BA Productions Presents-

SOLIPSTRY

a new approach to table-top RPGs

v.0.6

Bennett & Rinehart

Do not print this page

Solipsism

The belief that all the world exists only in your own mind.

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ROLEPLAYING 9
CHARACTER CREATION 10
ATTRIBUTES 11
RACES 17
SKILLS 21
Custom Skills 32
EQUIPMENT 33
Weapons 33
Augments 33
Improvised Weapons 35
ARMOR 35
DEFENSES 36
SPELLS BY SCHOOL 36
FORTUNE POINTS 38
TRUTHS 38
TALENTS 39
SPELLS 44
Reading a Spell 44
COMBAT 62
Determining Turn Order: 62
Taking a Turn 62
Order of Events 62
ACTIONS IN COMBAT 63
ATTACKING (WITH) OBJECTS 67
STATUS EFFECTS 67
DEATH, DYING, AND THE UNCONSCIOUS CONDITION 69
SKILL CHALLENGES 69
LEVELING UP 70
ENEMIES 70
CAMPAIGN SETTINGS 74
GLOSSARY 82
INDEX 89

Dedication

I would like to thank the Bennett family, without whom this book, and my collection of musty old rule books, would not exist.

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Special Thanks:
Rossuthela "Ross" Brunner, the first Alpha Tester, for his efforts and hours spent correcting this document, making a functional character builder, and suffering through plotless combat.

Stephen Ster and Elijah Rinehart for suggesting mechanics and spells.

Taylor Carlson for going above and beyond on the original character sheet. Despite our needs changing to outgrow it, the sheet was an invaluable tool in early testing and development.

Everyone who was played an early version of this game or given encouragement along the way.

Font used: Ingleby RACHEL TODO MAKE THIS OFFICIAL
Steelfish

Changelog

0.1. Initial Release

0.2 Clarified unclear text, fixed various mechanics and grammar, added changelog, added version note to cover, clarified spell tables, added some art, added Faith Healing Talent, added new rules concerning prayer, redefined weakened, changed rules regarding healing the dying.

0.3 Fixed Table of Contents, updated Nature benefits, added eight new talents and three new spells, rediscovered six old spells, renamed Demolitions/Use Device to Engineering, Name changed to from "Name of Game" to "Chimera." Flavoring added. Updated the introduction, overhaul of Luck and Prayer, updated credits, attribute list added, revamped all spells and talents to align with design goals.

0.4 Examined over 150 comments. Corrected typos in "Inspire Allies" branch of spells, changed "acknowledgements" page, disguise changed into stealth, redefined weakened (again), redid math (including hit points), overhaul of Block mechanic. Images fixed and added, examined for typos and RAW issues, speed (non-attribute) changed to movement, various flavor updates, reworked attribute flavor to match average of twenty. Added stealth to racial sizes. Added confused as a condition, added several new spells. Overhaul of ranges for spells. Fixed language perks, clarified rules for summoned armor. Adjusted leveling rate, clarified armor selection to avoid an exploit, did a lot of fortune point work. Standardized improvised weapons. Fixed discrepancies about magic regeneration. Added Power Words. Added invisibility, ripple, relinquish, combust spells, Friendlier Fire talent. Added shrink, grow, conceal. Empulse can push. Added disrupt effect. Added blocking talents, defend through talents [deflect projectiles, take attack for a friend, disarm, etc.]. Added mechanic: Trade 5 Fortune Points for an extra standard action. Re-examined Lockpicking perks. Fixed an unbalancing of luck and block. Removed Light Armor as a prerequisite for spells. Fixed lengthy spell prereqs. Adjusted Nature perks. Added phasing and intangible. (we didn't have intangible!) Fixed some heal issues.

0.4.1 Fixed glaring typos. Added rules for conjured items. Added new Talent, "Can't Touch This", added dispelled, added some rules for intangible. Added rules for spells that take longer than one round to cast. Added spell-like prayers to Religion. Added attacking beyond Range.

0.4.2 Fixed that dreaded table of contents, changed everything to green, updated some grammar

0.5 (The one where we finally got magic right) Changed to new green. Added alter self and Tar and Feather, added note about Power Words for GMs. Fixed prereqs in Talents. Fixed the athletics skill point distribution. Clarified some levelling things, redefined Insubstantial. Defined how phasing works with the environment (caster chooses). Eradicated hit points as a level up feature. Added disarm. Nerfed Potent magic, fixed a lot of prereq issues with spells (eliminated school 10, cleaned up confusing and redundant ones, etc.) Renamed fear/terror spells. Added "Cleanse" series of spells. Created metamagic "school", reassigned some spell schools mostly from Alteration, Deleted Animal Trick, Despair, Control Mind, and Energy Resistance tree. Changed spell prereqs to 10. Contort changed to Bone Spikes, conj. Turned Attr bonuses into Talents. Nerfed Inspire Allies. Buffed Demoralize. Reworded Reflect, Read Object, and number of other spells. Lot of spells changed schools. Effect stacking, creature vs enemy clarifications. Added backfire. I finally did the stinking monsters. Eradicated alignment. Fortune points can now increase defenses. Changed Religion/Prayer skill to Religion. Why? Because that was a bulky name. Added Teleport spell, increased teleportation and improved teleportation Talents. Renamed Engulf "Curtain of Fire". Greatly increased number of conjuration spells–summon ally, wreckage zephyr, maelstrom of shards, debris slam. Renamed "Wave" to Tempest. Changed color scheme from blue to green. Eradicated "close burst" language. Added slippery slope talent. All skills now have bonuses, more consistent coloring, index updated, Lockpick changed to Security, added rules for natural weapons, hidden checks, DC 0 checks, added sample characters, clarified rules for homebrewing characters, Added monster rules if that isn't already listed, added cyberpunk setting and westerns setting. Added custom skills. Added knowledge tiers. Added some new setting and also monsters are playable. Changed Athletics bonuses, updated campaign settings, removed references to speed (now movement). Updated Skill perks.

0.6 Clarified Power Words, fixed stupid math. NAME CHANGE! ("Chimera" to "Solipstry"), reordered character creation, fixed incorrect statement about levelling up. Rewrote Introduction (okay, removed introduction. The new one hasn't been written yet…). Renamed primary/major skills to starter. Clarified Quick Draw, Cleaned up some spells. Fixed exorcise, added Rooted in Faith Talent. Cleared up prayer confusion. Changed Religion to Enlightenment. Added Summon Bigger Fish. Overhaul of prayer and enlightenment. Renamed prayers truths. Added Share the Enlightenment spell. Changed Pickpocket/sleight of Hand to Sleight of Hand. Added Lesser heal. Cleaned up Talents. Overhaul of Augments, new character sheet, nerfed unarmed combat, Cleaned up the layout again. Added a few new Talents, cleaned up a lot of spells. Re-examined flavor text. Rewrote a lot of old and/or misleading text. Moved Talents, Simplified Talents to favor generic (also removed a few Talents).Examined Spell Costs. Potent Magic got buffed. Cleaned up dedication. Did a lot of layout work in preparation for merge. Enlightenment table changed yet again, probably unrecognizable to 4.2ers. Merged extraneous documents (races, etc).

Introduction:
What is Solipstry?

If Solipsism is the belief that the entire world exists only in your mind, then Solipstry is a set of tools used to forge that world. For those unfamiliar with the concept of roleplaying games, I want to welcome to you a world of new experiences. A place where dreams are brought to life, stories are crafted, and wondrous creations are the norm. I want to invite you to your workshop.

If this is your first experience with an RPG, allow me to acquaint you with some of the products this toolset can craft. Worlds where adventures seek fame, glory, and the heads of famous beasts. Stories of pirates pillaging the Six Nations and inadvertently starting a revolution. Legends of cyber hackers travelling through time to solve the world's greatest mysteries. Because Solipstry doesn't confine itself to one genre, any story you can dream of can be created and tuned to your desire. Nothing is set in stone; everything here can be adjusted or discarded, providing everyone at the table is using the same set of rules.

Effective vs. Actual: Effective scores can be any number, even those smaller than zero or greater than 100. These numbers are almost always used for calculating modifiers, prerequisites, etc. If you take a talent that has STR 40 as a prerequisite, and lose your +5 STR amulet, lowering your Strength to 38, you cannot benefit from that talent. Actual scores are used to determine tally limits.

Think of RPGs as a childhood game of Cops and Robbers. It's a lot of fun until the disputes arise—Who got hit, who dodged the bullets, who ran out of ammo—That's where Solipstry comes in. With simple rules, this toolset removes the doubt, and removes the dispute. Suppose you want a world where no is limited to one death, but has a number of clones, each to be filled with the previous clone's memory upon death. That's perfectly acceptable—as long as everyone who's playing is aware of this. Similarly, if, instead of cops and robbers, the game becomes were-alligators and space troopers, with a few simple adjustments (space troopers are probably using something more advanced than a simple six shooter, for example) all problems disappear.

Those of you who are more familiar with roleplaying games will notice some unusual choices present in Solipstry. While we stick to a d20 system with occasional d100 that is familiar to veterans, several things stick out. Experience points are missing. Gaining experience from monsters takes time to calculate and track from session to sessions. This removes time you could actually be playing. Experience from quests is arbitrary at best. In Solipstry, characters level up based on how they use their skills: ranks in skills improve as characters use them. The less familiar they are with the skill, the faster they level up. Actually, levelling up is a bit of a misnomer, as we've removed all level dependence from the system as well. This means (among other things) that there is no level cap. The result is a system that is clean, efficient, and easy for new players to learn.

While these changes may seem radical at first, don't think of them as something entirely foreign. Think of them like seeing a girl you went to high school with stripping. Once you get over the initial awkwardness, you find you still have a lot in common, albeit with a little more sexual tension.

With the freedom Solipstry allows, you can create your dream story. Whatever genre, style, or blend you desire can be crafted. The rules are flexible enough to allow for even the craziest of ideas, but crunchy enough to cover every common (and a few unexpected) situations. If you're looking to play in a world that isn't generic enough to have its own specialized system, take this for a ride. The world's all in your mind. We just help keep it straight.

Materials Needed:

- A table. A large, flat place to play where everyone can clearly see the map is essential.
- Dice. A complete set of dice includes 1d20, 1d12, 2d10 (one percentile or different color) 1d8, 1d6, and 1d4. (See sidebar on dice notation below).
- People. A typical group consists of five players and one GM. While you can play with any number of players, parties smaller than three tend to last only briefly in combat and parties greater than six tend to find distractions that detract from gameplay.
- A map. A map can be as simple as grid sheet with 1-inch squares to mark positions, especially in combat. Consider a map that can be marked on, so that a playing field or obstacles can be drawn in.
- Creature Markers. Being able to differentiate between characters is important, especially in combat. Miniatures from other games can work, or even simple objects such as buttons, washers, or coins. Make sure both players and monsters can be easily identified.

CHARACTER CREATION

Roleplaying

Your first time creating a character can seem daunting, but it essentially comes down to two parts, the mechanical and the flavorful. Mechanical is all the numbers that affect gameplay directly like defenses and hit points. The flavorful elements are what makes your character… Well, a character. It gives it things like height, background, an intense dislike of dogs, a constant yearning for grilled cheese sandwiches, and such. Without these characteristics, all you have is a piece of paper with numbers.

Creating a semi-functional being out of the ether with only your mind to help you can seem a bit challenging. If you're new to roleplaying, it's generally a good and effective idea to model your character's personality off yourself or someone you know. Maybe your alien cave explorer is exactly like your drunken roommate freshman year of college, down to lighting people's sheets on fire and leaving pizza under his bed for luck.

Or, maybe not. It can be equally effective to ask yourself questions about your character's likes and dislikes. How does he feel about magic? Technology? Violence? His great-aunt? Crackers in his soup? Alligator boots? Does he prefer using force, logic and intellect, or charisma and charm to solve his problems? What's his preferred mode of transport? Space freighter, boat, horse, walking, frolicking, dog-sled? Even for experienced roleplayers, these kinds of questions can help flesh out a character, especially in a strange new environment. Knowing the details of your character can also help a GM create interesting plot points tailored to your character, so be sure to keep your GM updated on any major details. Now that your character has a personality and background, it is time to determine mechanical aspects.

Character Creation

Now that your character has a personality and background, it's time to delve into mechanics.

Assign Attributes

Use one of the three arrays, or roll for your stats by rolling 3d10 and rerolling any ones or twos until they show a value of three or greater. For more information on assigning attributes, see page 11. The three arrays you can use are-

- 30 30 20 20 20 20 10 10
- 30 30 30 20 20 10 10 10
- 20 20 20 20 20 20 20 20

These numbers represent actual scores, which can be from 9-100. Calculate any penalties or bonuses, and use these numbers to calculate your effective score.

Choose your skills

Skills determine everything in Solipstry. Select 5 skills to be your starter skills. These skills start at 25. All other skills are considered secondary skills, and start at 10.

After you decide which skills will start with a value of 10, and which will start with a value of 25, add each governing attribute's modifier to the skill total. This will determine your actual skill level. More information can be found on page 18.

Choose a race

Choose a race and size and apply any applicable racial bonuses. Some races may receive special bonuses, such as the ability to see in the dark. For more information, see page 17.

Get equipment

Characters generally start with one weapon, armor, and 100 gold to buy an additional weapon, a shield, and ammunition. Most

Dice Notation

A common notation seen in this guide is 3d10, where the lowercase "d" indicates that a die is being rolled, the number immediately following indicates the number of sides on that die, and the number preceding is the number of dice being rolled. If no number precedes, then a single die is being rolled.

ranged weapons come with ten pieces of ammunition, varying upon the GM. Typically, characters start with a torch or flashlight, 50 feet of rope, and three day's rations.
Note: some campaigns may require characters to start with less, or even no equipment. Talk with your GM to see what is appropriate.

Apply any item bonuses or penalties

These might come from a magic pendant or amulet, or from biokinetic armor that you wear.

A character in heavy armor takes a penalty to Speed, Acrobatics Alteration, Conjuration, Destruction, Endurance (as it relates to physical exercise), Escape, Sleight of Hand, Restoration, and Stealth equal to (10 - Heavy Armor skill modifier). Note that characters trained in Heavy Armor (page 23) have reduced penalties.

A character in light armor or conjured armor takes no penalties from the light or conjured armor.

These bonuses and penalties determine your effective score.

Determine derived traits

- Your movement is equal to three plus your Speed modifier.
- Your hit points are equal to 1.5 times your Constitution score.
- Your total amount of Magic is equal to five times your Wisdom score.
- Your Magic regeneration rate is equal to your Intelligence score.
- Your Fortune Points are equal to your Luck modifier, or your Luck score divided by 10.
- Your Initiative bonus is equal to your Speed modifier plus any Talent or item bonuses.
- You gain Enlightment Points equal to your Enlightenment score.
- Your range (for use with non-melee attacks and spells) is equal to 2 times your modifier for the appropriate skill (Ranged, Destruction, etc.). This represents not necessarily the limit of the device being thrown/fired, but rather the ability of the shooter to aim accurately.
- You gain a number of languages equal to your Language modifier.

Determine defenses

Characters have four defenses: Armor Class (AC), Fortitude, Reflex, and Will.
AC is calculated two different ways, depending on if the character is wearing heavy armor or light armor. A character must be entirely in either heavy or light armor. Mismatching is not allowed.

Heavy armor AC is equal to 12 + the character's Heavy Armor modifier.

AC for characters wearing light armor is equal to 7 + the higher of the character's Speed or Dexterity

If you wield a shield in one hand, gain a +1 bonus to AC and a + 5 bonus to Block (the skill).

Fortitude is equal to 10 + a character's Constitution modifier

Reflex for characters in heavy armor is equal to the higher of the character's Speed or Dexterity modifier + Heavy Armor modifier.

Reflex for characters in light armor is equal to 5 + the higher of the character's Speed or Dexterity modifier + Light Armor modifier.

Will is equal to 10 + a character's Wisdom modifier.
For more information on defenses, see page 34.

Choose Spells and Truths

You may learn one spell per modifier in each school of magic. For example, if you have a score of 15 in Destruction and 20 in Alteration, you may learn one Destruction spell and two Alteration spells (Or up to three metamagic spells). If you do not like a spell, you may choose to learn a different one in its place each time you level up. Note that if a spell has a prerequisite, you must still be trained in the prerequisite to use that spell.

Learning a higher version of a spell does not prohibit you from using a lower version. See page 34 for a list of spells sorted by schools, or page 42 for all spells and their effects. Some GMs may further limit or lessen the restrictions on the number of spells you can change at each level, but the limit outlined here is one per level. You may also replace Talents in a similar manner.

You learn Truths as you level up in Enlightenment. See page 22 for more information.

Choose Talents

You gain one Talent at character creation and an additional Talent every level after this. A list of Talents can be found on page 37.

Attributes

These are guidelines that represent examples of what a person with these attributes may act/look like. These are not definitive, and are meant to help with roleplaying purposes. Many adventurers start at a young age, and hence have stats that may be lower than "an average human". These stats improve not only due to practice, but also due to aging. Keep in mind that these stats are based off of surviving adventurers, so while a person with a Strength of 10 may be considered weak amongst adventurers, they may still be one of the stronger people in their village. Many human adventurers start adventuring in their late teens, although some have started earlier, and many have started later, often to unfortunate ends. The attributes are:

Charisma (CHA)
Constitution (CON)
Dexterity (DEX)
Intelligence (INT)
Luck (LCK)
Speed (SPD)
Strength (STR)
Wisdom (WIS)

Charisma (CHA)

Charisma dictates how others perceive you, and how much they like you. It controls your ability to interact with, manipulate, and otherwise communicate with individuals.

Skills Governed: Disguise, Interaction

- A Charisma of 10 indicates someone who is very nervous and unattractive, usually quiet and not a natural leader.
- A Charisma of 20 indicates someone who is not a born leader, but has been practicing, or has been around people who have been giving directions. This is where average people lie.
- A Charisma of 30 indicates a rather unassertive person who is uncomfortable giving commands.
- A Charisma of 40 might indicate an assertive person whose visage has been scarred, or has some other kind of physical debilitation detracting from leadership skills.
- A Charisma of 50 represents a born leader, but one without much practice leading or directing people.
- A Charisma of 60 represents a leader with some practice in managing people.
- A Charisma of 70 represents someone with much practice leading people, or a new leader who is attractive with a naturally soothing voice.
- A Charisma of 80 represents an unusually charismatic person who knows just what to say and whom to say it to.
- A person with a Charisma of 90 is a master of persuasive speech, with striking features that inspire others to follow their orders.
- A Charisma of 100 would only be found on someone who has been leading and directing people for their entire life, and is adept at knowing just the right things to say and do to inspire, intimidate, or otherwise manipulate their audience.

