

RULES & INFORMATION:

[Simple Formula: 1d20 + Base Ability + Skill Modifier + Temporary Modifier]

--- DC Difficulty Chart: ---

1 Auto	60 Impossible
5 Extremely Easy	75 Outrageous
10 Very Easy	100 Super Human
15 Pretty Easy	150 Divine Entity
20 fair	200 Demigod
25 Difficult	300 Lesser Diety
30 Very Difficult	500 Intermediate Diety
40 Extremely Difficult	750 Greater Diety
50 Near impossible	1000 Over Diety

NOTE!!!: 1d20 re-roll breaks all ties:

--- Natural Rolls - Standard: ---

Combat:

Attacker rolls Natural 1 = miss
Attacker rolls Natural 20 = critical effect debt

Weapon Mastery at every 10 ranks will increase the critical effect attack threat range by 1

Defender rolls Natural 1 = critical effect acquired
Defender rolls Natural 20 = counter attempt

Defend or Dodge at every 10 ranks will increase the counter attack chance by 1 (See Counter for more info)

Non-Combat:

Roll a Natural 1 = Miss unless your skill pts ttl beats the DC
Roll a Natural 20 = Auto succeed unless skill pts ttl is below 25% of the DC
A Natural 20 often can get you extra bonus or success at GM's discretion.
A Natural 1 may also deal additional negative effects at GM's discretion

--- Natural Rolls - Event: ---

A Natural 20 or Natural 1 Event is a moment of epicness (good or bad) triggered by accumulating Natural 20's or Natural 1's on your dice role.

*Nat d20's

- A) Will Be prepared at 4d20s and thus will be ready to trigger.
- B) At 5 Nat d20s the EVENT can be triggered OR you can choose to "cook" it.
 - 1) If triggered at this stage the GM will cut scene you a moment of pure excellence
 - 2) You will also get a chance to roll for bonus points.
 - a) 1d20 rolling 16 or higher earns you 1d4 skill [GM] pts.
- C) At 7 Nat d20s the Stronger EVENT can be triggered OR you can choose to "Cook" it a bit longer.
 - 1) If triggered at this stage the GM will ask you 3 questions concerning the situation before your moment of heroics cut scene.
 - 2) You will also get a chance to roll for bonus pts
 - a) 1d20 rolling below 15 earns you 1d4 skill [GM] pts
 - b) 1d20 16 or higher earns you 2 Base Pts.
- d) At 10 Nat d20s your EVENT will be ready to trigger at any point that you choose.
 - 1) You may hold off on triggering it right away but Nat d20s will no longer be counted until after your EVENT is triggered.
 - 2) When triggered at this stage the GM will allow you to describe you up to 5 turns long moment of Epicenes cut scene. Remember the GM may VETO or rewrite any part of your cut scene so be fair.
 - 3) you will also get to roll for base pts.
 - a) Roll a 1d4 to determine how many you eam.

*Nat 1's

- A) Will Be prepared at 4d1s and thus will be ready to trigger.
- B) At 5 Nat 1s the EVENT can be triggered OR you can choose to "cook" it.
 - 1) If triggered at this stage the GM will cut scene you a moment of failure
 - a) You moment of failure can have a possibility of causing you harm that you will get a save roll to avoid.
- C) If you chose to cook it the GM will privately roll 2d20's. This is how many of your rolls that your event will be delayed.
 - 1) During this wait all other Nat 1's will be added increasing the amount of fail you are doomed to receive and causing the GM to silently add another 2d20 rolls to your DOOM counter.
 - 2) All Nat 20's will be ignored and not counted during this wait.
 - 3) Once your time comes the [GM] will stop you from rolling and cut scene you a moment of extreme to Epic failure!
 - a) if still at 5 Nat 1's then your moment of failure can have a possibility of causing you harm that you are likely to get a save roll to avoid.

NOTE: 50 ft/round (on flat surface) is when a player's traction is in jeopardy. less downhill, more uphill. Slippery surface may also reduce this numbe

Visibility Rules

- b) if at 6 to 8 Nat 1's then your moment of failure WILL cause you harm and will have a possibility of causing you lasting harm that you are not likely to get a save to avoid.
- c) if at 9 or 10 Nat 1's then your moment of failure WILL cause you lasting harm and you will NOT get a save from it OR it will have a possibility of causing you death that you WILL get a save to avoid.
- d) if at 11 or more Nat ones then you should probably kiss your sorry ass goodbye. lol

--- Critical Effect Chart: ---

1d20:	Critical Effect:	Other: (Disc / Duration / Saves)
1	Off Balance	Rendered "Off Balance" (Defense = -1 and Dodge = -3). Effect lasts until the start of next action. Save: Initiative / Reaction DC 20 to resist completely.
2	Knocked Prone	Rendered "Prone" (Melee Defense = -3, Ranged Defense +2, Dodge = -5, Weapon Mastery ((Guns and Crossbows)) = +2). Effect lasts until the beginning of next action. Save: Initiative / Reaction DC 20 to resist and be "Off Balance" (Defense = -1 and Dodge = -3) until the beginning of your next action instead.
3	Dazed	Rendered "Dazed" (Defense and Dodge = -2). Lasts 1d10 rounds. Save: Resistance / Endurance DC 20 to halve, rounded up, the number of turns you are dazed
4	Sickened	Rendered "Sickened" (Defense , Dodge , and Initiative / Reaction -3; Resistance / Endurance DC 15 + damage sustained not to puke in lue of your turn.) Lasts for 1d4 rounds. Save: Resistance / Endurance DC 20 + damage sustained to resist completely.
5	Fearful	Rendered "Afraid" (Focus / Will roll to perform any task vs cause of fear at a -5 to all rolls). Lasts for 1d4 rounds. Save: Focus / Will DC 20 + the Soc. Base Score of the cause of fear to resist completely)
6	Sundered	Deal 3X damage is to the impacted armor after resistance is subtracted from the damage threat. If the armor breaks, one fourth of the remaining damage is dealt as damage to the wearer. No Save. If no armor is available to sunder, re-roll critical effect.
7	Loose Pockets	The impact of the last strike has caused your equipment to become dislodged. (Armor or clothing damage may be applied as GM sees fit). The GM may pick any four items / or equipment carried in the impacted target location. Roll a 1d4 to determine which one of the selected is dropped. Save: You get an automatic free Focus / Will DC 10 + any damage sustained to realize that your equipment has fallen to the ground. If no item is available to drop, re-roll critical effect.
8	Bleeding	Rendered "Bleeding" (Deals 1 point of damage per bleeding injury per turn). Lasts for until treated, killed, or nullified. Save: May roll Resistance / Endurance DC 20+1 per bleeding injury, as a free action on next turn to nullify.
9	Over Powered	Incur "Opportunistic Counter" from all opponents who are able. Immediate and free action. Save: None.
10	Injury	Rendered Str. and Dex. -2. Lasts until healed. Save: None.
11	Migraine	Rendered Apt. and Soc. -2. Lasts until pain relief gained. Save: None.
12	Maimed	Rendered Vit. and Lks. -2. Lasts until healed. Save: None.
13	Fluxed	Rendered Mag. and Pie. -2. Lasts until dispelled. Save: None.
14	Stun	Rendered "Stunned" (Defense and Dodge = 0, No actions allowed!). Lasts 1d4 rounds. Save: Resistance / Endurance DC 20 + Damage Incurred to resist and be stunned for 1d2 rounds.
15	KO	Rendered "KO" (Defense and Dodge = 0, No actions allowed, damage is doubled). Lasts until awakened, May attempt to awaken every 1d4 rounds, rolled between each attempt, at a DC of 20 + Damage sustained -- Number of turns KO. Save: Resistance / Endurance DC 20 + damage sustained to resist and be stunned for 1d4 rounds.
16	Agony	Apply X2 the incurred damage as an additional pain effect. Lasts for 1d10 turns. Save Resistance / Endurance for ½.
17	Excellent Hit	X2 dmg. Lasts until healed. No save.
18	Critical Hit	X3 dmg. Lasts until healed. No save.
19	Nearly defeated	Must make a Resistance / Endurance check DC 10 + Incurred damage at the start of each turn in order to take your turn. Lasts until healed fully and a 30 minute rest is taken. Save: DC 20 + Damage Incurred to resist and be nearly defeated for 1d20 turns instead.
20	Doomed	Doomed to die (HP-1) to all vital areas unless stabilized, will die at end of next turn. All allies and enemies who are within range to notice the fatal strike gain an automatic, free action, awareness Check DC 10 per 5 ft distance away + 15 if not actively viewing the victim. Save: Resistance / Endurance DC 50 + sustained damage to allow an extra turn to stabilize before death.

NOTE!!! Only one critical effect may be acquired to any character during an attack. Multiple attacks may deal multiple Critical Effects.

