP left to defends himself from the new orc opponent.

#### Ready shot

Bows and crossbows (and pistols) can be loaded and prepared with time so the character only has to release the arrow or press the trigger to execute an attack. Releasing a readied bow or crossbow requires 1 AP if it is kept pointing ahead. If the weapon is being kept pointing to a side (to avoid an accident in case of a misfire) the AP cost for pointing and firing the weapon is 6.

Keeping a bow ready is a heavy action so it can be kept for a number of periods in minutes equal to the character *Stamina* stat. Each minute counts as one activity period.

Crossbows or pistols are mechanical contraptions with mechanical locks so they won’t spend the character activity periods.

Crossbows and flint (old style) pistols can be loaded any time and will stay loaded while the user keeps a relatively light activity (walk, jog). However any strenuous activity that shakes the crossbow or pistol (running, jumping, swimming, fighting) will unload the missile.

A modern weapon has a higher security and can be kept loaded and ready for longer periods, even resisting heavy action.

#### Surprise round

Sometimes the characters may be positioned in such way that they may act before the opposing side reacts (i.e. a thief hidden in shadows attacking an unsuspecting guard). In that case the side with the advantage adds an additional +10 APs (or +d20) to the initiative table for the first round of the encounter only.

In addition, during the first round, the surprised side can’t use any defense type.

#### Size dependent action (Advanced)

The size of the creature affects his base action time. The base number of APs required to execute an action is listed in the table 2-7 under *Size APs*.

A medium character uses 6APs to do an action. Larger or smaller character will take more or less time. In any action calculation replace the 6 base APs for the proper value for the creature size.

For example, a medium - size 2 - creature attack costs 6 + Weapon AP. A *Huge* creature attack has an AP cost of 10 + Weapon AP. So, if using a weapon with +3 AP per hit, the medium creature will use 9APs on each attack while the huge creature will use 13APs on each attack.

### Stamina and activity periods (Advanced)

Adventurers are a strong breed. They are stronger, faster and more resistant than mere humans, but even adventurers tire and have to rest from time to time.

A character can remain active for a number of periods depending on his Stamina stat (check table 2-2).

The length of a period depends on the activity type they are performing.

|  |  |  |
| --- | --- | --- |
| Level | Period | Example |
| Light | 1 hour | Strolling,studying, lying in bed. Light load. |
| Medium | 10 mins | Walking, swimming, sports. Light load. |
| Heavy | 1 min | Running, attack, spellcasting. Light load. |
| Power | 1 second | Sprinting on any movement type. Light load.. |

**Light:** This is a normal day to day activity level and includes any activity that won’t put pressure on the character’s body at all. The period duration for this activity is one hour.

**Medium:** This activity level requires little from the character’s body. The period duration for this activity is ten minutes.

**Heavy:** This kind of activity is demanding and will tire you after some minutes. The period duration for this activity is one minute.

**Power:** This kind of activity is extremely demanding for your body and will tire you quickly. The period duration for this activity is one second.

The total of activity ‘periods’ accumulate regardless of the activity. For example a character with constitution 5 has 25 Activity periods so he may stroll for 25 hours, walk for 25x10 = 250 minutes, run for 25 minutes or sprint for 25 seconds. Alternatively he might walk for 100 minutes (10 periods) then run for 10 minutes (10 periods) then sprint for 5 seconds (5 periods). The total combination of periods is still 25.

Once the character has spent all his activity time he must rest. His body will shut down (cramps, irresponsive limbs). If swimming he will drown. If fighting he will collapse and be unable to protect himself.

The character may be forced (or he might force himself) to keep moving after his activity periods are used up but for each additional period he will suffer 1 point of damage. Basically the character may die from exhaustion.

#### Additional weight

The categories above assume the character is under Weapon or Light weight load. For each weight category above light that the character is carrying, the activity becomes one step higher.

For example, a character under heavy load is two load categories over light load. This means the activities for the character are considered two stress categories higher. So a character walking while carrying a heavy load is considered to be under heavy activity. A character walking under heavy load is considered to be under stressful activity. A character can’t run or sprint under heavy load.

#### Second air

In the middle of a encounter, if a character can take a full round quietly and doing nothing (no attack, no defense, not receiving damage) he recovers a number of stamina points equal to his Life attribute. The character can do this only once per encounter.

#### Resting

Regardless of the character constitution, he needs 6 hour sleep or 12 hour quiet time (not walking) to fully recover his Stamina. Resting time is reduced by 10 minutes per Life point if sleeping or 20minutes per Life point if quiet.

A character may go without sleep for a number of days equal to his Willpower. However, for each day without sleep his stamina is reduced by five points. After that, if forced to stay awake the character will keep losing stamina at the same rate and suffer one point of mental damage every day. The character won’t recover stamina until he sleeps.

### Movement

The character Precision and size determines how fast he moves. There are three types of movement: walking, swimming and flying. Humanoids base movement is walking.

#### Movement AP cost

Movement is measured in steps. It takes 1APs for a creature to move a single step regardless the creature size. The length of a step is defined in table 2-7.

For a medium sized character a single step is 1 metre while for a gargantuan character a single step is 8 metre. This means that a gargantuan creature will cover 8 times the distance than a medium creature on a single step.

Walking uses a strong energetic pace for someone who knows where he is going and wants to get there quick. This is a movement type for adventurers and is the primary movement means in a battle.

Run is a quick movement which allows moving at twice the walk speed. This can be used in combat for charging an opponent. Running will double the distance covered with the same number of steps. So a running human will cover 2 metres per AP while a running gargantuan creature will cover (2x8) 16 metres per AP.

The following is the base movement cost table.

|  |  |
| --- | --- |
| Movement | Distance/AP |
| Walk | 1m |
| Run | 2m |
| Sprint | 4m |

This is a table for a size 2, medium creature (humanoid) with a step size of 1. You can multiply those base values depending on other creature step size. Fur example a large creature size 4 has a step size 2. So multiply the entries by 2.

Any partial distance is rounded up. So for example, if the human (medium) character is moving 3.5 metres then the distance is rounded up to 4 metres so it uses 4 APs walking or 2 APs running.

If you are using a board based combat (and keep the suggested 1/100th scale), just use a ruler and measure the distance moved. The number of centimetres moved (round up) is the number of APs used.

#### Sprinting

Sprinting allows speeds up to 4 times the walk speed (or twice the run speed). This movement is used when pure speed is needed but requires long straight areas of at least 20m. With this movement you are only focused to reach a destination and not protecting yourself in any way so it is not suitable for combat.

#### Walk into attack range (Advanced)

If the character has a shorter weapon than his opponent and would like to close into the weapon reach, then he must feint his movement. This feint costs 3 APs in addition to any other movement costs.

For example, a character with a dagger (reach 0) wants to close to an opponent with a sword (reach 1). They are separated by 1m. So he needs to pay 3 AP for the feint plus 1 AP for the move.

The move APs are deducted from the initiative table before the attack. It is completely possible that after the move, the opponent is ahead in the initiative table and may attack first.

Once the distance has been closed then it is maintained unless someone disengages.

#### Walk out of attack range (Advanced)

Walking out of attack range requires the character to pay 3 APs in addition to other movement costs. The 3 APs are paid first so the opponent might just have the initiative and get an attack before the disengage.

The attack, if any, won’t stop the move even if successful.

#### Swimming

Characters can swim depending on their *Swim* perk level (read the *Swim* perk).

Human characters untrained in swimming are considered to have a *Swim* level of 0. This allows a character to stay afloat and swim doggy style only carrying up to their Weapon weight category.

Every weight category over Weapon grants a -1 penalty on the character swimming skill for the purposes of speed. So if the character is loaded with objects up to the Light weight level then it is considered to have a -1 penalty in his swim category. Check table 2-1 for more weight categories. This penalty is due to the poor hydrodynamics of the objects being carried.

In addition, swimming is considered a medium stress activity so weight categories over light increase the stress level of the activity and will quickly tire the character regardless of his swimming skill.

### Combat actions

Regardless of the type, melee or ranged, combat is resolved in three steps.

**Attack:** The attacking character rolls his appropriate weapon or martial arts skill. The weapon he uses is considered his tool so the weapon quality adds to his attack skill.

**Defense:** The defending character selects and rolls a defense type (if he can). He can do this even if out of turn but he needs to have the required number of APs. This becomes the DR to beat so the attack succeeds if the attack result is greater or equal than the defense DR.

**Damage:** If the attack is successful then the damage is computed. Fire, weapon quality and the attack skill result Modifier (as per the skill resolution table) is added. Armor or any other appropriate protections are subtracted. The remaining total (if any) is dealt as damage. Damage is described in the *Damage* section of this chapter.

Attacks of any type, parry and dodge actions are considered heavy actions for stamina purposes.

### Melee combat

Melee combat occurs when a character wants to hit an opponent by using a close combat melee weapon like a sword, axe, spear or other.

The attacker uses his appropriate *Melee weapon* skill to resolve his hit attempt. The target uses his *Gymnastics* skill to avoid being hit or his *Weapon* skill to parry the attack.

All weapon skill ranks assume the weapon material or any other bonus have been added to the final rank.

#### Melee combat in a nutshell

Melee combat is just another skill check where the weapon skill of the attacker is opposed by the the defender defence skill.

**Attack result = Attack skill – Defense skill**

If the attack succeeds the damage is computed as:

**Damage = Weapon damage + Attack result**

**- Armor soak**

There are variations on which attack and defense skills to use but in general this is it.

#### Melee weapon attack

Whenever a character decides to attack using a melee weapon, he uses his skill rank:

**Attack = Weapon skill rank**

For example, Belgar has a *Melee weapon (Axe)* skill rank of 10 (skill level 5, Precision +3, steel axe +2) then his total attack is 10 so he rolls a d10.

For a medium creature, an attack uses 6 APs plus the APs required for the weapon.

The attacker may voluntarily reduce his strength bonuses during the attack to reduce his total attack rank in order to deal less damage.

#### Parry

The defending character may decide to actively stop an attack by using his weapon or shield. His parry value is defined as:

**Parry = Weapon skill rank**

The material Modifier should be included in the defense value.

For a medium creature a parry attempt costs 6 APs.

#### Dodge

The defending character may decide to actively evade an attack by dodging. Dodging involves evasive manoeuvres to stay out of the way of the attacker.

**Dodge = Acrobatics skill rank + Armour Pty + 6**

Armour movement penalties affect the dodge attempt.

Dodge relies on there being enough space to move freely in any direction so it can be less effective in tight spaces. For each nearby obstacle preventing free movement, dodge receives a penalty of 1. An obstacle may be a wall, a tree, another character or creature which is located just next to the character.

For a medium character, a dodge action costs 6 APs.

As a result of jumping or flexing around, the defender may move one metre in any direction. This is a free movement regardless of the success of the dodge action. If the dodge result is less than 6 the character trips and falls to the ground in an embarrassing way and is prone.

#### Minimal defence action

Sometimes, a character may be unable to actively defend himself (maybe he is unaware of the attack or maybe he has no APs left). Even in this situation the character is allowed a minimal dodge action.

**Minimal defence = Armour Pty + 6**

This value represents the minimal awareness of a conscious character trying to react for his life.

The minimal defense can’t be used If the character is held, sleeping, unconscious, restrained or unable to move and avoid the blow in any way.

#### Parry or dodge?

Parry means the character stops an incoming attack by using his weapon or shield.

Dodge means the character moves out of the way so he is no longer there when the blow falls.

The decision about parrying or dodging an attack depends on the situation. The character won’t be able to parry some attacks so he should just jump aside. For example, if someone is rolling huge boulders down a slope in order to crush the character, an attempt to parry would be pointless as the rock will still crush the character so a dodge would be the best action.

The same applies for attacks from larger creatures. If a colossal dragon decides step on the character it is just meaningless trying to parry the blow.

#### Unarmed attack

Unarmed combat occurs when the character is attacking with his bare hands/feet or any glove or footwear like boxing gloves, boots, knuckles or gauntlets.

The attack is similar to an armed attack but the main skill used is Melee.

**Unarmed Attack = Melee skill rank**

An unarmed attack uses 6 Aps when punching and 7 AP when kicking.

Some weapons like knuckles or gloves may be used in unarmed combat and material bonuses can be added to the rank. Also if a weapon like a sword has a hilt, the character can use it as knuckles.

### Ranged combat

Ranged combat occurs any time the character wants to hit an opponent who is at a distance by using some projectile or spell.

#### Ranged weapon attack

Rules for ranged combat are similar to rules for melee combat except the missile attack Modifier, material and speed are used.

**Ranged Attack = Weapon skill rank**

**+ Missile attack**

**+ Missile material Modifier**

The weapon material and quality is not considered in the attack, however, the weapon will provide the power and range, reducing any penalties that may affect the attack. For example a crossbow will have a greater reach than a bow, reducing distance penalties.

If the ranged weapon is also the missile (a throwing spear, throwing knifes, etc) the formula is not affected.

If the character is trying to throw a weapon or object *he is not experienced with*, then Accuracy skill is used instead of the Weapon skill. Note that even if the character may be extremely skilled in a melee weapon (i.e. a mace), throwing the weapon as a ranged attack is not something he is skilled with so it is considered a hurled attack.

If the weapon in thrown, the attacker may voluntarily reduce his strength bonuses during the attack to reduce his total attack rank in order to deal less damage.

#### Parry and dodge missiles

Missiles are fast. A common character just won’t have the speed required to react to a missile. Characters need to actively take cover behind shields, walls, trees or just try running in the hope it makes for a harder target.

It is suggested that only characters with the Lightning reflexes perk are allowed dodge attempts against missiles but the GM may allow anybody to try.

A missile parry or dodge is like a normal parry or dodge attempt except the *Lightning reflexes* perk level is added.

The DR to beat is the missile speed in table 6-5.

**Parry missile = Weapon skill rank**

**+ Weapon defense**

**+ Weapon material Modifier**

**+ Lightning reflexes**

**Dodge missile = Acrobatics skill rank + 6**

**+ Lightning reflexes**

The minimal defense action can also be applied to ranged attacks.

#### Catch missiles

The character may try and catch or deflect a missile from the air with his bare hands. In this case the character uses his Melee skill and the missile speed penalty.

The DR to beat is the missile speed in table 6-5.

**Catch missile = Melee skill rank**

**+ Lightning reflexes**

Catching or deflecting a missile from the air must be declared as a ready action. The AP cost is the same as an unarmed attack (6 APs).

Only one attempt is allowed per missile. If the attempt to catch a missile fails then the character is hit by the missile.

#### Hit missiles

The character can attempt to actively hit a missile with another missile mid-air. This is a prepared action and is considered an attack so it must be declared with time and the character must have enough APs for the attack.

The DR to beat is the missile speed in table 6-5.

**Hit missile = Weapon skill rank**

**+ Missile attack**

**+ Missile material Modifier**

**+ Lightning reflexes -10**

This action carries a -10 penalty due to the size and speed of the target.

The missile used to attack the other missile must be the approximately the same size and mass as the target missile. (i.e. You can’t deflect a cannonball with a bullet or an arrow.)

Only one attempt is allowed from the same character per missile. If an attempt to hit a missile succeeds the missile is deflected and falls off target.

Magical missiles from spells are insubstantial and can’t be hit.

#### Ranged weapon attack penalties

Each ranged weapon has a base range. The character may shoot any target within this base range with no penalties; this is called a point blank shot.

For each increment range **above** the base range, the attacker receives a -1 penalty to his attack value. For example, if the weapon has a 10m base range and the target is 35m away, the attacker receives -3 penalty (0 for the first 10m, -1 up to 20m, -2 up to 30m, -3 up to 40m).

Light also affects the ranged attack. The attacker receives a -1 penalty for every 50m to the target over the first 50m in a low light environment; for every 5m over the first 5m in a very low light environment; or for every 1m over the first 1m in a dark environment. For example, in a completely dark room you get a -3 penalty to hit a target 4m away (0 for the first metre, -1 for the second metre, -2 for the third metre and -3 for the fourth metre).

The wind condition also affects physical missiles (not magical ones). For each wind level over calm the attacker receives a -1 per every range increment over the base range.

For example, in a gale (-2 over calm), firing an arrow to a target 60m away using a hunter bow means a -2 penalty (0 for the first 30m, -2 up to 60m).

A moving target also penalizes the shot. The attacker gets a -1 penalty for every 5 meters the target has moved since its last turn.

Example: Robin the Green is attacking a soldier standing at the top of a tower 200m away. The soldier has a Cow Hard leather armor (2) and is standing motionless. The sun is setting, and there is a breeze.

Robin has a Weapon (Bow) skill rank of 15. He has a Composite Walnut Long bow which extend its range by 50%. Walnut provides an extra 5x10 = 50 metres to the base range of the bow for a total of (50+50) \* 1.5 = 150m. His armor piercing arrows (+5 attack) are made of steel (+2 material Modifier), providing a +7 Modifier to the attack.

The tower is 200m away. As his quality bow has 150m base range he receives a -1 penalty to the shot due to the distance.

The soldier is standing motionless so no penalties for movement are considered.

The sun is setting so there is low light which makes for a -3 penalty.

The GM also rules there is a breeze which, due to the distance, makes for another -1 penalty.

So, the total attack is: 15 (Bow) +7 (Arrows) = 22. The attack penalties are: -1 (Distance) -3 (Low Light) -1 (Breeze) = -5. This takes Robin total attack to 22 – 5 = 17. He rolls a d10 + d6 (d7 if the dice is available) and gets a 12.

The soldier is not aware of the attack so the GM allows a default defense dodge of 6. He rolls a d6 and gets a 3. The arrow hits and deals 12-3 = 9 points of damage. Two points are soaked by the leather armor but the remaining 7 are enough to take down the scout.