Constitution (CON)

Constitution determines your total health, as well as how resistant you are to suffocation, intoxication, and poisoning.

Skills governed: Endurance, Heavy Armor

- CON x 1.5 = max hit points

Currency

Throughout this guide, we will refer to all currency as "gold". Depending on the campaign, currency could be measured in dollars, gold, doubloons, credits, animal hide, the barter system, or just about anything else. Speak with your GM about the appropriate currency for your campaign.

· A Constitution of 10 indicates a sickly person who is prone to illness, and lacks physical stamina.
· A Constitution of 20 indicates an average person. They can run for short amount of times before getting winded.
· A Constitution of 30 might indicate a born athlete with little training, or an average person with some training. Running short distances is no problem for these people.
· A Constitution of 40 represents a natural athlete who regularly works out, conditioning their body to peak condition.
· A Constitution of 50 is indicative of an Olympic athlete or soldier who is used to running several miles at once.
· A Constitution of 60 represents someone who barely knows the meaning of exhaustion. This person can run or fight for hours and barely break into a sweat.
· A Constitution of 70 represents the peak of human evolution, an Olympic gold winner whose pulse rarely increases, even after running several miles.
· A Constitution of 80 is found in a rare type of person. They laugh off plagues like most people laugh off a sneeze.
· A Constitution of 90 might be found in a super soldier who takes the physical limits of their body as mere suggestions.
· A Constitution of 100 would only be found on someone who has been running many miles each day for their entire life. This person can literally fight or run for weeks, and stops only to eat or sleep, which they can go for days without doing.

Dexterity (DEX)

Dexterity governs your ability to move quickly and silently, as well as your defense in light armor.
Skills governed: Acrobatics, Escape, Light armor, Sleight Of Hand, Ranged, Ride, Security, Stealth

· A person with a Dexterity of 10 is clumsy, and prone to tripping over absolutely nothing.
· A person with a Dexterity of 20 is an average human, neither tripping a lot, nor being particularly graceful.
· A Dexterity of 30 would be found on someone who doesn't lose their balance on their own, and can often perform graceful jumps.
· A Dexterity of 40 may be found on an amateur acrobatic, tightrope walker, or ice skater.
· A Dexterity of 50 represents someone who has been practicing dexterous acts or skills for several months, maybe even years.
· A Dexterity of 60 indicates a skilled magician or gymnast, rarely losing their balance, even when pushed, shoved, or tripped.
· A Dexterity of 70 could be found on a cat of a person, walking lightly, or manipulating objects in their hands as easily as they glide down ropes.
· A Dexterity of 80 indicates a person who has dedicated much of their life to juggling, tightrope walking, or similar activities. They may be an expert cheerleader, or someone prone to doing flips, cartwheels and tricks at will.
· A Dexterity of 90 is only found in highly trained acrobats who dedicate their lives to juggling many objects, possibly while flipping in a circus tent, or walking on stilts.
· A Dexterity of 100 is someone who does not ever fall. This person always lands on his feet, and is capable of such astounding acts as walking across the very surface of water.

Intelligence (INT)

Intelligence determines how quickly a character learns new concepts and governs all knowledge-based skills. Your Intelligence score is also equal to the magic points you regain each round
Skills governed: Chemistry, Craft/Smith, Engineering, Knowledge, Language, and Nature

· A person with an Intelligence of 10 is very dim. She may be an Orc.
· A person with an Intelligence of 20 is found on an average person who may have had formal training or education. This person learns concepts after some work.
· An Intelligence of 30 is found on someone who will learn a task with relative ease once they have seen someone else do or had it explained. Many things come intuitively to them.
· An Intelligence of 40 would be found on someone quick to draw accurate inferences, remember obscure facts, or apply skills in cre-

ative ways.

• An Intelligence of 50 indicates someone picks up concepts easily, and is adept at adapting those concepts to new areas.

• An Intelligence of 60 can be found on master tacticians, capable of creating and improving plans the second they hear them.

• An Intelligence of 70 represents someone adept at learning new skills, who can master skills minutes after they learn them.

• An Intelligence of 80 shows someone who can use a skill or tool proficiently after only hearing about how it is used.

• An Intelligence of 90 is found on select few individuals who master many skills. These people are not only well-educated, but often master many skills, even ones they have only briefly heard of.

• An Intelligence of 100 indicates someone who is incredible at recognizing trends, and, when learning one skill or concept, sees how it can apply to others. These people may be insulted if, when explaining something to them, excessive detail is used.

Luck (LCK)

Luck controls the number of Fortune points characters get, as well as less specific bonuses, such as better loot, or less random encounters, that a GM might grant to characters with high Luck. A low Luck may result in penalties as well. Luck divided by 10 is the number of Fortune points per day a character starts with. For more information about Fortune points, see page 36. Luck is also used to decide ties between characters, if they roll equally in opposing checks, or is they roll the same initiative and have the same modifier, for example.

The benefits of raising Luck as an attribute depend largely on the GM. GMs might want to consider rewarding lucky characters with extra treasure, an ambush round in a battle, or a chance to spot an enemy before the rest of the party. Alternatively, characters with very low Luck may be also see the effects (a flock of birds causes a shot to miss, or give away a position). Luck should *not* determine major actions, nor should any character feel persecuted for choosing a low Luck score. Generally, a GM should consider Luck on small or minor actions that do not dramatically affect gameplay.

Skills governed: Luck doesn't govern any skills directly, but can influence all or any of them.

• A person with a Luck of 10 feels the world is out to get them. Haunted by bad luck and terrible fortune, this person can never seem to catch a break.

• A person with a Luck of 20 has average luck. Nothing particularly amazing happens to them, nor does anything particularly bad happen.

• A person with a Luck of 30 may occasionally find a spare coin along the side of the road, or an uneaten meal someone unintentionally discarded.

• A person with a Luck of 40 often finds lethal traps that happen not to spring, or miss by inches.

• A person with a Luck of 50 is often well off, and usually not through any work of their own. They seem to always be in the right place at the right time, speaking to the right people, and taking the correct paths.

• A person with a Luck of 60 is known for their luck. Shots miss them by inches; police just barely miss their illegal goods.

• A Luck of 70 indicates a particularly lucky person, someone who doesn't mind taking a risk or gamble because things just tend to happen their way.

• Someone with a Luck of 80 can count on good fortune to carry them through a situation they shouldn't be carried through. This person cares little for odds, as they rarely reflect reality.

• People with Luck of 90 tend to be kicked out of casinos for cheating. It is sometimes unfortunate just how lucky these people are. They find it hard to find partners for card games, but life seems to work for this person.

• A Luck of 100 is rare, and the few beings who have possessed it were rumored to bend the very reality of the world around them to their whims. Every desire would simply fall in their laps, and they never guess incorrectly.

Rolling Under Luck

There are times when players will take an action whose result can only be determined by their in game luck score. Situations like: The player set a trap. Is it triggered? A character murdered someone. Did they leave any traceable clues? Whenever a situation like this arises, the player should roll a d100 and trying to get their luck score or lower. This would be an attribute check, and success would *not* result in a tally.

Speed (SPD)

Speed controls total movement (in squares), how quickly you can react in a combat setting, and the number of actions you get in a round.

Skills governed: Block.

- 2 + (Speed/10) = number of squares you can move with one move action.
- Speed / 10 = initiative modifier.
- The adventurer with the Speed of 10 is usually the slowest, drawing his weapon last, and struggling to catch up to his comrades.
- The adventurer with a Speed of 20 is slow to act, slow to chase, and slow to follow. In general, he is mostly just slow. This is an average person (usually encumbered by the weights of equipment).
- A Speed of 30 indicates someone who can keep pace with most people, but certainly isn't setting records.
- A Speed of 40 will be found at the person who is leading most parties.
- A Speed of 50 is generally found on a scout, able to outrun most pursuers.
- People with Speed of 60 are generally among the first to draw their weapons and strike in a fight, often before opponents know what has happened.
- Horses have been outrun by people with Speed of 70.
- A person with a Speed of 80 is capable of sprinting circles around almost any opponent.
- Possessing a Speed of 90 would be enough to make a man a thing of legends, gracefully dancing in among foes, slashing elegantly and escaping before they can return blows.
- If any human has a Speed of 100, they have never slowed down long enough to be identified.

Strength (STR)

Strength controls accuracy and damage in combat. Your Strength score also determines how much equipment you can carry with you.

Skills governed: Athletics, Melee Weapon and Unarmed Combat

- Strength x 3 = Max load you can carry at full movement
- Strength x 6 = max load you can carry and still move
- Anything between these two numbers halves your movement.
- An adventurer with a Strength of 10 can carry necessities, but not much more.
- A Strength of 20 is average for most adventurers. They can carry what they need to, move what they must, and hit hard enough to count.
- A Strength of 30 will be found on someone who has a little bit of room to carry treasures or excess supplies.
- A strength of 40 is These people are capable of lifting and moving heavy loads.
- Adventurers with a Strength of 50 can plow through most objects in their way, maybe with a little help.
- A Strength of 60 indicates someone who could easily pick up an ally and carry them to safety.
- A Strength of 70 can be found on a strong adventurer who is capable of collecting much loot from tombs, dungeons, or dragon's lairs.
- A Strength of 80 is rare among men, and almost unheard of among women. These people are capable of wielding enormous weapons, inflicting massive damage, and slaying many beasts in one fell swoop.
- A Strength of 90 pushes the limits of what the human body is capable of. People with a Strength of 90 can lift enormous loads, and carry heavy burdens for many miles.
- A Strength of 100 is almost unheard of among humans, and those few who do possess it are mythic indeed.

Adventurers can carry approximately 4 pounds for each score they have in Strength, and throw 9/10 of that. The table below should give the approximate values for each range. Note that the amount an adventurer can lift for a short duration is greater than the amount that they can carry long distances, and it is these carrying values that are displayed in the table. For simply lifting an object, an athletics check is usually required. GMs may apply additional penalties for throwing large or cumbersome items.

Strength	Carrying Weight	Throwing Weight
10-19	60lbs or 30kg	54lbs or 27kg
20-29	100lbs or 50kg	90lbs or 45kg
30-39	140lbs or 70kg	126lbs or 63kg
40-49	180lbs or 90kg	162lbs or 81kg
50-59	220lbs or 110kg	198lbs or 99kg
60-69	260lbs or 130kg	234lbs or 117kg
70-79	300lbs or 170kg	306lbs or 153kg
80-89	340lbs or 170kg	306lbs or 153kg
90-100	380lbs or 190kg	342lbs or 171kg

Wisdom (WIS)

Wisdom controls magic usage, as well as how easily your character can figure out logic puzzles.

Skills governed: Alteration, Conjuration, Destruction, Discipline, Heal, Perception, Enlightenment , Restoration, and Sense Motive.

• 5x Wisdom score = total magic points

• When a person with a Wisdom of 10 gets an idea, it is almost impossible to get them to change their mind, no matter how foolish the notion. Logic has little place in their mind, and if they hear something they will be most inclined to believe it.

• A Wisdom of 20 symbolizes someone who simply refuses to listen to logic, and is quite gullible.

• A Wisdom of 30 indicates a rash, thickheaded person with a quick temper who will believe some poorly-constructed lies.

• A Wisdom of 40 indicates someone who isn't too quick to anger or judge a situation or person, and will fall for only the most cleverly planned lies.

• A Wisdom of 50 can be found on a planning person, one who examines several angles before forming a plan.

• Someone with a Wisdom of 60 can rationally examine most situations with a respectable amount of objectivity, and is rarely fooled.

• A Wisdom of 70 shows a person who is capable of separating emotion from facts, and often retains a clear, focused, mind.

• People with a Wisdom of 80 are often sought after for advice. They can see through most lies and are adept at problem solving.

• Few people have a Wisdom of 90. These few rarely even need to listen to arguments before fairly evaluating a situation.

• Only a small handful of adventurers have obtained a Wisdom of 100. It is said that these people seem to be almost precognitive, knowing answers to solutions, sensing traps, and recognizing problems faster than it seems should be possible.

Races

Choose a size:

Small (2'11 - 4'10) - A small creature gains a +1 bonus to its Reflex defense, but must use one damage die smaller for their weapon of choice. This penalty is due to smaller creatures having smaller hands, and being unable to wield large weapons. Small creatures also gain a +5 bonus to the stealth skill. Two allied small creatures can stand, travel, and fight in one 5 foot by 5 foot square. Examples of small creatures include Gnomes and Leprechauns.

Medium (4'11"- 6'5") - A medium creature gains no bonuses and suffers from no penalties due to size. A medium sized creature occupies one 5 foot by 5 foot square. Examples of medium creatures include Humans and Elves.

Large (6'6" - 8'6") - A large creature suffers

Conversions and Lifting

Pounds were halved to get kilograms, instead of multiplying by .4539. If more exact measurements are needed, they can be calculated from the pounds given.

To lift an object, make an athletics check and multiply by 10 (or 5 for Kg). This represents how many pounds you can lift (but not carry for very long).

from a -1 penalty to its Reflex defense, but can use a weapon that is one damage die higher than they could normally use. Large creatures are easier to hit, and have a hard time dodging projectiles. A large creature takes a –5 penalty to the stealth skill. A large sized creature occupies one 5 foot by 5 foot square. Examples of large creatures include giants and tree-people.

Rules for Race Creation:

Any race can be used, from aliens to animals, as long as your GM approves. Some races may have additional benefits or penalties. For example, one GM may rule that a robot doesn't need to breathe, but can't use the Enlightenment skill. Another GM may add an aversion to water, and say that the religious figure must be the robot's creator, or a famous robot or cyborg.

Additionally, if a player wants to play an angel, one GM might say that the player may only choose from Acrobatics, Persuade, Light armor and Enlightenment in the form of religion, while another GM might say that the player may choose any skills except Sleight of Hand, but must pick Enlightenment as a starter skill.

A vampire race may have (depending on GM) a weakness to fire, silver, crosses and garlic, be unable to be exposed to direct sunlight, cross running water, or enter a house uninvited. They may also be required to sleep in a coffin containing soil from the vampire's homeland each night. As with all restrictions and benefits, talk to your GM before gameplay.

The sample characters are intended to show guidelines for what kinds of tradeoffs are reasonable.

Basically, you want roughly the same number of positive and negative alterations, and you want them to be of relatively equal magnitude. It would be unreasonable to take a -5 to a skill for a +5 to an attribute, for example.

GMs do make mistakes, and it may be necessary to retroactively correct a homebrew that leaves a character unbalanced–either too weak or too strong. If this happens, it is best to open a dialogue with the player, explain how the mistake was made, and work to create a story reason that would explain the re-balancing of the character.

Sample Character:

Rho 3784-B
Race: Robot
Size: medium

STR	30
CON	20
DEX	20
INT	20
WIS	30
CHA	10
LCK	10
SPD	20

Tradeoffs

– Cannot use magic
+ Immune to magic drain spells and effects
– Cannot take skills in any magic school or use magic spells
+ Variety of study: Choose one extra major skill.
+ Increased focus on skills +5 to one skill.
+) Does not need to eat, drink, breathe, sleep etc.
–Vulnerable 5 to electric and water attacks.
–Takes ongoing 10 damage while submerged.
–Has the Confused condition when exposed to magnets.
–Must be oiled once a week or takes a cumulative 50 penalty to speed.
–Must spend 4 hours of inactivity per day in the sunlight, or 8 hours of activity. Without this, has dazed condition.
+Natural Armor +2 AC

The robot's biggest bonus is its lack of need for physical necessities. What could be overpowered is mitigated by a need to "recharge" (in this case solar powered), which emulates sleep, and need to be oiled or have regular maintenances performed. This acts as a kind of tether for the character, so it cannot run off into completely desolate areas for weeks at a time.

The second half of the robot is the lack of mag-

ic, which may be a common tradeoff among characters. If a character has no connection to magic, it follows that they would be unaffected by any effect that attempt to manipulate that connection, for positive or negative. The additional skills help to add balance to the character. Since magic adds bonuses both in and out of combat, the player was given no restrictions on which skill they can "reassign" that missed field of study into.

Sample character:

Chad "Please call me Vlad" Dreshmire
Race: Vampire
Size: medium

STR	10
CON	10
DEX	40
INT	20
WIS	10
CHA	15
LCK	30
SPD	20

Tradeoffs:
•Attribute trades : +10 Dex, -10 INT
–Feed dependency
–Must drink blood every 48 hours or is dazed and Speed is reduced by 10. If more than 7 consecutive days without blood, dies.
+Will not die of old age; for a wound to be fatal it must have fire or holy damage, pierce the heart, or separate the head. If the vampire would die except for these conditions, he is unconscious until he is buried in soil for 48 consecutive hours.
+No need to eat, breath, or sleep.
–Cannot cross running water, if touching silver, garlic or religious symbols, take ongoing 2 damage.
–Cannot enter a home uninvited
–Vulnerable 5 holy, fire damage.
/ Doesn't appear in mirrors
+ +5 stealth
+5 CHA

The main advantage of a vampire is the invulnerability, which is directly mitigated by the burial clause–Once dead, the vampire relies on someone else to bury him to be truly immortal. The major drawback is the feed dependency, but this is mitigated by the lack of need to eat, breathe, or sleep. The bonuses to stealth and Charisma offset the (mostly roleplay) vulnerabilities and restrictions.

The attribute trading is independent from the vampirism, and also a very common homebrew. As long as the trade is balanced (or, if unbalanced, slightly more negative than positive), stay within limits (10-100), and the DM is comfortable with it, all attribute trades are legal.

Sample character:

Chyntia Altwine
Race: Mermaid
Size: medium

STR	20
CON	10
DEX	30
INT	20
WIS	10
CHA	30
LCK	20
SPD	20

Tradeoffs:
+Can breathe under water
–Cannot breathe air
+ Speed increases by 15 in water
–Speed decreases by 15 on land
/ Disguise has to be one of the major skills
+ Bite attack as unarmed
+ +5 to Unarmed skill
+Start with spell "scream"
–Cannot speak

Some GMs or players might not be comfortable removing a character's ability to speak. It is generally a good idea to ensure a character has a method of communicating with the rest of the party. This build of mermaid would be ideal for an underwater campaign, where land-based creatures would be unable to speak anyway.