NOTE!!! Magic and Piety will **NOT** incur a critical effect regardless the roll or caster ranks with 2 exceptions. 1) Magic → Incantations → Spell Quality → Critical Effect Chance. 2) Piety → Prayer Integren → Critical Effect Chance.

--- Target Area Chart: ---

Roll a 1d20: Your strike will land in the associated target area.

1 = Right Leg / Foot

2 = Right Leg / Foot

3 = Left Leg / Foot

4 = Left Leg / Foot

5 = Pelvis

1

1

- 6 = Pelvis
- 7 = Pelvis
- 8 = Right Arm / Hand
- 9 = Right Arm / Hand
- 10 = Left Arm / Hand
- 11 = Left Arm / Hand
- 12 = Abdomen
- 13 = Abdomen
- 14 = Abdomen
- 15 = Abdomen
- 16 = Thorax
- 17 = Thorax
- 18 = Thorax
- 19 = Head / Neck
- 20 = Chosen target Area

Note: For every 10 points in your attacking Weapon Mastery (____) you may replace one of the listed target areas with your chosen target area. Your chosen target area and what listed target areas that you replaced with your chosen target area MUST be declared prior to rolling that attack.

It is a best practice to simply submit a sheet to the GM declaring in advance what listed target areas that you replaced with your chosen

--- Order of Combat: ---

- 0) Pre-combat actions declared before GM declares official start of combat!
- 1) GM declares official start of combat. All actions must now be made during proper turns.
- 2) Roll Initiative and mark this rounds order.
- 3) Each player may take 1 full action per round in order of Initiative. This is called a players turn.
- 4) Initiative may be re-rolled at the end of any round. 51% or more of the players or just the GM have to be in favor of a re-roll.
- 5) Ect. Ect. Ect.
- 6) GM declares official end of combat. All actions return to normal.
- 7) Base Ability pts, Skill pts., and Loot may be issued by GM.

--- To Attack: ---

!) Applies to Melee and Ranged attacks. Some Magic attacks may have target areas applied. Check with you GM when in doubt.

- 1) Declare your intended target and intended action to attack with.
- 2) Roll to attack vs targets defend, dodge, ect.
- 3) If you hit, roll 1d20 to determine your target area.
- 4) Roll damage.
- 5) If a critical, Roll 1d20 to determine effect.

--- Combat Options: ---

¼ movement	A free action with most combat options. Any player may move upto ¼ their maximum "speed" Stat, or 5 ft which ever is higher, as a free action. This means they can take a ¼ movement and still preform an attack. If the option does NOT allow a ¼ movement then it will say so at the end of its description.
Action	Use an item, potion, equipment, ect. Or use a non combat-skill. Apply Defense or Dodge penalty compared to easy equip or full equip. <i>An action can NOT be done with a ¼ movement ONLY IF its penalty is that o the Full Equip</i>
Activate	Activate magic item or device, pre-drawn runes, or scroll. Use by rolling 1d20 + Mag. + (Skill) + Temporary Modifiers.
Cancel channeling	To stop your spell / prayer early. To cancel your spell / prayer weather channeling or right before you were to cast it you must first declare that you are attempting to cancel channeling. Then you are required to roll as if you were casting the spell but vs 1¼ the casting DC. If you fail then it is up to the GM what happens.
Channeling (Spell / Prayer)	Channeling is a term given to the extra turns it takes to cast higher DC spells / prayers. (ie if your spell / prayer Takes 3 turns to cast, then your first two turns are spent channeling and the third turn casting). At this point your turns are reduced to channeling and a ¼ Movement. You are allotted your full Defend or Dodge but may NOT take part in opportunistic counters, unless it is to release the spell on its originally intended target. The GM may require you to roll Focus / Will to maintain channeling of your spell if you sustain dmg.
Counter	Immediate, free action offensive attempt. (counts as part of the attacker's turn). You may not counter ranged attacks (including magic) unless you are a ranged character with your ammunition (or Spell) already loaded / readied (able to cast in 1 action) or unless you are a melee character within ¼ movement range or your melee attack. (Allows up to ¼ your movement speed to preform)
Defend	Defend by rolling 1d20 + Defend + Str. (If defending vs physical attack), Mag. (If defending vs spell attack), or

	<p>Pie. (If defending vs prayer attack) + Temporary Modifiers to avoid hit. This action counts as part of the attacker's turn. The GM may declare that Defend is not applicable vs. certain spells / prayers.</p>
Disarm	Knock an object from your opponent's hand. Roll your Weapon Mastery (???) at a -5 penalty vs their Weapon Mastery (???) (if weapon) or Defend (if not) or Dodge . If you loose the roll then the atk has failed. If you succeed then their weapon / object falls to the ground. <i>A disarm can NOT be done with a ¼ movement.</i>
Dodge	Dodge by rolling 1d20 + Dex. + Dodge + Temporary Modifiers to avoid being hit. This action counts as part of the attacker's turn. Like Counter a Dodge allows movement up to ¼ your movement speed. The GM may declare that Dodge is not applicable vs. certain spells / prayers. (Rule of thumb: if a spell's / prayer's area of effect is greater than ¼ your movement speed then most likely you can NOT Dodge it.)
Drop	Free action to empty ones hand to the ground. May only be preformed on your turn.
Equip (Easy)	Take a -2 to Defend and Dodge until your next action to quickly equip, as in switch weapons on a belt or draw and load an arrow from a quiver into a bow.
Equip (Full)	Take a -10 to Defend and Dodge until your next action to equip, as in grab a potion from a bag or draw and load a bolt into a heavy crossbow. <i>A Full Equip can NOT be done with a ¼ movement.</i>
Far Shot	Ranged Weapons have marked a Range Increment. You can attack upto this distance w/o penalty. But at 1 ft over you must take a -3. At 2 times the range increment +1 ft you must take an additional -5, for a total of -8. At 3 times +1 ft = an additional -7 for a total of -15. Ect Ect.
Free Action	This type of action is not counted as an action during your turn thus can often be preformed in addition to your normal action.
Grapple	Wrestling / Ground Fighting. Initiate by rolling 1d20 + Dex. or Str. + Grapple / Wrestle + Temporary Modifiers Vs their Defense or Dodge . Once Grappling its Grappling Vs Grappling checks to escape or pin, ect. WARNING, Failing to initiate a grapple leaves you vulnerable to an opportunistic counter!
Holding Breath	When left without air (aka holding ones breath) you can last 5 X Vit. turns before your body craves air. After that point you begin to suffocate. See <i>Rules and Info</i> → <i>Conditions Information / Rules</i> → <i>Suffocation</i> for more info.
Move	Move a number of feet equal to your "speed" Stat. <i>A move can NOT be done with a ¼ movement.</i>
Multi-Fire	Take a -3 to Weapon Mastery ((Ranged)) per extra arrow when firing more than one arrow at a time. An additional -2 per additional target.
Multiple Hits	To deal multiple hits in a single round. first declare how many attacks you wish to take. Then roll your attacks at a -5 penalty per extra attack subtracted from each attack. If duel-wielding then the -5 penalty becomes a -3. <i>An attack with Multiple Hits can NOT be done with a ¼ movement.</i>
Observe	Declare Target. For each consecutive uninterrupted round apply a +5 to Weapon Mastery (???) one time.
On Guard	Declare Target. For each consecutive uninterrupted round apply a +3 to Defend or Dodge , one time.
Opportunistic Counter	(AOO) Caused by a targets attention being removed from an immediate threat. Given to the immediate threat. (Allows up to ¼ your movement speed to preform) (May not be used to load / ready a ranged Weapon or Channel a spell)
Prayer	Use by rolling 1d20 + Pie + Prayer (???) + Temporary Modifiers.
Quick Fire	Take a -2 to Weapon Mastery ((Ranged)) when drawing, loading, and firing and arrow from a bow in same round. <i>Quick Fire can NOT be done with a ¼ movement.</i>
Scribe Runes	Use by rolling 1d20 + Mag. + Magic Runes + Temporary Modifiers. Take a -10 to Defend and Dodge until your next action. <i>Scribe Runes can NOT be done with a ¼ movement.</i>
Shove	Knock an opponent back or off balance. Choose which one before you roll. Roll your Weapon Mastery (empty hand) , at a -5 penalty vs their Defend or Dodge . If you loose the roll then the atk has failed. If you win the roll then your opponent is either pushed back 5 feet or off balance until their next turn. WARNING, Failing to shove leaves you vulnerable to an opportunistic counter!
Speak Incantation	Use by rolling 1d20 + Mag. + Magic Incantation + Temporary Modifiers.
Sprint (Full Run)	Move at 2X your movement speed. While running your defense and dodge are lowered by 10 and you must claim Your 1 focus, invoking opportunistic counter from any other immediate threat along your path. A Sprint can NOT be done with a ¼ movement
Stabilize:	Stabilize a wounded person. When HP loss is great, the target is bleeding, or the target is dying a First Aid / Medical roll DC 10 + total HP loss may be required. This roll may require bandages or other materials to preform. A success cures bleeding, cures the dying effect, and can raise negative HP to 0 HP. A success stabilize heal check also counts as a successful heal check towards natural healing.
Stealth Mode:	Enter Stealth Mode. Your movement speed is reduced by 50%. However, You gain the advantage of Concealment. Additionally, some abilities rely on Stealth Mode to use. Stealth can be "partial" where you are spotted but due to stealth practices you are still hard to track. You can also enter full stealth and be completely unnoticed. Stealth is rolled vs Focus / Will or a since of choice at adjusted DC's. Stealth relies greatly on the situation (ie are you wearing camo, are you in the dark, do you have soft shoes on, ect). Once in full stealth however, you gain an advantage vs being sensed of 25% skill total (Rounded up) added you your roll.
Sunder:	See "Sunder" below in the Armor / Equipment Rules section!
Trip	Knock an opponent over prone. Roll your Weapon Mastery ((melee)) at a -5 penalty vs their Defend or Dodge . If you loose the roll then the atk has failed. If you succeed then your opponent is knocked prone. WARNING, Failing to initiate a trip leaves you vulnerable to an opportunistic counter!
Use Ability	Descriptions in the ability.