This example is probably as complicated as a ranged attack may get. During a normal fight all the action will normally occur in a close area with no air conditions and adequate visibility so penalties for distance, wind or light may be completely ignored.

#### Targetting

The character can spend APs in order to increase his accuracy. For each 4 APs spent he gains a +1 to his ranged attack rank. The maximum Modifier which can be gained in this way is +2 (8 APs).

## Damage

Once you have defined if the attack was successful, then damage must be computed. As the character accrues damage his health is reduced. When his health reaches 0 the character is dying (read *Character status*).

Damage can be categorized by element: Weapon and physical (Earth), Acid and Combustion (Fire), Light and Electrical (Air), Drain and Poison (Death), Venom (Life) and Psychic and Stun (Water).

### Acid damage (Fire)

Acid damage follows the rules of combustion damage except it is always considered continual damage until the acid is neutralized and stops burning.

Armor which loses all protection bonuses will just fall in pieces.

If the acid is in vaporous form, like a cloud, it won’t damage the skin or equipment but it will burn the lungs or eyes of the target. Armor provides no protection against it, however a closed helmet will provide a couple rounds of protection at the GM discretion.

### Combustion damage (Fire)

Fire damage can be caused by an intense source of heat like a burning house, volcano lava, or some spells. There can be two types of damage, explosions and continual damage.

Fire damage cannot be soaked by the Earth attribute. Armor can soak normally but it will suffer damage and break apart.

#### Explosions

Fire explosions are sudden bursts of fire that destroy everything in an area like fireballs or fire bolts which act for an instant and disappear.

Armor can soak explosion damage but with each explosion the armor permanently loses one point of protection until it is destroyed.

#### Continual fire damage

Continual fire damage occurs when an area is on fire, like a burning house. Any character entering the area will suffer fire damage depending on the intensity of the fire.

Armor will protect against continual fire damage for a while allowing a normal soak but will get damaged and lose one point of protection per round spent inside the fire.

If the armor loses all the protection due to continuous fire, it ignites and starts dealing damage at a rate of 1 point of damage per round (in addition of any other surrounding damage). Drenching the armor in water will stop the burn damage but at that point armor will probably be destroyed.

### Drain damage (Death)

Drain damage occurs when the life force is sucked out of a living creature. The character armor and Earth attribute won’t protect the character against drain but the character can soak the damage using his Death attribute. It is basically a contest of willpower between the attacker and the defender.

Even when the drain is a contest of willpower, the damage is very much physical and can wipe health or even attributes depending on the specific attack.

#### Drain power

Some powerful creatures, like vampires or succubi, have a drain power. The creature is usually required to touch his target by using a melee attack or maybe enchanting and tricking them into accepting caress and comfort.

Regardless on how it is executed, the attack has a drain level which is equivalent to the damage. The opponent can soak the damage using his Death attribute.

#### Haunted places

Haunted places are not common in nature but may exist. Places where terrible things have occurred are charged with a negative aura that sucks the life from the earth and prevents plants from growing and plants already in the area wither, blacken and die. Only fungus or lichen may grow if anything. People feel gloom and sorrow in the area, and will be most comfortable leaving it, but they won’t be otherwise affected.

From all this cursed places, only a few where the most abhorrent acts have been committed can produce anything near a Death energy level that may affect a large living being. Animals or creatures of low intelligence stay clear of such places and won’t come nearby unless forced, and even then they will try to flee at the first opportunity.

The GM must provide a Death attribute to such accursed location like it is a living entity with its own willpower. This place will drain energy depending on its Death level, dealing one point of damage per Death point to each hour to any person staying on the area. Characters can soak the damage using their Death attribute.

Even if the place does not immediately consume the person life it will cause some degree of discomfort. Every week, a person living in such place will lose one point of Earth, Water or Death for every point of Death charge permeating the house. The player decides how to reduce the abilities. Attribute damage is considered a temporary damage that can be healed with complete rest one point per week.

A character may try and clean a negatively charged place (exorcize) by doing a Religion skill check. The result of the check should provide a skill result Modifier greater or equal than the Death charge level. If the check fails the next attempt by the same individual is done with a cumulative -5 penalty.

For example, to exorcize a house with a Death charge of 4 a character should make a Religion check with a result over 30 which provides a 5 Modifier.

### Electrical damage (Air)

Electrical damage is caused by electrically charged particles in an air. Any person entering the area will act as a discharge point for the particles.

Electrical damage can be soaked by the Earth attribute.

Non-metallic armor grants protection against electrical damage but it depends if the armor is covering the point of contact. For example, if the character touches an electrically charged object with his bare hands he will receive no bonuses even if he is using a full leather body armor. However, he will receive bonuses if he uses leather gauntlets to touch the object even if he is otherwise naked.

Metal armor grants no protection against electrical damage. In addition, any metallic armor still suffers one point of damage per discharge.

In addition to the health damage, the character also receives stun damage in the same amount (read *Stun damage*).

### Light damage (Air)

Some creatures (like undead), may be extremely sensitive to light damage. Whenever exposed to a light source, they suffer Fire damage each round, using the same rules as combustion damage.

The damage cannot be soaked by Earth attribute.

Armor will protect only if the character is totally covered.

The total damage depends on the light intensity plus the character *Light sensitivity*.

### Physical damage (Earth)

Physical (Earth) damage is the damage dealt by physical objects like weapons, rocks, chairs, fangs, claws, etc. This is the most common damage players will face.

Physical damage is categorized as:

**Blunt:** Damage dealt by concussive objects or weapons like clubs, maces, hands, falling rocks. This type of damage bruises the flesh and break bones.

**Piercing:** This is damage dealt by pikes, bites, arrows, bolts. This penetrates the skin in a single point with significant force reaching internal organs.

**Slash:** Slashing damage is caused by edged weapons, claws, fangs. This damage cuts through tissue and muscle.

#### Weapon damage

Weapon damage (melee or ranged) is computed as:

**Weapon Damage = Attack result - Defense result**

Some weapons allow for multiple types of damage. You may pick the damage you want to deal and announce it.

#### Unarmed damage

The damage from an unarmed attack is computed exactly as weapon damage but when fighting unarmed the character can lower the amount of damage he inflicts all way down to 0.

When padded gloves or shoes are used, half of any unarmed damage is considered lethal damage and the other half is considered non-lethal damage. If damage is willingly reduced by the attacker then the lethal portion of the damage is reduced first. If damage is soaked the lethal portion is reduced first.

For example if a boxer is dealing 10 points of damage, 5 points are considered lethal and the other 5 are temporary. If the boxer decides to reduce the damage to 7 instead of 10 then only 2 points are lethal damage while 5 points are temporary damage.

#### Lethal and non-lethal damage

Basically all weapons are designed to deal lethal damage. Lethal damage requires longer periods of healing (read Healing ahead).

However, some weapons are designed to reduce the damage and deal non-lethal damage. This is the case of boxing gloves or some police weapons.

Non-lethal weapons deal half their damage as lethal and the other half as non-lethal. So, a non-lethal weapon may be easier on the target but it still can kill.

Non-lethal damage is easier on the target. The damage is still counted the same way as lethal damage and can disable an opponent when he gets to 0 points of health, but the non-lethal damage goes away (or heals) at a rate of 1 point per minute. So a knocked out character may recover relatively quickly.

### Poison damage (Death)

Poison damage follows the same rules as Venom damage (read below). The difference is that while venoms are produced by living organisms, poisons are manufactured, distilled and refined for specific purposes.

While venoms are natural and always leave the character body given enough time, poisons can be designed to remain in the body (i.e. heavy metals like mercury or lead) so the effects are cumulative. The character can’t naturally eliminate those poisons and only a *Healing* skill check can help removing the toxins.

Not every poison is designed to kill and some may just incapacitate without killing. Some poisons are weakening, some can cause a deep slumber, some can even heal if used as medicine.

|  |  |  |
| --- | --- | --- |
| Level | Dose | Example |
| 1 | 1 litre | Beer, draught |
| 1 | 500ml | Wine, mead |
| 1 | 200ml | Rum, spirits, firewater |
| 1 | 20mg | Arsenic |

### Psychic damage (Water)

This damage affects the brain, impairing the cognitive and motor skills. There is no natural source for this type of damage, any damage of this type will be caused by spells or some power.

The spell will define the attribute it is affecting. The character can soak the damage using the affected attribute. If the character is doing nothing else but concentrating to prevent the damage he may add his Death as well.

**Psychic soak = Affected attribute + Death**

The soaked points directly reduces the effect of the spell with each soaked point reducing one effect level. It has no effect in other spell attributes like area or range. For more information on spells read the *Chapter 7*.

### Stun damage (Water)

Stun damage startles the target, confusing his mind and forcing him to lose valuable seconds. For each stun damage point the character loses 3 APs. This may take his AP total to a negative number.

If the character has a negative number of APs at the beginning of his round he must “pay” for the negative APs first with the APs he receives for the round.

### Venom damage (Life)

Venoms are substances that can disrupt the chemical processes of affected organisms.

Many creatures, animals and plants, just secrete venoms. They can be extracted and used as medicine or, most commonly, for darker purposes.

Each poison has a severity level. For every dose of poison in the organism, he will suffer 1 point of damage per poison level every hour. This damage can be soaked by the character constitution only.

|  |  |  |
| --- | --- | --- |
| Level | Dose | Example |
| 1 | 0.01mg | Black widow (0.03mg/bite, lvl 3) |
| 1 | 0.3mg | Funnel web spider (1.8mg/bite, lvl 6) |
| 1 | 10mg | Death adder (100mg/bite, lvl 10) |
| 1 | 20mg | Copperhead (60mg/bite, lvl 3) |
| 1 | 15mg | Rattlesnake (90mg/bite, lvl 6) |
| 1 | 5mg | Black mamba (90mg/bite, lvl 18) |
| 1 | 10mg | Black cobra (300mg/bite, lvl 30) |
| 1 | 10mg | King cobra (400mg/bite, lvl 40) |

**Dose:** The amount of venom required to reach the indicated level of toxicity. Higher dose increase the toxicity level accordingly. Some species are very venomous not by toxicity but by the sheer amount of venom injected in the target organism. A single bite from a poisonous snake will kill the target in a matter of hours.

For example, a Black mamba injects an average of 90mg of venom per bite. One dose is 5mg so the total levels of venom injected is 90/5=18.

Venoms do not kill immediately as they require some time to set, but the target will quickly become incapacitated. The character receives a penalty of -1 in every action or skill check per toxicity level in his organism starting one minute after being injected.

In the previous example, the character has 18 levels of venom so he will receive a -18 penalty on every action starting on the second minute. After one hour has passed the character receives 18 points of damage which can be soaked by the character constitution. If the character has a constitution 5 he will receive 18-5 = 13 points of damage each hour.

Poisons will degrade and slowly leave the organism. After the first 24 hours the body will degrade a number of venom levels per hour equal to the character Life. Penalties on actions will be maintained accordingly to the remaining poison level.

The *Healing* skill can be used to reduce the severity of the venom damage.

**Advanced:** Venoms may just be debilitating, they won’t deal any damage each hour but will maintain the penalty to all actions for their duration in the organism.

**Advanced:** Some venoms, even if not lethal, may have nasty consequences. Tissue in the area of the bite may become necrotic leading to the loss of the limb.

**Advanced:** Venoms are natural toxins. Even if they can be extremely dangerous, given enough time and repeated doses the body learns to generate antibodies making the character resistance to that specific venom. In game terms this means that every time the character survives the venom and completely flushes it from his body, he develops a natural resistance to 1 dose (cumulative) for that specific venom. For example, a character with resistance 1 to copperhead venom is immune to the first 10mg of poison so if bitten by a copperhead and injected with 60mg, he is affected as by 50mg only.

This natural resistance is different to the *Damage resistance(Venom)* perk in that the character is resistant to one single type of animal venom only while the perk grants resistance to all kind of venoms.

### Soaking damage

A character suffering physical damage can soak it using his armor:

**Damage Soak = Armor soak + Earth soak stat**

Any physical damage dealt by a physical attack is reduced by this amount. Any damage left after soaking is subtracted from the target current health.

#### Missile Cover

Missiles are fast and deadly. The best way to prevent damage is to take cover behind shields, walls, trees or anything that covers the character.

The cover will absorb part of the missile damage. For each 1cm of cover, it will absorb as much damage as the cover material quality Modifier.

### Area damage

Some spells and weapons deal area damage. The damage in the area may be in effect for an instant (an explosion) or may be ongoing damage (a house on fire).

Explosions affect each character in the area in the moment of the attack. All the characters and objects inside the area are affected unless otherwise noted by the effect description.

Ongoing damage does affect the characters and objects that start, cross or end their movement inside the affected area. A character entering and leaving the area multiple times during a single turn will be dealt damage only once from that source of damage for that turn.

#### Drowning/Asphixia damage (Advanced)

A creature which requires any form of breathing will be affected if not in his natural environment. A creature may hold his breath for one minute plus as many rounds as his Life attribute. The *Hold breath* allows for additional rounds.

After the allowed time finishes, the character will lose one point of Life per round. If his Life attribute reaches 0 the character dies.

### Damage effects (Optional)

If the character health is less than half of the character maximum, he gets a -1 penalty to all his actions and skill checks.

If the character health is less than a quarter of the character maximum, he gets a -3 penalty to all his actions and skill checks.

If the character has only one health remaining he receives a -5 penalty to all his actions and skill checks.

If the character health is 0 the character has a -10 penalty to all his actions and skill checks and any strenuous action like attacking or running will deal 1 point of damage.

If the character health is less than 0 the character falls to the ground and is dying.

## Healing

After some adventuring, there is a high chance the character will suffer some kind of damage. In order to heal that damage characters must rest.

Every week, the character heals a number of points equal to his Life attribute, but to do so, the character must keep quiet for the full week. *That means bandages, bed, nice food and no adventuring for you sir!*

### Partial healing

The character may rest less than one week but he will gain a number of hit points relative to the portion of the week he has rested rounded down. For example, a character with Life 7 recovers 7 hit points per week, then he might decide to rest for two days only and heal just 2 points of damage.

However, during those 2 days, the character must rest and take it very easy.

### Shorter healing periods

The *Healing* skill, *Medicine* perk and *Fast healing* power allows the character to severely increase his healing rate. In some cases the character may be able to heal thousands of points per week which translates into some health points being healed every hour, or even every minute.

Even if the healing rate is relatively short, the character must spend that time doing nothing. For example if the character heals 6 health points each hour, he might decide to rest 30 minutes and heal 3 health points, but he must stay very quiet and do nothing during that time.

### APs healing periods

Some creatures may even be able to heal every second. Remember 2APs is roughly equivalent of 1 second so the GM may decide that the creature loses APs and heals the appropriate number of health in that time.

For example, a creature can heal 1 health per second. So the GM may decide the creature stands doing nothing for 4 APs and recovers 2 health points.

### Fast healing and dying

If the character is able to heal at least 1 point of damage each minute, then he no longer has to roll any stabilization check when he is dying. Also, while dying, a character can’t do anything and he is considered to be resting.

Read more about dying in the *Character status* rules.

### Healing attributes

Attribute damage can be healed by extensive rest. Each week of full rest will heal one point of attribute damage.

### Non-lethal damage

Non-lethal damage is recovered at a rate of 1 point per minute. If the character can heal faster than that then the faster rate is applied.

## Character status

During the adventure the characters may fall into one of this non-normal status.

### Blind

A blinded character can’t process visual information. Blindness is a personal condition so the Low light vision power benefits does not apply.

If a creature is blinded then it is considered as having *Dark* lighting level at all times.

#### Partial blindness

The GM may rule partial blindness allowing the character to see as if he were in reduced lightning conditions.

For example if the character is in bright daylight, the GM may decide his partial blindness only allows him to see as in *Low light* at that moment.

### Deaf

The character can’t process sound waves. This will affect any reaction time as he is no longer able to react to warning sounds. This will give a -2 penalty to all skills which partially require any audio input (i.e. melee or weapon attacks in battle). And gives a -10 to those skills which heavily rely on hearing (rethoric, dancing, singing).

Skills not relying on audio signals are unaffected (i.e. writing, painting).

### Dying

If the accumulated damage takes the character HPs to less than 0 then the character falls to the ground and is dying.

A dying character is unconscious and unable to act. The character is bleeding and every round he remains unattended he must succeed a Health stabilization check with a DR equal to 4 or lose 1 HP. For example, a character with -6 health must succeed a Life check with a DR 4 or slip to -7.

Note that a character with Health attribute less than 4 will bleed to death. Only a Health attribute of 4 or greater provides a chance at a stabilization check.

Once the character saves 3 times he no longer loses HPs and is stabilized. He is still unable to act and any harsh movement (i.e. carrying him in a pallet or in a carriage) will make him bleed and force him to do more stabilization checks every round.

*Optional: the character may continue acting and fighting for as many rounds as his Willpower attribute even if his HPs are less than 0.*

If the character health goes to -10 minus the character level then the character dies. For example a level-5 character may resist until his Health reaches -15.

A character with *Fast healing* power may add his Life to this negative limit.

A dead character cannot be healed but can be resurrected by magical means.

The player may decide to drop the dead character and create a new one. In that case the new character should be created with the minimum experience for the exact same character level. In other words, the character loses any experience he gained for his current level.

### Prone

A character may fall to the ground as a result of a bad action result (i.e. a bad dodge) or an attack sweeping him to the ground. A prone character actions are affected by -4 penalty.

Standing up is a normal action requiring 6 APs.

### Unconscious

Some spells, poisons or venoms may cause the character brain to shut down and lose consciousness.

An unconscious character blacks out, loses any control over his body and falls to the ground. He is unable to act, talk, move, see or listen and has no recollection of what happened to him while being on this state. Only the autonomous nervous system still works allowing him to breathe.

An unconscious character will still be affected by any physical or area attacks that may affect him.