Flight

Some players may want to create a character with flight. There are no rules, as such, but so as to not overpower a character a GM could make a flight skill based off of Speed, allowing a character to fly a number of squares equal to their Flight modifier, landing at the end of the flight, or, when obtaining a high Flight score, gaining hover, the ability to remain flying at the end of a turn. Other options may be better for your game.

Skills

The complete list of skills is as follows. If a skill is mentioned here that would not fit into a campaign (such as demolitions), GMs should feel free to exclude is, informing all players of the change. Alternatively, if a skill is not included here, and a GM or a player desires it, it may be added. For an example of this, see the flight sidebar.

Acrobatics*
Alteration*
Athletics
Block
Chemistry
Conjuration*
Craft/Smith
Destruction*
Discipline
Disguise
Endurance*
Engineering
Enlightenment
Escape*
Heal
Heavy armor
Interaction
Knowledge
Language
Light armor
Melee Weapon
Nature
Perception
Ranged
Restoration
Ride/Drive
Security
Sense Motive
Sleight of Hand*
Stealth*
Unarmed Combat

*These skills suffer from a penalty while a character is wearing heavy armor.

Acrobatics

• DEX Based
• Balance and coordination

Skill Req.	Benefit
25	When a character chooses to block, they may instead choose to dodge, and make an acrobatics check to attempt to avoid being hit with an attack. The cumulative -3 penalty still applies.
50	A character may climb their movement up any vertical surface, but they must end their movement on a horizontal surface.
75	A character may move their movement across non-dangerous liquid, such as water, as long as they end their movement on solid ground. If a character ends its turn on water, it will sink.

Alteration

• WIS Based
• Changing matter or reality to suit your needs
• The number of Alteration powers you know is equal to your actual mod. When your actual mod increases (every 10 points) you can select a new Alteration power to learn.
• See page 34 for Alteration powers.

Athletics

• STR Based
• Jumping, climbing. and other physical activity

Skill Req.	Benefit
25	You gain a +2 bonus to Interaction checks aiming to seduce or woo.
50	You gain a +2 bonus to Interaction checks aiming to intimidate.
75	You gain a +5 bonus to Speed or Constitution.

Block

•SPD Based
•Blocking attacks

Skill Req.	Benefit
25	On a successful block, deal STR mod damage to attacker.
50	On a successful block, deal 5 + STR mod damage to attacker.
75	You can block as a minor action.

Chemistry

• INT Based
• Creating chemicals, potions, pills (all referred to as compounds) with properties (healing, explosive, increased Charisma, causes confusion, etc.)
• Chemistry can represent everything from pharmacology to alchemy
• Chemistry can be used to identify unknown compounds.

Skill Req.	Benefit
25	You can create compounds that have multiple properties.
50	With a successful Chemistry check, you can negate the effects of specific properties of a compound.
75	If you know one property a compound has, you know all properties.

Conjuration

• WIS Based
• Summoning spirits, creatures, or equipment to aid in battle
• The number of Conjuration powers you know is equal to your

DC 0 Checks and Hidden Checks

Not all activities grant a tally–Stealthing when no one is watching, lying to the drunk, gullible guard. Typically DC 0 checks are done as hidden checks, but this is up to the GM's discretion.
Sometimes it is necessary for GM to make a hidden roll. Players wouldn't know the result of these checks, used especially for perception and sense motive. In these cases, the GM should roll and use the player's mod.

actual mod. When your actual mod increases (every 10 points) you can select a new Conjuration power to learn.
· A character can have a number of conjurations equal to their Conjuration modifier present at one time. If a conjurer falls unconscious, all conjurations disappear from play.
· See page 34 for Conjuration powers

Craft/Smith

· INT Based
· Smith, temper, and form weapons, jewelry and armor from metal
· Knit, sew, repair and design fabrics
· Leatherworking
·A novice can earn a decnt wage, a master a living wage.

Skill Req.	Benefit
25	You can make items with 1 augment slot
50	You can make items with 2 augment slots
75	You can make items with 3 augment slots.

Destruction

· WIS Based
· Offensive spells, often controlling elments
· The number of Destruction powers you know is equal to your actual mod. When your actual mod increases (every 10 points) you can select a new Destruction power to learn.
· See page 34 for Destruction powers

Discipline

· WIS Based
· Resistance to seduction, charm, and attacks of will
· Saving throws vs. fear
· Control of emotions

Skill Req.	Benefit
25	You gain a +1 to your Will Defense
50	You gain a +2 bonus when attempting to detect an illusion.
75	You cannot be dominated.

Disguise

·CHA Based
·Create or implement a disguise on yourself or a willing/helpless individual

Skill Req.	Benefit
25	You gain a +2 bonus to Bluff checks when disguised.
50	You take no penalty for disguising yourself (or others) as a differently sized creature.
75	You take no penalty for disguising yourself (or others) as a differently shaped creature (humanoid to non-humanoid, for example).

Endurance

·CON Based
·Ability to withstand poison, alcohol, suffocation, running or other strenuous activities.

Skill Req.	Benefit
25	You gain a +1 to your Fortitude defense.
50	The effects of poison last half as long on you as they would normally.
75	You cannot become drunk.

Engineering

· INT Based
· Use a device, tool, or piece of technology
· Set up or disable explosive mines and similar devices
· Build technology, tools, mines, contraptions, etc.
· Understand the use of unfamiliar devices
· Identify point of structural weakness

Skill Req.	Benefit
25	You can figure out the use and design of a device or trap simply by noticing it.
50	Once per day, you can bypass a trap without setting it off or disabling it.
75	Once per day, you can collect a trap without having to disarm it. The trap will not go off until it is set again and triggered.

Enlightenment

- WIS Based
- Knowledge of religions, prayers, ceremonies, and rituals
- Grant bonuses and abilities
- See page 35 for Truths by level

Skill Req.	Benefit
25	You can have 2 Truths active at one time.
50	You can have 3 Truths active at one time.
75	You can have 4 Truths active at one time.

Escape

- DEX Based
- Slip out of ropes, cages, or other constraints
- Constrain others with bonds

Skill Req.	Benefit
25	You gain a +2 bonus to checks made to secure or restrain another creature.
50	Once per day, you can immediately escape from limb restraints.
75	You automatically identify weak points in cages, containers, and walls upon simple inspection.

Heal (nonmagical)

- WIS Based
- Providing first aid to allies
- Examining corpses for cause of death
- Curing disease or poison
- Heal an ally in combat
- Stabilize a dying creature (bring them to 1 hp) so they can be healed.

Stabilizing a dying creature requires a DC 15 heal check.

Skill Req.	Benefit
25	You gain a +5 bonus to stabilize a dying creature.
50	You may stabilize a dying creature as a minor action.
75	You gain a +2 bonus to identifying and curing diseases and poisons.

Heavy Armor

- CON Based
- Avoiding damage with heavy armor.

Skill Req.	Benefit
25	The penalties to skills (except the schools of magic) incurred by wearing heavy armor are halved.
50	The penalty to Speed incurred by wearing heavy armor is halved.
75	Worn heavy armor doesn't contribute to encumbrance.

Chemistry

Any concoction can be created, from a pill that grants healing, to a potion for damage increase, an injection that grants invisibility, or even a thrown missile that results in a fireball, as the GM allows. The potency of chemicals and requirements for creation are up to the GM. We recommend that players get (chemistry mod)xd6 of damage, healing, rounds of invisibility, or other desired effect.

Interaction

• CHA Based
• Lying, seducing, planting seeds of doubt, Inspiring allies, intimidating enemies, persuasion, bartering, and concealing secret messages in "Ordinary speech"
• Any communication with another creature.

Skill Req.	Benefit
25	Allies within 5 squares of you gain a +1 bonus to initiative.
50	Adjacent opponents take a -2 to attack rolls against you.
75	Once per day, you may grant an adjacent ally a reroll on any die roll.

Knowledge

• INT Based
• Knowledge of history, monsters, folklore, mathematics, or most other subjects taught by an education (except language).

Skill Req.	Benefit
25	You gain an extra Talent or learn an additional spell.
50	You gain an extra Talent or learn an additional spell.
75	You gain an extra Talent or learn an additional spell.

Language

•INT Based
•Learning languages
•Interpreting and communicating in languages unfamiliar to you
•Deciphering foreign scripts

Skill Req.	Benefit
25	You take no penalty to Interaction checks to frighten or intimate others in languages you do not know.
50	You gain a +10 bonus to your Sense Motive score.
75	You can communicate in any language you have heard or seen a number of times equal to (11 minus your Language modifier).

Light Armor

• DEX Based
• Damage avoidance with light armor

Skill Req.	Benefit
25	Once per day, while wearing light or no armor, you gain a +2 bonus to the skill check of any skill that would be penalized in heavy armor.
50	You gain a +1 Reflex while in light armor.
75	Worn light armor has no penalty for encumbrance.

Melee Weapon

• STR Based
• Accuracy and damage with melee weapons.

Skill Req.	Benefit
25	On a critical hit with a melee weapon, the target is slowed until the end of your next turn.
50	On a critical hit with a melee weapon, the target is knocked prone until the end of your next turn. This replaces the target being slowed.

Skill Req.	Benefit
75	On a critical hit with a melee weapon, the target is dazed until the end of your next turn. This replaces the target being knocked prone.

Nature

• INT Based
• Knowledge of nature: Plants, animals, edible mushrooms,
poisonous herbs, etc.
• Discern habitats and weaknesses of natural creatures.
• Used with perception to track animals
• Determining location and time of day.
• Surviving in various environments.

Skill Req.	Benefit
25	You inherently know the Cardinal directions.
50	You know all natural resistances and vulnerabilities a creature has.
75	You can survive outside of civilization for a number of days equal to your Nature modifier without having to make a check.

Perception

• WIS Based
• Hearing, seeing, feeling, or otherwise sensing that something is out of place
• Detecting traps

Skill Req.	Benefit
25	You gain a +2 bonus to checks made to locate hidden doors.
50	You gain a +5 bonus to Sense Motive.
75	You can follow any tracks made in the last two days, even over hard ground or made by a small creature.

Ranged

• DEX Based
• Eliminating enemies at range through the use of thrown or launched projectiles
• Throwing grabbed enemies/objects

Skill Req.	Benefit
25	On a critical hit, the target grants combat advantage until the end of your next turn.
50	On a critical hit, you may choose whether the target is slowed or grants combat advantage.
75	On a critical hit, the target is stunned until the end of your next turn. This replaces previous perk.

Restoration

• WIS Based
• Healing yourself or allies with magic
• Creating defensive barriers of protection
• The number of Restoration powers you know is equal to your actual mod. When your actual mod increases (every 10 points) you can select a new Restoration power to learn.
• See page 34 for Restoration powers

Ride/Drive

•DEX Based
•Ability to mount and ride exotic animals
•Drive or pilot a vehicle, campaign allowing

Skill Req.	Benefit
25	You can use your ride skill in place of interaction to mount an unwilling creature.

"Magic"

The word "magic" here can refer to magic, science, or technology of any kind, dependent upon the setting and as fits the world you have created.

Skill Req.	Benefit
50	You can use a vehicle or mount an animal that was not designed for creatures shaped like you.
75	You can ride creatures that are not normally considered mountable.

Security

- DEX Based
- Open locks and determine access codes.
- Set up or breach security system
- Disable traps

Skill Req.	Benefit
25	You can remain hidden while picking a lock.
50	You can pick a lock from 5 squares away, providing you have a clear path to the lock. This is undetectable unless one is observing the lock in question.
75	You can immediately detect if you are being watched remotely (via cameras, scrying spells, etc.)

Sense Motive

- WIS Based
- Sense other's intentions, including lies, malice, etc.
- Detect best way to motivate individuals (money, threats, love, etc.)

Skill Req.	Benefit
25	You gain a +2 bonus to detect if a person you are speaking to intends to harm you or your party.
50	You gain a +2 bonus to detect lies.
75	You instinctively know what motivates a person (greed, lust, power, etc.)

Sleight of Hand

- DEX Based
- Perform small tricks, prestidigitation, steal a small item off a person, etc.

Skill Req.	Benefit
25	You gain a +2 bonus to Interaction checks made to entertain an audience.
50	You can lift up to 3 lbs. off a person without taking a penalty.
75	You can hide up to three items each no bigger than one cubic foot on your person. A perception check of 7 + your Sleight of Hand Modifier is required to find any of the items.

Stealth

- DEX Based
- Remaining hidden
- Moving or performing actions without being noticed

Skill Req.	Benefit
25	Running conveys no penalties to stealth.
50	You deal an extra damage die to enemies you are hidden from.
75	You deal two extra damage dice to enemies you are hidden from.

Unarmed Combat

- STR Based
- Accuracy and Damage with unarmed attacks
- An expert of unarmed combat is as likely to strike with a hand as to kick or even headbutt.

Skill Req.	Benefit
25	You may make two unarmed attacks per round.
50	You may make three unarmed attacks per round. This replaces the previous perk.
75	You may make four unarmed attacks per round. This replaces the previous perk.

Custom Skills

There are two ways a GM can make a custom skill. The first is reflavoring an existing skill. For example, in rough-and-tumble Nordic setting, a GM might want to call the "Sleight of Hand" skill "Pillage", and have it based off of strength instead. Or perhaps in a high tech world, having the Engineer skill cover all tech use is too broad, and the GM wants to separate it into several, more specific skills. These are minor changes that don't significantly impact gameplay.

The second route a GM can make to create skills that more directly pertain to a specific setting is by creating them from scratch. Creating a new skill is easy. The first thing that needs to be done is decide which Attribute will govern the skill. The modifier of that attribute will be added to the score of the new skill. The second step is defining tier bonuses. Each skill gets a bonus when a character has a score of 25, 50, and 75. The bonuses should be at least marginally related to the skill in question. Look at the existing tier trees for examples. If a GM is feeling particularly ambitious, he or she can add new Talents to interact with the skill as well.

Equipment

Weapons

In Solipstry, anything can be used as a weapon. This includes medieval weapons, such as swords and axes, modern weapons, such as pistols and grenades, as well as fantastical weapons, such as laser swords or rifles. Less traditional weapons (such as a stop sign or mail box for a large character or a lamp or a shovel for a medium sized creature) can also be used. Depending on the GM, these nontraditional weapons may fall under the category of improvised weapons (see below). Generally, the distinction between regular weapon and improvised weapon is whether or not the character intended to use (or practiced using) the weapon. As far as weapon selection, there is no distinction between ranged and melee weapons.

Note that some weapons may require fuel or ammunition to work properly. Some GMs may choose to ignore these restrictions, and assume that players have an unlimited supply of items necessary to operate weaponry.

Augments

Some items have special powers. Maybe a smuggler's blunderbuss was cursed to glow brightly in any darkness, or a piece of armor enchanted to resist 3 damage on every attack until it had resisted 40 damage total. Perhaps a harpoon is fitted with a programmable chip, allowing it to deal the last kind of damage that was dealt to its wielder. An amulet could be found that allows its wearer to pass through walls as if they were hanging silk sheets. All manners of items can be augmented, and the flavor of that augment can determined by the GM based on factors like setting and tone.

It's possible for items to be augmented multiple times, or for a single augment to grant multiple effects. GMs want to be wary when handing out augmented items, however. A trident that grants a +1 attack bonus and deals ice damage isn't game-breaking, but a rapier that grants +2 AC, increases the damage die by 1, and also can cast the Permafrost spell thrice a

"Stacking" Bonuses

All bonuses stack with other bonuses. In other words, no two bonuses will cancel one another out (a +2 to a skill and a +4 to that skill would result in a +6, rather than +4, the higher of the two bonuses). Similarly, all penalties stack with other penalties. The exception to this is if the bonuses or penalties come from the same source–A monster can only take damage from Berthgar's Injure spell once per round, but if Carmellia casts injure, the monster would take both damage.

day might be at low levels.

Neither fists nor improvised weapons can be augmented.

Augments in your campaign

As mentioned, augments can come in many forms: combining tools, affixing a chemical agent, injecting the user with a stimulant, enchantment or curses, a gift from a divine source, artifacts used in creating the world…. Whatever their origin or form, augments can serve any function, even granting penalties or a mix or bonuses and penalties to the user (Imagine a pair of boots that allows the user to teleport 3 squares as a move action, but shrinks the wearer by 3" every time they are activated).

A GM could rule that Augments are permanent and cannot be removed or exchanged once they are applied to a piece of equipment. Perhaps in this world, augments are rare artifacts, uncommon amongst new adventurers, and badges of pride amongst veterans. If ever for sale, they would not come cheap.

Or maybe they're commonplace, almost to the point of being valueless. Simple augments (such as +1 accuracy) are traded around, used as currency, or maybe crafted standard projects for learning scholars.

Following is a small table, giving some ideas of effects creative augmentation might grant. GMs should be free to create and modify augments at their discretion. Items such as the hand of glory (a decrepit hand holding a candle that only the wielder can see the light from) or bracers of calling (either wearer can teleport to the location of the other bracer at will) can be crafted in a game, even without having a specific augmentation applied to them. These augments are just meant to give guidelines of powerful items that can be awarded to players. Crossbows that shoot rope, warhammers that extend from 6" to 3', none of these things are specifically allowed by these rules, but GMs should not see this as a limitation to their existence.

Effect
+1 accuracy
+3 to all skills with a score less than 25
Roll twice for initiative, use either result. Note that this effect cannot be duplicated with multiple identical augments.
Alteration +5
Once per encounter, you may target an additional creature with an attack using this weapon.
If hit, the target is slowed until the end of your next turn.
Can cast a specific spell 3 times per day at no cost.
Regenerate 5 extra Magic points per round.
Gain a cumulative +1 bonus to hit each time you miss a target. This bonus resets to 1 on a successful hit.
Increase damage die by one.
When hit, attacker takes a -2 to attack rolls until the end of your next turn.
You gain an additional 5 Enlightenment points.
Changes weapon damage type.
Wearer cannot be moved except by his own will (even by allies).
Push the target one square when you hit.
Regain 5 extra health when healed.
5 Extra hit points.
+1 attack and damage against beasts and animals.
Sheds dim light within two squares (can be turned off/on as a minor action).
Once per day, you may roll a d6 and add it to any d20 roll you make.
Increase magic points by 10.
+5 CHA, -5 STR

Effect
Resist damage equal to your Heavy Armor or Light Armor modifier the first time you are hit in an encounter.
Critical on 19 or 20.
Reroll a 1 on an attack roll once an encounter.
+2 AC until the first time you are hit in a combat.
Gain Regeneration 1.
Does 1/2 damage, but is ongoing. Target may only suffer from one ongoing weapon damage at a time.
Restoration +5
+3 to any one skill.
+2 to initiative.
First creature to hit you during an encounter takes 5 ongoing damage.
An ally can reroll their initiative.
+1 to one defense.
Resist 3 ongoing damage.
Trade initiative results with an ally.