Wait	Drop one place in initiative order. If waiting and an initiative re-roll is called then skip the re-roll and take 1st available initiative place. <i>Wait can NOT be done with a ¼ movement.</i>
Weapon Mastery	Attack by rolling 1d20 + Base Score. + Weapon Mastery (???) + Temporary Modifiers to hit. If hit, dmg threat is applied by rolling: (weapon's dmg dice) + (3 per 10 weapon Mastery) + (Weapon Specified Base Score)

--- Health Information / Rules: ---

Blood Loss:	When you have lost 1 liter of blood per 1 point in your Vitality score you will enter the Blood Loss stage. You will become dizzy, tired, and find it difficult to preform most strenuous tasks. In addition to the effects of Tired and Dizzy, All roles that require STR, DEX, or VIT are made at a 25% chance of auto fail. If you fail, you simply were too week to carry the task through to completion. However, you will die once you have lost enough blood equivalent to 1 liter per 50 pounds.
Hit Points:	Your Character will have several vital health areas that start with a Natural Max HP of the following: Head / Neck: 1d4 + Vit Thorax: 1d12 + Vit X5 + Age Bonus Abdomen: 1d10 + Vit X 4 + Age Bonus Left Arm / Left Hand: 1d6 + Vit X 2 + Age Bonus Right Arm / Right Hand: 1d6 + Vit X 2 + Age Bonus Pelvis: 1d10 + Vit X 3 + Age Bonus Left Leg / Left Foot: 1d8 + Vit X 2 + Age Bonus Right Leg / Right Foot: 1d8 + Vit X 2 + Age Bonus For every time that your Vitality Base Score (Vit) goes up or down by level up, natural means, or other effects, it will also Effect your current HP (or how much HP of your max HP you currently have) and Max HP for each vital health area. Each Vit carries with it HP for each vital health area as follows: Head / Neck: 1 Vit = 1 HP Thorax: 1 Vit = 5 HP Abdomen: 1 Vit = 4 HP Left Arm / Left Hand: 1 Vit = 2 HP Right Arm / Right Hand: 1 Vit = 2 HP Pelvis: 1 Vit = 3 HP Left Leg / Left Foot: 1 Vit = 2 HP Right Leg / Right Foot: 1 Vit = 2 HP This means loosing a Vit will lower your current HP and your Max HP by the above stated amount. Gaining a Vit will raise your current HP and your Max HP by the above stated amount. Temp Hit Points or Temp Vit. will work much the same except when loosing a Temp Vit it will only lower your Max HP and not current HP unless your current exceeds your Max. Healing lost HP is naturally done at 2X your Vit per day. You then can divide the heal points equally to all injured vital health areas. This is assuming that you have had a full days ration and at least 6 hrs of good sleep in the last 24 hrs. If those 2 conditions are not met than you may be reduced to ¾ or even ½ of Natural heal rate as per your GM. Simply put, with good nutrition and rest you gain 2X your Vit per day. The HP recovery will heal all vital health areas with a current HP below its Max HP. A basic First Aid / Medical skill check can also help the natural healing process. A successful First Aid / Medical check DC of 10 + Lost HP results in an additional +2 HP per that 8 hrs. This may require bandages or other materials to preform and once the 8 hrs are up a new check may be required. This means that you can preform three successful First Aid / Medical skill checks spaced 8 in game hours apart to naturally heal an extra 6 HP per day. Healing lost HP by Magic or Piety is, by far, the most efficient form of healing. Just be careful not to go overboard as too much magic healing can cause magic poisoning and too much piety healing can catch unwanted attention from the gods. Over Healing HP, or adding greater current HP than your Max HP allows, can NOT be done naturally and requires the use of Piety or Magic healing. Once you reach your Max HP additional Temporary HP can be added at 1 Temp HP per 5 HP healed. However, extra HP gained through this method will decrease back to your Max HP at a rate of 1d4 Hp every 30 seconds with a minimal of your Max HP. At 0 HP in any vital health area your character will pass out, if they have not already due to the pain of HP loss. They are not dead but not alive either, rather somewhere in between. At -1 or less HP in the following areas applies the following effect: Head / Neck: Death Thorax: Death Abdomen: Death Left Arm / Left Hand: Limb Useless and the Dying effect until healed or stabilized. Right Arm / Right Hand: Limb Useless and the Dying effect until healed or stabilized. Pelvis: Death Left Leg / Left Foot: Limb Useless and the Dying effect until healed or stabilized. Right Leg / Right Foot: Limb Useless and the Dying effect until healed or stabilized.

Death allows 1 full turn to return all negative HP back to 0 or greater. Use magical or pies healing or preform a stabilize check to prevent death from taking hold. But, at the start of the dying characters next turn or the start of the next round (whichever is longer), the character has died. This stabilize chance or use of magical healing is not allowed to save a dying character if HP loss is two times their maximum HP for that vital health area.

The Dying Effect applies a -1 HP to all vital health areas every 2 seconds is blood loss. You will loose approximately ½ a lieter of blood every 2 seconds and will incur the lasting blood loss effects as well. The dying effect is cured when the all vital health areas are returned to 0 or grater HP.

In general Hit Point (HP) loss is a bad thing. However, one should record how much HP they have lost. For every 100 HP lost you will raise your Max HP in all vital health areas by 1 pt.

Pain: Pain is applied in correspondence with HP loss. For every 10 HP lost (total loss) a -1 will be applied to ALL roles. This also means that Pain is removed in equal increment with the recovery or healing of every 10 HP. You can not apply bonuses to your roll via over healing and negative pain as negative pain is not a thing.

To ignore this penalty, Focus / Will DC 10 + Total HP lost will bypass the negatives until the end of combat, for 2 minutes, or another Focus / Will roll is incurred and lost with the loss of an additional 10 HP. All pain effects are Ignored with pain killers of some sort or another for the duration of the pain killers or soothing magics.

At 50% of your Max HP lost in any any vital health area will require a Focus / Will DC of 10 + total HP lost or you will be rendered KO. Any time any additional damage is caused in that vital health area, a new roll is required.

Death: Your character has died. Their sole leaves their body and heads for the after life. First off the soul enters the ethereal plane. For each soul the journey to and in fact the afterlife is different. Some souls are trapped wondering the ethereal plane and become known as spirits. Reaper's Grims will never come looking for them and their spirit is subject to the rules and threats of this new plane of existence. Some souls are immediately snatched up by the divine forces of a god and escorted to face judgement or even reward as that god sees fit. For most souls however, one of Reapers Grims will arrive to collect the soul. The soul will be escorted to the underworld, also known as the plane of shadows. The soul will then be cared for and scheduled a time to be judged. No one knows how the scheduling is done for some receive judgement within hours while others wait for centuries. Judgement is done before the god Reaper himself and yields one of three verdicts.

- 1) The soul could be resurrected from your death as yourself or as a newborn in a new form.
- 2) The soul could be escorted to live or serve with a certain god as that god sees fit. This includes Reaper himself.
- 3) The soul could be sent, as most all souls are, to face final judgement before the Overdiety STYX. STYX will review the souls memories in life and judge its worth. STYX will then decide for which dedicated "afterlife" plane a soul belongs in if any for STYX could also simply banish a soul from existence into the void.