## Advanced Combat

Combat is not always an exchange of blows. Fighters usually have special moves they can execute to surprise their opponents. They may be used to spice the combat a little.

### Using two weapons

There is nothing as impressive as a warrior fighting with a weapon on each hand. However, to achieve this feat some training is required on the off hand.

Any attack made with an untrained limb

### Improvised weapons

A random object may be used as an improvised weapon. A character may comfortably use any object with a weight equal or less than his weapon stat.

Improvised weapons are clumsy. A player may only attack once per round when using improvised weapons. An improvised weapon will deal 2 points of damage per kg.

A player may use heavier objects as weapons up to his medium load stat. The object is not wielded but thrown or pushed so it won't be available to repeat the attack the next round. It will still deal 2 point of damage per kg. The object will affect all creatures in an area relative to its size (i.e. throw a table).

### Wrestling

Wrestling is an unarmed combat but instead of attempting to damage the opponent the attacker uses a series of arm or leg locks to pin down the target limbs. No weapon Modifier can be applied to the grappling attempt, only the attacker Melee skill rank is used but with a -4 penalty.

For each additional limb the attacker has trained with any of the *Gross or Fine Motor skills* perk, he receives a +1 Modifier to the grapple attack or +2 for a fully trained limb.

The GM may provide additional bonuses if the target has some kind of hold points like long untied hair or beard.

The target may try to parry or dodge the grapple attempt as usual. He also receives the same bonuses from additional trained limbs.

After the attack, the “damage” is computed. Soak is allowed because armor makes harder for the attacker get a tight hold, however no material or modifier bonuses are considered.

**Damage = Attack result – Defense result**

**Soak = Base armor soak (no material bonuses)**

The final “damage” after soaking does not affect the target health. Instead it represents the lock effectiveness and is the total penalty the target has on any action he attempts after the grapple. Attack, parry and dodge included.

Each round, the effectiveness of the grapple is reduced by 1. The attacker may attempt to improve the hold making additional grapple attempts. The target must defend with the penalties from the current grapple. The the resulting “damage” is the new value is used even if it is worse than the original value.

The attacker may deal damage on a held target by making grapple attempts. The target must defend with the penalties from the current grapple. If the attack is successful the damage is applied to the health of the target. Armor material is still not considered.

The target may try and break the hold doing a grapple attack but he must attack with the penalties of the current grapple.

The grapple is a heavy action so it can be maintained for minutes. Being grappled also is a heavy action.

### Trip

Trip is an attack which forces the opponent to fall prone to the ground. To do a trip the character needs to do a grapple attempt against the target. If successful he might declare he will let the target fall to the ground.

# Chapter 7: Magic

Magic allow characters to break the physical laws and bend reality to their own will. Magic using characters can perform feats not allowed to common people.

## Elements

Magic is related to the six base elements. Each element comprises one side of magic.

### Earth

Earth is about knowledge, resilience, stability and order.

Earth magic practitioners are stable, very organized and prepared to withstand damage and rebuild afterwards. They want things to stay put, structured social systems, long and stable kingdoms, strong buildings and sculptures that stand the test of time.

This need for stability and knowledge makes them awesome engineers and artisans looking to build the next world masterpiece.

Earth spells are about maintaining and shaping the world. Dispelling magic, shaping the earth, manipulating materials, crafting tools, weapon and armor are all related to earth.

### Air

Air is about light tricks, movement, change and illusion. Air magic practitioners love open roads, tales and songs around a fire during the night. Bards, rogues, explorers and illusionists; mostly living as thieves, con-men, wandering circus and gypsies are most adept to practice Air magic passing spell secrets in whispers.

Air spells are about time and movement control, travelling, trickery, illusions and disguise.

### Water

Water is about logic, planning and protection. Water magic practitioners are cold, calculating and scheming. They are likely to go great lengths seeking the truth or testing a theory and the usually don’t care who they trample in their quest for truth.

For this reasons, those individuals are likely to be seers, judges, counselors, strategists and politicians.

Water spells are about mind reading, clairvoyance, foretelling.

### Fire

Fire is related to strong temper, love and passion.

Fire magic followers have strong characters and opinions. They are tenacious and will furiously fight for their lives and those they love, a cause, honour or vengeance.

Fire spells are about destruction, combat skills and motivation.

### Life

Life is the element of health, strength and Endurance.

Life magic practitioners respect living things and care about health, abundant crops and reproduction turning them into excellent healers and druids. They are well respected in small communities that depend on their crops and cattle to survive and their forests to harvest wood and medicine.

Life spells are about healing, restoring life force, increasing body strength and weather control.

### Death

Death magic is about bending people and objects to your will.

Death followers rely in flattery and charms, and if that doesn’t work they can manipulation, coercion or blackmail. And if someone can’t be manipulated then they can curse, enfeeble, sicken, infect or even call dead from the grave as their will enforcers.

Death spells are about draining Endurance, domination, mind control, curses, madness and sickness. Death magic can even bring departed souls back to their bodies.

### Is magic good or evil?

Magic is nor good or evil. It is completely amoral. Those who know magic wield it as a tool to advance their purposes. Magic is just another type of power, like strength, wealth, or political power. Magical power can be used to do much good or evil and, as usual, too much power can eventually corrupt.

By all means and purposes magic is no better than a sword in the hands of a warrior. The same sword can be used to kill a good man or a bad man, but you can’t blame the sword for that.

A fireball can be used to destroy a farmer house or a horde of zombies. Invisibility can help avoid being captured by a troll or to hide and assassinate a king. Cure wounds can be used to help a sick baby or keep alive the most despicable of the dictators.

Of course there may be spells which empower the spellcaster with energies that can never be seen in a good light. Raising hordes of undead using death magic is not good in any way, but that is one side of death magic. Another side of death magic is to bring back people from death or attack severed limbs and that can be a good thing if used properly.

In the other hand, elements which might seem good or noble can be wrongly used. Using Life magic to cast a nice rain is good for crops, but casting a storm to raze a city is not.

Again, there is no good or bad side on magic. However, the way people wield those energies is a reflection of their own self.

## Spellcasting

Spellcasting is the process of invoking a spell. It requires three components; Voice, Mana and Shaping.

### Voice

The Voice component is required to invoke the element. It requires a proper pronunciation, intonation and inflection to call the element and spell name.

### Mana

Mana is the fuel that powers the spells. Spellcasters learn to draw mana from the environment and themselves and how to shape this mana into powerful effects.

When fully rested, the spellcaster has a reserve of mana equal to his *Mana pool* stat (table 2-5). Every time the character casts a spell he uses some mana from this pool. If the pool is empty the character can’t cast spells.

The amount of mana a spellcaster can project in a spell is limited by his spell skill rank. The spellcaster can decide to project any number of mana into the spell up to his spell skill rank.

The mana pool replenishes a number of mana points equal to the character Death each hour.

### Shaping

Mana is compared by spellcasters to clay in that they have to shape it to the desired effect. The more complex the effect, the longer a character must keep shaping.

*The term 'elements' (stoicheia) was first used by the Greek philosopher Plato in about 360 BC, in his dialogue Timaeus, which includes a discussion of the composition of inorganic and organic bodies and is a rudimentary treatise on chemistry. Plato assumed that the minute particle of each element had a special geometric shape: tetrahedron (fire), octahedron (air), icosahedron (water), and cube (earth).*

To an untrained eye, shaping is like a complicated dance where the spellcaster assumes very artistical postures.

Shaping takes a base number of APs defined by the spell plus a number of APs depending on the amount of mana used in the spell. So for example a level 3 spell will take 5+3 = 8 APs.

## Learning Spells

Spells are considered a mental skill, so they follow the standard skill development rules. However, there are some special conditions.

First, your character has to buy the *Element name* perk to be able to access the spells related to the named element.

Second, the character is unable to do untrained skill checks on any spell. You need to know the spell at least to a minimum level in order to cast the spell. The character needs to learn the spell from a master or a spellbook first.

Once a spell is learned the character is free to increase that spell skill level as per normal skill development rules. Each spell details the amount of character points required to learn one spell skill level.

### Spells and attributes

As previously mentioned, spells are skills and skills are related to an attribute. In case of spells the attribute to use is the attribute related to the element. For example, a Fire spell uses the Fire attribute as this is related to Fire.

The character skill rank for a spell is equal to his spell skill level plus the caster’s attribute related to the element of that spell.

For example, Arawn the White is a level 5 healer. He has learned the Heal spell to level 5. Heal is a Life spell which is related to Life. As Arawn has Life 3 then his total Heal spell skill rank is 5 + 3 = 8.

## Spellbooks

Magic users are not required to carry a spellbook, but it is wise to save spell knowledge to preserve it in case the character forgets a spell or decides to train students.

### Writing a spellbook

Writing a spell follows the same rules as writing a manual with some small differences.

Spells are written down in spell pages rather than chapters. Writing down a spell requires as many pages in a spellbook as the total spell skill level.

Each page represents a level of knowledge and requires a separate Illustration skill check with an increasing difficulty rating.

The difficulty to write down each page is:

**Page Difficulty = 20 + Spell page level**

You can’t write down a page for a skill level if the previous page is not successfully written down.

For example: A character knows the Fire Arrow spell up to level 15. To save all his 15 skill levels he needs to write 15 pages on his spellbook. He needs to roll a check against a difficulty of 21 for the first page, 22 for the second page and so on up to 35 for his last skill level on that spell. If the character fails a check, that page is lost and he must retry again on a clean page. All materials are lost.

The character may break his work in multiple days. For example, if we wrote a spell down to level 8 then he may continue and append 7 pages to complete the spell to level 15 at other time.

### Spellbook materials

Materials required to create a spellbook are very rare. A wizard can’t just use any paper to write a spell. It requires materials related to the element of the spell being scribed.

For example, writing a life spell will require ink distilled from butterfly wing dust; pages made from rare spider silk and a pen made of a branch of the oldest oak in a far realm.

Meanwhile, writing a death spell may require pages made from very thin leather, blood as ink and a pend made of bone.

Fire spells may require etching the words in tablets made from volcanic rocks using runes in molten gold.

Water spells may require ink from giant squids written in scales from a kraken using a pen which uses a pearl on its tip.

Earth spells may require carving the spells in slates made of rare earths using a chisel made of diamond.

Air spells can’t be written down.

Each wizard will favour some materials and, in consequence, not two spellbooks will be the same. As usual, the quality of the materials will provide bonuses on the Illustration skill check required to write down the spell. The GM and the players are required to be creative with the elements used.

### Preserving Air spells

Air spells can’t be written down. A character can only learn the names of the Air spells if someone else teaches him. If the character decides to forget the name of a Air spell he will need to find a master and learn it back again.

### Learning spells back

Learning forgotten spells back from a spellbook follows the same rules as learning skills from a manual.

## Spells

Spells are metal skills so using a spell is similar to using a normal skill. Every level, the character spends mental character points in order to improve his spells allowing for greater effects.

### Spell description

Each spell is described as:

**Name**

(Element, Target type, Delivery)

Base mana: Mana

Casting time: Base APs + AP/Mana

Range: Base + Increment/Mana

Area: Shape, Base + Increment/Mana

Duration: Base + Increment/Mana

Effect: Base + Increment /Mana

Improvements

Name

The spell name.

#### Element

The element related to the spell.

#### Cost

Character points required to gain one spell level.

#### Target type

Defines if the spell should be centered in a creature, object or a static location.

#### Delivery

How the spell should be delivered to the target. The value can be caster, touch, or a missile type (ray, arrow, hurl).

If the value is caster, the caster becomes the recipient of the spell effect. If the spell affects an area then the caster becomes the center of the area and carries the area around him anywhere he goes.

Touch means the caster must touch an object or creature which will be affected or empowered with the starting point of the effect. Unwilling creatures will try to avoid the touch by dodging or parrying.

Missiles are described using the specific missile category for visual purposes and a delivery speed which is added to the caster raged attack roll as per ranged attack rules.

#### Base mana

The number of APs required to cast the basic version of the spell. This value is usually 1 but some spells may require more mana just to cast the minimal version.

If a spell has a base mana requirement over 1 then the spell must be learned at least to that skill level before attempting to cast the spell.

For example, a *Fireball* spell has a base mana cost of 3. This means the character must learn the spell at least at level 3 to be able to cast the minimal version of the spell.

#### Casting time

The number of APs required to cast a spell is proportional to the total power used in the spell. The first value is the number of APs required to invoke the spell at the minimum power level. Each mana point used to enhance the spell adds 1 AP to the base casting time.

#### Range

The distance from the caster to the point where the area of effect starts. The caster may start the effect from his position up to the maximum range. The caster may spend additional mana points to increase the range as indicated by the increment value.

Caster effects will have a range of 0 meaning the caster automatically becomes the recipient of the effect.

Touch effects will have a range of 0 meaning the caster must touch the target for the effect to begin. If the target is a location then the caster must touch the ground, wall or any physical location for the effect to begin.

#### Area

This value defines the creatures, objects or area that the spell will affect.

If the value is ‘caster’ then the effect affects the caster only.

If the value it ‘target’ then the effect affects the creature or object targeted during the delivery.

If this value defines an area, then the area extends from the designated area origin point, be it a creature, object or location. If the target is a location then the area is fixed to that location. If the target is a creature or object then the area moves with that creature or object.

Read more about areas in chapter 6.

#### Duration

The time the spell will be in effect. It is usually described in rounds, minutes or hours.

Instant (or 0) means is instantaneous effect. This is the case of a blast spell which affects an area for a moment only.

Permanent means the effect will never wear out. Any changes done by the spell are now part of the world.

Maintain means the spells effects remain active as long as the caster wants them to be. The number next to the maintain keyword is the number of mana points the caster needs to reduce from his mana pool to maintain the spell. The character can maintain as many spells as points he has in his mana pool. When the character rests and recovers mana points he won’t recover the points he is using to maintain spells.

Maintaining a spell can be done without additional concentration even while asleep. The caster can terminate the effect at will.

For example, the *Raise dead* spell allows the character to create undead, but each undead needs to be maintained or crumble to the ground. So if a character raises 10 undead, his mana pool is reduced by 10 until he decides to stop paying the maintenance cost.

#### Effect

How the spell affects the targeted creatures. The description will include a list of modifications you may apply to the spell.

### Casting a spell

In order to cast a spell the character must have learned the spell to at least the base spell level (the same as the base mana). The character cannot invoke a spell if untrained on a spell.

In order to cast a spell the character must be able to combine the three basic elements, voice, mana and shaping. If he is restricted or unable to execute any of the three basic components then he is unable to cast spells.

#### Spell level

Invoking a spell on its minimum level requires the base mana points as specified by the spell. After that, the player may add more mana points up to his total spell skill rank to increase the spell range, area, effect or any other characteristic. ***The total mana used for all increments is considered the total spell level.***

Example: The character *Alacrity* rank (skill level plus dexterity attribute) is 6 allowing him to use up to 6 mana points in the spell. The basic version of the spell costs 1 mana and gives 6 APs to the target creature for one round. The caster decides to use 5 more mana points in the spell so in addition to the base effect he may:

Give 30 more APs to the creature for the current round.

Affect 5 more creatures for the current round.

Increase the duration by 5 more rounds.

Any combination on the spell characteristics is valid. So the character could give 18 APs each round to 3 creatures for two rounds.

#### Fixed spells (Advanced)

Spells can be difficult to calculate in the middle of the session. GMs should allow for precalculated spells, already fixed and with a base cost.

Players can pre calculate and write down cards with versions of the spell they are most comfortable with and give a default range, area, damage, targets and, of course, a mana cost. Consider this fixed spells as magical scrolls and allow the players to give them any name they want. These scrolls can be reused as many times as they want.

As the qualities of those spells are fixed they can’t be changed but they can be limited down at will. For example, a fireball with a range of 30m can be fired to a distance of 20m, or a charm spell that affects 5 creatures may be cast against 4 creatures. A fixed spell can’t be adjusted up to improve any characteristic.

A fixed spell has 1 less mana cost. So if the normal spell uses 10 mana points, you only need to pay 9 mana points to use a fixed spell. This is to compensate for the loss of flexibility.

### Spell targets

Spells can be used in willing or unwilling targets. A spell cast against a willing target is always considered to be successful and effects are normally applied.

An unwilling target will resist against the spell effect so casting a spell against such target is considered an attack.

#### Willing targets

A willing target is any creature or character that presents no resistance to be affected by a spell effect. This may be the case of a healer casting a healing spell on a wounded person or a druid invoking help from forest creatures.

Any creature with some degree of Water (greater than 0) is willing to accept the spell if it benefits the creature or comes from a person the creature trusts and feels comfortable with.

#### Unwilling targets

An unwilling target is a creature that tries to resist and oppose the spell effect.

Any creature with some degree of Water (greater than 0) can resist the spell if so he wishes.

If the target actively opposes the spell then an attack must be resolved. The caster must hit the target with a melee or ranged attack using the ranged or physical attack rules.

The target must use its own parry or dodge skills to avoid being hit by the spell.

#### Summoned targets

A summon spell will always summon a creature, however the willingness of the creature to obey the summoner has to be asserted. Read the *Summoning* rules in this chapter.

#### Unintelligent creatures or objects

Creatures with intelligence 0 or inanimate objects may oppose the spell only if their owner or controller is actively opposing the spell. An inanimate object with no owner or controller can’t oppose the spell.

Any object the GM decides should be able to resist the caster action will require an attack roll. As usual any roll with total under 10 or with a natural 1 is a miss.

If the object is being used by a character, the attack roll is opposed by the controller dodge attempt. If the controller does not dodge and moves the item out of the spell way then the item is affected. Note that if the defender decides to parry, the spell effect may still affect the weapon or shield he is using to parry.

If the target object can’t be moved (i.e. a castle portcullis), the GM must set a DR to hit based on the size, distance, light, etc. He must also set a number of HPs for the target so the spell caster may need to cast a spell multiple times to destroy it.