Improvised Weapons

Sometimes a traditional weapon simply isn't available. For these times, a character can pick up a chair, table leg, bottle, a fallen comrade, or anything else available to use as an improvised weapon. These weapons cannot be augmented, and typically break after little use.

Any weapon, melee or thrown, that does not qualify as a standard weapon is considered to be an improvised weapon. All improvised weapons start by doing a d4 damage. This value is modified the same way regular weapons are (wielded two-handed, large/small creature, etc.). See page 41 for more information on calculating damage.

There are some warriors who excel at using what is around them as a weapon. These few creatures are capable of dealing massive amounts of damage with anything they can find.

Since these weapons are improvised, they take damage just like other objects, and can break in the same manner. See page 42 for more information.

Armor

Armor is defined as being either light armor or heavy armor. As with weapons, the object used as armor (or as a shield) is left up to the creativity of the player and the restriction of the GM. For example, a character in light armor might be wearing kittens (or the bodies of, so as not to incur stealth penalties), while one in heavy armor might use a small shed. For a shield, one may consider a car door. Traditional armor (such as shining plate, chainmail, or animal hides) may also be used, if they are more appropriate for the campaign. It does not matter what is used, all items function the same way. Discuss with a GM whether your idea for armor would be classified as "heavy" or "light". Keep in mind not just the weight of the armor, but also the relative bulkiness of the armor, how dexterous it would allow your character to be, and the weight of the armor relative to the character. What is light armor for André the Giant would probably not be light armor for your seven-year-old niece.

Defenses

AC

AC, or Armor Class, is a creature's ability to avoid taking damage from (typically melee) attacks. This can be by dodging a blow, or, usually, by letting armor absorb the force of a blow.

Fortitude

Fortitude is character's ability to resist being pulled, pushed, knocked prone, or poisoned. Characters with high fortitude can fend of diseases, and can usually hold their ground against even the mightiest of blows.

Alcohol

Each drink consumed will inflict a cumulative -2 penalty on all skills related to Wisdom, Dexterity, Charisma, and Intelligence, but may cause bonuses to endurance, especially ignoring pain, and some Strength based tasks. Reduced or increased penalties may be incurred based on the potency of alcohol consumed, as determined by the GM. Endurance checks (unaided by the alcohol, probably with a cumulative penalty) to stay conscious or refrain from vomiting may be required.

Reflex

Reflex is a measure of a character's ability to dodge projectiles, such as rocks, as well as many magical assaults, such as fireballs or lightning. Note that particularly skilled archers can target a creature's reflex, making the target dodge an arrow, rather than targeting AC, and forcing a character to ignore a hit.

Will

Will is a character's mental prowess as it relates to resisting the effects of domination, dazing, and other mind-altering conditions. Characters with high Will can fend of mental intruders, and are capable of identifying intruding thoughts.

Fortune Points

Each character has a number of Fortune points equal to their Luck modifier.

Any roll of a 20 on a d20 results in the gaining of one additional fortune point. Any roll of a 1 on a d20 results in the loss of one fortune point. A player will never have less than zero fortune points. If a player uses fortune points for a d20 roll, and the result is a 20, the fortune points are not expended, and one is gained. Spending Fortune points is a free action, and may be done at any time. Fortune points reset at the end of each day. Extra Fortune points gained by rolling 20s are lost if not used.

Fortune points can be used for:

- Adding to any roll. Before the roll is made, spend a number of Fortune points to add that same number to the roll.
- Increasing a defense (AC, Reflex, Fortitude, Will) for a turn. Spend any number of Fortune points before an attack roll is made to increase a defense of your choice by that same number. This can be done even while unconscious or helpless.
- Gain an extra standard action. Spend 5 Fortune points on your turn for an extra standard action.

A number of Talents can further increase the usefulness of Fortune points.

Truths

The number of active Truths you can have at once, as well as the amount of Enlightenment points a character has is determined by the Enlightenment skill (page 23).

5	+ 2 to attack rolls
10	Increase damage die by 1
15	+2 Movement
20	Make a saving throw
20	Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range.
25	+2 AC, Fortitude, Reflex, or Will
30	Heal 10 hit points
35	+2 to all defenses
40	Increase damage multiplier by 1
40	Exorcise: All intangible creatures within your Enlightenment modifier are teleported to a random plane or location (not within 5 miles)
45	+ 4 damage
50	+ 4 Movement
55	Automatically save against one effect a save can end
60	The next d20 you roll can be rolled twice. Choose either result.
60	Smite: You deal 1d8 times your Enlightenment modifier extra damage to your next attack.
65	+5 AC, Fortitude, Reflect, or Will
70	+5 all defenses
75	Immune to Melee or Ranged attacks
80	Gain an extra standard action
80	Cure Disease: You immediately remove all dis eases, plagues, and ailments from one creature you are touching.
85	Immune to harmful spells
90	If you hit with an attack, treat it as a critical hit
95	Increase damage multiplier by 5
100	+ 10 to attack
100	Survival: For the next 10 days, you do not need to eat or breathe, and can withstand temperatures from -300 to 300°F.

Activating a Truth deducts the level of the Truth from total Enlightenment points. For example, activating +2 damage would cost ten points to cast, and, in order to sustain the effect, ten points at the end of each subsequent turn would also be deducted.

Enlightenment points restore to full at the end of each encounter. As a standard action on your turn, you may reset your Enlightenment points to full.

Talents

As adventurers get more experienced, they gain Talents, or special abilities that allow them to perform feats beyond what a normal member of their race could perform. One Talent is granted at every level. As always, GMs should feel free to create their own Talents or restrict the use of any Talents listed below.

Name	Prerequisites	Description
Adaptive Skin		You gain resist 5 to one type of damage (electric, fire, cold, etc.). You may take this Talent multiple times, selecting a different damage type each time.
Assassin's Threat		Your damage multiplier increases by 1 against creatures granting combat advantage to you.
Basic Training		Choose one skill. You gain a +1 bonus to all checks made using that skill. You may take this Talent multiple times.
Broad Side of the Barn		You gain a +1 bonus to attack rolls when targeting a creature larger than you.
Brute	STR 30	Increase damage die of an unarmed attack from d2 to d4
Can't Touch This		When you are phasing, you are also intangible.
Careful Steps		You do not provoke opportunity attacks from an enemy for moving, providing you remain adjacent to the enemy for the entire movement.
Cave Dweller		You can see in the dark.
Commanding Presence		You can mark the target(s) of your next melee attack as a minor action until the end of your next turn.
Critical Block		If you roll a natural 20 when making a block, the attacker falls prone.
Critical Block II	Critical Block	If you roll a natural 20 when making a block, you may choose to daze the attacker instead of knocking it prone.
Critical Threat		If you score a critical hit when making an attack with a melee weapon, the target takes a penalty to attack rolls equal to 1d4 until the end of its next turn.
Dangerous Ally	Summon Ally I	The damage die on attacks made by creatures you summon with the Summon Ally tier of spells increases by one.
Defensive Disarming	Blocking 30	If you are targeted with a melee attack while blocking and your Blocking roll exceeds the attack roll by 5 or more, the attacker is disarmed and their weapon falls at their feet.
Defensive Warrior	Block 25, Improved Block, Lucky Block	You can expend a Fortune point to block as a minor action.
Deflect and Serve	Blocking 25	If you are targeted with a ranged attack while blocking, and your block roll exceeds the attack roll by more than three, you can reflect the projectile, making a Ranged attack on the attacking creature as a free action to send its own projectile back at it.
Devastating Block		A successful block deals your Block modifier damage to the attacker
Devoted Hunter	Commanding Presence	You deal an extra 2 damage to one target you have marked per round.
Devout Follower		Gain an additional 5 Enlightenment points. You may take this Talent multiple times.
Devout Gambler	Enlightenment 20	Add ½ of your Enlightenment modifier to your number of Fortune Points per day.
Disciple of Destruction		Increase the damage die on Destruction spells by 1.
Disciple of Restoration		Any spells from the school of Restoration that restore hit points now restore 5 additional hit points
Dodging Adept		Gain a +1 bonus to defenses against ranged attacks

Name	Prerequisites	Description
Duelist	DEX 40	When you are wielding one weapon with two hands, you gain a +2 to the attack roll.
Echolocation		As a minor action, you can emit a noise and know the location of every object and creature within 5 squares of you. Whenever you do this, you cannot benefit from cover or concealment and grant combat advantage until the end of your next turn.
Expert Healer		When using the Heal skill, instead of restoring hit points equal to 1d4 multiplied by your Heal modifier, restore hit points equal to 1d6 multiplied by your Heal modifier.
Extremely Lucky	Luck 100, Really Lucky	You can score a critical hit on a 17, 18, 19 or 20.
Extremely Speedy	SPD 100, Really Speedy	You can take an extra Standard action per turn.
Faith Healing	Enlightenment 25	When determining prerequisites, you may substitute your Enlightenment score in place of your Restoration score. Powers that reference your Restoration score or modifier are still based on Restoration.
Far Shot		Choose a skill that has an associated Range. Increase that range by 2. You may take this Talent multiple times.
Fearful Presence	Inspire Fear	The effects of Inspire Fear, Inspire Terror, Mass Inspire fear, and Mass Inspire Terror are now save ends
Fool's Greed		You are not encumbered by currency. Note: Depending on the campaign, and what the system of currency is, currency may not count towards encumbrance. Speak with your GM to see if this is necessary.
Fortune's Child	Luck 20	You may expend two Fortune Points to re-roll any roll you choose. You must take the second result.
Friendlier Fire	WIS 45	Whenever you cast a spell that targets all creatures, you may choose to target only enemies instead.
Good Luck	LCK 50	Gain a +1 to all d20 rolls.
Grappler		You gain a +2 bonus to checks made to grab a target.
Greater Magic	WIS 25	Your magic total increases by 10. You may take this Talent multiple times.
Greater Shifting	DEX 60, Improved Shifting	You can shift one square as a minor action
Healing Fighter		Casting spells from the school of Restoration does not provoke opportunity attacks
Heightened Hearing	WIS 45	You can sense the location of creatures you cannot see. They do not have total concealment from you, and you do not grant combat advantage to them.
Improved Defense		You gain a +1 bonus to a defense of your choice. You can take this Talent multiple times.
Improved Empulse	Empulse spell	The "Empulse" tree of spells only target enemies.
Improved Initiative		You gain a +2 bonus to your initiative. You may take this Talent multiple times.
Improved Magic Flow	INT 25	Your magic regeneration rate increases by 5.
Improved Rushing		You gain a +2 bonus to Bull Rush attempts. You may take this Talent multiple times.
Improved Shifting	DEX 45 or SPD 45	You can shift two squares as a single move action.
Improved Teleport	WIS 40	When an effect or spell allows you to teleport more than one square, you can split the teleportation into two separate teleportations, and take a single action between them.
Improvised Weapon Expert	Improvised Weapon Handler	Improvised weapons you wield now do 1d8 damage
Improvised Weapon Handler		Improvised weapons you wield now do 1d6 damage
Improvised Weapon Master		You gain a +2 to all attack rolls with improvised weapons
Increased Teleportation		When an effect or spell allows you to teleport, you may teleport one additional square. You may take this talent multiple times.

Name	Prerequisites	Description
Iron Resolve		You gain a +2 to your will defense against fear attacks
Juggernaut	Medium or large creature	You can bull rush multiple people in one run.
Lucky	Luck 40	You can score a critical hit on a roll of 19 or 20.
Lucky Block	Improved Block	Once per encounter, you can add one half of your Luck modifier to a block roll.
Lucky Break		Gain an extra Fortune point per day. You can take this talent multiple times.
Lucky Shot		You may expend any number of Fortune points after a roll has been made, rather than before.
Master of Fortune	Luck 30	When taking damage, you may expend 2 or more Fortune points to divide the damage taken by the amount of Fortune points spent.
More Efficient, Less Wasteful	WIS 100, Ne'er The Twain	Spells costs half as much magic to cast. This also applies to sustain costs.
Natural Armor		If you take 20 or more damage from a single attack, you may reduce the damage taken by your Constitution Modifier.
Ne'er The Twain	WIS 75, Wise But Efficient	When at a fork or branching of paths, you know which paths, if any, lead directly to danger.
Power Word		A character may bind a spell to a word per the Power Word rules (p. 46). This Talent may be selected multiple times, choosing a new spell and a new word each time. This Talent may also be selected to re-bind a spell to a new word. Doing this erases the old bind.
Power Word II	Power Word	A character may choose whether or not to cast a spell upon speaking their Power Word. This Talent can be taken multiple times, selecting a new spell you have a power word assigned to each time.
Power Word III	Power Word II	A character may cast a spell bound to a Power Word when they hear that word spoken. This Talent can be taken multiple times, selecting a new spell you have a power word assigned to each time.
Powerful Strike	STR 30	Increase damage die of a melee weapon from d4 to d6
Powerful Strike II	STR 40, Powerful Strike	Increase damage die of a melee weapon from d6 to d8
Powerful Strike III	STR 50, Powerful Strike II	Increase damage die of a melee weapon from d8 to 2d4
Powerful Strike IV	STR 60, Powerful Strike III	Increase damage die of a melee weapon from 2d4 to d10
Powerful Strike V	STR 70, Powerful Strike IV	Increase damage die of a melee weapon from d10 to d12
Practiced Conjurer		When you cast a spell from the school of conjuration, sustaining that power costs 10 less points until the end of the encounter or until you fail to sustain it.
Premonition	Luck 30 or WIS 30	Once per day you can reroll a d20 or allow an ally that you can see within 3 squares of you to reroll a d20 roll.
Profound Truths	Wisdom 35	Truths cost half as much to cast.
Protect and Serve	Blocking 25	Once per round when you are blocking, if an adjacent ally is targeted by a melee attack, you may become the target of the attack instead. Blocking rules apply as normal.
Purging Light	Destruction 30	When targeting undead or unnatural creatures, you may choose to make any Destruction spell that normally deals a d6 deal a d8 instead.
Quick Draw	Speed 30	You may perform two minor actions such as drawing and stowing a weapon, drawing and drinking a potion, or drawing two weapons as a single minor action.
Quick Steps		Gain a +1 bonus to movement
Quick Truth	Enlightenment 25	You can activate two Truths per round as a single minor action.
Raised by the Blind		You take no penalties for attacking a target you cannot see

Name	Prerequisites	Description
Re-aimed Strike		Each time you hit with an attack, you may reroll your damage die, taking the second result, even if it is lower.
Really Lucky	Luck 80, Lucky	You can score a critical hit on an 18, 19, or 20.
Really Speedy	LCK 75, Speedy	You can take an extra Move action per turn.
Reprogrammable Augmentation		You may augment one of your hands, limbs, or appendages with a single augment. This is permanent, and cannot be removed or changed. Special: taking this Talent multiple times will allow you to change the augment selected.
Resilience		You gain a +1 bonus to all saving throws. You can take this Talent multiple times.
Rooted in Faith	Enlightenment 25	Whenever you would be subject to forced movement, you may make a saving throw to cancel that movement.
Scholar		Learn an additional language. You can take this Talent multiple times.
Searing Light	Destruction 60, Purging Light	When Targeting undead creatures, you may choose to make any Destruction spell that normally deals a d6 deal a d10 instead.
Share the Enlightenment	Enlightenment 25	When casting a Truth, you can apply the benefit to any one creature within your Enlightenment range.
Share The Luck		Before an adjacent ally makes a roll, you may spend a number of Fortune Points, giving the benefit to the adjacent ally.
Shielding Healer		When you cast a Restoration spell, the target gains a bonus to all defenses equal to your Restoration modifier until the end of your next turn.
Shrug It Off		You may make one saving throw against an effect that a save can end at the beginning of your turn, as well as at the end if you fail.
Skill Specialization		You gain a +3 bonus in any skill. You may take this Talent multiple times.
Skillful Archer	Ranged 40	Ranged attacks now target reflex
Slippery Slope	Permafrost spell	Any creature that is prone in a zone created by a Permafrost spell that you cast must make a saving throw in order to stand.
Small Steps	Small creature	You may move through enemy squares. Doing so provokes an attack of opportunity.
Speedy	SPD 50	You can take an extra minor action per turn.
Spot The Opening	Devoted Hunter	Creatures you have marked grant combat advantage to you.
Spring Step		You can stand as a minor action.
Strong	STR 50	You can push a creature one square when you hit them with a melee or unarmed attack.
Strong But Fast	STR 75, Strong	Carrying a heavy load no longer incurs a penalty on your Speed.
Student of Magic		You learn an additional spell for which you meet the requirements. You may take this Talent multiple times.
Stunning Critical	Melee Weapon 75	On a critical hit with a melee weapon, the target is stunned until the end of your next turn.
Tar and Feather		When you slow a target, that target takes a -2 penalty to its next attack roll.
Theft of Luck		Choose an ally within 5 squares of you with at least one Fortune Point. That ally loses one Fortune Point and takes a -1 penalty to their next die roll. You gain a +1 to your next die roll.
Thick Skin		Gain an additional 5 hit points. You may take this Talent multiple times.

Name	Prerequisites	Description
Tricky Fighting	Small Creature, Tricky Steps	You can stand and fight in the same square as a small enemy. Any attacks that do not include the enemy whose square you are in provoke from that enemy.
Tricky Steps	Small creature, Small Steps	Your movement through enemy squares no longer provokes
Two Weapon Blocking	DEX 30, Two Weapon Fighting	You may count your off-hand weapon as a shield [+1 AC, +5 to Block score].
Two Weapon Critical	DEX 60, Two Weapon Mastery	You may score a critical hit with your off hand weapon on a 19 or 20.
Two Weapon Fighting	DEX 25	You gain a +1 to attack rolls when you have a weapon in each hand, and you ignore negatives usually imposed for dual-wielding.
Two Weapon Mastery	DEX 60, Two Weapon Striking	If you chose to make two attacks per round, the second attack has a -2 penalty, rather than a -4.
Two Weapon Striking	DEX 40, Two Weapon Blocking	You may make two melee attacks per round, one with each weapon you wield. The second attack has a -4 penalty.
Unarmed Accuracy		You gain a +1 bonus to attack rolls with unarmed attacks. You may take this Talent multiple times.
Versatile Spellcaster		Choose one type of damage. You may choose to add this type of damage to any destruction spells. The spell does not lose any existing damage types.
Wise But Efficient	WIS 50	When you cast the same spell or Truth two rounds in a row, the second costs half as much as the original cost. The cost will never go below half the original cost.