There are a few ways to resurrect your character, but lets be honest, those methods are dangerous, difficult, expensive, and unlikely to be used. Many factors complicate it from high DC spells, material costs, and the chance that you have already faced judgement. Resurrection spells and prayers only work if the soul remains in the Ethereal or the Shadow plane. Once your soul is in an "afterlife" plane, one of the many god's demi-plane, or forever reside in the void; such spells or prayers are useless. Chances are you will need to make a new character. You have been warned, keep your HP up and make wise decisions!

--- Armor / Equipment Rules: ---

Damage flow: Damage Threat – Arcane or Divine Resistance (not enchanted onto the armor) = Damage Threat 2. Damage threat2 – Total Target Area Resistance = Damage Threat 3. Damage Threat 3 – Effectted Armor Durability(s) = Damage Threat 4. Damage Threat 4 – Natural Resistance = Damage dealt to HP. Note that some special resistances or added durability can be added anywhere on this list. Read description to determine where and ask your GM for help if necessary.

Durability: Hit Points for Non-Living things. When it hits durability zero the item is considered useless until repaired.

In some cases, a target area will have multiple items protecting it. To calculate what item's durability is depleted first, figure out how the damage is being dealt. Ie: from what angle was the sword striking from. The armor piece the sword struck first is the first one who's durability is depleted. Then move onto the next armor in succession. If you are having trouble figuring out that order, ask your GM for help.

Calculating durability heavily depends on how much of what material is in the armor / equipment, how well made an armor / equipment is, and how complex the armor / equipment is.

Equip Time: The amount of minutes it takes for 1 person by themselves, to equip a piece of armor over the amount of time it takes to remove a piece of armor. (Displayed as: Xmin / Xmin) The GM will take into account reducing times if you acquire help equipping.

Repairing To repair any armor will require a successful Armor / Weapon craft (____) check in the correct armor type or Arts / Crafts (Blacksmithing) at 3 times the DC. DC's are set by the GM after considering the armor type, what tools and equipment you have available, and amount of damage to the armor. Often specialty tools / equipment will be required (such as a forge) and an appropriate amount of time also set by the GM. You will also need all required materials to conduct the repair.

Damaged Armor: To determine how much materials are required for repair, determine what % damage was done to each piece of the armor, aka what % durability was lost. You will need that % (rounded up to the nearest 5% spot) of the original armor's material cost to conduct a repair.

You can salvage some materials from the damaged parts of the armor. It is assumed that 50% of the damaged materials can be salvaged and reused in armor repair. (for every 10 pts in that particular Armor / Weapon Craft (____), or for every 30 points in Arts / Crafts (Blacksmithing) will increase the salvageable amount of materials by 3%.

A player Tip: A wise player will always pay attention when the GM decides to volunteer a description of how the armor got damaged or was rendered useless. For example, if he says the armor dented in and the straps broke, you can argue that all you need to do is pound out the metal and replace the straps. Although the armor was 100% damaged and rendered useless, that repair would not require any new metal, or very little metal, to do. GM's should heed these arguments based off their own descriptions to keep reality and encourage players to listen up and remember.

- Resistance: The amount of damage from the damage threat that is negated before damage is incurred to armor Durability and then HP.
The resistance you subtract from each hit is the total each piece of armor provides for you.
Calculating resistance heavily depends on how well crafted armor / equipment is, what material it is made of, how much material is in the armor / equipment, and in the case of armor, how much of the body it covers.
- Sleeping in armor / gear: Most Armors are highly uncomfortable to sleep in as they tend to be ridged, apply pressure in areas that will soon get sore, ect.
As such when one chooses to sleep in the safety of their armor, apposed to donning a night appear of some sort, then they will acquire a -3 penalty to all STR based rolls and a -5 penalty to all DEX based rolls for the next day or until treated. This penalty can be reduced by 2 by applying the comfortable armor tech quality.
- Sunder: Sundering armor, weapons, or equipment is done as part of the Weapon Mastery (____) action. You can declare your chosen target to be an item, weapon, armor, or other piece of equipment. Upon rolling your chosen target area on the target area chart you will hit it. Damage always follows the "Damage Flow" as listed above in the Armor / Equipment Rules. An Item is sundered when it's Durability reaches zero and it is considered useless.

--- Conditions Information / Rules: ---

- Afraid: Fear is in 3 stages; minor (-1 to rolls vs fear), moderate (-3 to rolls vs fear), major (focus / will roll to preform task vs fear at a -5 to rolls). A successful focus / will roll can lower the stage of fear by 1 but only one roll can be preformed with in 30 seconds. A Nat 20 on this roll will temporally let you over come your fear completely. DC's will be set by GM.
- Alert: Once alert, or actively sensing a +2 can be applied to all unhampered since rolls. Partial or full deafness or blindness, pungent odors, no moon darkness, exhaustion, starvation, dehydration, ect, all hamper some or all senses.
- Bleeding: Deals to the bleeding vital health area damage per bleeding injury per turn until healed, stabilized, killed, or a successful **Resistance / Endurance** is rolled at DC of 20 + 1 per bleeding injury +1 per bleed lvl lvi added from each injury.
Resistance / Endurance may only be rolled once per turn as a free action and not on the turn of acquired status.
Bleeding can cause the Dying effect. Bleeding looses 1 liter of blood per 20 HP loss through bleeding.
- Bleed lvl 1: (-1 HP per Round):
Bleed lvl 2: (-3 HP per Round):
Bleed lvl 3: (-7 HP per Round):
Bleed lvl 4: (-15 HP per Round):
Bleed lvl 5: (-30 HP per Round):
- Blind: Total loss of vision, Nulls all actions requiring your eyes, **Defense** and **Dodge** are cut by -10,
Weapon Mastery (melee) cut by 15 (This includes aiming for target areas), **Weapon Mastery (Ranged)** cut by 20!
- Buzzed: There are 3 stages to intoxication; buzzed, drunk, and sloshed. Once consuming enough units of alcohol equal to ½ your Vit. Base Score you will have a 50% chance to become buzzed. For each additional unit your chance to become will go up by 10%. Buzzed acts as a -2 to any Dex. or Apt. based roll and a +2 to any Str. or Soc. based roll. Additionally, you will have a 24 hr +1 vs disease applied from time of initial buzzed.
- Chronic Malnouri: There are 3 stages to Malnourishment; Hungry, Starved, and Chronic Malnourishment. -5 to all rolls as a lasting stomach-acheing and lasting fatigue is in effect. Your focus / will is cut by 10 and near all actions requiring **focus / will** require a **focus / will** roll to preform at all. Additionally, your movement speed is cut by 1/2, your natural heal rate stops, and you VIT recives a perminate penalty of 1 per month malnourished.
- Confuse: Confuse has 2 phases, In combat and out. Even when confused one can usually distinguish between the two. When in combat all can become prey and a **Focus / Will [GM]** DC 25 or DC as set by other conditions must be made to distinguish friend from foe or foe from foe unless you are attacking the closest target. If this Focus / Will is failed you will auto attack the closest target. Out of combat it generally acts as a -5 applied to your apt, Soc, Mag, Lks and if the **Focus / Will** is failed then it also allows the GM to pick any number of possible outcomes and a dice roll will choose which one you take.
- Concealment (Partial): When in stealth and / or camouflaged but spotted (partial stealth), this MAY apply as per your GM. Apply a +5 to your defensive action vs ALL attacks made vs you. Additionally, apply a +5 to any subsequent Stealth rolls to be made. Lastly, gain a +5 to any first or sudden attacks made while you are in this state.
- Concealment (Total): When in total stealth and / or camouflaged this applies. Apply a +20 to your defensive action vs ALL attacks made vs you. You may take an opportunistic counter at a +20 to attack as a free action vs any target that is in your threat range but does NOT know that you are there.
- Cover (Partial): Apply a +5 to dodge vs ALL attacks bared by the object of cover. Additionally, apply a +5 vs being sighted when vision is barred by object of cover. Cover does NOT automatically equal Concealment. They may go together but verify with your GM.
- Cover (Total): Apply a +20 to dodge vs ALL attacks bared by cover. Additionally, apply a +20 Vs being sighted when vision is barred by object of cover. Lastly, If cover is great enough it can lower or even negate flanked bonuses. Cover does NOT automatically equal Concealment. They may go together but verify with your GM.
- Dazed: **Defense** and **Dodge** = -2 for 1d10 rounds. **Resistance** DC of 20 + half rounded up the number of turns dazed.
- Deaf: Total loss of hearing, Nulls all actions requiring your ears, **Defense** and **Dodge** are cut by 5!
- Dehydrated: -2 to all rolls as a bad head-ache is in effect. Your focus / will is cut by 5 and near all actions requiring focus / will require a

Add blood Gush or instant blood loss rules. Consider adding to Blood loss above.