Example: A sword lying over a table can be targeted by a levitation spell. A sword in the hand of a guard will require an attack check to be affected and the guard may dodge the attack.

Example: A wizard casting a fireball spell against an old forgotten door that nobody cares about will immediately succeed and destroy the door. But if the door is guarded then an attack roll is required, and the wizard may require multiple attacks to destroy the door.

### Attacking with a spell

Spells are delivered as touch or missiles and require the appropriate melee or ranged attacks as by normal combat rules.

The area, range, number of targets and power of the effect can be adjusted by the spellcaster depending on his spell rank level.

#### Touch spell attacks

Touch spell attacks form an elemental display in the character hand like a glowing aura, electrical arcs, fire, etc. After the spell casting is finished, the character hand is charged with the spell energy and it will stay on the character hand until he touches a target and discharges the spell or willingly releases the spell energy as a free action (0 APs). While the character has a touch spell charged on his hand he can’t cast another spell.

The character may decide to apply the charge to any limb. So feet may be charged as well as hands.

The touch attack doesn’t need to be a gentle touch. It can be a punch or kick and may deliver standard unarmed melee damage in addition to any spell effects.

If the spell allows multiple targets to be affected then the caster gets that number of charges. If the caster decides to release the spell before using all the charges, all the unused touches are lost. This is particularly useful for some attack spells as the caster may cast once to get multiple charges, then he can start attacking until all his touch charges are spent.

#### Ranged spell attacks

Ranged spell attacks form an elemental display in the character hand like a glowing aura, electrical arcs, fire, etc. After the spell casting is finished, the character hand is charged with the spell energy and it must be discharged immediately.

Ranged spell attacks creates a missile or ray that flies from the caster hand to the desired target.

The spell delivery method description includes a missile speed that should be added to the caster ranged attack. An attack is always required if a character able to defend against the spell is affected.

Ranged spell attacks are considered unarmed, so no weapon or weapon quality bonuses are used, only the accuracy skill rank and the missile speed as described in each spell.

### Parrying or dodging a spell

Parry and dodge rules while using spells are very similar to standard combat rules. Melee attacks can be parried or dodged while missile attacks can only be dodged if the advanced missile rules are used (depends on the GM discretion).

If the spell is targeted to a specific character then dodging is the most effective way of completely avoid the spell.

There are small differences to consider.

#### Parry a touch spell

For touch spells, standard dodge and parry rules apply. The target is entitled a defense roll and if the attack succeeds the spell effects are applied as usual.

If a touch spell is parried, then the weapon or shield used to parry the attack may be affected instead if the spell allows it.

Example: if a spell will turn the target character armor to crystal and the target character parries the spell with his shield, the shield will take the effect and turn into crystal instead if the spell allows it.

Example: if a spell will charm the target character the target character parries the spell with his shield, the shield will take the effect but shields can’t be charmed so the spell fails.

If a touch spell is parried then the attacker makes contact with his hand so one charge is used up even if the target or result is not exactly what was intended.

If a touch spell is successfully dodged then the attacker didn’t get to make contact with his hand so the attack fails but the spell is not discharged.

#### Dodge a ranged spell

A ranged spell uses magical missiles. The speed of the missile is specified as part of the spell definition so that characters can decide if they can try and dodge the missile.

The attacker will roll a ranged attack check and add the missile speed. The target can attempt a parry or dodge against the attack result.

#### Dodge an area spell (Advanced)

Area attacks do not target a specific person so if the character is inside an area of effect he has no chance to parry or dodge with one exception. If the character is near the edge of the area of effect, he may try to Dodge and use the free dodge move to get out of the affected area (read Dodge rules).

In this case, the character **must** move out of the way and use the free dodge move. If he doesn’t move to another position then he will still be in the affected area and will be affected by the spell effect.

If the dodge result is so low that it won’t allow for a move (+0 Modifier in the skill resolution table) or if he falls prone, then he is still inside the area of effect and is affected by the spell effect.

### Spell effect

The spell defines the effect to apply in case of a successful attack. Spells don’t benefit from quality attack rules.

### Summoning

Summoning is highly disruptive for the summoned creature. At one moment it is on his own home world (friends, family, Sunday BBQ) and the next it is being dragged to other planet, world or dimension without any previous consent. The creature is bound to be angry against the summoner and may not be on its best mood. On the other hand, some creatures may enter into some kind of permanent service with a wizard and are willing to be called any time.

A summoned creature is bound to obey his summoner if the summoner Death is greater than the creature Death. A summoned creature with equal or greater Death than the summoner is free to decide if it follows the summoner commands or negotiate an exchange of favours.

Regardless of the summoned creature Death attribute, summoned creatures are usually willing to collaborate with the summoner if the objectives of the summoner are aligned to the creature’s own or will benefit the creature. In this case the creature is still free to negotiate some exchange of favours.

If the creature can’t be controlled, it will most probably attack the summoner.

Once the obedience of the creature has been asserted (or negotiated) the summoner may assign some task that the summoned creature must fulfil to the best of his perks. Once the summoning time is over the creature will return to its own home world or plane of existence.

### Dispel effects

Some spells and powers allow for termination of magical effects in an area. Spell magics are easily disrupted unless the caster is actively maintaining the spell effect.

A spell effect not maintained by any wizard can be dispelled with no contest. It doesn’t matter the relative level of the casters.

However, if a spell will cancel a maintained spell a willpower contest arise. Both players roll a d20 and add their Willpower score. The players may add any number of mana points to their rolls but they have to announce how many mana points they will add before they roll.

This contest is tested for each individual spell to be cancelled. Each test is independent so roll result and the mana used for one contest is not applicable for the next one.

## Casting aids (Advanced)

Some things may help on your spell casting attempts.

### Summoning circles

A summoning circle is the equivalent of a jail for the summoned creature. The circle is written with runes and magical symbols and must be completely closed as any imperfection may allow the summoned creature to escape.

The character writes a circle using his Illustrator skill. The GM must provide a penalty to the illustrator attempt depending on the difficulty of the creature being bound, usually the creature level.

The skill result bonuses are added to all the caster attributes and negotiation attempts to convince the creature to work for the summoner. A failed circle provides penalties. If the total result is less than 0 or a natural 1 is rolled then the circle provides no protection at all and the creature may take even a greater offense on being summoned.

A good summoning circle prevents the creature from escaping it thus protecting the summoner from creature attack attempts.

### Real name and true name

A real name of the creature is the name by which only his family and very close friends know the particular individual. Common people won’t know this real name. If the caster knows the real name of a summoned creature or spell target, it provides a +10 Modifier to the caster attributes, attack rolls and spell rank for any spell purposes.

The true name is part of the creature essence. Demons, angels and powerful extraplanar creatures know their own true name and guard it secretly giving it only to very worthy individuals. If the caster knows the true name of the summoned creature or spell target, it provides a +20 Modifier to the caster attributes, attack rolls and spell rank for any spell purposes.

### Terrain (Advanced)

Depending on the terrain you are located at, the spells will be easier or harder to invoke.

Each terrain type is related to a specific element type. If the element of the spell you are casting is the same as the terrain you are standing at, then the spell is automatically augmented by one mana point that you can use to increment the range, area or effect. This extra mana point is free, so you don't have to reduce it from your own mana reserves, it doesn't increase the spell casting time and, more important, effectively overcomes the maximum mana you can channel by your spell level.

On the other hand, if the terrain element is opposed to the element of the spell you are casting then the spell naturally fizzles and fails. In order to overcome this hindrance you need to actively augment the spell you are casting by at least one mana point, so effectively you need two mana points to cast the spell at the minimum power level. This also means you need at least to have two ranks on the spell level to be able to channel enough mana. This extra effort also increments the total casting time of the spell.

If the terrain does not favor or opposes an element, then the spells work normally with no bonuses or penalties.

Terrains are usually related to two elements, the terrain affects the spells for both elements. However, some terrains are related to one element only. This is the case for terrains heavilly oriented to a single element. In this case the terrain Modifier or penalty is incremented by one additional mana. So you receive two free mana points to augment the spell if the terrain is favourable or well you need to spend three mana points to cover the minimum power requirements (so you require a minimum of three ranks on the spell to be able to cast it).

Only Life/Death or Fire/Water elements are affected by this rule. Air and earth elements never receives bonuses or penalties.

### Wands

To a magic user, a magic wand is the equivalent of a sword to a warrior.

If the character casts a ranged attack, the wand is considered his weapon. Wands do not provide any base attack or damage bonuses but can add quality bonuses to the ranged attack roll.

## Spell List

#### Alacrity

**(Air, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature +1/mana

**Duration:** 1 minute + 1/mana

**Effect:** The target creature or character gains 6 AP +6AP/mana for the duration of the effect.

#### Alarm

**(Fire, Location, Touch)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** Circle 10 + 5/mana

**Duration:** 1h + 1/mana

**Effect:** The caster designates an area origin and a number of creatures. Any non-designated creature moving in or out of the affected area will trigger a silent alarm that wakes up any designated person. Only designated creatures hear the alarm.

#### Animate plants

**(Life, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** Circle 5 + 5/mana

**Duration:** 10 rounds + 10/mana

**Effect:** All plants in the designated area grow and come alive, ensnaring any creature in the area. Affected creatures get -3 penalty to any physical action and any APs cost is increased by 3. Movement is also affected and EACH STEP is affected by the same AP penalty.

Adding more mana makes the plants larger and stronger increasing both the action and AP penalties by 1/mana.

Characters can reduce both penalties by their strength attribute. So if the area has a -6 ensnare penalty and the character has strength 4, the final penalty is -2.

The plants have no intelligence and will ensnare any creature in the area. The caster can move in the area completely unaffected.

#### Banish

**(Earth, Creature, Ray 12)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature + 1/mana

**Duration:** Instant

**Effect:** The target level 2 +2/mana summoned or extraplanar creature is unsummoned and returned to its own home place or plane of existence.

If the creature has a level of intelligence over 0, it may oppose being banished. In this case its Death adds to the total level of the creature for a total level requirement.

The caster doesn’t know the total number of levels of the target but he might roll a nature skill check (or another proper skill related to the creature) to find out or approximate the required mana.

#### Blink

**(Air, Creature, Caster)**

**Base mana:** 3

**Casting time:** 6 + 2/mana

**Range:** 0

**Area:** Caster

**Duration:** Maintenance 3

**Effect:** The caster gains the Blink power at level 1 + 1/mana. He still needs to pay additional mana costs for each jump he executes but those are considered normal power usage and not part of the spell cost.

#### Body mend

**(Death, Creature, Touch)**

**Base mana:** 0

**Casting time:** 100 / mana

**Range:** 0

**Area:** 1 creature

**Duration:** Permanent

**Effect:** Replace or transplant one organ or limb of the target. The organ donor can be *any* creature of approximately the same size than the target character, up or down one size category (i.e. a medium character can be fitted large or small sized organs).

The mana cost of the spell is dictated by the combined level of the creatures involved in the procedure. So if mending a chimpanzee arm (level 3) to a level 2 human, the total cost of the mending would be 5.

Both target and donor must be alive (or recently deceased) before the spell starts.

Attached limbs are fully functional and keep the original donor abilities like strength, constitution (for damage reduction purposes) or resistance to certain damage type. It is possible to attach new limbs to the target like wings or new arms and those will be fully functional allowing to fly, climb, etc.

Critical organs can be replaced with a +5 mana cost added to the total spell cost (spell level also increases). Hearts can be changed and in the most extreme case the head may be attached to another body making for chimeras.

#### Charm

**(Water, Creature, Ray 14)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5 + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Permanent

**Effect:** The target creature is completely betrothed with the caster. The caster gets a 1 + 1/mana Modifier on any interaction with the creature. The target will look any action by the caster in the best possible light. Anything the caster says is smart, funny, and witty. Even the worst actions are seen as reasonable. If anyone talks ill about the caster, the affected character will be disgusted and will probably align with the caster on any discussion. If the caster is attacked the target will come to help.

If the caster deals any type of damage or causes suffering, directly or not, to the target, then the spell breaks and the target can’t be charmed again.

#### Life

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The target gains +1 Life + 1 / 4 mana. This improves all the stats and skills based on Life. Damage incurred while on the increased constitution is discarded first when constitution returns to normal.

#### Control Rain

**(Water, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 100m + 100m/mana

**Area:** Circle 100 + 100/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The area is washed up by 2mm + 2mm/mana of rain. Read the rain environment rules in chapter 6.

#### Control Air

**(Air, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Circle 100 + 100/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The wind in the area around the caster is increased up to 3 knots + 3/mana in the specified area. The area accompanies the caster.

#### Create water

**(Water, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** Permanent

**Effect:** The caster creates 1 litre + 1/mana of water out of the air.

*Optional:* The water condensates from the ambient so GM may rule more or less water is created depending on the dryness of the area. In the worst conditions the total water created is halved. In humid conditions it is doubled.

#### Curse

**(Death, Creature, Ray 18)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10m + 10m/mana

**Area:** 1 creature + 1/mana

**Duration:** Permanent

**Effect:** The caster voices an ancient curse that permanently affects the target(s). The target creature gets a -1 - 1/4mana penalty in all his skill resolutions, including attack and defense actions.

The targets need to be able to hear or watch the curse words and gestures. Once he listen the words of the curse he is absolutely convinced something wrong will occur to him and that affects all his actions.

#### Darkness

**(Death, Object, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** Circle 10 + 5/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The area around the target object is obscured and its visibility level is reduced by one level +1/mana (read lighting and visibility rules). *Low light vision* perk works normally in this area.

#### Destroy undead

**(Life, Location, Ray 14)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0 + 5m/mana

**Area:** Circle 10 + 5/mana

**Duration:** Instant

**Effect:** The area around the caster is inundated with a bright explosion of life energy that disrupts the death energy of all the undead in the area. All undead creatures in the area receive 1d10 + 1d10/mana of fire damage.

#### Dire form

**(Life, Creature, Touch)**

**Base mana:** 4

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target creature is filled with pure life force transformed into a more savage and powerful version.

The creature gains +1 Fire and +1 Life with an extra +1/4 mana to both abilities.

#### Chameleon

**(Air, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target creature colors are altered to mimic his background. The creature needs to stand close and completely quiet in front of the background. Every second standing quiet he will start copying the pattern behind until after one full round (6 seconds), he will copy all the patterns and colors of such background.

The change provides a +1 Modifier +1/mana to any hiding check. In addition for every mana so spent the time to mimic the background is reduced by 1 second.

Any movement (stronger than breathing) will destroy the illusion.

#### Damage resistance

**(Earth, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature +1/mana

**Duration:** 1hr + 1/mana

**Effect:** The target creature gains (or increases) the Damage resistance power at level 1+1/mana. The damage type to resist must be specified when the spell is cast and must be one of the damage types described in Chapter 6.

#### Dispel Magic Area

**(Earth, Location, Ray 10)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 10m + 10m/mana

**Area:** Circle 5 + 1/mana

**Duration:** Permanent

**Effect:** All the area-affecting spells in the dispel area are cancelled and terminated.

If the origin of an area of effect is within the dispel area, then that effect is completely cancelled.

If the effect origin is outside of the dispel area but the area of effect overlaps the dispel area, then the effect is cancelled temporarily in that area until the beginning of the (dispel) caster next round. For example, if a darkness area overlaps the dispel area but the origin of the area is not in the dispel area, then the darkness is temporarily dispelled.

#### Dispel Magic Enchantment

**(Earth, Creature, Ray 10)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 10m + 10/mana

**Area:** 1 creature

**Duration:** Permanent

**Effect:** One spell effect +1/2mana affecting the target creature are dispelled. For example if the target creature is affected by a Enlarge spell, a Dire form spell and a Chameleon spell, then three effects must be disrupted.

#### Dominate

**(Death, Creature, Touch)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** Permanent

**Effect:** A creature of level 1 + 1/2mana is completely dominated by the caster. The caster can command anything to the target and the creature must do anything to execute such order. If the caster commands “don’t talk” the target will keep silent.

The target knows what is happening to him and, indeed, will hate his master and attempt to break control in any way he can.

The creature is completely lucid, capable of normal conversation and able to do anything he wishes as long as it doesn’t contradict the order of the caster.

The caster must be careful on the orders or a careful observer will notice something is wrong with the character.

Any attempt to disobey will be met with pain to the point of being completely disabled. Furthermore the caster can feel if the target has attempted to disobey any command. If forced to disobey the character will just be overcome with intense pain and fall unconscious.

The only time the character is allowed another dodge attempt is if the command goes against his life or, if a church man, the founding of his faith. In that case he is allowed another defense check and is successful the character can try to break free.

#### Drain Life

**(Death, Creature, Touch)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** Instant

**Effect:** The caster steals the target health. The effect deals 1 point of health + 1/mana to the target. The caster recovers an amount of health equal to the stolen health.

The caster can’t go over his health limit, any extra health is lost. The caster can take the target down to -10 health – target level, effectively killing the target.

#### Enfeeblement

**(Death, Creature, Ray 12)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** 10 minutes + 10/mana

**Effect:** The target creature loses 1+1/2mana strength points. The creature strength can’t be less than 0.

#### Enlarge

**(Life, Creature, Ray 15)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature + 1/mana

**Duration:** 10 minutes + 10/mana

**Effect:** The target creature increases its size, mass and strength. It gains or increases its *Enlarge* power by 1 level +1/mana. All attributes based on size are increased as described in the *Enlarge* power.

Equipment is not altered in size so characters better have spare clothes.