Spell Flavor: Feel free to change the flavor of any spell. What reads thunder in one setting may become sonic in another. If it says fire, you can change it to leaf blades, radiation, animal bones, or whatever your GM approves!

Spells

Reading a Spell: A spell will say first whom it targets. Spells that target you or an adjacent creature do not provoke opportunity attacks, only those that target a creature within X squares provoke.

Spells that target all creatures include both friend and foe. Conversely, spellcasters can choose whom to include in a spell that targets allies or enemies.

When a spell says Miss: half damage, any creature missed by the attack takes ½ of the damage a creature hit would have taken (as always, round down)

The range of a school of magic is equal to 2 times the modifier of that school. So a character that has a Destruction score of 25 has a Destruction range of 4. Range is measured in squares.

Burst n indicates that a spell affects an area that is n x n in size. The center of the burst must be in range. For example, burst 3 within a Destruction Range of 5 means that the spell will affect 9 squares, a 3x3 block, the center of which is no more than 5 squares from the caster.

Blast n indicates a spell that affects an area n x n in size that originates adjacent to that caster. For example, a blast 3 spell would target 9 squares, 3x3 in size, with at least one square adjacent to the caster.

Sustain: 30 means that in order to continue an effect granted by a spell, a character must expend 30 magic points during each turn following the turn in which the spell was initially cast.
Sustain minor means that a character must expend his/her minor action in order to sustain the effects of a spell each turn after the spell is cast.

Sustaining as a minor action counts as the one action allotted for a dazed creature, but sustaining (number) does not. A creature must be conscious and able to take actions in order to sustain. **Sustaining never grants a tally.**

If a character reaches zero magic points due to having the points drained or by over casting, that character is stunned (save ends). The character continues to regain magic points during this period.

Improved versions of spells do not replace the lower version; either can be cast.

See the glossary entry for Conjuration (page 83) for rules regarding conjured creatures.

Below is a table listing all spells, their cost, school, prerequisites, effects, and a brief description of what they do.

Metamagic

Some spells have no school listed, but instead say [meta]. These spells belong in no school, as they affect how magic itself works. A prerequisite of Meta (number) means that you need a score of that number in one of the four magic schools to learn and use that spell. Whenever you are eligible to learn a new spell in a specific school, you may instead choose to learn a metamagic spell for which you meet the

Note to GMs: if spells are naturally cast by a just thought, power words are not for your campaign. If they typically require wands, orbs, computers, or other scientific equipment, elaborate gestures, jigs, or incantations, perhaps you want to consider them. The intent is to make spells which players are familiar with faster, easier, and more readily available than the standard procedure in a setting.

requirements. The spell will be treated as if it were a spell from that school. The score, modifier, and range of that spell will be of the school in question, and if the spell is successful, you will get a tally in whichever school you choose to treat the spell as.

For example, if Cap'n Elirando "Randy" Bloodsmith decides to take Channel Magic instead of the one Alteration spell that his 13 in Alteration grants him, Channel Magic will be use 13 to determine the modifier, and whenever Randy casts Channel Magic, he will gain a tally in Alteration.

Long Casting

While most spells are cast instantaneously, some spells (such as sunder) take multiple rounds to cast. When such a spell is used, the cost of the spell is immediately subtracted from the caster's total points, and the caster is stunned and dispelled until the indicated duration, and then the spell is cast. If the target takes damage or chooses to stop casting, the spell is interrupted, but the cost of the spell is still lost.

Power Words

With the Power Word series of Talents, a character can bind a spell to a word so that whenever the word is spoken by them, the spell is cast at its normal cost for them plus an additional 20 magic points. If the caster has not spent a standard action this round, the spell is cast instantly every time the word is spoken, even if the points are not available. A character who casts a spell will sacrifice his or her next standard action. A character spending points without having them available will still be affected by the normal rules. A character may not use Power Words to cast spells more frequently than they would otherwise be able to cast them. If a Word is spoken when a character is unable to cast a spell [because they are stunned or have already cast this round], the spell will be cast when the character is next able to cast it. For example, if Nairomin, the technomancer, has "bleep" as a power word tied to Empulse I, and he says it at the end of his turn, after he has moved forward to meet the charging robots, the effects of Empulse I will resolve at the start of his next turn. Alternatively, if Nairomin has "Shefflehorn" attached to a shield spell, and has not taken a standard action this round, Nairomin can sacrifice his next standard action to immediately cast shield in front of an enemy's projectile. This allows spellcasters to subtly manipulate the initiative order.

Because of these limitations, Power Words should be chosen so that spells are not bound to words used in everyday conversation. With training [and the Power Word II Talent], characters can learn to control whether or not a spell is cast when speaking a Power Word. Some characters [those who have taken Power Word III] can activate a spell bound to their word when that word is spoken by someone else they can hear. Spells cannot be bound to more than one word, though a character may have several different spells bound to different words. No word may be bound to more than one spell. Players should avoid binding spells to homophones; only the exact word will activate a spell. If my word is "no", which is a bad idea, as it is too common, "know" will not let me cast a spell.

Regeneration: When regenerating hit points, magic points, Enlightenment points, or anything else, you may never exceed your maximum

Name	Cost	School	Prerequisites	Effects	Flavor
Alter Mind	25	Alteration		You gain a bonus to your next Interaction check made before the end of your next turn equal to your Alteration modifier.	Entering your adversary's mind, you subtly shift his thoughts so he views things your way... The *right* way.
Alter Self	100	Alteration	Alteration 30	Turn into one nonmagical object of your size such as a tree, bush, cabinet, or rock. While in this form, you cannot use items, move, or speak. Sustain Standard.	Watch out for well-hydrated mammals.
Antidote	20	Restoration		The effects of a poison (including ongoing poison damage) are ended on you or one adjacent ally.	You summon energy to purge the filth of poison from the body.

Name	Cost	School	Prerequisites	Effects	Flavor
Armor	100	Conjuration	Conjuration 40, Shield	You gain a +6 bonus to all defenses and saving throws (sustain 45)	Glowing energy appears around you, forming to your body in a protective shell.
Attunement	***	Meta		Using this power simultaneously activates highest version that you know of the following: Speed, Aura and Barrier. The cost of this spell is 20 plus 50%of the total cost it would have taken to cast each of the activated spells individually.	In a sudden moment of clarity, you know exactly what must be done, and how to do it. The knowledge makes adrenaline course through you, slowing and softening the world around you.
Aura	70	Conjuration		You gain a +2 bonus to all defenses and saving throws (Sustain 40)	You call forth a shimmering shield to deflect the blows aimed your way.
Barrier	90	Conjuration	Conjuration 30	You gain resist 10 damage to all melee attacks (sustain 50)	You create a thick, resistant armor with a viscous consistency around yourself.
Battle Focus	80	Restoration	Restoration 40	For the next three rounds, your melee damage die increases by one, and you gain a +2 to attack and saving throws. While this effect persists, you and allies adjacent to you gain regeneration 5.	You steel your mind and focus on ending your enemies as soon as possible.
Battle Rage	125	Alteration	Alteration 40	While this effect lasts, you gain a plus 2 to all attack rolls, regeneration equal to (2 times your Alteration modifier), and cannot be slowed, dazed, or stunned. Your melee or unarmed damage die increases by one. This bonus increases by 1 for each hostile creature you kill during this state, for a maximum of +6. (Sustain 60). Note: this power does not end the slowed, dazed, or stunned conditions.	Channeling the rage, the lust for battle that would overcome most men, you transform into a beast of anger, ignoring heinous wounds, and making every strike count.
Bloodlust Frenzy	130	Alteration	Alteration 40	Choose a bloodied ally within your Alteration range. That ally can score a critical hit on a 19 or 20. This effect ends when the ally is no longer bloodied, or if they become knocked unconscious.	Dying men oft strike true.
Bone Spikes	35	Conjuration	Conjuration 30	Make an attack vs. Fortitude against one creature you can see within your Conjuration range. If the attack hits, the target is slowed and takes ongoing 5 damage (save ends both).	Small caltrops start growing in your enemy's flesh, piercing and tearing whenever it moves.

Name	Cost	School	Prerequisites	Effects	Flavor
Breath Control	275	Alteration	Alteration 30	You or an adjacent creature do not need to breathe for five minutes.	You concentrate on your breathing for a moment, slowing it to a stop.
Call Fog	35	Conjuration		You and all creatures within three squares of you are blinded while within three squares of you (sustain 15).	A mist descends from the sky, shielding all within the radius.
Channel Magic	50	Meta	[Meta] 30, Magic Affinity	Roll a d10 and add in your school modifier. For that many rounds, the following effects occur: you regain an extra fifteen magic points at the start of your turn, the damage multiplier for all your Destruction spells increases by 1, and you gain a +2 to all saving throws.	You direct your thoughts on recharging and empowering your magic.
Choke	125	Destruction	Destruction 40, Injure	Make an attack vs. Fortitude against one creature you can see within your Destruction range. If that attack hits, the target is stunned and takes ongoing damage equal to half your Destruction score (save ends both).	Most creatures need to breathe. Few have discovered a more effective way of preventing it.
Cleanse	35	Restoration	Restoration 20	Remove all status effects from yourself or one creature you are touching.	"Be purged, friend!"
Combust	25	Destruction		You make a small explosion in 1 cubic foot within your Destruction range, igniting any flammable material in the target area.	"Step away from the cow!"
Conceal	45	Alteration	Alteration 30	An object you are touching becomes invisible. The object becomes visible 10 seconds after you cease to sustain it. You must be touching the object to sustain the spell (sustain 20).	"Now you see it…"
Conjure Armor	80	Conjuration	Conjuration 20	You conjure armor that gives you a bonus to AC equal to your Conjuration modifier. (Sustain 40)	Truly, only the most foolish of men lug pounds of metal around all day.
Conjure Hand	70	Conjuration	Conjuration 50	You conjure a hand in your square capable of wielding any one-handed weapon or shield. If the hand is wielding a weapon, you can tell the hand to attack with that weapon as a minor action (using your Conjuration skill). If it is holding a shield, you gain a +1 bonus to your AC.	Fighting beside you, as if it were your own, a lone hand, striking, defending.

Name	Cost	School	Prerequisites	Effects	Flavor
Conjure Messenger	50	Conjuration		You conjure a tiny creature such as a carrier pigeon. It can carry one pound of weight and will travel to any location you know within (your Conjuration modifier) miles.	"If he's alive, he'll come for us soon."
Conjure Mount	90	Conjuration		You conjure a mount that can carry (10 x your Conjuration modifier) pounds and that has a movement of (2 + your Conjuration modifier). (Sustain 50 points per hour). When the mount is no longer sustained, it vanishes, and anything that was on it falls to the ground.	"You mean you can *buy* horses?"
Conjure Shield	60	Conjuration		You conjure a shield that gives you a bonus to AC equal to your Conjuration modifier. You must have an open hand to wield this shield (Sustain 40).	A glowing shield illuminates your body, protecting from oncoming blows.
Conjure Weapon	50	Conjuration	Conjuration 30	You conjure a weapon that gives you a bonus to attack and has a damage multiplier both equal to your Conjuration modifier. This weapon cannot be augmented and you must have a free hand to wield it (Sustain 30). Only you can wield this weapon.	Appearing unarmed one moment, a glowing sword of energy materializes in your hand the next.
Conjure Wings	75	Conjuration	Conjuration 50	You grow wings and gain flight equal to your movement until the end of your next turn. You must land at the end of your turn or you fall. (sustain 45)	Magical wings appear out of your back.
Crush	55	Destruction		Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the target takes damage equal to 1d10 times your Destruction modifier.	Pressure flows from your hands, compressing your opponent's body.
Curtain Of Fire	150	Destruction	Destruction 30, Fireballs	Make an attack vs. Reflex against each creature burst 1 within 5. Each creature hit with the attack takes fire damage equal to 1d6 times your Destruction modifier.	Enemies are best served crispy.
Death Field	150	Restoration	Restoration 70, Drain Life	Make an attack vs. Fortitude against each living enemy you can see within your Restoration range. Each enemy hit takes damage equal to 1d4 times your Restoration modifier. (Miss: half damage). You regain hit points equal to 2 times the greatest amount of damage dealt to a single target.	A low whining hum emanates from the air around you as a glowing sphere expands outward from you, growing bright while stealing the lives of your foes.

Name	Cost	School	Prerequisites	Effects	Flavor
Debris Slam	60	Conjuration		Make an attack vs Reflex against one creature you can see within your Conjuration modifier. If the attack hits, the target takes damage equal to 1d8 times your Conjuration Modifier.	"Take THIS clump of garbage and THAT clump of garbage!"
Deflection	100	Conjuration	Conjuration 40	You cannot be hit by Ranged attacks (sustain 40). This does not provide immunity to spells.	"What archers?"
Demoralize I	30	Alteration		Make an attack vs. Will against each enemy you can see within your Alteration range. Each enemy hit takes a -1 penalty to attack rolls and saving throws (save ends).	You call your enemy a mean name. He's a little sad.
Demoralize II	45	Alteration	Alteration 30, Demoralize I	Make an attack vs. Will against each enemy you can see within your Alteration range. Each enemy hit takes a -2 penalty to attack rolls and saving throws. (save ends).	You make a hurtful joke about your enemy's heritage. He is quite upset.
Demoralize III	70	Alteration	Alteration 40, Demoralize II	Make an attack vs. Will against each enemy you can see within your Alteration range. Each enemy hit takes a -3 penalty to attack rolls and saving throws and is weakened (save ends all).	You make a jab at your enemy's family. He starts to cry a bit.
Demoralize IV	90	Alteration	Alteration 50 , Demoralize III	Make an attack vs. Will against each enemy you can see within your Alteration range. Each enemy hit takes a -4 penalty to attack rolls and saving throws and is weakened (save ends all).	You make disparaging remarks regarding the attractiveness and occupation of your enemy's mother, sister, and/or wife. He begins to weep openly.
Demoralize V	120	Alteration	Alteration 60, Demoralize IV	Make an attack vs. Will against each enemy you can see within your Alteration range. Each enemy hit takes a -5 penalty to attack rolls and saving throws and is weakened and dazed (save ends all).	You touch upon your enemy's childhood traumas, calling forth deep, repressed memories. He is reduced to a quivering, sobbing mass.
Disorient	60	Alteration	Alteration 25	Make an attack vs. Will against one creature within your Alteration range. If it hits, the creatures is dazed and confused (save ends both).	The brainwaves of an inept mind are so easy to hinder.
Disrupt	70	Meta		End one conjuration you are adjacent to, or end the effects of a spell on a creature you are adjacent to.	You use your magical energy to force another's to desist.

Name	Cost	School	Prerequisites	Effects	Flavor
Domination	120	Alteration	Alteration 30	Make an attack vs. Will against one creature you can see within your Alteration Range. If the attack hits, you dominate the creature (save ends) You can only dominate one creature at a time with this power.	You enter your enemy's mind and you own it.
Drain Life	90	Restoration	Restoration 40	Make an attack vs. Fortitude against one living creature you can see within your Restoration range. If the attack hits, the target takes damage equal to 1d4 times your Restoration modifier. Regain hit points equal to twice the amount of damage dealt.	You pull the life out of your enemies, using it to replenish your own health.
Drain Magic	0	Meta		Make an attack vs. Will against one creature you can see within your school range. If the attack hits, the target loses 20 magic points (miss 10). You regain magic points equal to the amount lost.	You leech magical energy off your enemies to replenish your own depleted stores.
Empulse I	40	Destruction		Make an attack vs. Reflex against each creature within two squares of you. All creatures hit are knocked prone or pushed back 2 squares (caster's choice).	A burst of energy explodes from you, knocking your foes off balance.
Empulse II	60	Destruction	Empulse I	Make an attack vs. Reflex against each creature within three squares of you. All creatures hit are knocked prone or pushed back 2 squares (caster's choice).	You unleash a whirlwind of energy, usurping the battlefield.
Empulse III	80	Destruction	Empulse II	Make an attack vs. Reflex against each creature within four squares of you. All creatures hit are knocked prone or pushed back 3 squares (caster's choice).	They don't always listen when you say get down…
Enlarge	60	Alteration		One non-living, non-enlarged object you are touching grows to 5 times its size. The weight of the object is unchanged. This spell takes 3 rounds (18 seconds) to cast, and you must be touching the object for the entire duration. The object stays grown for 24 hours or until this effect is removed.	"Are you sure size doesn't matter?"
Expert Scream	175	Destruction	Destruction 70, Improved Scream	Make an attack vs. Will close blast 2, targeting all creatures. Each creature hit suffers a -5 to attack rolls (Save ends) and takes damage equal to 1d6 times your Destruction modifier.	A wave of energy erupts from your mouth, knocking everyone nearby off balance.