Unit = equivalent of 1 mug of beer.

Partial Stealth
Total Stealth

	focus / will roll to preform at all. Additionally, your natural heal rate and movement speed are cut by ½ and if not cured soon HP dmg could occur.
Disabled:	All senses are cut by 50% and your unable to take move actions. Your legs simply do NOT work. Arms remain untouched.
Destroyed:	Any held Weapons / Equipment will be dropped. Your 4 limbs are reduced to HP 0. All other target areas are reduced to 25% HP. You begin to cough up blood as your external bleeding continues. You will sustain an equivalent Target area hit die of damage to these remaining target areas for each round until stabilized or healed. Your hearing is hard (-50%) as you hear ringing and your heart own struggling heart beat. Your vision is blurry (-50%) as blood fills your eyes. You taste (-100%) only a metallic after taste and can not smell a thing as blood pours from your nose. You will however remain conscious and feel immense pain, but you are unable to move or take any actions. Only feel your anxiety rise as death creeps upon you.
Disorientate:	-3 applied to all senses and a Focus / Will [GM] . is required DC 25 in order to take any move or combat action. Once passed by 10 or more (your Focus / Will [GM] DC of 35) then you are no longer disorientated.
Dizzy:	½ Movement speed, All ranged attacks made at a -8, and Melee attacks at a -3. Upon any move action, role focus / Will at a DC of 25 of fall prone at 1d4 divided by 2 dmg and end your turn.
Drunk:	There are 3 stages to intoxication; buzzed, drunk, and sloshed. After consuming enough units of alcohol past your buzzed stage equal To 1/3 your Vit. Base Score you will have a 50% chance to become Drunk. For each additional unit consumed your chance to become will go up by 10%. Drunk acts as a -5 to any Dex. or Apt. based roll, ½ movement speed, a +4 to any Str. Based roll, and a +1 to any Soc. based roll.
Duel-Wielding:	+2 to Weapon Mastery (melee). -2 to Defend and Dodge . Duel-Wielding may only be done with small or 1 handed weapons.
Dying:	The Dying Effect applies a -1 HP to all vital health areas every 2 seconds as blood loss. You will loose approximately ½ a liter of blood every 2 seconds and will incur the lasting blood loss effects as well. The dying effect is cured when the all vital health areas are returned to 0 or grater HP.
Entangled:	Movement is restricted due to rope, cord, vine, ect... Movement speed = 0, Defense = -5, Dodge = -8
Exhausted:	Your focus / will and Initiative reaction is cut by 5 and near all actions requiring focus or reflex require a subsequent roll to preform at all. Additionally, your natural heal rate and movement speed are cut by ½ and if not cured soon HP dmg could occur.
Flanked:	Caused when attention to threats must be divided to multiple threats on different fronts. The flanked opponent declares their primary focus. That opponent gains no flanked bonus. All other opponents gain an attack bonus equal to the number of flanking threats X2.
Focused:	If focused on a target or task you will gain +2 to all rolls vs that target or task, however you will loose -5 to all other rolls outside your focus.
Hangover:	Dehydration caused by alcohol consumption. See Dehydrated for stats.
Hampered:	Limb is injured and is difficult to use. -10 to anything requiring that limb. ½ move speed if leg.
Head Ache:	A -1 is applied to all rolls. If the head ache gets worse then additional negatives may be applied.
Heightened:	So long as you have proper rest, nourishment, and a neutral or higher moral, When in a 3 or more Kill-Streak, or "on a roll" of 3 or more successes you will become heightened. This applies a +2 to all rolls associated with that streak task of which you are attuned to, w/o acquiring the negatives to other tasks. This can stack with both moral and focused.
Hungry:	There are 3 stages to Malnourishment; Hungry, Starved, and Chronic Malnourishment. Hungry applies a -2 to your focus / will. Additionally tasks that rely on focus may require a roll to preform (as per GM).
Ignited:	In general a small flame will deal 1d4 dmg (+1 per additional turn.) Medium flames deal 1d6 dmg (+2 per additional turn.) Large flames will deal 1d8 dmg (+3 per additional turn.) Ignited will last until extinguished less otherwise specified.

KO:	Knocked Out, Defense and Dodge = 0, No actions allowed, May attempt to awaken every 1d4 rounds, Damage is doubled!
Lustful:	To become lustful one must first have proper rest, nourishment, and a moral of neutral or higher. When lustful any Soc / Lks based roll will acquire a +3 to it. However, tasks requiring focus will acquire a -2 as they are not whats on your mind. A successful Focus / Will roll will allow you to enter or exit the lustful stage but only may be preformed once per (10 mins -1 min per Apt base score). Lastly, when resisting or vs seduction / sensuality apply a -1 per 2 minutes you have been in the lusting stage.
Moral – Very High	Morale is applied to all roles as a passive but is easily effected. If your day started with enough sleep, good weather, a fair meal, and all your roles went well, your Moral may be Very High. Large success can also boost your moral. When the GM declares your Moral in a Very High State, You can apply a +5 to all roles except damage.
Moral – High	Morale is applied to all roles as a passive but is easily effected. If your day has went better than expected so far and your roles have been fair so far, your moral may be high. A large success can also boost your moral. When a GM declares your Moral in a High State, You can apply a +3 to all roles except damage.
Moral – Neutral	Morale is applied to all roles as a passive but is easily effected. If your day has been as expected, fair and standard, your moral is likely neutral. When a GM declares your moral in a Neutral State, You can apply a +/- 0 to all roles except

	damage.
Moral – Low	Morale is applied to all roles as a passive but is easily effected. If your day has started worse than you had hoped and your roles have been less than kind so far, your moral may be Low. Large failures can also lower your moral. When the GM declares your moral in a Low State, you should apply a -3 to all roles except damage.
Moral – Very Low	Morale is applied to all roles as a passive but is easily effected. If your day has started with a shortage of sleep, poor meals, poor weather, and your roles had been simply harsh, then your moral may be very low. When the Gm declares that your moral is in a Very Low State, you should apply a -5 to all roles except damage.
Mounted:	While Mounted, You sustain a -5 to Defend , and a +5 to your Weapon Mastery (???) ! Additionally, you are allowed your mounts full movement speed as a Free Action provided you pass a ride check DC of 10 + 1 per 5 ft movement made. Failure to pass said ride check results in both your turn and Focus being absorbed by controlling and steadying your mount, thus allowing opportunistic counters upon your person. You can NOT make a ¼ movement while mounted!
Mute:	This target simply can not talk. All actions requiring speech including some magics and all pletys are nulled.
Numbness:	Any area that is numbed will sustain only ¼ the pain effects incurred while the area is numb. Additionally, initiative/reaction rolls sustain a -2. Pain Killers impose a numbing effect over the whole body but without the negative to initiative/reaction. Soothe Pain spells do NOT impose Numbness.
Obsession:	Like focused, Obsession will make a target focus on a target or task. But, this target will gain +3 to all rolls vs that target or task, and will loose -5 to all other rolls outside their focus. Additionally, they are unable to stop focusing. Focus/Will save DC of ½ casting DC after 5 turns and ¼ casting DC after 10 turns to negate.
Off balance:	Defense = -1 and Dodge = -3!
Prone:	Melee Defense = -3, Ranged Defense +2, Dodge = -5, Weapon Mastery ((Guns and Crossbows)) = +2!
Relaxed:	One can not easily relax with pressing issues on their mind, high levels of pain, a high intensity day, or with stressers around. However, If one is able to relax they may benefit from a 50% increase to heal rate, 2X likeliness to sleep, and a plus 1 to Apt., Soc., Mag., and Pie. based rolls. However they may suffer a -1 to Str. And -2 to Dex based rolls. Weather you can relax or not is decided by the GM and may depend on a focus / will check.
Sickened:	Usually accompanied by vomiting and queasiness, Sickened equals Defense , Dodge , and Initiative / Reaction -3. (Could effect turn order) Resistance / Endurance Save DC 15 + dmg sustained not to puke in lue of your turn.
Sensitive:	Any area that is sensitive will sustain only 2X the pain effects incurred while the area is sensitive. Additionally, initiative/ reaction rolls sustain a +2. Pain spells do NOT impose sensitive.
Sloshed:	There are 3 stages to intoxication; buzzed, drunk, and sloshed. After consuming enough units of alcohol past your Drunk stage equal To ¼ your Vit. Base Score you will have a 50% chance to become sloshed. For each additional unit consumed your chance to become will go up by 10%. Sloshed acts as a -10 to any Dex. or Apt. based roll, ¼ movement speed, a +5 to any Str. based roll, and a -3 to any Soc. based roll. Additionally your natural healing is cut by ½, you have a chance (90% - 10% per Apt Base Pt) of loosing your memory from the start of this point till buzzed again, and you have a 90% chance – 10% per Vit of being hungover. (Conscious Efforts to reduce the hangover chance may be applied as per your GM)
Starved:	There are 3 stages to Malnourishment; Hungry, Starved, and Chronic Malnourishment. -3 to all rolls as a bad stomach-ache and fatigue is in effect. Your focus / will is cut by 5 and near all actions requiring focus / will require a focus / will roll to preform at all. Additionally, your movement speed is cut by 1/3, your natural heal rate is cut by ½, and if not cured soon HP dmg could occur.
Stunned:	Defense and Dodge = 0, No actions allowed!
Stressed:	With pressing issues on their mind, high levels of pain, a high intensity day, and other stressers all around, it is easy to see how one can become stressed. However, If one is considered stressed they may suffer from a 50% likeliness to sleep, and a -1 to Vit., Apt., and Soc.based rolls. However, they benefit from +2 to str and +1 to dex based rolls. Weather you can relax or not is decided by the GM and may depend on a focus / will check.
Suffocation:	Sustain a Focus / Will [GM] DC of (5 per additional turn that you remain without air) to do any action other than a move action. After a total incriminate of time from the time you began to suffocate, equivalent to 5 X Vit . You will sustain a -5 to all rolls. After a total incriminate of time from the time you began to suffocate, equivalent to 10 X Vit . You will fail KO. If air is not received after a total incriminate of time from the time you began to suffocate, equivalent to 15 X Vit . Then you will begin dropping 10 – (Vit / 2) HP, minimal of 1 HP, to all vital areas every turn until you die.
Thirsty:	There are 2 staged to parched; Thirsty and Dehydrated. Thirsty applies a -2 to your focus / will. Additionally tasks that rely on focus may require a roll to preform (as per GM).
Tired:	There are 2 stages to fatigue; Tired and Exhausted. Tired applies a -2 to your focus / will and your Initiative / Reaction. Additionally, any task that is focus based or that is considered boring may require a Focus Will Roll to preform.
Two-Handed	+2 to Weapon Mastery (melee). -2 to Defend and Dodge . Using two hands may only be made with hand and a half or larger weapons.
Un-Clean:	Not bathing for more than 2 days in a row will incur a chance for disease to form. Each additional day will also lower your resistance V disease by 1. (Unbathed Day 3 = Disease Chance, Day 4 = -1 to Resistance v disease and Disease Chance, Day 5 = -2 to Resistance v Disease and Disease Chance, ect..)
Using your off hand:	Using your non-dominate hand for a task. At GM digression this can be done at a -3 penalty! Unless for the purpose of duel-wielding where you considered trained for the use of the two weapons. And thus the only penalty that applies is that of duel-wielding.
Useless:	Limb is unable to be used, Nulls any action requiring that limb!
Winded:	Defense and Dodge = -5!