#### Fire arrow

**(Life, Creature/Object, Arrow 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 30 + 30/mana

**Area:** 1 creature + 1/mana

**Duration:** Instant

**Effect:** A fiery arrow materializes and hits the target creature. The target suffers 2d6 + 2d6/mana.

#### Fireball

**(Fire, Location, Hurl 13)**

**Base mana:** 3

**Casting time:** 6 + 1/mana

**Range:** 20 + 10/mana

**Area:** Circle 5 + 5/mana

**Duration:** Instant

**Effect:** All creatures and objects in the target area are hit by an explosion of fire and suffer 3d6 + 1d6/mana fire damage.

#### Fly

**(Air, Creature, Touch)**

**Base mana:** 2

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** 10 minute + 10/mana

**Effect:** The target creature gains (or increases) the Fly power at level 1 +1/2mana.

#### Focus

**(Water, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** Caster

**Duration:** Instant

**Effect:** The caster focuses his mind and gains enough clarity and understanding to his next action. He gains a +2 Modifier +2/mana to his next skill roll.

This spell works on trained skills only. This Modifier can be added to attacks and defences. The Modifier can be used to attack with a spell.

#### Haste

**(Air, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 10 minutes + 10/mana

**Effect:** The target can run at greatly increased speeds. The target gains (or increases) his *Power Run* power by 1 level + 1/mana. (Note: all creatures are considered to have the *Power Run* power at level 3 by default.)

#### Harden skin

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 minute + 1/mana

**Effect:** The target creature skin changes. The target gets +1 physical damage soak +1mana.

The skin becomes similar to the animal of the same quality Modifier as the total soak Modifier. So if a +7 Modifier is assigned the skin becomes like a Young Dragon skin. Check hide quality bonuses on table 5-3.

At the minimal spell effect the skin turns into bronze. With each mana used to amplify the effect, the metal raises by one quality level so it turns into silver, steel, palladium, gold, etc. Check the metal material tables for more reference.

#### Heal

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** Instant

**Effect:** The target creature wounds close and recover leaving no marks or scars. The target creature recovers 1d8 health + 1d8/mana.

#### Heightened senses

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1hr + 1/mana

**Effect:** The target creature senses are enhanced. All senses are improved so he can taste poisons in small quantities of food, track a smell like a bloodhound, hear a whisper in the other side of the room, feel worn out markings in a polished piece of metal or looks like an eagle.

The character gains a +1 Modifier +1/mana on all skill checks which requires any sensorial acuity like Tracking, Detection. Attack rolls can be improved if in darkness or if blindfolded as the other senses can provide additional information.

The GM has the final work if a particular check will benefit on the heightened senses bonuses. For example trying to shoot an apple while blindfolded will benefit from the character being able to smell the apple. However this Modifier can be negated if the apple is just too far away or wind blows in an opposite direction.

*Advanced:* A character can only get a Modifier increase equal to twice his intelligence attribute. Attempting to increase it even more will result into a sensory overload, and the bonuses turn into penalties which can be used as a weapon.

For example the senses of a character with intelligence 3 can be improved up to +6 bonuses. If for some reason they are improved to +8 then all bonuses are lost and now the character suffers a 6-8=-8 penalty in all its actions.

#### Hologram

**(Air, Location, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Circle 1 + 1/mana

**Duration:** Maintain 1

**Effect:** Light in the designated area is warped and shaped into any pattern and design the caster desires. The caster can create any image he desires however once created he is unable to move or alter it in any way.

This image is static, with no animation and has no tactile, sonic or olfactory characteristics so any character may just pass through it; however, the image is so perfect that only very close examination will reveal its true nature.

Surrounding lights play nice with the object so it will cast shadows, reflections, refractions and properly respond to any change in the environment illumination. The caster may simulate glass, mirrors or magnifying glasses.

Any number of objects can be simulated while they are inside the area of effect.

The hologram can be improved by adding more mana:

|  |  |
| --- | --- |
| Characteristic | Mana |
| Light | 1/level |
| Animation | 2 |
| Material (Advanced) | 4 |
| Smell | 1 |
| Sound | 1 |
| Water | 1 |

**Light:** The hologram sheds light. This will light the environment even out of the spell area of effect up to the light range.

**Animation:** The hologram has an animation. This can be used to simulate fire, water, vapour, sparks. The hologram can be programmed to move at any speed in a designated path. If any hologram object exits the spell area it is destroyed (it cannot re-enter the spell area).

**Material (Advanced):** The hologram becomes material. It can be as hard or soft as you desire and weight as much or little as you want. Every object in the hologram can be assigned a different material but the caster needs to know (touched sometime in his life) the material he wants to use. Each hologram object gains 10 health points per quality level of its designated material. If multiple materials are designated, the softest one dictates the object health.

If a weapon is created it follows all the characteristics of a weapon of such material (follow the item creation rules). The weapon cannot leave the area of effect and ranged missiles will disappear if they go out of the spell area.

**Smell:** The hologram can have any smell you desire. It can be very offensive but it can’t be used as a weapon to damage an opponent.

**Sound:** The hologram can have any sound you desire, it can be loud and disturbing, but can’t be used as a weapon.

**Water:** The hologram has a rudimentary intelligence equivalent to an attribute value of 1. It can follow commands and perform simple tasks. It can control its own movement and will emit its sounds, lights and smells when appropriate (if it has those characteristics). If a holographic creature is created it receives a +1 Modifier on damage per material quality level and +1 per additional characteristic which makes the hologram more believable.

Remember that the hologram and all its characteristics are under the caster control when the hologram is first created. After that, the hologram will respond to external conditions. So a 10 ton weight can be created in the air but then gravity will kick in and will bring the object to the ground.

#### Improved Invisibility

**(Air, Creature, Touch)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/2mana

**Duration:** 1hr + 1/mana

**Effect:** As *Invisibility* but performing stressful actions won’t break the illusion. In addition smells are neutralized and sounds are silenced (you can’t talk). The character still can leave footprints.

#### Invisibility

**(Air, Creature, Touch)**

**Base mana:** 3

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The light is warped around the target creature forming a light pocket that renders the creature invisible. This works in a similar way air or water currents bends around an aerodynamic object, the light is bent around the creature and exits through the other side with the same original direction.

The character can walk and move normally, but performing any stressful movement (like running or attacking) will break the illusion.

Smells and sounds are not disguised at all.

#### Laser

**(Air, Location, Ray 15)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** None

**Duration:** 1minute + 1/mana

**Effect:** The light in the area is concentrated in a single thin thread of light. The light emanates constantly from one of your fingers. You can use this light as a guide for any ranged spell. While the laser is active the caster receives a +5 in any ranged attack roll.

The laser intensity can be increased when the spell is cast. If increased, the laser delivers a +1 damage/mana to any target creature the caster points to for any spell. So for example, if a *Fire arrow* is thrown to a target, the laser delivers additional damage because it was used to point that target.

The laser can be used as a weapon by itself delivering its own intensity damage Modifier only. It requires a ranged attack (Base APs) and the caster still gets the +5 to the attack roll. Quality attacks bonuses can be added to the laser damage as eyes or soft spots can be targeted.

The laser intensity can be varied from 0 to the maximum at will.

Note: The base version is equivalent to a red 100mW laser pointer. Each mana point adds 1Watt to the laser output. A 1W laser is enough to light up a match or burn paper.

#### Light

**(Air, Object, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** Circle 10 + 5/mana

**Duration:** 1hr + 1hr/mana

**Effect:** The area around the target object is lit and its visibility level is increased by one level +1/mana (read lighting and visibility rules).

*Darkness* and *Light* spells cancel each other out.

#### Lightning bolt

**(Air, Location, Ray 15)**

**Base mana:** 3

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** Ray 1 + 1/mana, 20 + 20/mana

**Duration:** Instant

**Effect:** Electrical charged particles are attracted and fired as a beam. All creatures in the area suffer 3d6+1d6/mana electrical damage.

#### Lobotomy

**(Death, Creature, Hurl 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** 1 minute +1/mana

**Effect:** The target creature temporarily forgets, partially or totally) one specific mental skill or spell. The caster needs to name the mental skill or spell he wants the target creature to forget. The target loses 2 + 2/mana levels of that specified skill or spell. If the level of the spell reaches 0 then the character is considered as untrained and can’t use the spell. Skills can still be used even if untrained.

If the target doesn’t possess the specified mental skill or spell than nothing happens.

#### Madness

**(Death, Creature, Ray 12)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature +1/mana

**Duration:** 1minute + 1/mana

**Effect:** The target creature loses its grip of reality. Everything around him becomes dangerous and potentially lethal. His survival instinct kicks in and his reaction can be any of (roll 1d6):

|  |  |
| --- | --- |
| Result | Action |
| 1 | Attack nearest object/creature until destroyed |
| 2 | Run away in any direction, may jump over a high roof or window |
| 3 | Fall to the ground shaking with convulsions |
| 4 | Shout in fright |
| 5 | Do nothing, catatonic |
| 6 | Suffer 1 +1/mana points of psychic damage and roll again |

The dice should be rolled every round.

#### Mirage

**(Air, Location, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 100 + 100/mana

**Area:** Circle 10 + 10/mana

**Duration:** Maintain 1

**Effect:** The target location is transformed by a visual illusion. The illusion looks quite real if seen from a distance. The image has some shivering but it can be easily be confused with hot air movement, rain, snow depending on the environment, enough to fool most people.

You may create some landmark appear in the area, for example a castle in the middle of a field; or an oasis in the middle of a desert.

You may also make a terrain look like a completely different one. For example make a swamp look like a solid ground or make the seashore appear some meters back. An army can be masked if you create smoke or mist over an open field.

However, this visual deception works if the observer is far away. If someone decides to enter the area, he will notice the illusion disappears around him and the real area will be revealed. The illusion can still be seen around but 100 around him the real terrain can easily be recognized.

#### Morale

**(Fire, Location, Caster)**

**Base mana:** 1

**Casting time:** 1 minute + 1/mana

**Range:** 0

**Area:** Circle 10 + 10/mana

**Duration:** 10 min + 10/mana

**Effect:** The caster gives a heated discourse on life, courage, honour, future generations and something about being a good day to die. All people around the caster are motivated and gain a +1 to all their attack rolls +1/mana. The Modifier limit is equal to the caster Willpower attribute.

#### Open locks

**(Earth, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 lock

**Duration:** Instant

**Effect:** The locks basically open themselves under the caster dextrous touch. The caster receives an automatic result of 20 + *Pick Lock* rank + 5/mana on his *Pick Lock* skill. Untrained characters can still add their Air attribute as a Modifier.

A very complex lock can still resist the spell. The GM should not inform about the lock complexity so the character doesn’t know how much mana he needs to use.

The normal time required to open a lock is waived; the lock opens when the spell casting time is finished.

Open locks can be used to hack a computer. The skill affected in this case is *Hacking*.

#### Pass plant

**(Life, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** 1hr + 1/mana

**Effect:** The caster can pass through any kind of vegetation like it’s not there.

The caster is not incorporeal so it will still hit a tree trunk if one is found in his path. However, low tree branches won’t hinder the character movement. It’s like the plants are repelled from the character body. This repulsion won’t harm or break any branch, not even a blade of grass under his foot, so after the character passes he will leave no trace.

Magical spells and plant creature attacks receive a -1 -1/mana reduction on any damage or effect when affecting the caster. For example, the penalties granted by an *Animate plants* spell are reduced as the plants can’t hold the character properly.

Attempts to use the *Tracking* skill against the caster are penalized by the same amount. The caster may be harder to track but it’s not impossible. He might not leave marks in the plants but stones are still turned and a footprint in soft ground can still be followed.

#### Pass wall

**(Earth, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature +1/mana

**Duration:** 1minute + 1/mana

**Effect:** The caster can pass through a solid wall. The wall can be made of any earth material like stone, brick or metal. The caster may pass a wall built with a material with a quality Modifier of +1 +1/mana.

#### Petrify

**(Earth, Creature, Ray 12)**

**Base mana:** 5

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** Permanent

**Effect:** The target creature of level 1 + 1/mana is turned to stone. The change is permanent. The creature is effectively dead. A *Resurrect* spell can restore the creature back to normal.

#### Poison cloud

**(Life, Location, Ray 14)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** Circle 5 +5/mana

**Duration:** 10minute + 10/mana

**Effect:** A cloud of green billowing and noxious gasses cover all the area of effect to a height of 3m. Any creature entering the cloud receives 1 + 1/mana points of damage each time it *starts* its round inside the cloud. A creature starting outside of the cloud can try and pass the whole cloud without breathing and receive no damage at all. This can be done if the character just walks or runs inside the cloud from one side to the other. If he stops to do anything else (attacking, defending, casting a spell or using a skill) then he suffers the poison damage.

The cloud darkens the area by three levels.

#### Portal

**(Life, Location, Ray 0)**

**Base mana:** 7

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Wall 2+2/mana, 0.0001

**Duration:** 1 hour + 1/mana

**Effect:** Maintain 7

A magical square shaped door appears in the designated location and two points in space-time. Simply stepping through the door takes the character to the other side. The starting and end points are separated by a distance of up to 20km + 20/mana.

The caster needs to know the destination or be touching hands with someone that knows the destination when the spell is cast.

The door can be cast in any position and direction in the origin and it does not need to match the position and direction in the destination. The velocity and momentum of the objects going through the door are maintained.

This spell can be cast offensively to deal damage. The door itself is razor sharp thin so anyone (or anything) just touching the edges of the door will have his fingers (or any other part touching the door) cleanly cut in two. If the spell is cast in a place where a character is standing, that character is allowed a defense roll or suffer 5d6 points of slashing damage. The spell can cut through any material including wood. The damage will be enough to scratch stone and slash metal objects.

As the door can be cast in any direction it can be cast horizontally to cut opponents. The door is a square so as the caster increases its width he also increases its height. The origin and end portals can be positioned parallel with just a few cm apart and it will work like a double blade, effectively doubling the damage. Alternatively it can be cast one portal next to the other so the damaging area effectively doubles.

#### Rage

**(Fire, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** 1 minute + 1/mana

**Effect:** The caster is filled with a sense of rage and fury and will attack anyone in his surrounding, starting with those who are more menacing or threaten the caster life.

The caster receives a performance boost in combat. A fiery aura surrounds the character giving him an impressive appearance, the aura becoming more intense as more mana is used in the spell. The caster gains +1 attack and damage Modifier and a 1d8 Modifier health points. Both bonuses and extra health can be increased by +1 AND 1d8 respectively /mana

This spell cannot be dismissed at will. After the battle is finished the character will continue attacking friends if necessary. He needs to make a Death check every round against a DR 15 or keep attacking everyone around.

#### Raise dead

**(Death, Creature, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** Maintain 1

**Effect:** The target creature is filled with negative energy, stirs and raises as undead under your command. The spell raises a creature of maximum level 1 + 1/mana.

The creature receives the *Undead* modifier with all its attributes adjusted accordingly. This undead are of the zombie or skeleton categories.

Each undead raised by this spell needs to be maintained.

The creature loses one point of intelligence per each day dead with a minimum of 0.

|  |  |
| --- | --- |
| Water | Actions |
| 0 | Simple specific orders, moans and groans only |
| 1 | Simple orders, can talk some words |
| 2 | Normal orders, can use short phrases |
| 3+ | Complex orders, communicate normally |

All raised undead are automatically controlled by a *Dominate* spell. However, undead with higher intelligence knows about its state and can plot against their master. However, they also know that the magical energy that animates them comes from their master and they will crumble if their master dies.

#### Remember

**(Earth, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** Instant

**Effect:** The caster remembers a bit from one event in his life. For each mana spent, the GM can provide a clue. It can be some words, a date, time, a name, a place, or any clue the GM would provide. Additional clues can be remembered if additional mana is used.

#### Recall

**(Water, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** Maintain 2

**Effect:** The caster remembers one skill or spell he had forgotten. The skill is recalled at level 1 + 1/mana up to the skill level the character had when he forgot.

The skill can be maintained in memory. When maintenance is no longer paid the skill or spell is lost again.

#### Resurrect

**(Life, Creature, Touch)**

**Base mana:** 10

**Casting time:** 1 minute + 1/mana

**Range:** 0

**Area:** 1 creature

**Duration:** Permanent

**Effect:** The target dead creature body is healed, any decay stopped and regenerated and the spirit of the creature is merged to join his body once again. The body is healed from any injury.

The spell brings a creature of level 1+1/mana back from the dead. If the creature resists the creature Willpower is added to the mana cost to resurrect the creature.

The body is completely healed from all disease, sickness, decay (from being dead), lost limbs are regenerated. Indeed even tooth decay, old scars and tattoos are cleaned up and healed. The body is as good as new.

Aging however, cannot be reversed. If a creature died a natural peaceful death due to old age, then the creature is brought back but will die again after 24 hours.

The body can be regenerated from parts of the original body like a head or an arm, even ashed. The spell assumes at least 1kg of the original body is available to be rebuilt. If less than that is available the caster must pay an additional 1 mana for each 100 gram missing. So resurrecting from cremated body ashes (2kg to 3kg) is possible, but resurrecting just having a finger will be difficult.

It is possible to resurrect an undead. The undead will resist the attempt using its own willpower attribute or, if the undead has a master, the master willpower. A resurrected undead is free com any domination from his master and can do anything he wants.

#### Scare

**(Death, Creature, Hurl 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature + 1/mana

**Duration:** 1 minute +1/mana

**Effect:** The target creature sees its worst nightmare materialize in front of it. He will turn around and run, screaming and dropping anything on his hands without thinking on anything else.

Even while fleeing the creature won’t put its life in danger and will look for a viable escape route. He won’t jump from a ledge unless there is nowhere else to run. The creature will compose itself after the spell has finished.

#### Senility

**(Death, Creature, Hurl 13)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 10 + 10/mana

**Area:** 1 creature

**Duration:** 1 minute +1/mana

**Effect:** The target creature temporarily forgets, partially or totally) three randomly picked mental skills or spell. The target loses 2 +2/mana levels of the selected skills or spells.