Name	Cost	School	Prerequisites	Effects	Flavor
Fireballs	50	Destruction		Make an attack vs. Reflex against one or two creatures you can see within your Destruction range. Each creature hit takes fire damage equal to 1d6 times your Destruction modifier.	An orb of fire appears in your hand, then shoots off to find its target.
Firewave	225	Destruction	Destruction 70	Make an attack vs. Reflex against each creature close blast 5. Each creature hit takes fire damage equal to 1d6 times your Destruction modifier.	A wave of fire consumes the land… and your enemies with it.
Frost	45	Destruction	Destruction 20	Make an attack vs. Fortitude against each creature within your Destruction range. Each creature hit is slowed (save ends).	You pull from the heal of the air, chilling the ground, and all who come near.
Greater Conjure Wings	120	Conjuration	Conjuration 70, Conjure Wings	You grow wings and gain flight equal to (2 + your movement) until the end of your next turn (sustain 50). As long as you sustain, you do not have to land at the end of your turn.	Beautiful wings sprout from your back, inspiring awe.
Heal	70	Restoration		You or an adjacent ally regains hit points equal to (5 times your Restoration modifier).	Your gentle touch mends cuts, bruises and bones.
Healing Fountain	150	Restoration	Restoration 40, Heal	You and all allies within three squares of you regain hit points equal to (5 times your Restoration modifier).	A soft white light emanates from you as you summon magical energy to aid the wounded.
Illuminate	15	Conjuration		You create a bright light within your Conjuration range. This light brightly illuminates everything within 5 squares of it (sustain 8).	This is no place to be alone with the darkness.
Improved Barrier	120	Conjuration	Conjuration 40, Barrier	You gain resist 15 damage to all melee attacks (sustain 50)	"Nunchucks? Where'd this joker get nunchucks?!"
Improved Battle Focus	120	Restoration	Restoration 50, Battle Focus	While this effect lasts, you and all allies within your Restoration Range gain the following effects: +2 to attack and saving throws, increase damage die by 1, and regeneration five (Sustain 50)	Directing your energy into guiding your allies, the rest of the world fades away.
Improved Cleanse	50	Restoration	Restoration 30, Cleanse	Remove all status effects from yourself or one creature within your Restoration range.	"Well it's no Açai Berry, but it's the best I've got."
Improved Heal	120	Restoration	Restoration 50, Heal	You or an ally within your Restoration range regains hit points equal to (5 times your Restoration modifier)	"I thought I told you to stand back up and fight!"
Improved Healing Fountain	200	Restoration	Restoration 50, Healing Fountain, Improved Heal	You and all allies within your Restoration Range regain hit points equal to (5 times your Restoration modifier)	"Regroup, we've got work to do!"

Name	Cost	School	Prerequisites	Effects	Flavor
Improved Magic Drain	0	Meta	[Meta] 40, Drain Magic	Make an attack vs. Will against one creature you can see within your school range. If the attack hits, the target loses 40 magic points (miss 20). You regain magic points equal to the amount lost.	Why empower yourself when you can disable a spellcaster AND empower yourself?
Improved Mass Deafen	75	Destruction	Destruction 40, Mass Deafen	Make an attack vs. will against each creature within your Destruction range. Each creature hit is deafened (save ends).	No one knows how long the sound continued for; they couldn't hear once it started.
Improved Pooling	60	Meta	[Meta] 30, Pooling Health	For the next 5 rounds, all of your magic spells take 40% of their cost from your magic total, and 40% from your hit point total (round down for both). The total will be 80% of the spells' cost.	You see clearly how wasteful casters can be, and avoid their pitiful mistakes.
Improved Revitalize	225	Restoration	Restoration 50, Revitalize	All dying allies within your Restoration range are stabilized and gain 5% of their full hit points.	"You stand when I tell you to stand, and right now I'm telling you to FIGHT!"
Improved Scream	100	Destruction	Destruction 40, Scream	Make an attack vs. Will close blast 5, targeting all creatures. Each creature hit suffers a -2 to attack rolls (Save ends) and takes damage equal to 1d6 times your Destruction modifier.	"AAAAARRRRGH!"
Improved Throw Weapon	90	Destruction	Destruction 40, Throw Weapon, Must be wielding a melee weapon	Make an attack vs. Reflex against one creature that is between five and ten squares away from you. Roll 1d6 times your Destruction modifier for damage. You may repeat the attack against an additional target within 5 squares of the primary target, and once more against a different target within five squares of the secondary target, for a total of up to three attacks. The damage is the same for every attack. The weapon returns to your hand after the final attack.	After careful aim, a weapon flies towards its mark, striking true.
Infection	40	Destruction	Destruction 30, Slow	Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature is affected by a horrendous poison. While affected, the character is slowed, and takes ongoing poison damage equal to 2 + your Destruction modifier (save ends both). Each failed saving throw incurs a cumulative -1 to save, for maximum of -5.	Pestilence bursts forth from you, causing great leaking boils and pustules to form on the bodies of your enemies.

Name	Cost	School	Prerequisites	Effects	Flavor
Injure	80	Destruction		Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature takes ongoing damage equal to half your Destruction score (save ends).	Tearing flesh, bones, and organs, you cause your foes to writhe in pain.
Inspire Allies I	90	Restoration		While this effect persists, you and all allies within five squares of you who can hear you gain a +1 bonus to attack rolls, saving throws, and damage multiplier. (sustain 45).	You mumble something nice at your allies.
Inspire Allies II	120	Restoration	Restoration 40, Inspire Allies I	While this effect persists, you and all allies within five squares of you who can hear you gain a +2 bonus to attack rolls, saving throws, and damage multiplier. (sustain 55)	You take the time to tell you allies how much you appreciate all their hard work.
Inspire Allies III	150	Restoration	Restoration 40, Inspire Allies II	While this effect persists, you and all allies within five squares of you who can hear you gain a +3 bonus to attack rolls, saving throws, and damage multiplier. . (sustain 70)	You shout encouragement to your allies, giving them a confidence boost.
Inspire Allies IV	180	Restoration	Restoration 50, Inspire Allies III	While this effect persists, you and all allies within five squares of you who can hear you gain a +4 bonus to attack rolls, saving throws, and damage multiplier. (sustain 85)	Carefully crafted sentences spill from you, giving your allies the will to fight onward.
Inspire Allies V	210	Restoration	Restoration 50, Inspire Allies IV	While this effect persists, you and all allies within five squares of you who can hear you gain a +5 bonus to attack rolls, saving throws, and damage multiplier. (sustain 100)	Pure poetry flies forth from your lips, bolstering your allies and filling them with the power to keep fighting and defend their beliefs.
Inspire Fear	90	Alteration		Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the target cannot attack you until the end of your next turn.	A revolting creature of horrific proportions, slathering, angry, oozing, and filthy, appears in front of your enemies. They cry out in fear as they realize this creature is you.
Inspire Terror	120	Alteration	Alteration 40, Inspire Fear	Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the target cannot attack until the end of your next turn.	Fear. So powerful, so easy to instill.
Invisibility	80	Alteration	Alteration 30	You cannot be seen by creatures and gain a +10 to perception checks regarding being seen. Creatures using Echolocation are not affected (Sustain Standard).	Why not…fade away?
Lesser Heal	40	Restoration		You or an adjacent ally regains 5 hit points.	"Am I going to need a scalpel for this?"

Name	Cost	School	Prerequisites	Effects	Flavor
Lifeforce Magic	0	Meta		As a minor action you may expend a number of hit points less than or equal to your school score to regain that many magic points.	You know what makes me a better spellcaster? Resource management.
Lightning Bolts	75	Destruction	Destruction 30, Shock	Make an attack vs. Reflex against each creature in close blast 3. Each creature hit takes damage equal to 1d6 times your Destruction modifier (miss half damage)	"We've got nature on our side. What've you got?"
Lightning Storm	120	Destruction	Destruction 50, Lightning Bolts	Make an attack vs. Reflex against each creature area burst 1 within 10. Each creature hit takes electrical damage equal to 1d6 times your Destruction modifier, and is dispelled until the end of your next turn (Miss: half damage, no effects).	"Sorry, Grog, it's hard to aim the cosmos!"
Maelstrom of Shards	80	Conjuration	Conjuration 30	Make an attack vs Reflex against one creature within half your Conjuration Range. If hit, the creature takes 1d6 times your Conjuration modifier and its space, along with each square adjacent to its space are filled with jagged shards until the end of your next turn. Any creature that enters into the shards or starts its turn there takes damage equal to your Conjuration Modifier.	"You're going to want to plan your next steps *very* carefully."
Magic Affinity	30	Meta		You regain an extra ten magic points at the start of your turn (sustain minor)	The candle that burns half as fast is the same candle that is going to kill you.
Maim	350	Destruction	Destruction 80, Choke	Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature takes damage equal to (half of its remaining hit points -5). This power automatically kills minions. (Miss: half your Destruction score damage).	"If you'd like your other arm, then stand back."
Mass Cleanse	70	Restoration	Restoration 50, Improved Cleanse	Remove all status effects from yourself and all allies within your Restoration range.	"PUUURRGE!"
Mass Deafen	45	Destruction		Make an attack vs. Will against each creature within 3 squares of you. Each creature hit is deafened until the end of your next turn.	A bang erupts from you, disorienting your foes.

Name	Cost	School	Prerequisites	Effects	Flavor
Mass Inspire Fear	150	Alteration	Alteration 40, Inspire Terror	Make an attack vs. Will against each enemy within five squares of you. Each creature hit cannot attack you until the end of your next turn. (Sustain 20 points per target affected).	Nightmares have nothing on me.
Mass Inspire Terror	200	Alteration	Alteration 50, Mass Inspire Fear	Make an attack vs. Will against each enemy within five squares of you. Each target hit cannot attack until the end of your next turn. (Sustain 40 points per target affected).	They can't attack what they're afraid to touch.
Master Barrier	150	Conjuration	Conjuration 50, Improved Barrier	You gain resist 20 to all melee attacks (sustain 90)	Blows of combat glance off you, and you chuckle at the men who tried to fight you with steel.
Master Battle Focus	150	Restoration	Restoration 80, Improved Battle Focus	While this effect lasts, you and allies within your Restoration Range gain the following effects: a +4 bonus to attack rolls and saving throws, +1 damage multiplier, and regeneration 10. (sustain 80)	"I'll take the 30,000 on the left…"
Master Heal	250	Restoration	Restoration 80, Improved Heal	You or one ally within your Restoration range regains hit points equal to your Restoration score. The target may also make a saving throw.	"What injuries?"
Master Healing Fountain	325	Restoration	Restoration 90, Improved Healing Fountain, Master Heal	You and each ally within 5 squares of you regain hit points equal to your Restoration score and can make a saving throw.	"Get back in there, we have a battle to win!"
Master Magic Drain	0	Meta	[Meta] 50, Improved Magic Drain	Make an attack vs. Will against all enemies you can see within 2 squares of you. If the attack hits, the target loses 60 magic points (miss 30). You regain magic points equal to half of the total amount lost.	Power is just waiting to be taken…
Master Pooling	125	Meta	[Meta] 80, Improved Pooling	For the next 5 rounds, all powers take 30%of their cost from your hit points, and 30%from your magic points, resulting in a total of only 60%ost.	Resourcefulness has always been your greatest asset.
Master Revitalize	300	Restoration	Restoration 90, Improved Revitalize	All dying allies within your Restoration range are stabilized and regain 10% of their total hit points (round up).	Death is optional. And you choose no.
Paramount Speed	250	Alteration	Alteration 80, Superior Speed	You gain a +4 bonus to all defenses, your movement is multiplied by 2, and you gain an additional standard action on your turn (Sustain 150).	You become a blur of motion, a frenzied whirlwind of speed.

Name	Cost	School	Prerequisites	Effects	Flavor
Permafrost	35	Conjuration		You create a thin layer of ice over every square within 3 squares of you. Every creature who moves onto or through this ice must make a saving throw to avoid being knocked prone. (sustain 15). Note that this does not need to be made for every square if multiple are crossed.	If you can't beat 'em, knock 'em down.
Pestilence	50	Destruction		You create a zone area burst three centered within your Destruction range. Each creature that starts its turn in this zone or moves into takes damage equal to your Destruction modifier (Sustain 30).	"LET MY PEOPLE GO!"
Phasing	50	Alteration		You or a creature or object you are touching gains phasing and becomes intangible. If the target is an object, you determine which objects the target does and does not pass through (sustain 30).	"Catch"
Plague	300	Destruction	Destruction 80, Infection	Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature is affected by a strong poison. While affected, the creature is slowed, takes ongoing damage equal to your Destruction modifier, and suffers from a -1 to all die rolls (sustain standard). The target may attempt save from the effect, but starts with a -2 penalty to saving throws against it. Each time the target fails a saving throw, the penalty to die rolls increases by one. This penalty will also apply to the saving throw penalty.	Green boils appear and burst, disorienting the target. Then the wheezing starts.
Pooling Health	50	Meta		For the next 5 rounds, all of your magic powers take half of their cost from your magic total, and half from your hit point total	Wars have costs. Surviving is more important than surviving intact.
Potent Healing	75	Meta		Until the end of the encounter, or until you end the effect as a minor action, your Restoration powers cost 20% more points to cast, and restore (2 times your Restoration modifier) more hit points.	"We will survive this fight, I will ensure it!"

Name	Cost	School	Prerequisites	Effects	Flavor
Potent Magic	75	Meta		Until the end of the encounter, or until you end the effect as a minor action, your Destruction powers cost 20%more points to cast, and do [2 times your Destruction modifier] more damage	"I'm going to make this hurt."
Pulse	15	Destruction		One creature within 10 squares of you takes damage equal to your Destruction modifier. You do not have to make an attack roll.	You strike out with the simplest thing you know: A simple probe of light.
Push	90	Destruction	Destruction 40	Make an attack vs. Reflex against one creature you can see within your Destruction range. If the attack hits, the creature takes energy damage equal to your half your Destruction score, is pushed 3 squares, and is dazed until the end of your next turn.	Energy bursts from within you, knocking your enemy back.
Quell	30	Meta	[Meta] 20	Make an attack vs. Will against one creature within your school range. If the attack hits, the target is dispelled (save ends).	"Stop."
Read Object	45	Conjuration	Conjuration 20	When you touch an object, you become aware of every person and thing that has come in contact with that object in the last [your Conjuration modifier] hours.	Memories flow through you, you feel as the table felt, you see what it saw.
Reflect	55	Restoration	Restoration 40	Target you or an adjacent ally. Until the end of your next turn, the target takes half damage from attacks, and any creature that attacks the target takes half of the damage inflicted to the target.	I can't heal you, but I may not have to.
Reincarnate	300	Restoration	Restoration 40	You restore one creature that has died within (your Restoration modifier) days back to life with (your Restoration score) percent of its total hit points.	"Did I say it was nap time?"
Relinquish	30	Alteration		One lock, bond, restraining device, or security terminal that you are touching opens, breaks, or unlocks the associated door.	No prison can hold me!
Reversal	150	Alteration	Alteration 50	Target one creature within your Alteration range. Whenever the target deals damage before the end of your next turn, the target also takes that damage.	Unhappy with the results, you reverse time itself, nullifying the last few seconds.
Revitalize	120	Restoration	Restoration 30	One dying ally adjacent to you is stabilized and restored to 10% of their total hit points.	"Permission to die: denied."

Name	Cost	School	Prerequisites	Effects	Flavor
Scream	60	Destruction		Make an attack vs. Will blast 2, targeting all creatures. Each creature hit takes damage equal to 1d6 times your Destruction modifier and suffers a -2 to attack rolls until the end of your next turn.	A deep call erupts from your throat, striking those around you.
Shield	120	Conjuration	Conjuration 30, Aura	You or one ally within your Conjuration range of you gains a bonus to all defenses and saving throws equal to your Conjuration modifier (sustain 60)	"Stop. Hitting. Me!"
Shock	40	Destruction		Make an attack vs. Reflex against one creature you can see within your Destruction range. If the attack hits, the creature takes electrical damage equal to 1d6 times your Destruction modifier damage (miss half damage).	A small bolt of lightning dances from your fingertips.
Shrink	60	Alteration	Alteration 30	One non-living, non-shrunk object you are touching shrinks to 1/5 its size. The weight of the object is unchanged. This spell takes 3 rounds (18 seconds) to cast, and you must be touching the object for the entire duration. The object stays shrunk for 24 hours or until this effect is removed.	"How does that make you feel?"
Sight	50	Alteration	Alteration 30	Living creatures (including plants) within 10 squares of you appear to glow brightly and cannot benefit from cover, concealment, or invisibility from you. (They can still benefit from these effects where other creatures are concerned) You also gain a + 5 bonus to perception while this power is active (sustain 30).	You ignore the physical barriers of this world, seeing things as they truly are.
Silence	80	Meta	[Meta] 20	Make an attack vs. Will against one creature you can see within your school Range. If the attack hits, the creature cannot cast any spells until the end of your next turn.	You cease the ramblings and chanting of your foes.
Slow	30	Destruction		Make an attack vs. Fortitude against one creature you can see within your Destruction range. If the attack hits, the creature is affected by a weak poison. While affected, the creature is slowed and suffers from a -2 penalty to attack rolls (save ends both).	You weaken your enemy's body, starting on the inside, causing their muscles to groan under their weight.
Speed Burst	75	Alteration		You gain a +2 bonus to all defenses, and your movement is multiplied by 2 (sustain 40)	You can move faster than one thought possible.

Name	Cost	School	Prerequisites	Effects	Flavor
Stasis	175	Alteration	Alteration 40, Stun	Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the creature is stunned (save ends). If the attack misses, the target is slowed (save ends).	"STOP!"
State Change	200	Alteration	Alteration 80	You can change the physical state (solid, liquid gas) of one non-living item you can touch. This spell takes one minute to cast, and you must be constantly touching the item for the entire time. (Sustain 75). You do not have to be touching the item to sustain.	Magic? Magic is just applied physics.
Stun	125	Alteration	Alteration 30	Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, the creature is stunned until the end of your next turn. If the attack misses, the target is slowed until the end of your next turn.	"Really, that's close enough."
Summon Ally I	80	Conjuration		You summon a small creature with hit points and attributes equal to your Conjuration score, and defenses equal to 10 + your conjuration modifier. You can choose to give the creature commands on your turn. Each command you give costs the corresponding action i.e., telling the creature to move costs your move action, telling it to attack costs your standard action. The creature has a base unarmed attack of 1d4 (Sustain 30).	"I get by."
Summon Ally II	100	Conjuration	Conjuration 40, Summon Ally	You summon a small creature with hit points and attributes equal to 5+ your Conjuration score, and defenses equal to 12 + your conjuration modifier. You can choose to give the creature commands on your turn. Each command you give costs the corresponding action i.e., telling the creature to move costs your move action, telling it to attack costs your standard action. The creature has a base unarmed attack of 1d6 (Sustain 40).	"… With a little help."