--- Misc Information / Rules: ---

Ambidexterity: At character creation a player may opt to spend 15 skill pts to buy ambidexterity and thus will not have an "off hand".

Disease: Disease's are applied as a set of effects. 1) incubation period, 2) Contagious period 3) Contagious Category
4) Increasing Effect(s), 5) Heal / Cure methods. All details / rules are defined in the disease description.

Joust: Few exist that would dispute how the most prominent tournament of the knights is the joust. Through trial of noble combat, in fine and dazzling armors, upon a magnificent steed. Its the sport of the noble and class. In fantasy settings however this sport is often over shadowed if not non-existent. Not in CFRP though. What follows is the rules to calculate the winner of the joust.

First, calculate your bonuses going into the joust:

Rider Skills: (per 10 pts in skill)		Mount Skills: (per 10 pts in skill)		Armor Bonus:	
Aerobatics / Agility / Mobility	2	Aerobatics / Agility / Mobility	2	Sticky Surface	-5
Animal Training Handling	1	Initiative / Reaction	3	Rough Surface	-3
Combat Arts	3	Intimidate	2	Solid Surface	0
Focus / Will	2			Slick Surface	3
Gather Information	1	Mount Training / Stats:		Special Joust Surface	5
Hunting	1	Base Pts ttl /2	?		
Identify / Appraise	2	Horse speed per 2 sec /5	?	Weapon Reach:	
Intimidate	1	Joust Trained	3	Close (arm + 2ft)	0
Resistance / Endurance	3	Defend rider training	-2	Medium (arm +4.5ft)	2
Strategy / Tactics	2	War steady	2	Reach (arm +4.6+ ft)	5

Second, you line up, Roll (Initiative / Reaction) and calculate the difference. If you won by 2 then you add 2 to your score.

Third, the charge, Roll (Ride) vs (Ride) and calculate the difference /2 rounded down. ...By 2 the add 1

Fourth, the impact, Roll each (Weapon Mastery) vs (Defend) or (Dodge -5) and (Defend) or (Dodge -5) vs (Weapon Mastery).
calculate the differences and add / subtract them to / from your score.

After all bonuses and rolls are calculated the winner should be plane to see. If your score is in the positive then you win, and your opponent is unsaddled. If you won by less than 10 then dmg is rolled for both of you. Otherwise only the looser sustains dmg plus 1d8 fall dmg.

Leveling up Bonus: It is wise to keep track of and remember:

Chapter Complete = 1 Base Pt

Section Complete = 2 skill [GM] Pt

Event Complete = 1 Skill Pt

Per epic flair in combat = 1 to 5 Skill* Pt

Per epic flair out of combat = 2 to 5 Skill Pt

Per epic flair as a save = 1 to 3 Skill [GM] Pt

Killing Blow or Finishing Blow = +1 Skill Pt / Skill* Pt / Skill [GM] Pt to corresponding skill

NAT 20 Action = +1 Skill Pt / Skill* Pt / Skill [GM] Pt to corresponding skill

NAT 20 Event = +1 Base Pt

NAT 1 Event = +2 Skill [GM] Pt

PLAYER TRACKED: Hit Points: For every 100 HP lost you will raise your Max HP in all vital areas by 1.

Training a skill: It is possible to take time to train a skill (add points into a skill) through in game focused action. A training session requires 12 hours -- 1 hour per associated Base Point (Minimum of 4 hours).

Once you expend that time you can add 1 Skill Point, 1/2 Skill* Point, 1/3 Skill [GM] Point. It is also possible to train Base Points! But special equipment is required and a full 60 hours of training within 01 week is required. The GM may have you roll up to 1 Resistance/Endurance [GM] (To resist injury) or 1 Focus/Will [GM] to keep dedicated to training per day of training. Failure will end all hours dedicated during that day.

Magic Poisoning: A condition that occurs when a person is over exposed to magic for prolonged periods of time. Over exposure is at the sole discretion of the GM but tends to be based off of the amount of magic flowing through you (measured by the casting DC's of the spells / effects applied to you) for more than 8 hours per day, your **Mag.** score, and your **Vit.** score. Ie. If the GM decides, when your magic exposure goes over your magic tolerance ((Vit + Mag) X 11) then you are considered over exposed. Penalties for magic poisoning are, X2 dmg sustained (after armor resistance), -20 to ALL magic based roles, -5 to ALL other roles. In addition to 25% chance of KO, 30% chance of Confused, 35% chance of Exhausted, and 5% chance of Instant Death (each rolled separately and lasting till no longer Magic Poisoned. Every 24 hrs after you will re-roll these to see if you sustain additional effects or if the ones you sustained already get worse.) Lastly you become a target for many magical creatures who will seek to use your magic warped being for their own needs. To cure Magic Poisoning you will need to seek out healing Cure Disease DC 50 + 1 per hour you have been poisoned in addition to lowering your magic exposure.

Over Dose: It is possible to Overdose on poisons including drugs and alcohol Once fully effected your GM will decide if you need to roll your resistance to resist overdose. If failed by less than 5 a coma will incur until proper treatment or enough natural healing is acquired if failed by 6 or more your Vit score permanently drops by 1 for every 1 you failed by past 5. If you live you will enter a coma.

Poisons: Poisons are applied as a delayed effect. First effect may be instant (DC effect of 1) or delayed by a short time (DC effect of 1 per 5 mins). Additional effects are applied often after at least an hour (DC effect of 1) but can be less (DC effect of 2 per 10 mins) or later (DC effect of 2 per 30 mins). All details / rules are defined in the poisons description.

Pregnancy: It is possible to become, or get another pregnant in CFRP. The following rules detail this process:

Prego?: Once the act of intercourse is completed, the dice are rolled.