If the level of the spell reaches 0 then the character is considered as untrained and can’t use the spell. Skills can still be used even if untrained.

#### Shape metal

**(Earth, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1kg + 1/mana

**Duration:** Maintain 1

**Effect:** The target can shape some amount of metal in any way he desires. The metal becomes like clay in his hands and he can shape it any way he wants. The metal will remain soft while he maintains the spell.

The amount of metal affected depends on the quality and weight of the metal. The character can affect 1 +1/mana kg of metal with a quality Modifier of 0 +1/mana. Both the enhancement to affect more metal and higher quality has to be paid separately. Just add the weight in Kg plus the metal quality to get the final cost.

For example, the base cost of the spell allows the caster to affect 1kg of copper (quality 0) (1+0=1). To affect 3kg of steel (quality Modifier 4) requires the caster to pay 6 mana points (3+3 = 6).

It is easy to destroy any object made of metal, however the character can also use any skill to work the metal into something useful and gains a +5 Modifier to his checks. For example if he has the Jewellery skill he can shape the metal into beautiful jewels.

The spell can be used in enemy armor or weapons but they need to be touched. It can be used to melt a prison bars or destroy a door hinges.

Note that the metal is only soft for the wizard maintaining the spell. Any other creature will find the metal hard to touch.

*Advanced:* If the amounts of metal are smaller than 500gr you can use half mana but never less than 1 mana. For example, a 100gr gold chain can be worked with 6/2 = 3 mana.

#### Sharpen Weapon

**(Fire, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 Weapon + 1/mana

**Duration:** 1 minute + 1/mana

**Effect:** The target piercing or slashing weapon becomes noticeably sharper and can deal greater amounts of damage. The weapon deals 1+1/mana extra points of damage. The weapon can only get as many damage Modifier points as its original material quality Modifier. So a gold sword (quality Modifier +6) can only get a +6 Modifier to damage.

Arrows can be made deadlier but each arrow tip is considered a separate weapon.

#### Shield

**(Air, Creature, Caster)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** Caster

**Duration:** 1 minute + 1/mana

**Effect:** The air in front of the caster flows in a circular pattern forming an impenetrable shield. Physical attacks are deflected and any missile or magical ray is deviated from its path.

The shield provides a +1 +1/mana Modifier to parry defense actions against all attacks. Dodge actions receive no bonuses.

#### Slow

**(Air, Creature, Ray 14)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 10 minutes + 10/mana

**Effect:** The target movement speed is reduced. The target loses 2 + 2/mana APs each round.

#### Speak with dead

**(Death, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6

**Range:** 0

**Area:** 1 creature

**Duration:** Maintenance 1+

**Effect:** The target creature spirit is called from the death. The caster needs to know the target creature or be touching hands with at least one person who knows the creature.

The spirit will remain in the area for the duration of the spell and will answer any number of questions, but the caster needs to pay one mana per question. Mana spent asking questions do not count against the total mana level.

Each time the same spirit is invoked the maintenance cost to keep the spirit close is increased by one mana. Eventually this may lead to the spirit being unavailable for contact.

#### Spike stones

**(Earth, Location, Ray 10)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 20 + 20/mana

**Area:** Circle 5 + 5/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target area is covered by pointed and sharp stones in different sizes. Any creature (caster included) trying to move inside the area will take 3 + 3/mana points of pierce Earth damage for each step inside the area. If the character is running then the damage is doubled.

This damage is self-inflicted. There is no option for defense against the damage but it is possible to soak it or reduce it if the Damage Reduction power is acquired.

It is possible to jump over the area given enough impulse.

Flying creature which don’t land in the area are unaffected.

#### Stasis field

**(Earth, Object, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 object

**Duration:** Maintenance 1

**Effect:** The target object or non living creature is surrounded by an area of timelessness. The object does not decay and is not affected by the passage of time.

Body remains can be maintained this way. However, if the body is revived then the spell is automatically broken.

The stasis field shields elements out as well. If the object falls into water then the water will never touch the object as the water just stops moving before touching the object, same with flames and electricity. However, light based attacks are not protected.

#### Giant Fire

**(Life, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The creature muscles burst in s sudden surge of raw power. The creature gains 1 +1/mana points of strength.

#### Summon Death Creature

**(Death, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character looks into the darkness of death and a creature looks back at him and responds. A Death creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Earth Creature

**(Earth, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character digs into the bowels of the earth and a creature raise to help. An Earth creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Fire Creature

**(Fire, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character searches into his fiery soul and a creature jumps forth to help. An Earth creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Life Creature

**(Life, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character calls the mother nature for help and she sends a powerful ally. An Earth creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Water Creature

**(Water, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character dives into the depths of the ocean and a creature swims to help. A Water creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Summon Air Creature

**(Air, Creature, Ray 0)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 5m + 5/mana

**Area:** 1 creature + 1/mana

**Duration:** Maintenance 1

**Effect:** The character shouts to the sky and a creature flies to help. A Air creature of level 1+1/mana comes to the service of the caster. The maintenance cost provides the creature with minimal sustenance to live out of its own environment.

Read the *Summoning* rules for more details.

#### Teleport

**(Air, Creature, Caster)**

**Base mana:** 4

**Casting time:** 6 + 2/mana

**Range:** 0

**Area:** Caster

**Duration:** Maintenance 5

**Effect:** The caster gains the teleport ability at level 1 + 1/mana.

#### Transmutation

**(Earth, Object, Touch)**

**Base mana:** 5

**Casting time:** 6 + 2/mana

**Range:** 0

**Area:** 100g + 100/mana

**Duration:** Permanent

**Effect:** An Earth based material (metal, stone) is changed into another one. The material can be changed up or down by a number of quality points equal to 1 + 1/mana. The resulting material quality dictates the new material Modifier points the material has.

The material quality Modifier cannot excel the character Metallurgy skill rank.

#### Wall of Fire

**(Fire, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 50 + 50/mana

**Area:** Rect 10 + 10/mana, 1 + 1/mana

**Duration:** Maintenance 1

**Effect:** A sheet of blazing fire appears in the designated area. Any creature starting his actions or crossing the wall in any direction will receive 1d6 fire damage for each metre it travels inside the wall.

The wall can be placed in any direction. It can be placed to fill a narrow passage in length.

#### Wall of Air

**(Air, Location, Ray 12)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 50 + 50/mana

**Area:** Rect 10 + 10/mana, 1 + 1/mana

**Duration:** Maintenance 1

**Effect:** A powerful wind blows inside the designated area opposing object and creature passage through the area.

The wall of wind causes a loss of 10APs per square metre the character needs to walk inside the area. In addition he needs to make a strength check for each metre walked against DR 16 or be pushed back to his previous location.

The wing will deviates any missile granting a -5 penalty to any missile attack crossing the wall per metre of thickness. As usual any total result under 10 immediately fails.

#### Water walk

**(Water, Creature, Touch)**

**Base mana:** 1

**Casting time:** 6 + 1/mana

**Range:** 0

**Area:** 1 creature + 1/mana

**Duration:** 1 hour + 1/mana

**Effect:** The target creature can walk over water without sinking. If he is already underwater he floats and comes to the surface prone.

The character may carry up to his power load without breaking the water surface; however, the water is solid for the character for not for his items. If anything is dropped it will sink normally (while the character can’t dive until the spell wears off).

## Spells by element

### Death spells

Body mend

Curse

Darkness

Dominate

Drain Life

Madness

Raise dead

Scare

Senility

Speak with dead

Summon death creature

Wall of dead

### Earth spells

Banish

Caltrops

Dispel Magic

Earth form

Metal shape

Open locks

Pass wall

Transmutation

Stasis field

Stone shape

Summon earth creature

### Fire spells

Alarm

Fire arrow

Fire ball

Fire form

Morale

Rage

Sharpen Weapon

Summon fire creature

Wall of fire

### Life spells

Animate plants

Life

Control weather

Destroy undead

Dire form

Enlarge

Heal

Jungle path

Poison cloud

Resurrect

Fire

Summon life creature

### Water spells

Charm

Create water

Focus

Heightened senses

Protection from element

Recall

Shield

Summon water creature

Water form

### Air spells

Alacrity

Control wind

Disguise

Fly

Haste

Illusion

Invisibility

Light

Lightning bolt

Slow

Summon Air creature

Teleport

Wall of Air

Air form

# Chapter 8: Treasure and magical Items

At the end of the day, adventurers will defeat the evil guys and receive much deserved experience. But, as important as experience is, gold and treasure is necessary to improve character equipment.

## Treasure (a.k.a. loot)

At the end of a successful battle, the members of the party gain the right to claim any equipment or money the opponents may carry. This is regarded as treasure.

Humanoid characters or intelligent monsters usually carry some form of treasure in their bodies. Some may be in form of cash in his pockets, pouch or wallet and some may be in form of items, jewellery or weapons.

The common monster, animal or non-intelligent creature will hardly carry any form of treasure on itself. It might be possible to find some items in the stomach of a monster (from his previous meals) but the task of extracting it would be gruesome (to say the least) and only really durable items (metals over gold quality), would survive in those conditions for long.

There is a higher possibility to find more treasure in the monster lair. If the GM allows it and the party has some tracking ability, they may be able to backtrack the monster and find its lair. The lair may be empty or guarded by more creatures of the same species.

Each monster description includes how much money the characters are expected to find in the body of one member of the species and how much is expected to be found in his home or lair.

In general, the GM will decide beforehand the specific amount and type of treasure the players will find if they search a body. However if you would like some randomness, you may use table 8-1 to determine an encounter treasure:

Table 8-1: Treasure - Money

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Money | | Items | |  |
| Level | Carry Silver | Lair Gold | Carry | Lair | Qlty |
| 1 | 1 | 1 | 1 | 3 | 4 |
| 2 | 8 | 8 | 2 | 6 | 8 |
| 3 | 27 | 27 | 3 | 9 | 12 |
| 4 | 64 | 64 | 4 | 12 | 16 |
| 5 | 125 | 125 | 5 | 15 | 20 |
| 6 | 216 | 216 | 6 | 18 | 24 |
| 7 | 343 | 343 | 7 | 21 | 28 |
| 8 | 512 | 512 | 8 | 24 | 32 |
| 9 | 729 | 729 | 9 | 27 | 36 |
| 10 | 1000 | 1000 | 10 | 30 | 40 |
| 11 | 1331 | 1331 | 11 | 33 | 44 |
| 12 | 1728 | 1728 | 12 | 36 | 48 |
| 13 | 2197 | 2197 | 13 | 39 | 52 |
| 14 | 2744 | 2744 | 14 | 42 | 56 |
| 15 | 3375 | 3375 | 15 | 45 | 60 |
| 16 | 4096 | 4096 | 16 | 48 | 64 |
| 17 | 4913 | 4913 | 17 | 51 | 68 |
| 18 | 5832 | 5832 | 18 | 54 | 72 |
| 19 | 6859 | 6859 | 19 | 57 | 76 |
| 20 | 8000 | 8000 | 20 | 60 | 80 |
| 25 | 15625 | 15625 | 25 | 75 | 80 |
| 30 | 27000 | 27000 | 30 | 90 | 80 |
| n | nxn | nxn | n | 3n | lvl\*4 |

**Level:** is the level of a character. You should compute the treasure for each individual character in the encounter.

An encounter usually has multiple small characters of the same level (aka. minions) leaded by one big boss and occasionally a second in command. In such cases just pick the level of the minion and multiply that treasure level by the number of minions. The add the treasure for the boss and second in command.

**Money/Carry:** This is the amount of money a character of that level is usually carrying in any coin combination that adds up to this amount of silver pieces.

**Money/Lair:** This is the amount of money that might be found on the character lair in any coin combination adding up to this amount of gold.

**Items/Carry:** This is the number of items a character of that level is usually carrying in any quality levels.

**Items/Lair:** This is the number of items that might be found on the character lair.

**Qlty:** The quality factor for random quality generation. The maximum value is 80 regardless of the level.

### Item type

To determine the item type, roll a d6 and use this table

|  |  |  |  |
| --- | --- | --- | --- |
| SubType | Trait | D100 | |
| Armor | Leather | 01 | 02 |
|  | Chain | 03 | 04 |
|  | Cloth | 05 | 06 |
|  | Plate |  |  |
|  | Scale |  |  |
|  | Helm |  | 20 |
| Jewellery | Ring | 21 |  |
|  | Necklace |  |  |
|  | Lens |  |  |
|  | Brooch |  |  |
|  | Amulet |  | 30 |
| Clothing | Habit | 31 |  |
|  | Shirt |  |  |
|  | Robe |  |  |
|  | Pants |  |  |
|  | Belt |  |  |
|  | Boots |  |  |
|  | Gloves |  |  |
|  | Cloak/Cape |  | 40 |
| Weapon | Axe | 41 |  |
|  | Blade |  |  |
|  | Hammer |  |  |
|  | Pick |  |  |
|  | Polearms |  |  |
|  | Spears |  |  |
|  | Bow |  |  |
|  | Crossbow |  |  |
|  | Shield |  | 70 |
| Item | Scroll | 71 |  |
|  | Potion |  |  |
|  | Dust |  | 80 |
| Equipment | Varies | 81 | 85 |
| Tools | Varies | 86 | 90 |
| Artifact | Varies | 91 | 95 |

### Quality treasure

Once the items have been defined, there is a chance an item is of a higher quality than normal. You can define it in two ways.

#### Simple

Any character will have a number of quality items equal to half his level rounded down. Each item has an increasing quality starting from a +1 Modifier.

For example, a level 7 character will have 7 items in his body. However, there will be (7/2=) 3 quality items. The items will have a +1, +2 and +3 quality.

#### Random (Simple)

This method takes longer but is more exciting for the players as they get to test their luck and maybe get more powerful items. This method can get items with higher quality than the simple method described above.

Table 8-3 defines the probability of an item quality (columns) based on the encounter level (rows).

First, find the encounter level in the appropriate row in the table 8-3. Then for each item roll a d100 and check the result. If the result is equal or lower than the specified value then the item has the quality level in the column head.

Regardless of any value in the table, if the roll result is a 98 or 99 then the item gets an extra +1 Modifier and you get to continue rolling for the same item. If the result is a 100 the item gets an extra +2 and you may continue rolling for the same item. If you get 98, 99 or 100 again and again then keep adding the bonuses.

For example, after defeating a level 5 character the party gets to roll 5 items. The first item is a shield.

A player rolls a d100 and gets a 100, then the items gets a +2 and the character is allowed to continue rolling for the shield. His second roll is a 20 which provides a +0 Modifier so the final quality Modifier for the shield is +2.

#### Random(Complex)

The random method described above is a simplification of the following method. To get the item quality, roll a d100. If the result is less or equal than the Qlty factor for the target level then the item gains a +1 quality and you may keep rolling. With each additional success an additional +1 is added to the quality. If the roll is higher than the Qlty factor then the procedure ends.

This generation procedure is performed for each item.

For example, a character level 5 is defeated. Then the party gains 5 items and for each one a random generation is executed. A Qlty factor of 20 is used.

The first item is a hammer. So the player rolls a d100 and get a 15, as it is less than 20 the hammer gets a +1 Modifier and the player roll again. He gets a 20, its still in the limit so the hammer now has a +2 quality and the player rolls again. On his third roll he gets a 53 so the process ends and the hammer final quality is +2.

The table used for the simple random method is a probability accumulation table which provides similar results.

### Using the quality Modifier

If you got a quality item, then you can use those bonuses for (a) increase the item material or (b) add quality modifiers or (c) buy magical abilities.

Half the quality bonuses (rounded up) must be assigned to the material. So for example, a sword with a +10 quality Modifier gets +5 to material (so it is at least a Palladium sword) and the other +5 can be used for any changes you might prefer.

The sword might be increased to a +10 material which makes it into an iridium sword. Or it might be set to a magical ability with a +5 quality (for example, make it a Palladium sword of Giant Strength).

Items like potions, scrolls or dusts still have to spend the material portion of the quality bonuses even if they can’t be applied to anything specific.

## Magical abilities

The magical abilities described in this section can be applied to items. De description includes the type of object the ability can be applied to.

### Weapon

The magical abilities described in this section can be applied to weapons. Unless otherwise specified, the abilities are fired when a blow lands.

### Armor

The magical abilities described in this section can be applied to armor. Unless otherwise specified the abilities constantly affect the character while the armor is worn.

#### Armor of Strength (1-5)

This item grant the wearer with increased strength.

|  |  |  |
| --- | --- | --- |
| Quality | Name | Modifier |
| 1 | Strength | +1 Fire |
| 2 | Ox Strength | +3 Fire |
| 3 | Bear Strength | +5 Fire |
| 4 | Ogre Strength | +7 Fire |
| 5 | Giant Strength | +9 Fire |

#### Armor of Precision (1-5)

This item grant the wearer with increased Precision.

|  |  |  |
| --- | --- | --- |
| Quality | Name | Modifier |
| 1 | Precision | +1 Air |
| 2 | Precision | +2 Air |
| 3 | Precision | +3 Air |
| 4 | Precision | +4 Air |
| 5 | Precision | +5 Air |

### Clothing

The magical abilities described in this section can be applied to clothing. Unless otherwise specified the abilities are always active and will benefit the character while the clothing is worn.

#### Cape of Flying (1-5)

This bright red cape grants the character with the power of flight.

|  |  |  |
| --- | --- | --- |
| Quality | Name | Level |
| 1 | Fly | 3 |
| 2 | Fly | 5 |
| 3 | Fly | +3 Air |
| 4 | Fly | +4 Air |
| 5 | Fly | +5 Air |

#### Cloak of Shadow (2)

This black cloak is created from a wisp of the demiplane of shadows. The cloak moves and waves as if affected by a light breeze even if there is no wind at all.