Name	Cost	School	Prerequisites	Effects	Flavor
Summon Ally III	120	Conjuration	Conjuration 50, Summon Ally II	You summon a small or medium creature with hit points and attributes equal to your 10 + Conjuration score, and defenses equal to 15 + your conjuration modifier. The creature takes its turn in imitative immediately after you. The creature has a base unarmed attack of 1d6 (Sustain 50).	"…From my friends."
Summon Bigger Fish	80	Conjuration		If there is a creature within your Conjuration range that was not summoned by this spell, you may summon within your Conjuration range a creature of the same species that is large enough to eat the previous creature. Creatures summoned by this spell are not under your control and cannot be dominated. Additionally, these creatures count as having been teleported here, and do not disappear when you fall unconscious.	"There's always a bigger fish."
Summon Minion	175	Conjuration	Conjuration 30	You summon a small creature with one hit point and defenses equal to 10+ your Conjuration modifier. While this creature exists, you cannot be targeted with an attack that does not also include this creature. As a move action you can move the creature a number of squares equal to your movement. As a standard action you can make a melee attack through the creature, using your Unarmed Combat score. The creature must remain within your Conjuration range relative to you at all times (sustain 60)	The bigger they are, the more loyal their subordinates are.
Sunder	175	Destruction		You create a number of holes or cracks totaling no more than 35 cubic feet in volume in an object you are touching. This spell takes three rounds (18 seconds) to cast, and you must be constantly touching the object for the duration of the spell.	"This dam's just for show, right?"
Superior Speed	150	Alteration	Alteration 30, Speed Burst	You gain a +4 bonus to all defenses, and your movement is multiplied by 2 (Sustain 80)	"Try to hit me… I dare you."

Name	Cost	School	Prerequisites	Effects	Flavor
Suppression	150	Meta	[Meta] 40	Make an attack vs. Will against one creature you can see within your Alteration range. If the attack hits, you may end all auras or magical effects on the target and its equipment.	"How about we fight *without* the magic?"
Teleport	60	Alteration	Alteration 30	You teleport a number of squares equal to your Alteration modifier. This spell takes a move action to cast.	Now you see me…
Tempest	300	Destruction	Destruction 80, Whirlwind	Make an attack vs. Reflex against each enemy within 3 squares of you. Each target hit takes damage equal to your Destruction score, is pushed 3 squares, knocked prone, and stunned until the end of your next turn. If an attack misses, the target takes half damage, and no other effects.	Lie down and acknowledge my power!
Throw Weapon	80	Destruction	Must be wielding melee weapon	Make an attack vs. Reflex against one creature that is between 2-5 squares away from you. Roll 1d6 times your Destruction modifier for damage. The weapon returns to your hand after the attack.	No one expects a flying sword.
Whirlwind	150	Destruction	Destruction 40, Push	Make an attack vs. Reflex against one creature you can see within your Destruction range. If the attack hits, the creature takes energy damage equal to your Destruction score, and is stunned until the end of your next turn.	"I'll tell you my master plan. But first, let's make sure you can't do anything about it."
Wreckage Zephyr	70	Conjuration	Conjuration 40	Make an attack vs Reflex against each creature close blast (half your Conjuration Modifier). Each creature hit takes 1d6 times your Conjuration Modifier.	I'm not sure the game designers know what "Zephyr" means.

Combat

Combat consists of a series of rounds, comprised of a series of turns. All combatants alternate taking turns until everyone has gone. Once all combatants have taken a turn, one round has passed, and the next one starts, continuing in the same order of turns. A round is generally considered to take about six seconds of game time to complete.

Determining Turn Order: Figuring out which character gets to take a turn first in combat is determined by initiative. Initiative is a character's initiative modifier (which is equal to their Speed modifier + any bonuses they may have) + a d20 roll. The creature with the highest total initiative score goes first, following in turn. If a tie occurs, the character with the higher modifier takes the first action. If two or more characters got the same initiative and have the same modifier, a reroll will occur between them to determine which of them goes first.

Taking a Turn: On a turn, a character has 3 actions: a move action, a minor action, and a standard action. A move action is used for actions such as standing, walking, running, etc. A standard action is for things such as attacking, charging, or casting a spell, and a minor action can be used for stowing or drawing a weapon or potion. A free action can be used for simple things that require little or no focus or attention. As many free actions as are reasonable can be taken in any one turn. Examples of free actions include: speaking a short sentence, dropping a weapon or item, and turning around in your square. Once each round, a character may take an immediate reaction, such as an opportunity attack.
For a complete list of actions, see Actions in Combat.

An action can be traded down, but never up. For example, a character can take a move action instead of a standard, or a minor instead of a move, but may not take a standard instead of a minor. See the table below for all legal combinations.

1. Take any ongoing damage
2. Regenerate magic points or hit points if applicable.
3. Take a standard, move, and minor action.
4. Make any necessary saving throws.

1	2	3	4
Standard	Move	Move	Minor
Move	Move	Minor	Minor
Minor	Minor	Minor	Minor

Order of Events: When a turn starts, a character immediately takes any ongoing damage (or magic drain) they are suffering from, then regenerates hit points or magic points (as applicable). The character then may take their turn as normal, sustaining powers after all actions have been taken, and making saving throws at the end. No further actions may be made once a character makes a saving throw.

Actions in Combat

Activate Truth	Minor
Attack	Standard
Block	Standard
Bull Rush	Standard
Cast Spell§†	Standard†
Catch Potion§	Minor
Charge	Standard
Delay	Standard
Disarm	Standard
Draw Weapon/Item§	Minor
Drink potion	Minor
Drop Object	Free
End Truth	Free
Fall Prone	Minor
Grab§	Standard
Grant Saving Throw (to ally)	Standard
Heal§	Standard
Intimidate	Standard
Mount§/Dismount	Move
Move	Move
Opportunity attack	Immediate Reaction
Pick up object§	Minor
Ready an Action	Depends
Recharge Enlightenment Points	Standard
Stand	Move
Stow Weapon/Item	Minor

Sustain	If a power says sustain (Minor, Standard, or Move) then you must give up that action to retain the effects of the power. Alternatively, if a power says sustain (number), no action is required, but you must lose a number of magic points equal to the number in order to maintain the benefit. If you do not have enough points, the benefit is lost. All Truths are sustain(cost of the Truths cast). Sustaining a grab is a minor action.
Talk	Free
Throw Creature/Large Object	Standard
Throw Potion/Small Object	Minor

†Exceptions may apply, see specific spell
§Requires free hand

Attacking: To attack a creature, use the appropriate weapon school (Melee Weapon, Ranged, or Unarmed) and take its modifier (score/10). Roll a d20, adding in this modifier, and compare it to the appropriate defense (AC for Melee Weapon, Unarmed, and Ranged. Spells may target other defenses). If your number is equal to or greater than the defense, you hit, and can calculate damage. If you roll a 20, you score a critical hit.

For spells, the concept is identical, but the school's modifier is used instead.

Attacking Beyond Range: Characters can make attacks outside of the maximum Range for any attack, spell or Truths that references Range (Range is equal to 2 times a character's modifier for the appropriate skill). Each 5-foot square that is outside of the character's Range incurs a -2 penalty to the attack roll. For example, if Thalia the pirate wants to throw her trident at a mermaid that is 6 squares away, and has a Ranged score of 27, her maximum Range is 4 (2 x Ranged modifier of 2), so she would have a -4 penalty to the attack. If her Ranged modifier was 3, she would not have a penalty.

Blocking: As a standard action, a creature can choose to block. Until the beginning of the blocking creature's next turn, whenever the creature is attacked by a melee (including unarmed) or ranged weapon, it can make a Block check by rolling a d20 and adding in its Block modifier, as well as any other bonuses (such as a +1 for a shield). Each time the creature is attacked after the first time, it takes a -3 penalty to Block checks. Flanking does not grant a bonus to Block checks.

For example, suppose Bliqwik the squid chooses to block on its turn. On the monster's turn, two merman choose to attack Bliqwik. The first merman rolls a 14. If Bliqwik rolls a 15 or higher on his block check, the attack misses, and he gets a tally in block. The second merman rolls a 9. Bliqwik rolls an 11, but takes a -3 penalty (as this was the second time he was attacked) for a total of 8. Since 8 does not hit Bliqwik's AC, he is still missed by the attack, but gets a tally in the armor that he is wearing instead. If another monster were to attack Bliqwik, he would suffer a -6 penalty to the roll. If he chooses to block again on his next turn, the penalty resets to zero.

Bull Rush: A character can charge, and, instead of making a regular attack roll, can make an Unarmed Attack roll vs. the target's Fortitude. A successful hit deals no damage, but instead pushes the target back one square, and the attacker ends in the square the creature just exited. While the charge may provoke opportunity attacks, the pushing and movement does not.

Charge: As a standard action a character can move at least two squares (up to its movement) in a straight line into an unoccupied square adjacent to a creature and make an attack. The square entered must be the closest unoccupied square adjacent to the target that is between the attacker and target.

Combat advantage: If a creature cannot operate as well as it should be in combat, it grants combat advantage. Any creature who has combat advantage on another creature will have a +2 to attack rolls against that creature. Combat advantage is granted when:

- A creature is being flanked
- A creature is prone (Combat Advantage is not granted to Ranged attacks here, they are actually at a -1)
- A creature is unaware of the attacker's presence
- A creature is taken by surprise.

Cover/Concealment: Sometimes, battlefields are obstructed. If an attacker does not have a clear path to a target, they take a -2 penalty to the attack roll, and the target is considered to have partial cover. Examples of this would include light fog, furniture covering half of the target's body, etc. If a target is completely concealed, the attacker takes a -5 penalty to the attack roll. This would be caused by thick, dense fog, a complete lack of light, the target being invisible, etc. If a target has an ally standing adjacent to him between the target and the attacker, the target has cover. However, if an attacker is attacking through an ally's square, the target does not get cover.

Critical Hits: Rolling a 20 on an attack roll results in a critical hit. Critical hits always hit, even if rolling a 20 would generally miss. On a critical hit with a non-spell, maximum damage is dealt, and damage can be rolled again and added in. For example, if Grog the Viking does 1d6 times 3, he would roll the d6, multiply by 3, and then add in 18 damage (where 18 is 6 times 3, the maximum result of a d6 times 3).

If a critical hit is achieved on a spell, the caster can cast the spell an additional time at no cost, targeting an additional valid creature.

Damage: To calculate damage, roll the appropriate damage die, then multiply by the modifier of the skill being used to attack with (Unarmed Combat, Melee Weapon or Ranged).

Melee weapons deal d4 for damage die, multiplied by the modifier of the Melee Weapon skill. If the weapon is wielded two-handed, increase the damage die by one. The damage die can be further increased by the use of Talents.

d2*	**d4**	d6	d8	2d4	d10	d12	2d6	2d8	d20	2d10	etc.

*for a d2, a coin can be used, assigning one side a value of 1, the other a value of 2. Alternatively, high/low or even/odd on any other die can simulate the results of a d2.

Ranged Weapons follow the same rules, but a bow or crossbow is considered to be 2-handed, the use of a sling, or just an arm to throw things counts as one-handed.

Unarmed Combat cannot be wielded two-handed, but instead, proficient unarmed combatants can make multiple attacks in each round. Unarmed combat does a d2, and is not modified by size.. See Unarmed Combat in Skills (page 32) for more information.

All improvised weapons deal a d4.

Delay: A character who does not wish to take actions on their initiative order can choose to delay until after another character's turn. Delaying moves the character to a new position in the initiative order. To delay until after a specific action, see Ready an Action. Delaying cannot delay harmful effects, such as ongoing damage, nor can they prolong beneficial effects, such as a sustain (minor). Ongoing damage and sustains must be dealt with before a character delays.

Disarm: A character can take a -2 penalty to an attack roll to target an item held by an opponent. If the attack hits the wielder's Reflex, the item is knocked to the ground. Any character can retrieve an adjacent object as a minor action. Any damage is dealt to the object, not the wielder.

Dual Wielding: A character wielding two weapons takes a -2 to attack with the off-hand weapon, and grants combat advantage. He may only make one attack per round, unless specifically allowed to do otherwise.

Flanking: When two allied creatures are on opposite sides of an enemy, they are considered to be flanking the enemy, and it grants combat advantage to the two allies.

Grab/Grapple: Grabbing a creature is done by making an Unarmed Combat attack roll vs. the target's Reflex. When grabbed, a creature is restrained until escape. Sustaining a grab is a minor action. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

Heal: As a standard action, you can make a dc 11 heal check to grant hit points equal to 1d4 times your Heal modifier to yourself or an adjacent creature. This can be done a number of times per day equal to three times your Heal modifier.

Intimidate: In combat, interaction can be used to frighten enemies into running away, or frighten creatures into allowing player characters to use them as mounts. This is done by making an interaction check vs. Will on a bloodied creature. GMs may limit how often this can be attempted against one creature.

> **Rounding Down:** Unless otherwise specified, whenever dividing a number, round down. Even if your Destruction score is 29, your modifier is 2. If you are dividing 35 by 2, you get 17.

Mount: A creature can mount a willing beast and ride it into combat. If a creature is mounted, the rider and the mount get a total of one turn. All creatures not mounted grant combat advantage to creatures riding mounts. When targeting mounted creatures, an attacker must choose to attack either the mount or the rider. If the rider is hit, he will fall off of the mount. If the mount dies, the rider will land prone in an unoccupied square next to the mount's body. It is a move action to mount/dismount a mount. If a mounted creature is hit by a ranged attack (not spell), the creature must immediately make a saving throw to avoid being knocked prone. They may add their ride/drive modifier to the roll.

Multiple Attacks: When an attack (usually a spell) targets multiple people, different attack rolls are used for each target, but only one damage roll is made, and applied to all targets. With unarmed combat, different attacks are made, so both attack and damage rolls are separate.

Opportunity Attacks: Few creatures fight fairly. If an opportunity or weakness presents itself in combat, opponents may make an attack against the disadvantaged foe. Opportunity attacks can be made with either melee weapon or unarmed attack, they cannot be made with ranged or spells. If unarmed attack is used, only one attack can be made. Each creature can only make one opportunity attack per round. Opportunity attacks can be made when:

- A creature leaves a square adjacent to an enemy without shifting
- A creature casts a ranged spell or makes a ranged attack roll while adjacent to an enemy
- A creature takes off into the air while adjacent to an enemy
- A marked creature makes an attack not including the creature that marked it.

Opportunity attacks are **not** made when:

- A creature is pulled, pushed, or slid past an enemy
- A creature teleports
- Throwing a creature
- A creature, not of its own volition, flies past/over another

> **Ledges:** A creature that is being pushed, Bull Rushed, or slid off a ledge can make a saving throw. On a success, the character falls prone instead of moving off the ledge.

Ready an Action: A character can choose to ready an action or wait to initiate an action until a trigger occurs. For example, Character A can wait to strike until Character B enters a certain square, or makes an attack. Readying an action costs the action of the actions being readied (readying a standard action takes that standard action, etc.). If the trigger does not occur (Character B never enters the specified square or makes an attack), than the action is lost. If the provoking action does occur, the triggered action happens after that action is completed.

Throwing: You may throw an object or creature that you are currently grabbing, providing you are strong enough to lift it. If you throw a creature, it falls prone. If it is thrown into a wall, or other hazard, it takes 1d10 damage. To throw an object/creature, make a Ranged attack roll vs. the thrown target's Reflex. If it hits, your attack roll divided by two is the number of feet you can throw them. Throwing a target ends a grab.

Attacking (With) Objects

Object Health: Objects can be attacked (or attacked with), and doing so reduces their long-term durability. Objects cannot be targeted with attacks vs. Fortitude or Will, and an attack vs. Reflex always hits. When attacking with an object, it takes one half of the damage inflicted with it. While some objects will break sooner (a bottle shatters once it has been hit), most objects can be used for several attacks before breaking. Damage is calculated using improvised weapon rules. Use the following table,
considering any material multipliers, to determine hit points:

Size	Hit Points	Example
Handheld	10	Stick, broom
Two-handed	20	Vacuum, Fence Post
Huge	50	Door, Dresser, Refrigerator

Material	Modifier
Glass	.5
Wood	1
Metal	2
Reinforced	1.5

Status Effects

During combat, characters will suffer from various status effects. A complete list of status effects can be found in the glossary, but many of the more common ones are outlined here:

Saving Throw: At the end of its turn, if a creature is affected by something labeled (save ends), it can make a saving throw. To do this, the player rolls a d20, and on a result of 11 or higher, the effect ends. Other times, a fear saving throw may be required by the GM in order to act or avoid fleeing. These operate in the same way, except the difficulty is set by the GM, and the player adds their character's Discipline modifier to the roll.

Status Effects: A character cannot suffer from two identical status effects at one time. For example, a character who is blinded cannot become blinded again, although some GMs may rule that the character may have two make two saving throws if (and only if) the cause of the blindness is different. (If a character has acid sprayed in their eyes and then is subject to a harsh blow, they may have to save twice).

Blinded: A blinded creature cannot see, and takes a -5 penalty to attack rolls and the following skills: Acrobatics, Block, Engineering, Melee Weapon, Perception, Sleight of Hand, Ride/Drive, Security and Unarmed Combat.

Combat advantage: If a creature cannot operate as well as it should be in combat, it grants combat advantage. Creatures attacking creatures who are granting combat advantage gain a +2 to the attack roll. Combat advantage is granted when:

- Creatures are flanking
- A creature is prone (Ranged attacks are at a -1 to attack a prone creature; Combat Advantage is not granted)
- A creature is unaware of the attacker's presence
- A creature is taken by surprise.

Confused: A confused character treats all creatures as enemies. A confused creature grants combat advantage and cannot flank. If it chooses to attack, it will randomly attack one of the closest creatures to it.

Dazed: A dazed character can take one action on its turn; either a standard, a move, or a minor action. A dazed character cannot make opportunity attacks. If a power is sustain minor, the action can be used to sustain. If a power is sustain (number), the sustain can be completed without expending its one action allowed for that turn. Free actions can be taken normally. A dazed creature grants combat advantage and cannot flank.

Deafened: A deafened creature cannot hear, and takes a -2 penalty to Interaction, Perception, and Sense Motive Checks.

Dispelled: A creature that is dispelled cannot regenerate magic.

Disrupted: A disrupted creature cannot attack or cast offensive spells.

Dominated: A dominated creature acts like a dazed one in that they can make one action on their turn, and cannot make opportunity attacks. A dominated creature is controlled by another creature, the dominator. The dominated creature can take no actions by itself, but rather the dominator chooses one action for it to take. This one action can be a move, minor, or standard. No powers or effects (except grabbing) can be sustained while a creature is dominated. A dominated creature grants combat advantage and cannot flank.

Dying: A dying creature has zero hit points and is unconscious and helpless. Successful attacks on the dying immediately kill the target. A dying creature must be stabilized before they can be healed.