Female: The female rolls 1d20 -- Vit +/- (**Seduction** / **Sensuality** / **Prowess** divided by 5). You subtract your (**Seduction** /

	Sensuality / Prowess divided by 5) if you wish to become pregnant or add it if you do not. This is the ttl the male must beat if you are to become pregnant.										
Male:	The male rolls 1d20 + Vit +/- (Seduction / Sensuality / Prowess divided by 5). You add your (Seduction / Sensuality / Prowess divided by 5) if you wish to get her pregnant or subtract it if you do not. If your ttl surpasses the females then she has become pregnant.										
1st Trimester:	At this time there is relatively little sign of the pregnancy. The girl will know in 1d4 weeks that she is and there is a 75% -(5% X Vit) chance that morning sickness will set in after 2d4 weeks. It will last for 1d4 hours and cease after 1 month. Morning sickness is simply nausea as defined above. Lastly, if you loose more than 2/3rds your health than you also Have a 50% chance per 5 turns you remain below 2/3 of you health to loose the baby.										
2nd Trimester:	At this point you know. You are suffering a -1d4 to any move related action. Your Lks. suffer a -1. Your Initiative / Reaction [GM] and Focus / Will [GM] suffers a -5. Your Intimidate suffers a -3, and you Seduction / Sensuality / Prowess becomes a N/A till the end of the pregnancy. You are also more prone to mood effects (-2 vs) in addition to the -5 from Focus / Will [GM] . Any skill (senses) roll is made at a +5 as you are hyper aware. Lastly, if you loose 1/3 of your health then you have a 50% chance per 3 turns you remain below 1/3 health of loosing the baby. GM may declare certain critical effects obtained to auto incur this 50% loss chance.										
3rd Trimester:	At this point you may just want to retire your character until after the birth. You are suffering a -1d8 to any move related action. Your Lks. Suffer a -3. Your Initiative / Reaction [GM] and Focus / Will [GM] suffers a -7. Your Intimidate still suffers a -3, and your Seduction / Sensuality / Prowess is still N/A till the end of the pregnancy. You are even more prone to mood effects (-3 vs) in addition to the -7 from Focus / Will [GM] . Any skill (senses) roll is made at a +10 as you are hyper aware. Lastly, if you loose 1/3 of your health then you have a 75% chance per 2 turns you remain below 1/3 health of loosing the baby. GM may declare certain critical effects obtained to auto incur this 75% loss chance.										
After Birth:	Your character will remain weak (-2 to all roles and -10 to Initiative / Reaction [GM]) for 1d4 weeks – 1 day per Vit. base score. Before returning to full functionality.										
Size Rules.	Encounters range all different sizes. To make quick referencing some basic rules we have categorized these sizes. <table><tr><td>Tiny: (1" to 1'11")</td><td>-5 HP to ALL vital health areas. (Can not reduce HP below 1 HP) Movement Speed / 5 Carry Weight X 1/2 +10 to Dodge +6 to Defend (chance to miss) If hit: apply X2 Crit Chance</td></tr><tr><td>Small (2' to 3'11")</td><td>-3 HP to ALL vital health areas. (Can not reduce HP below 1 HP) Movement Speed / 2 Carry Weight X 3/4 +5 to Dodge +3 to Defend (chance to miss) If hit: apply X1.5 Crit Chance</td></tr><tr><td>Medium (4' to 7'11")</td><td>All base rules assume medium size unless specified. These additional rules will be included in race description.</td></tr><tr><td>Large (8' to 15'11")</td><td>+3 HP to all vital health areas. Movement Speed X2 Carry Weight X1 1/2 -6 to Dodge -3 to Defend (mass to cover) If hit: apply ¾ Crit Chance</td></tr><tr><td>Huge (16' Plus)</td><td>+5 HP to all vital health areas Movement Speed X5 Carry Weight X2 -12 to Dodge -6 to Defend (Mass to miss) If hit: apply ½ Crit Chance</td></tr></table>	Tiny: (1" to 1'11")	-5 HP to ALL vital health areas. (Can not reduce HP below 1 HP) Movement Speed / 5 Carry Weight X 1/2 +10 to Dodge +6 to Defend (chance to miss) If hit: apply X2 Crit Chance	Small (2' to 3'11")	-3 HP to ALL vital health areas. (Can not reduce HP below 1 HP) Movement Speed / 2 Carry Weight X 3/4 +5 to Dodge +3 to Defend (chance to miss) If hit: apply X1.5 Crit Chance	Medium (4' to 7'11")	All base rules assume medium size unless specified. These additional rules will be included in race description.	Large (8' to 15'11")	+3 HP to all vital health areas. Movement Speed X2 Carry Weight X1 1/2 -6 to Dodge -3 to Defend (mass to cover) If hit: apply ¾ Crit Chance	Huge (16' Plus)	+5 HP to all vital health areas Movement Speed X5 Carry Weight X2 -12 to Dodge -6 to Defend (Mass to miss) If hit: apply ½ Crit Chance
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NOTE: Armor penalties to SOC and LKS can NOT count towards the Zero in base skill effect.

Sobering Up:

You will burn through a number of units of Alcohol equal to your Vit score every 8 hours. Cure Poison will also apply to intoxication and conscious efforts to sober quicker may or may not be applied as per your GM.

Training:

Training a Pet is fairly simple. First discuss with your GM what you want your pet to be able to do. If the GM is ok with it then stats, DC and a required number of training points will be set. A training session requires 10 – (1 per Soc base score) hrs (Minimum of 1 hour) dedicated to training that skill. Once you expend that time you will roll to see if you taught competently or not. (Roll Influence Animal to meet the set training DC). If you did then your pet will gain 1 training pt plus 1 per 20 pts in the influence animal skill. A NAT 20 here is double training pts, but a NAT 1 is -1 training pt.

DC:	Description:	Training Pts	Description:
5	Easy to learn	5	Trick is common to the pet. Like training a dog to sit.
25	Fair to learn	10	Trick is common but requires more work. Like training a dog to locate drugs.
50	Hard to learn	15	Trick is uncommon to the pet but requires little work. Like teaching a horse to be steady during rifle shots.
75	Difficult to learn	20 plus	Trick is uncommon and requires more work. Like teaching a horse to fetch an apple but not eat it.
100	Impossible to learn		

NOTE: Higher DC's, like 150 to teach an above averagely sciddish horse to charge a rifleman is possible.
NOTE: Higher Training Pt requirements, like 35 to teach a piety touched eagle to use limited piety ability's are possible.

Weather / Terrain:	Weather conditions like Fog, rain, storms, dust, wind, ect can have effects like vision detriment and loss of move speed. Or benefits like covered tracks. Terrain has effects like Cover or reduced / increased move speed. All detriments or benefits due to weather are applied by GM at GM discretion
Carry Weight:	Carry Weight is defined as the maximum possible weight that you can carry on your person. The formula to calculate your carry

APPLY TO RACES AS AUTO?

weight is (STR X25 + VIT X25)

Some penalties are applied prior to reaching your max carry weight. They are:

At 50% of your Carry Weight, your movement speed is reduced by 5 ft per round. (minimum of 2 ft in a round)

At 50% of your carry weight you take a -5 to Initiative / Reaction. (minimum of 1)

At 50% of your Carry Weight, movement skills (climbing, acrobatics, jumping, ect) sustain a -10.

At 75% of your Carry Weight, your movement speed is reduced by an additional 10 ft per round. (minimum of 2 ft in a round)

At 75% of your carry weight, you take an additional -10 to Initiative / Reaction. (minimum of 1)

At 75% of your Carry Weight, movement skills (climbing, acrobatics, jumping, ect) sustain an additional -20.

At 100% of your Carry Weight, your movement speed is reduced by an additional 20 ft per round. (minimum of 2 ft in a round)

At 100% of your carry weight, you take an additional -15 to Initiative / Reaction. (minimum of 1)

At 100% of your Carry Weight, movement skills (climbing, acrobatics, jumping, ect) sustain an additional -30.

At 101% of your carry Weight, Resistance / Endurance checks will be required every 2 rounds to even allow you to continue carrying the weight. If you fail, you have a 25% chance of sustaining 1d20 damage to a random target area (bypass armor).

At 101% of your carry weight, all combat options are declined until you put your heavy load down.

At 101% of your carry weight, You focus is declared as your heavy load and can not be changed until you put your heavy load down.

For every 10 lbs of equipment you carry into water you sustain a -1 to swimming / diving.

Radiation:

NOTE!!!: Radiation will bypass all armors and materials except Lead, Dragon Iron, Dwarven Stone, Titanium, and Adamantine!

Radiation Poisoning: Over exposure to radiation types.