This cloak magic only works at night granting an automatic 25 result in his Stealth skill even when the character is not trying to hide. If the character is trying to hide he receives a +15 Modifier in his hide check, with any result under 25 automatically considered 25.

Normal daylight won’t damage the cloak, but it can be destroyed by concentrating daylight on the fabric by using some lens contraption.

user a +15 Modifier in his skill checks. This Modifier works even if the character is not trying to hide.

Table 8-3 : Random quality generation

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Quality | | | | | | | | | | | | | | | | | | | | |
| Lvl | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 95 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 2 | 91 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 3 | 88 | 98 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 4 | 83 | 97 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 5 | 79 | 95 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 6 | 76 | 94 | 98 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 7 | 71 | 92 | 97 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 8 | 67 | 89 | 96 | 98 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 9 | 63 | 87 | 95 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 10 | 59 | 83 | 93 | 97 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 11 | 55 | 80 | 91 | 96 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 12 | 51 | 76 | 88 | 94 | 97 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 13 | 47 | 72 | 85 | 92 | 96 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 14 | 43 | 68 | 82 | 90 | 94 | 96 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 | 100 |
| 15 | 39 | 63 | 78 | 87 | 92 | 95 | 97 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 | 100 |
| 16 | 36 | 59 | 73 | 83 | 89 | 93 | 95 | 97 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 | 100 |
| 17 | 31 | 53 | 68 | 78 | 85 | 90 | 93 | 95 | 96 | 97 | 98 | 99 | 99 | 99 | 99 | 99 | 99 | 99 | 100 | 100 | 100 |
| 18 | 27 | 48 | 62 | 73 | 80 | 86 | 89 | 92 | 94 | 96 | 97 | 98 | 98 | 98 | 99 | 99 | 99 | 99 | 99 | 100 | 100 |
| 19 | 23 | 42 | 56 | 66 | 74 | 80 | 85 | 88 | 91 | 93 | 95 | 96 | 97 | 98 | 98 | 98 | 99 | 99 | 99 | 99 | 100 |
| 20 | 19 | 35 | 48 | 59 | 67 | 73 | 79 | 83 | 86 | 89 | 91 | 93 | 94 | 95 | 96 | 97 | 98 | 98 | 98 | 98 | 99 |

### Rings

#### Ring of sacrifice

This ring is powered by the wearer blood. The wearer gains +2 Fire, +2 Air but it requires to permanently lose 1 health each day (or portion of day) the ring is worn.

# Appendix

## Class organization

This appendix attempts to categorize all the objects in a structure that can be used for computer implementation purposes.

The game attempts to categorize all objects in a series of types, subtype, trait and subtrait.

### Type

A type is the broadest category of objects. It groups objects by its most basic differentiation. The three main object types are Creatures, Items and Spells.

### Subtype

A subtype is a generic categorization of the objects in their types. For example it may be creatures by families (plants, humanoids, animal) or item by usage type (tools, weapons, equipment, armor).

### Trait

The trait is a grouping within its type. For example if it is a humanoid, it can be a human, an elf, a dwarf, etc. It it is an armor it can be a leather armor, chain armor, plate armor, etc. If it is a weapon it may be an axe, a sword, a knife, a bow, a pistol, etc.

### SubTrait

The subtrait is additional information to the trait. It does not affect the object in any way, it is just a secondary categorization for convenience purposes. For example, a weapon may have one of the melee, ranged, shield or missile subtraits, but it is still a weapon.

### Modifiers

Objects may be modified and specialized. An object may have a number of modifiers that will affect their behaviour. For example a human may have the undead modifier or the ghost modifier or the giant modifier. They are still considered humans but the modifier takes precedence.

Other objects may also have modifiers, for example armor can be modified as heavy or light. Weapons can be modified with diverse new properties making them more versatile.

There are limits on the number of modifiers that can be applied by type.

## Class Type

A type is the broadest category of objects. It groups objects by its most basic differentiation. The three main object types are Creatures, Items and Spells.

### Creature type

Plant

Animal

Humanoid

### Item type

All the game items are divided in 5 subtypes. Armor, Equipment, Jewellery, Tools and Weapons.

#### Armor subtype

Armor are bla bla. Armor is categorized in traits as Leather, Splint, Chain and Plate. Each one will be discussed in the armor section.

Equipment

Jewellery

Tools

#### Weapon subtype

Weapons are categorized by common usage styles. These styles match the different skills available in the game. The common styles are axes, blunt, flexible, gloves, long blades, short blades, polearms, whips, bows and crossbows. Each one will be discussed in the Weapons section.

### Spell type

Sorcery

Enchantment

## Weapons

Weapons are categorized by similar combat styles. These styles match the different skills available in the game. The common styles are axes, blunt, flexible, gloves, long blades, short blades, polearms, whips, bows and crossbows.

Weapons have other categorizations like melee, ranged and shields. However these can be treated as subtraits more than proper categories.

Weapons in warscale are

# Glossary

attribute: one of the basic values that define a character physical or mental characteristics.

difficulty rating (DR): the value to beat in order to succeed using a skill.

element: the basic composition of the physical world, divided as fire, water, air, earth, life and death.

material: a particular combination of elements that take a physical form; materials are used to create items.

perk: special abilities which allow the character to excel in some skills and situations

power: very special abilities granted to the character by the GM.

skill: particular area of knowledge.

skill level: the character level of knowledge on a particular skill allowing him to perform it with a degree of efficiency.

skill rank: the total skill proficiency which combines the skill level plus the related attribute.

spell: a particular application of a magical element.

# Index

blindness, 89

combat, advanced, 89

catch and deflect missiles, 84

damage effect, 88

parry and dodge missiles, 70

damage, 85, 88

acid (fire), 85

combustion (fire), 85

drain (death), 85

lightning/electrical (wind), 86

physical (earth), 86

poison (death), 86

psychic (water), 87

soaking, 87

venom (life), 87

dying, 89

element, 8, 91

races, 17

dwarves, 18

elves, 19

melrakii, 20, 117

humans, 17

orcs, 21

sylph, 23

triton, 22

unarmed attack, 83

# Recycle bin

### Melrakii

Melrakii are descendants of humans infused with the element of Death. Melrakii value magic and power above anything else.

GM Note: Ghoul characters should only be created by experienced players.

#### Physical appearance

Melrakii are thin and slightly shorter than humans. They have a thick leathery grey/greenish skin which improves their natural defense making them tougher than they seem due to their frail constitution.

Melrakii do not age. Time does not affect them in any way. On the other hand they are resistant to Life magic so they can’t be easily healed by magical means.

#### Personality

Melrakii are master manipulators. They are the minds behind the curtains in almost every high level plot in all government politics around the world. Their high Death allows them to gather a lot of minions from different races which they infiltrate into the government high ranks. It’s very possible every high rank Ghoul lord has at least one agent in every country.

Melrakii are secret and reclusive. They tend to shy away from sunlight preferring the night for working out their own schemes. The sunlight is not harmful to them in any way but darkness provides a protection from curious eyes.

Melrakii consider violence is only for incompetents so they will almost never wear armor or weapons of any type. They prefer magic and as last resource rely on their powerful claws as weapons.

Melrakii can eat anything, however their favourite food is one month old dead humanoid bodies as they are more tender, but will feed the same on fresher or older bodies or living humanoids as well.

#### Society

Melrakii live in dark and abandoned places like old castles or crypts.

Being infused with death means they are unable to give birth. Instead, some powerful melrakii known as Ghoul Lords have the perk to pass the 'gift' to humans, turning them into melrakii.

For some reason they prefer places with lots of religious images so it is common to find melrakii living in old temples of forgotten gods.

#### Magic

Ghoul magic is limited to death spells. Melrakii are powerful necromancers and usually have zombies and skeletons around them as servants. Powerful ghoul necromancers are able to summon powerful beings from the planes of death like vampires or even lesser and greater Grim Reapers to do their bidding.

Melrakii prefer kidnapping humans for their necromantic experiments because, being element neutral, they channel the dead element more efficiently.

Melrakii are resistant to magical spells from the Life element meaning they can’t be easily healed.

#### Relation to other races

Almost every race hates Melrakii. This is due to the fact that melrakii find other races meat highly tasteful.

Melrakii dislike dwarves and consider their meat is almost inedible so dwarves graveyards are rarely desecrated. Strangely enough, Dwarves feel insulted by this.

Due to the fact that elves rarely die, Melrakii value elves meat as an extreme delicacy and can pay the pound of elven meat in gems.

Melrakii also value Triton meat as it is very hard to get.

Melrakii have a good relation with orcs as they can provide good meat and melrakii find orc corpse meat bitter anyway.

#### Perks and powers

Enhanced attribute (Death) +2

Low light vision +2

Hold breath +2

Damage resistance (Cold) +2

Damage Resistance (Poison) +2

Damage resistance (Physical) +1

Any cold effect affects the ghoul as 1 levels lower.

Any mind affecting effect affects the ghoul as 1 levels lower.

Element Resistance (Life) +2

Name of the Void

Death spells learned gain a +1 level Modifier.

#### Penalties

Fire and Air spells learned suffer a -2 level penalty.

Life spells learned suffer a -5 level penalty.

Melrakii cannot stand daylight. They will suffer 1 point of damage per hour in daylight. So, melrakii prefer keep hidden underground or in dark houses. If they need to go out during day they do so covered with dark clothes.

Melrakii need to feed with meat from other races or they won’t be able to heal damage. Any day they don’t feed on humanoid meat they won’t heal.

All races hate melrakii and will attack them on sight.

# Chapter 12: Warscale World

The Warscale world is located in the Earth of 40th century. Against most people beliefs we didn’t destroy ourselves… barely. The remains of people still walk the Earth but the old times are gone. People have lost all reliable records of history and what is known of the old eras are just night time tales told to children before sleep.

#### The world that was

During the XX century one of the most powerful tools was created by humanity. The World Wide Web, also known as the Internet. In the beginning of the XXI century the WWW allowed a huge exchange of information leading to incredible technological advances in lots of areas like genetics, artificial intelligence and quantum mechanics. All the research paid by two endless sources of money, military and the fashion industry.

#### The Genesys Wars

At the middle of the 21th century the human genome was completely dominated. An Australian company called Genesys claimed the discovery of a virus that could deliver genetic alterations into grown human beings. The changes were expensive so only extremely wealthy people or corporations were able to receive the changes.

The first enhanced male Genesys developed for the military. The virus allowed soldiers to improve its strength and constitution to superhuman levels and resistant to sickness and diseases. The military were extremely proud of the discovery and a few selected soldiers were injected by the virus creating the so called Perfect Command or Perfects.

The Perfects were tireless and they came to dominate all urban and large battlefields in small and large scale conflicts. The Perfects was sent to multiple countries to help restoring order and civil rebellions and brought peace all over the world.

Encouraged by the success, Genesys acceded to the request of a huge fashion magazine to create a perfect catwalk model. Genesys answered to the challenge and the first Enhanced Lite Female – ELF - was born. Elves were a perfected human in all senses. Thin, with a more graceful movement, perfect skin, able to process food and not gain a single ounce and longer lifespans. Needless to say it was a hit. Genesys was soon flooded by requests from wealthy people all over the world in order to be genetically altered.

Some people were altered to living in many different conditions. Some adapted underwater some adjusted for Precision and nimbleness some for beauty, some just for resistance. People started gathering in social groups based on their alterations similar to clans.

But there was something Genesys never imagined. The Perfects modifications and military training made the male soldiers very aggressive and territorial and female soldiers turned attractive and fertile. After many incidents and unable to integrate to society they were taken to retirement camps to end their lives. But what nobody thought of was that during their missions, the Perfects had mixed with locals around the world. News appeared all over the world about children displaying the same abilitys of strength and power as the parents and with all the aggressive behaviour. The powerful genes being dominant passed from parents to men and women.

Genesys tried to fix the male kids by reverting the changes but the same genes that protected them against diseases prevented the viruses to work. The only result was the growth of tumors which lead to deformations of the hosts. Under many excuses, the children were taken to camps which in turn kept growing and growing. The Orc race was born.

But all this events were kept secret and the civil society was still on the rage of genetic modifications and other governments were decided to get into the race of genetic manipulation. Many strange things appeared due to this complete outbreak. Creatures only heard in myths were now live in laboratories. Harpys, hydras, were-men, giants, dragons, trolls, ogres. When governments realized what they had done it was already too late. Those races, more powerful than humans managed to escape, broke free and hid away. Waiting, surviving, and growing.

At the half of the 22th century the world was in a social chaos. Discrimination appeared everywhere as the now altered humans gathered in stronger communities. Elves considered themselves the social elite. Orcs were kept in intensive work camps all over the world and treated like slaves were at the brink of rebellion. Monsters roamed everywhere trying to survive. Many governments were unable to handle all the pressure and collapsed.

Other governments just closed frontiers and declared all genetic manipulated creatures as aberrations and allowed for the free destruction of those creatures on sight.

#### Technology and Technocrats

But genetics were not the only science field developed at this time. Many companies, were focused into creating better and faster computers, external armor and body implants.

Computers became small and powerful with the power of current supercomputers in a wrist band. Larger and thousands of times more powerful hand sized computers, were fitted in small rods or wands which could extend into a screen for touch commands.

Prosthetic limbs were also appreciated. The devices were mind controlled and behaved just like any natural limb giving. It was possible to add superhuman strength to the limb but it had limited applications as the human body was unable to withstand the mechanical pressure. Even so, some limbs were ordered with extra power and in some cases they just fit as nicely on an Enhanced body.

Robots were usually manufactured for helping in all jobs humans would not accept or not able to withstand due to extreme conditions. Robots were manufactured in humanoid form but never to mimic human appearance, they always look mechanical. Multiple materials were used depending on the function. Metal, wood, plastics, just any material was used depending on the client preferences.

Even when it was possible to exactly copy each human physical attribute, humans never accepted the idea of a fully artificial being and all the robots with such characteristics were destroyed. Still, some were built with infiltration or espionage purposes. Bodies were durable and nuclear batteries allowed them to work for centuries or just stay in sleep mode for even longer. The few robots found in the present world are now called Golems.

Body armor on all sizes was manufactured, for sports, entertainment, work or military. Armor provided the user with extra strength and allowed to carry powerful weapons.

In many cases each device was attached to an owner. But as always security could be unlocked and even when controlled, many devices ended on the black market or just lost.

Just before the Last War at the end of the 22th century, maybe the most revolutionary invention in the field of biomechanics was the creation of the mind web link at the half of the 21th century. The mind web link was a crown which feed on biological power and was compatible with any human sized humanoid with the proper mental perks. It allowed the user to access the information in the world web at will. Just some helmets of this type were created but were lost during the Last War.

Of course millions were traded every day on such commodities and the corporations moved more money than the governments. Such corporation had complete teams of spies, armies of hackers and military style units. And with all the money many of them just decided to take all the biological modifications to become elves.

#### Orcs rising

About the half of the 22th century orcs were kept all over the world in ghettos. With all the monsters roaming around the government decided to use those weapons and proposed them a treaty. Help hunting the monsters and they would be free. Probably the worst decision ever.

Now, the orcs may look brutish, but they are not, not at all. The original Perfect Command was specifically picked from the best of the best and the genes run strong on the family. Once freed and armed, the Orcs quickly turned against their captors and escaped. The original commandos were just a handful and were able to stop armies and finish wars. This orcs were a clan, they were angry, and there was no army in the world able to stop them.

#### Elves retire

At the half of 22th century Elves decided to retire from the world. They gathered fortunes and build extremely advanced towers but never gave a precise location. This was known to the public.

“One in the lush forest, one in the deep sea,

“One in the highest mountain, one in the darkest pit

“One in the Air”

Nobody was ever able to find any more information about those cities. The elves retired from the world. With most of the big capitals withdrawn, technology companies withered and died. No more technical advances came, no more advanced manufacturing. The world had to do with whatever they had and no more.

#### Paladins

A final attempt was made to stop all the madness and restore order. Members of an ancient secret Greek Society under the name of Palas Athenea, goddess of Wisdom and War, decided to order a group of 100 warriors devoted to clean up all the mess. This 100 warriors were called the Followers of Palas Athenea, or simply, Paladins.

Paladins had a number of weapons but in additions they were assigned the most advanced power armour suits left by the elven technocrats. Those last 10 suits of armour were state of the art. Each suit was the size of a small tank. Fast, strong, powerful and with enough weapons to level a small city. Propulsion systems in the back allowed the armour to fly and the most impressive weapon in the arsenal was a sword of pure plasma. It was no surprise that the 10 suits of armour were called Angels.

Paladins were successful where armies failed. Even the powerful orcish clans were not a match against the might of the Paladins and were vanquished again and again. Paladins fought against dragons, giants and golems. They made ogres retreat and broke the orc lines. Each victory raised the hope of humans and brought more followers to the goddess Palas Atenea and the Palas Atenea Society was cheered by everyone and the way to bring all the world under a single new order.

#### Last War

Nobody was sure how it started. Some people claim military was jealous of being shadowed by the Paladins. Other say governments feared the Palas Atenea Society power. Other say it was new weapons brought by orcs. All together with civil unrest, famine and disease. Some people called it the Apocalypse.

The simple truth, hidden forever, is that elves in the moon tower decided the world should be cleansed. They hacked a military base and fired some missiles against some random cities. That was the spark needed for the world to end.

Nobody wanted to discuss. Weapons of destruction and vengeance were activated. Huge machines of war able to destroy cities. Cannons able to create earthquakes and raise tsunamis. Hackers destroying servers and information. Nuclear weapons laying waste everywhere.

In the end we survived… barely.