Over Expose Effect:

Effects of Exposure:

Per DC 35	-1 permanent HP from randomly rolled vital health area and 1 dose of additional effect (1d12) NOTE!!!: Via Burns and organ / tissue cell damage.
Per DC 40	-1 more (TTL -2) permanent HP from randomly rolled vital health area and gain another 1 dose (TTL 2) of additional effect (1d12) Via Burns and organ / tissue cell damage.
Per DC 50	-1 permanent Base Pt (1d8) Via Burns and organ / tissue cell damage.
Per DC 60	(Fun Effect: cause instant hair loss!) -2 more (TTL -4) permanent HP from randomly rolled vital health area, 1 more (TTL 2) permanent Base pt, and gain another dose (TTL 3) of additional effect. Lastly, you pose the risk of instant Death (Resistance [GM] save vs ½ DC or die) Via Burns and organ / tissue cell damage
Per DC 90	You can smell the burning flesh as a cancer begins its seed. Cancer is a disease (Not Contagious) That will kill its opponent over a long duration. (1d20 Weeks) For the first 1d6 days the victim will suffer ½ healing. At the end of this duration they will permanently loose 2 skill [GM] pts and 1 top line Base pt. Then another 1d6 day duration at ¼ healing rate. At the end of this duration they will permanently loose 2 skill [GM] pts and 1 top line Base pt. Now the real pain begins. At Zero heal rate, vomiting up blood and forced to roll a Focus Will [GM] save vs ¾ casting DC to take your turn. ½ way to your end you will take a hit for 3/4ths your remaining HP permanent loss. At the end of your time you will die. If you acquired Cancer your heal must be a cure disease vs 1 ¼ Casting DC!

Additional Effect Chart (1d12 random)	
1)	Dazed
2)	Winded
3)	Stunned
4)	Blind
5)	Bleeding
6)	Head Ache
7)	Confusion
8)	Thirsty
9)	Tired
10)	Sickened
11)	Numbness
12)	Sensitive

Permanent Base Point Loss Chart (1d8 random)	
1)	Str.
2)	Dex.
3)	Vit.
4)	Lks.
5)	Apt.
6)	Soc.
7)	Mag.
8)	Pie.

Save: **Defend** Not allowed (W/O proper material). (AUTO) **Resistance [GM]** vs ¾ casting DC. If a target saves against a DC 80 or higher exposure then they are subject to a mutation in the form of a medium level power and possible extra (Temp) HP and (Temp) Base Points!

Travel Times:

Push Drag 50% increase

By Foot: 15 to 30 miles a day. Be advised, carrying weight will slow you down.

By Horse: 30 to 100 miles a day. A standard horse can travel an average of 8 MPH but up to 40 MPH. Rests are required!

The Common horse ride will get you between 30 to 50 miles of travel in a day, where as a driven horse may yield up to 100 miles in a day. But this rate can only be susdained for a short period of time before the horse begin to break down and it's health decline.

By Horse Drawn Carrage:

By Charriot:

By Kayak: 15 to 40 miles a day. Current and crew effect speed greatly. Travels between 3.5 and 5 miles per hour.

By Caravel: 90 to 130 miles a day. Sails at 4.5 to 9 miles per hour.

By Steamship: ??? Miles a day. Sails at 25 miles per hour.

By Airship:

NOTE!!!: A carrior pigion can travel up to 600 miles in a day.

--- General Knowledge: ---

Long ago, Magna Terra was a thriving group of civilizations known as Terrarum. Terrarum was a vast and wondrous place. The many societies, cultures, and nations were at relative peace with each other. United under the name of Rose and protected by the Rose Fortress, Terrarum grew in science, technology, magical arts, and even the Creative arts. People spread out and cultures began to evolve and advance. Even the gods lived at relative peace with each other, kept in place by the Overdiety, STYX. But all golden ages eventually end. The Civic Emperor Rose disappeared. The Rose Fortress disbanded, and all out war broke out. Terrarum was at near ruins and civilization drastically regressed. Plagues swept the lands, and chaos became the only consistent reign.

As if to make matters worse, other lands, planes from the void, began crashing into the material plane. New illnesses and lifeforms were introduced, as were more gods!

The divine peace of the heavens irrupted into war and all efforts from the gods to preserve humanity failed. During this time most races have become extinct. Among them the elves, dwarfs, and even humans, once the three most prominent races of Terrarum. The Terrarum civilization was destroyed, millions of people were no more, military's wiped out, societies lay in ruins, and most temples raised to the ground. All hope appeared lost and the few survivors began to group into tight, walled, and hidden pockets of order far removed from each other.

Then a grand Demi-Plane known as Gorenthious crashed and merged with Terrarum. The thriving new races, a mix of bastardized races of mixed blood deriving from the "Pure" original races filled the void of lost life. This merger effectively repopulated and saved all life on Terrarum. The proud individual cultures of the "Pure" races are now long lost but have laid way to the new fascinating cultures of their descendants and the descendants of Gorenthious. STYX and the new gods of Gorenthious rapidly made a pact and together ended the Divine War. Now both pantheons reign with equal but separate claims on the divine domains. A new group emerged from the ashes of the Rose Fortress, simply known as The Order. Aptly named as The Order helped end the chaos and create the first real establishments of united leadership in almost 200 years. In short, The order brought back the first signs of order to the lands. And the new land was declared Magna Terra!

Avg Weekly Wage:	
Peasants / Laborer's average weekly wage: @18 Mgt / week	Cost for 1 to live at poverty line: 7 Mgt / Wk
Civilian's / Merchant's average weekly wage: @34 Mgt / week	Cost for 3 to live at poverty line: 17 Mgt / Wk
Guardsmen's / Scribe's average weekly wage: @43 Mgt / week	includes Food, Maintaining property, and Taxes.
Land Owner's / Guild Master's average weekly wage: @55 Mgt / week	
Governing Officer's average weekly wage: @60 Mgt / week	
Mayor's / Chief's average weekly wage: @70 Mgt / week (after official expense)	
Governor's / Knight's / Royal Adviser's average weekly wage: @100 Mgt / week (after official expense)	

Lord's / Lower Noble's average weekly wage: @150 Mgt / week (after official expense)
Baron's / Upper Noble's average weekly wage: @225 Mgt / week (after official expense)
Viscount's / Count's / Lower Royal's average weekly wage: @325 Mgt / week (after official expense)
Marquess's / Royal's average weekly wage: @450 Mgt / week (after official expense)
Duke's average weekly wage: @600 Mgt / week (after official expense)
Archduke's / Prince's / Royal Court's average weekly wage: @700 Mgt / week (after official expense)
King's average weekly wage: @800 Mgt / week (after official expense)
Emperor's average weekly wage: @1,000 / week (after official expense)

Avg Army Size:	
Colonial	50 – 150 (100)
Provençal	200 – 500 (350)
Regional	500 – 2000 (1250)
Duke	3000 – 5000 (4000)
King	5000 – 10000 (7500)

The Order was destroyed almost 2 years ago by an unknown and evil force. The attackers were severely weakened however and retreated back into the shadows. However, all prophecies, oricals, and divine messengers are crying the end of days. The evil had won, the order destroyed, and soon the evil would return to end it all. The gods are aware that the end is nigh, and that they stand powerless to pervert it.

But a few survivors of The Order remain. Their words splitting the darkness as if a wildfire. A call to arms to all who would stand to preserve life, to represent good, to fight evil! "Stand up they say, join us! We will not roll over and die, we will not let evil fill our lungs with darkness and our hearts with despair. We will not stand aside while our lives and the lives of our neighbors are laid to rest. And we will not sit idle while the hopes and dreams, while the future for our children is extinguished. No, if evil wants us, come get us. It will have to break our lines, and shatter our bones. Evil will have to claw and bite its way through our ranks, the ranks of the people of Magna Terra! Join us my brother, my sister, let evil know that as it tries to end the very flame of existence, it will always be able to see its hideous defeated reflection, illuminated by the flame in our hears, the fire in our eyes, and the blaze in our eyes. Let us scorch this message into the bones of all who are evil, We will not burn out, and we WILL burn bright. So my brothers, my sisters, my fellow man, join us, stand with the Knights of the Black Rose, and let us stand down this evil!"

The KBR (Knights of the Black Rose) is formed from the survivors of The Order and have brought together this worlds and many other worlds Heros in a united effort to repel the end of times. The call to arms all who would serve this noble goal and see a purpose even greater than their own life. They train now and are at work to grow in strength, rights, and respect.

You are some of the fore-mentioned "Heros". By whatever turn of fate has brought you to the KBR, you now stand as leadership among their ranks. It is your Duty to assist in leading the KBR to victory verses the end of times. You will have to build and upgrade your HQ and forward bases, play politics and gain allies and support. You will have to mass and train your forces as well as gather your Heros and champions. You will choose your sub-leadership and and assign them their duties. You will help set your laws and enforce the KBR view and purpose upon your ranks, including placing judgment on those who misrepresent the KBR. Everything involved with running this order and pulling it to victory against the end of time within the next 6 years. Good Luck! This is the story of the KBR Campaign-Phase II. "Repel Evil"