#### A world of myth

Two thousand years have passed since the Last War. So long nobody remembers and whatever is remembered is passed from parent to son as bedtime tales. The Book of Genesys says the humans were first and they lived in a paradise. But they were vain and proud so the gods punished them all and sent a disease which turned each one into what they had inside. Some were turned into monsters like orcs, others into beautiful elves of pure goodness. But the humans didn’t learn. They were too proud and considering themselves like gods they built huge cities of light in towers so high they reached to the moon and cried “Look at us!!!” “We are like gods!!!”. The elves horrified escaped from the world into towers of good and from there they prayed the gods to clean the earth. And the gods answered sending a holy army of armoured angels which carried flaming swords and they fought against the evil in the world. The world was shattered but good men remained to rebuild and grow like seeds planted in clean and fertile soil.

That story is told in the night, after the fields are ploughed and the seeds grow and the plants are harvested, year after year after year, in a world of wild creatures, myth and mystery.

#### The world that is

The world has changed. The weapons used during the war raised and sunk whole continents and in the long years the nature wiped clean the skeletons of long dead cities.

All the technology is lost. Some small kingdoms were built on the remains of the old technology. Those who possessed and were able to control the few trinkets left from the war were considered kings. But with time the power on those relics faded, the ammunition spent and the words to use them forgotten. The magic, as it was called, died.

The people now live from the land and build their homes using brick and stone and wood and straw. Steel is worked in small forges where masters teach their apprentices the tricks of the trade. Horses, carts and ships made of wood are now used to carry the produce to the large markets in the big cities where coins of gold and silver and cooper change hands. In the night, streets are dark and dangerous. The world has plunged back into the dark ages.

However, not all technology is gone. The elven towers are now what remain of the old glory. In those towers wonders of magic can be witnessed and those who learn the arcane words and gestures to wield the magic can bend nature to their will.

Nobody knows where the towers are located, but elves appear occasionally to people and try to teach people on new techniques on working the land, the metals or the cattle. They bring rains where there is drought, they heal the sick, exorcize demons and sometimes they bring back the dead.

But also, they take away children from their families, back to their towers of magic. No reason given. Who can oppose the decisions of those who can throw fire from their fingers and call lighting from the sky? So people accept their fates and elves are revered, feared and hated.

The Green Tower, located in the deepest forest, is also known as the tower of Life. It holds the secrets of life. Here are the secrets of healing diseases and wounds and how to change and enhance the body. This tower looks completely as part of the forest and is guarded by powerful creatures like hydras, trolls and spiders. Forest elves are most comfortable living with humans and other races.

The Red Tower, located in the highest mountain, is also known as the tower of Fire. The tower holds the secrets of war. Here you can find the secrets of martial arts, weapons and tactics. The most powerful weapons are stored in this tower. The whole city is a fortress guarded by most powerful weapons. Elves living in this tower are military minded.

The Blue Tower, the tower of Water, is located at the deepest sea. Here are stored the secrets of mind reading, control and manipulation as well as all secrets related to armor and defense. This tower holds the secret of artificial intelligence so golems protect the city and, indeed, the whole city is a large construct that can wake up and walk to a new destination in case it is necessary. Elves here feel more comfortable in water than walking on earth.

The Purple Tower, the tower of Air, is a space station orbiting the Earth. This tower controls the secrets of movement and teleportation. But most important, the tower hold the secrets of light control and illusions. The tower is surrounded by a huge light bending force field making it completely invisible to human eyes. Elves in this tower have changed, their bone structure is now very fragile so they rarely walk the earth and when they do they use special suits which provide some protection against normal gravity.

The Black Tower, the tower of Death, is located at the deepest cavern and may be the most mysterious of the towers. The research methods and ethics of those elves are questionable at best and kept in secret, but they mostly work with biological weapons and diseases and corpse revival. They also work on domination by fear and mind destruction. The ethics of the elves of the Death Tower are accepted by other elves because they need them. Death Tower elves are masters on limb and organ replacement techniques required by the elves to keep them alive and youthful. Black tower are protected by an army of flesh golem and undead under the control of the black tower elves.

In all the towers, elves have a group of human servants – slaves might be a better term – in charge of keeping the towers running and all their master needs satisfied. But even with the distance of the classes between elves and humans, some cross breeding has occurred giving birth to some individuals with mixed abilityures. Those individuals are utterly despised by the elves who wouldn’t mind quietly disposing of them before falling on status or being ridiculed by their peer elves. So those individuals flee the towers to save their lives and live their lives never understood by neither kind.

#### The Tower of Earth

Some years after the war Elves found themselves in a particular situation, they possessed a vast amount of knowledge but minimal manufacturing facilities or resources. And as time passed, the elf resources became more and more scarce. Computer chips burn, batteries lose their charge, corrosion. And there were no way to replace things gone.

Elves social classes regards arts, social or martial, record keeping, research or even manual repair or creation of technological devices as highly respected professions, but they will just die before doing any kind of hard manual work. All human servants living with them are devoted to handle whatever basic needs of the elves. For an elf, being found working means being ridiculed by their peers.

All manufacture facilities were destroyed during the Last War and elves creating devices by hand is a complex work and requires really advanced skills and a long time to accomplish something meaningful. If they were to retake the world and shape it, elves understood that they need to teach humans about technology but just enough to match their needs.

So, one thousand years after the last War, the Tower of Earth was built by humans under elven supervision. The Tower of Earth as known by the common people, carry the knowledge of all the five towers. For the humans studying in the university, the university is a gift of the elves that come to teach us of their magic. For the elves, the objective of the university is to develop all the manual labour and machinery required to fix or build new technological devices to ensure elven superiority.

For the common human, everything is magic. No matter how it is explained, the array of transistors that allow the saving of information on that block of silicon is just magic. For a common human, wizards just build magical things from sand. So, while in higher circles they talk about circuits, chips, computers and logical gates, when talking to a commoner it is just ‘magic’ and people who use such devices are called wizards.

Requirements for universities are so high only children with a very high potential are accepted. Usually such individuals are taken from their families by the elves at very young age with no explanations given. People are free to ask to join the university but the high fees just to get to be tested, extremely hard tests and high tuition fees turn away most of them.

The subjects taught in the university are technical and limited to practical lessons only. People learn how to use, examine and fix devices or how to recharge the energy of the devices. They learn about using programming computers but not about the code underneath the tools they use. They learn how to build and operate all the machines required to build other devices but nothing is taught about theoretical math or physics. Elves keep a tight rein on the knowledge they decide to teach the humans and those who are found digging on restricted subjects usually meet with unfortunate accidents.

All in all, after one thousand years running, the university is now on par with all the technology found on the towers but at a limited level. Now elves are ready to take the world, the only missing thing are resources and the problem extracting them.

#### Dwarves

Elves knew that one thing was to teach humans how to build things. The other problem was to get the resources they need raw from the earth. And in caves and mines, where the ores lay, the orcs and ogres reign supreme.

So they devoted their last resources to create a new and youngest race. The race was to be strong, resistant, excellent fighters and hard workers. So they created the dwarves.

Unfortunately only a small number of dwarves could be created so they were left on the mountains where they slowly grew on numbers. Elves taught them on mining and construction techniques. They taught them to brew spirits and songs to cheer them after a good day work. They taught them about engineering and metalworking and introduced humans as friends.

What the elves never told them is that they were created just as a cheap way to get the rare minerals they need out of the mines and fight the hordes of orcs that roam the caves. Instead, they were told the dwarven race is the oldest and wisest race of the world and there is no mountain they can’t dominate. And they told them tales about the dwarven gods that forged the world after them. Should those lies be found out, they would probably be seen as a complete offense by the hot-headed dwarves and the flow of minerals from the mines might just end.

So dwarves grew in numbers, proud or their lineage, mining, building, fighting and feasting. With strong friends as humans and elves, for a dwarf there is no better life.

#### Politics

Elves may have a high influence but they are weak. In truth, if not for the myths about the elven power, they could easily be terminated by other races.

##### Humans

Humans work the land, cultivate and herd. They have some minor mining operations but usually just to meet some small demand. Humans see elves as just and wise so they are respected. They trade minerals and strong spirits from dwarves for food and vegetables. Orcs are despised as they usually destroy mines and raid farms for food and cattle. Humans are the oldest race but they have forgotten and think elves and dwarves are older.

##### Dwarves

Dwarves live for mining, building, fighting and feasting. They carry a lot of trade with humans and treat elves as elder comrades. For a dwarf, the human race is young and naïve.

Orcs are a considered a deadly foe but, of course, those orcish weapons have nothing against a set of good dwarven armour and inexpugnably fortresses

##### Orcs

Orcs are strong, smart and highly militaristic with a strong territorial instinct. They see humans as labourers with minimal fighting skills so they let them work. From time to time they raid human farms for meat and food. They despise elves and will engage an elf at sight. Lately they have been attacked by some small but worthy adversaries that proudly call themselves dwarves, nothing important though so clans still haven’t decided on exterminating the plague.

##### Elves

Elves are highly manipulative. Elven towers may be weak in resources and people so they can’t raise an army, but they make for this with an intricate network of spies and amazing political skills. Some elves are also highly trained in military and stealth skills so, in case someone cannot be convinced to do whatever an elf wants, they can be ‘removed’ from any political game if necessary.

Elves see humans as workers. They are treated nicely because they are needed in their grand scheme of things but, to an elf, a human is little more than a smart ape that can be trained to use tools and fix things.

And dwarves are much like a human but smellier and can’t be trained as humans on the finer skills required for technology. However, dwarves make for their deficiencies being hard working and extremely efficient fighting orcs. Dwarves get the ores, they change them for human food, humans trade with the Tower of Earth paying in metals for different services, metals are used to fix elven machinery. Everybody is happy. All in all, elves consider the creation of dwarves as a good investment of their scarce resources.

For an elf, orcs are extremely dangerous. They may look brutish and ignorant, but as cunning and smart warriors they have survived with no technology and they must be treated with extreme care.

And, of course elves plot against themselves for power or just for different point of views.

The nature of the Death Tower methods goes completely against the ethos of the Green tower. The green tower believes in life and death as a cycle. They heal but the life must finish on its proper time. The experiments, viruses, organisms and creatures developed or manipulated by the Black tower, as well as artificially extending the life by replacement of body parts is anathema to the Life tower so it’s common for the members of those towers to have an extreme animosity against each other.

The Fire and Water towers have their disagreements as well. Members of the fire tower regard the members of the red tower as weak. While the Fire tower would go on and start conquering and dominating all remaining humans as slaves, the Water tower will counter every movement and protect the humans where possible. This is not out of their good heart, Water elves see humans as little more than a living social experiment and won’t risk any intervention of the red tower to destroy what they are studying. Same as you would study an ant colony in a box.

The tower of Air was and still is opposed to giving humans any knowledge. They see humans as the reason why everything was destroyed in the Last War. The fact that the Air tower was the one who started the Last War as a way to cleanse the earth is of no consequence, humans just had it coming. Shouldn’t they need the resources and labour currently being trained in the Tower of Earth they would have already blasted the thing and kept the humans as slaves.

# Chapter 13: Warscale divinities

Appendix 1: Referential values

Here are some referential values for some objects:

Horse, African lion; 500 - 700

Bull; 700 - 1000

Compact Cars;1500 - 2200

Great white shark; 1000

Mid-Size Sedans;2200 - 2700

TRex, Light Trucks, Minivans, SUVs;2700 - 3400

Large Pick-Ups/SUVs;3400 - 6000

Empty cargo container;2500

Fully loaded ship cargo container;22000

Dragon;13000 - 18000

Battleship;50000000

Table 4-2: Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Skill type | Cost | Attribute | Combine with | Perks |
| Academic |  |  |  |  |
| Rhetoric | 1 | Intelligence | Language |  |
| Engineering | 1 | Intelligence | Science | Mechanics, Electronics, Chemistry, Information\* |
| Geography | 1 | Memory |  | Familiar Terrain, Map Making |
| Geology | 1 | Memory |  |  |
| Healing | 1 | Endurance | Cooking, Herbalism | Chemistry |
| History | 1 | Memory | Geography |  |
| Language | 1 | Precision |  |  |
| Law | 1 | Memory | Rhetoric and logic |  |
| Rhetoric and logic | 1 | Intelligence |  |  |
| Science | 1 | Intelligence |  | Mathematics, Physics |
|  |  |  |  |  |
| Arts and performance |  |  |  |  |
| Acting | 1 | Precision | Rhetoric, Disguise | Fast Talking |
| Disguise | 1 | Precision |  |  |
| Illustrator | 1 | Precision | Drawing | Writing |
| Manipulation | 1 | Willpower | Rhetoric |  |
| Music | 1 | Passion |  |  |
| Musical instrument | 1 | Precision | Music |  |
|  |  |  |  |  |
| Crafts and work |  |  |  |  |
| Appraise | 1 | Memory |  |  |
| Agriculture | 1 | Endurance | Engineering, Geology |  |
| Carpenter | 1 | Endurance | Nature |  |
| Cooking | 1 | Endurance | Herbalism | Chemistry |
| Blacksmith | 1 | Memory | Metallurgy |  |
| Drawing | 1 | Precision |  |  |
| Gem cutting | 1 | Memory | Geology |  |
| Jewellery | 1 | Memory | Geology, Metallurgy |  |
| Leatherworking | 1 | Endurance | Nature |  |
| Locksmith | 2 | Memory | Engineering |  |
| Tailor/Seamstress | 1 | Memory |  |  |
|  |  |  |  |  |
| Physical |  |  |  |  |
| Acrobatics | 1 | Precision |  |  |
| Climb | 1 | Precision | Acrobatics |  |
| Jump | 1 | Endurance | Acrobatics |  |
| Riding | 1 | Endurance | Animal Handling |  |
| Swim | 1 | Endurance |  |  |
|  |  |  |  |  |
| Ranger |  |  |  |  |
| Animal Handling | 1 | Endurance | Nature |  |
| Herbalism | 1 | Endurance | Nature |  |
| Hunting | 1 | Endurance | Tracking, Nature |  |
| Nature | 1 | Endurance |  | Race specialization |
| Navigation | 1 | Memory | Geography |  |
| Survival | 1 | Endurance | Nature |  |
| Tracking | 1 | Memory |  |  |
|  |  |  |  |  |
| Rogue |  |  |  |  |
| Forgery | 1 | Precision | Drawing | Writing |
| Detection | 1 | Endurance |  |  |
| Pick Locks | 1 | Precision |  |  |
| Pick pockets | 1 | Precision | Sleight of hand |  |
| Sleight of hand | 1 | Precision |  |  |
| Stealth | 1 | Precision |  |  |
| Streetwise | 1 | Memory |  |  |
|  |  |  |  |  |
| Warrior |  |  |  |  |
| Accuracy | 1 | Precision |  |  |
| Melee | 1 | Strength |  | Martial Arts |
| Shield use | 1 | Memory | Melee |  |
| Tactics | 1 | Intelligence | Geography |  |
| Taunt | 1 | Willpower | Rhetoric |  |
| Weapon use, Melee | 1 | Strength | Melee | Weapon Specialization, Weapon Mastery |
| Weapon use, Ranged | 1 | Precision | Accuracy | Weapon Specialization, Weapon Mastery |

#### ***Jumping:***

I don’t like the jumping skill rules. Everybody can jump. The skill should be about jumping better. Moving the body mid air, better foot position, better starting speed. For each +5 you are considered to have a +1 in str.

Also the base jump should be a function of Str and weight. More weight drags you down. Maybea function of str and carry load.

#### ***Artificer (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to create, disable or disassemble small artefacts powered by some power source. Depending on the campaign the contraption may use crystal tubes and huge copper wires inside large wooden boxes (gaslamp or seampunk adventures) or it may use microchips and fibre optics.

Some artefacts the artificer may create are wands, remote controls, communication devices, .

A modern name for this specialization is *Electronics.*

The character knows how to use a power source, but not how to create the power source. To do that he needs the *Power sources* specialization.

The size is

Microelectronics

If the character is attempting to disable or disassemble an artefact, the DR is equal to the DR of the artefact. Disabling or disassembling an artefact follows the same rules as Pick locks; it is possible to break the artefact on the process. If it is a bomb it can explode.

Reverse engineering and artefact requires to disassemble the artefact first.

#### ***Power sources (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to create a power source. The explanation behind the existence of such a power source is left to the GM. In a fantasy adventure a wizard may create an energy crystal powered by the essence of an electrical imp; a steampunk adventure may have a mad scientist using a bowl full of eels; a gaslamp/victorian adventure may have a compressed gas canister boiling water to move a steam powered mini turbine, a modern adventure will have lithium-ion batteries and a future adventure will have an energy crystal (again?) charged by a fusion reactor.

The modern day name for this skill is *Electricity.*

A power source capacity is measured in power points (pp) and has build DR equal to its power points. So a 10pp source will have a DR 10.

Physically, a power source measures like a cube with 10cm x pp on each size and weights much as the Weapon column in the Strength attribute (or pp x pp). For example, a 5pp source will measure 50cm on each side and weights 25kg. A 100pp source measures 10m on each side and weights 10 tons.

Some modifiers can be applied to the DR:

|  |  |
| --- | --- |
| Condition | DR modifier |
| Double the size | -5 |
| Halve the size | +5 |
| Rechargeable | +2 |
|  |  |

Halving or doubling the weight can be applied as many times as the GM considers appropriate. For example a 10pp source, DR 10, 100kg, 1m on each side is halved twice, so the final power source has a DR of 20, 25cm and weights 25kg.

The use of each pp depends on the GM. In a fantasy setting one pp can power one spell level so a 10pp wand may fire 10 level 1 spells or 1 level 10 spell.

Other uses may be for 1 pp to light a 100w light bulb for 8 hours; power an infrared remote control for 1 year; fire an energy weapon once for 5 points of damage; power a smartphone for 1 day.

Once charges are used the power source is dead. If the rechargeable modifier is applied, the source can regain one pp per day on the declared recharge process. The rechargeable modifier can be applied multiple times to accelerate the process (i.e. 2 or 3 points per day).