Grabbed: When grabbed, a creature is restrained until escape. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

Helpless: Any attack rolls against a helpless creature automatically deal maximum damage, but do not count as critical hits, or gain the additional damage die awarded for a critical hit.

Immobilized: An immobilized creature cannot move, fly, or shift, but can still teleport, and be subjected to forced movement.

Intangible: A creature that is intangible takes half damage from non-magical attacks and double damage from damage-dealing spells. Healing spells restore twice as much hit points, and spells with non-sustaining durations last twice as long.

Improvised Damage: While some damage is standardized, there will be times when characters will take actions that are not explicitly outlined. In order to deal with these situations, provided here are examples of common threats, and their appropriate damage conversions.
Fire: d6/round
Metal Spikes: d10/round
Landed Upon by Object: For every ten feet an object falls, roll 1d6 per hundred lbs. the object weigh.
Falling Damage: A character takes 1d10 damage for every 10 feet they fall. Additional damage may be applied if they land on sharp rocks or spikes.

Invisible: An invisible creature cannot be seen, and thus gets a +5 bonus to stealth check rolls to hide from the sighted. Creatures unaware of an invisible creature's presence or exact location grant combat advantage to the invisible creature. Invisible features have total concealment against creatures that cannot see them.

Marked: A marked creature is thoroughly intimidated by the creature that marked it. Marked creatures take a -2 penalty to attack rolls against creatures other than the creature that marked it. In addition, if a marked creature makes an attack that does not include the marker, the marker may make an opportunity attack against the marked creature. A mark ends when the marker falls unconscious or dies.

Petrify: A petrified creature is turned to stone. It is considered to be unconscious, and is oblivious to events around it. It does not age, and gains resist 40 to all damage.

Phasing: A creature that is phasing can pass through solid objects such as walls. A phasing creature cannot pick up or

hold items unless those items are also phasing. All items worn by a creature that becomes phasing also become phasing. A phasing creature deals half damage in melee and unarmed attacks to creatures that are not phasing.

Prone: A creature lying down is considered to be prone. A character can drop prone as a minor action. A prone creature:

- Grants combat advantage to melee attacks,
- Gains a +2 bonus to defenses against ranged attacks
- Takes a -2 penalty to attack rolls.

Restrained: A restrained creature cannot move, fly, shift, or teleport, but can be subjected to forced movement.

Slowed: A slowed creature is considered to have a movement of two.

Stunned: A stunned character can take no actions, including opportunity attacks and free actions, and is unable to sustain any powers or effects. A stunned creature grants combat advantage and cannot flank.

Surprised: Surprised creatures grant combat advantage. A creature is surprised if it doesn't have enough time to prepare for an attack, or if it doesn't know from what direction an attack will come. An invisible attacker is surprising its target only if the target cannot hear, feel, or otherwise accurately determine the location of the attacker.

Unconscious: An unconscious creature is considered to be helpless, and is oblivious to events around it.

Weakened: A weakened character deals half damage on all attacks and spells, and heals half as many hit points on spells that heal.

Death, Dying, and the Unconscious Condition

It is not uncommon for adventurers, especially new ones, to die. Outlined below are the rules for dealing with character death.

If damage dealt to a character is greater than or equal to their remaining hit points, that character is dropped to zero hit points and falls unconscious. No matter how many points of damage are dealt, the character never goes to negative hit points, but rather remains at zero.

Once a character is unconscious, they may take no actions, and if any further damage is dealt to them, they will immediately die. A dying character can be stabilized (brought to one hp) if another creature performs a heal check on them. A dying creature must be stabilized before they can be healed.

Most monsters will not attack an unconscious character until other threats against it are eliminated, except in some cases, such as if an adventurer takes a mother's egg, or tries to harm its child.

Death is not always permanent, especially for adventurers. In addition to certain spells, your GM may offer ways for a character to be brought back to life, such as divine intervention, or a return as a ghost.

Note that a character who takes damage while sleeping is not immediately killed, as they are not at zero hit points. Rather, the attack deals maximum damage (but not a critical reroll) and immediately awakens the character. Some cases (such as a magical or supernaturally originated sleep) may not result in the character awakening.

Skill Challenges

Oftentimes instead of combat, adventurers will face a series of skill challenges. A skill challenge is any situation that can be resolved by means other than combat. These can include picking a lock, convincing a merchant to share information or a guard to let a party pass, noticing a trap, lifting and moving statues, or almost anything else.

Similar to skill challenges are logic challenges, where the players, rather than the characters have to solve a puzzle, such as arranging puzzle pieces a certain way, navigating a maze, solving a riddle, or deciding which door is safe based on cryptic clues. Logic challenges can also be combined with skill challenges for an even greater challenge.

Typically a skill challenge requires three successes before two failures, though the number of successes and failures can be changed to increase or decrease the difficulty of the challenge. A failed challenge can result in players taking damage, not receiving helpful information, having a shortcut blocked off, engaging in an otherwise optional combat, or any number of penalties. GMs should not include plots that cannot be advanced if a skill challenge is failed.

To use a skill, players roll a d20 and add in their skill modifier, comparing the result to the difficulty level set by the GM. The table of recommended difficulty levels for the first five levels is included below. The formulas given can be used to calculate the difficulty for any level of play.

Level	**Easy** (level +7)	**Standard** (level +11)	**Hard** (level + 15)
1	8	12	16
2	9	13	17
3	10	14	18
4	11	15	19
5	12	16	20

Leveling Up

When you succeed with any given skill -be it by succeeding at a skill challenge, or simply by hitting a monster with an attack, make a tally mark in the successes column for that skill. When you gain a number of successes for any given skill equal to that skill's modifier, you level up in that skill, and should make a tally in the total successes box below this column.

When you accumulate ten total successes, you go up a level, and gain five attribute points to distribute however you see fit amongst your attributes. In addition, every level results in the acquisition of one Talent.

While hitting a creature with a spell counts as a success for that school of magic, hitting multiple targets with a single spell only counts as one success. However, even if a spell targets multiple creatures, you need only hit one for it to count as a success.

Neither skills nor total levels can increase in combat, so the effects of these occur immediately after combat is resolved, or at the end of a session, at the GMs discretion. Players should still make tallies during combat, but the effects from leveling will not occur until afterward.

A success in light or heavy armor is gained when a character is hit by an attack while wearing the appropriate type of armor. This reflects the character's ability to learn to dodge attacks in light armor, or how to take a hit while wearing heavy armor.

Enemies

Included are the five classes of monster, with stats appropriate for a beginning party. As players level up, so too will monsters need to evolve. Under the (level up) section is advice to best scale the monsters with your players. This may need to be altered based on a specific party. This will require some experimentation, but following the guidelines in terms of order and changing with moderation (increasing hitpoints by 20 and not 80) should maintain balance.

Warrior
A big brute who wades into combat, takes a few hits, and deals out massive damage.
HP: 20
Movement: 4
Initiative: +2
AC: 14
REF: 10
Will: 12
FORT: 14
ATT: +2
DAM: 1d6 x 2

(Level up): Increase HP, then AC. Eventually increase attack to +3, and then the damage multiplier to +3. Increase d6 to d8, then to d10. Increase movement to 6. Add regen 2.

Nimbler
A swift opponent who darts between foes, striking precisely.
HP: 10
Movement: 6
Initiative + 4
AC: 16
REF: 16
WILL: 12
FORT: 10
ATT: +3
DAM: 1d4 x 3
(Level up): Increase movement to 7 or 8. Increase AC, then HP. Increase the d4 to a d6, eventually a d8. Add disarm.

Disabler:
A ranged spellcaster who imposes dangerous status conditions on its foes.
HP: 20
AC: 14
Initiative + 2
Movement: 4
REF: 12
WILL: 16
FORT: 10
Range: 6
Magic points: 150
Magic regen: 20
ATT: +2 vs Will
DAM: 0-6, constant
Effect: Creature suffers from a status effect (Blinded, Confused, Dazed, deafened, dispelled, disrupted, dominated, grabbed, immobilized, insane, invisible, phasing, slowed, stunned, weakened, chance to backfire, -2 to attack rolls, -2 to a defense) Cost: 30.
(Level up) Increase damage to 5-10, then 15-20 constant. Start targeting multiple creatures. Change cost to 40 for two targets or 50 for burst 1. Increase magic, then regen. Change the +2 to a +3. Increase Range. Increase hit points and defenses.

Spellcaster
A ranged blaster that deals massive damage to one foe.
HP: 25
AC: 14
Initiative: + 2
Movement: 4
REF: 13
FORT: 10
Will: 16
Range: 6
Magic Points: 150
Magic Regen: 30
Attack 1: Injure. +2 vs Fort. If hits, creature takes ongoing 10. Cost: 80
Attack 2: Drain Life: +3 vs Fort. If hits, creature takes 1d4 x 3 damage, and Spellcaster regains that many hit points. Cost 0

Attack 3: Shock. +2 vs Ref. If it hits, target takes 1d6 x 2 electrical damage. If it misses, target takes half damage.
(Level up): Start targeting multiple creatures. Increase range. Increase hit points and Will. On Spells: increase +2 and x 2 to +3 and x 3. Upgrade to next levels of spells. In a group, take heal. Increase magic points to 200 and regen to 40, then 50. Increase hit points and defenses.

Boss Monster:
A hefty foe that requires teamwork to overcome.
HP: 120
AC: 17
Initiative: +5
REF: 14
WILL: 15
FORT: 15
Movement: 5
ATT: +3
DAM: 1d6 x 3
Magic points: 100
Magic regen: 10
(Level up): Add regen 5. Add the use of "heal" as a spell. Increase to hit. Increase defenses. . Increase damage. Increase hit points. Add Status effects.

Example Monster:
Insanity Beast. Base monster: disabler.
HP: 20
AC: 14
REF: 12
WILL: 16
FORT: 10
Range: 6
Magic points: 150
Magic regen: 20
Attack 1: +2 vs Will. Target takes 4 damage and is confused.
Attack 2: +2 vs Will. Target gains 20% chance to backfire.
Attack 3: +2 vs Will. Target takes 6 damage and is deafened.

When creating a monster, think of what the monster would be doing to impose certain effects. For example, if a monster slows its prey, does it do so by snaring its prey's feet with roots, by burdening them with rocks, or freezing them? This not only helps create better, more vivid monsters, it also helps solve arguments about what actions are allowed based on the cause of the effect. (If a creature is slowed because it is frozen, it probably cannot fly either. However, if the cause is something on the ground, getting above the ground may help end the condition.)

The effects listed above can be applied as often as possible, at a GM's discretion. Typically effects are either at will (can be used on every attack), once per encounter, or on a recharge. To recharge, a d6 is rolled at the end of a monster's turn. If one of the allowed numbers is rolled, the power recharges. A powerful attack may only recharge on a 6, a weaker one may recharge on a 2 or higher. This is also at a GM's discretion.

GM's should try to challenge their characters without making every fight feel as though it is a hopeless death match. This balance is obtained through practice and player feedback.

Campaign Settings

Solipstry is intended to be an open gaming system, allowing you to implement a constant set of rules across a variety of campaign settings. The beauty of this is that once a group is familiarized with the rules, the can jump into play immediately, whether they are in a deep-sea campaign where everyone plays as mermaids, a post-apocalyptic wasteland where they are fighting off mutant creatures and trying to find their promised land, or a deep-sea, post-apocalyptic mermaids-gone-nuclear campaign. The depth, scope, and strangeness of worlds you create is limited only by your imagination.

However, for many GMs and players, a certain genre is most comfortable, and it can be hard to break into new genres. The creators experienced this first-hand in trying to incorporate varied flavor and examples throughout the book. Inevitably though, there are some viable, some strange, and some fairly common worlds that are simply under-represented heretofore in the book. With this in mind, we've provided some flavor-heavy campaign setting examples.

Please keep in mind that these, like all things in Solipstry, are intended to be edited as a GM sees fit, and are by no means set rules for campaign settings. They are merely illustrative examples meant to get GMs thinking about all of the wacky, wonderful, horrible, and strange places they would like to send their players.

SWEET SPOT

You've decided, as a GM, to run a campaign in a world of candy-filled and themed fun and games. Your players, apprehensive but willing, roll up a couple of spunky children (or maybe gingerbread people if you prefer) to navigate this sticky-sweet world. They go talk to Granny Pecan, who sends them on a mission to Gloop, the syrup monster over in the Syrup Bog. When there, they are to retrieve her best pie tin, which Gloop seems to have borrowed without intent to return, probably for something rather unsavory.

Granny Pecan's Lollipop Shield

Granny Pecan is kind enough to give the children some things she has sitting around which should help them in navigating the more perilous parts of the land. Shirley Scrumptious was given a giant chocolate fountain pen (which everyone knows is mightier than a sword), a modified lollipop shield, and peanut brittle armor. As such, Shirley would use the rules for a heavy weapon, shield, and heavy armor.

Shirley's best friend, Paulie Praline, was given made from sheets of thin, rolled, fruit-flavored snacks. He uses no shield, instead carrying a utility belt of various candies such as carbonated sugar crystals, which cause explosions, and tubes of sour candy powder, which can cause blindness.

This amounts to light armor and spell-casting, with a material component. Paulie would probably want to start studying chemistry and the making of candy to be able to make his own candies, and Paulie and the GM should sit down to determine which spells in the list can be justified as performable with candies. If the pool gets too limited, it is likely they could create a couple of their own as well.

Probably, while Paulie and the GM are discussing spells, they would want to go over renaming some skills to be more in line with the delicious theme this world is created around. For example, Alchemy would probably become candy making. Since they are children, knowledge might become "schooling" or some such.

Citadel North

The eternal night is illuminated only by vagrants' fires, the streetlights long having been shattered. The streets constantly reek of gasoline. Despite the overwhelming advances in technology, nothing could be done to clear up the perpetually dark skies that loomed overhead, a constant reminder of the previous generation's tremendous breakthroughs in industry. Even now, smog emits from one lone factory, mocking the scientists' work for sunlight.

Some say that the remnants of dark, ancient magic are the key to restoring nature's power, but those few are rarely heard from for very long. It is thought that the Legion, those officers of order who patrol these desolate streets, removes these individuals, perhaps for their knowledge, and perhaps for their silence. But those who are close to the Legion know that the corruption of those few that function as government over The City doesn't quite stem to that level.

This is The City. It had another name once, long ago, but it was lost with the privacy of its citizens. Each citizen is permitted (and mandated by law) to carry their access card with them wherever they go. This access card states a citizen's identity, determines what buildings and infrastructure a citizen has access to, level of care upon hospitalization, managers credit transactions, and, of course, makes it oh so very easy for agents of the Legion to track the movements and locations of those whom they protect.

Long since bankrupt, the city is completely independent from the rest of the land. Travel is limited–any cars have long since been stripped for metal, and only the Legion has hover cars, short range vehicles whose movements are very strictly watched.

Recently, Cybernetic Modification, endearingly called CyMod by those rich enough to afford it has swept through the barren city. Agents of the Legion were among the first to gain access to this luxury, but more and more denizens claimed the chance to change their genetic makeup. Reactions were as varied as the modifications–Those who improved their eyesight or ability to taste often resorted to pain killers to dull the sharp and throbbing pains which had become constant, while those who strengthened their skeletons or enhanced their lungs turned to self-inflicted injuries and uppers, just to feel something again.

Those too poor for CyMod didn't see these downsides. They saw the future, and they smelt salvation. And they weren't getting their fair cut. Riots have become increasingly common in The City, along with rampages from CyMod patients whose brains haven't taken the modification perfectly. The Legion has had their hands full.

Skills

Acrobatics (Dex)
Alteration (Wis) (With DM permission or feat)
Athletics (Str)
Augmentation (Con or Wis, DM's Choice) (Replaces Enlightenment, consider using with Discipline for biological rejection. Could also call "Stimulants", if DM wants to use specific augmentations)
Biology (Int)
Block (Spd)
Chemistry (Int)
Computer Programming (Int)
Computer Use (Int)
Craft (Dex)
Discipline (Wis)
Engineering (Int)
Endurance (Con)
Escape (Dex)

First Aid (Wis)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Language (Int)
Light Armor (Dex)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Ranged (Dex)
Ride/Drive (Dex)
Security (Dex)
Sense Motive (Wis)
Stealth (Dex)
Unarmed Combat (Str)

Common Equipment
Taser
Laser Gun
Flint Pistol
Blunderbuss (Brought into common use after insulated body armor provided too much resistance to electrifying and laser burn attacks)
Knife
Electric Knife
Sonic Grenade (used by the Legion for crowd control)
Baton
Rubber body armor
Gas mask (small enough that it just covers the face, providing protection and privacy. Issued by the Legion a number of years ago to combat the smog)

Sharlem's Quarry

Tumbleweed rolls in. This is no man's land. The sheriff's word was law, once, when every man knew his neighbor, could trust the next man, and disagreements were settled with fistfights or duels at high noon, under the shadows of the circling pterodactyls.

Bar fights broke out, sure, folks got rowdy. But at the end of the day, the town of Sharlem's Quarry was a family. A haven. Visitors checked their weapons at the door, and permanent residents worked their way into the sheriff's trust. The sheriff, a mustached man by the name of Sam Longrinne, led a group of rangers out to ensure that bandits and raptors kept their distance, but both grew closer daily. Travel was limited, with horses being the favored prey of the raptors that claimed the desertous land, but the stables were guarded, just inside the city's gates

Doc Herman knew every family, from birth to death, and everyone, save father Broderick, held multiple jobs. Owen and Maylin Wright farmed cattle, sure, but they also dug wells for any family who wanted one. Willy Regburn, the bartender also taught history to the school kids. Almost no man held but one job, and every family was devoted to helping the house's head. If the house head dies, the sons move away, leaving any daughters with a chance of marrying, owning land and staying afloat. They'll work as ranch hands or miners. Every man had his neighbor's back. Debts, grudges, and quarrels were dropped on Sunday and resumed on Monday–unless some greater disaster or cause brought about a need for greater co-operation. If the town needed solidarity, the residents of Sharlem's Quarry would drop their personal feuds for the good of the community.

But that was before the bounty hunters rolled in. Spitting, rowdy, itching for a fight. They roughed up anyone who stood in their way, marking this town as their own, turning it into a violent war zone. They killed the rangers, stopping the patrols. The bandits learned to steer clear, but the raptors, they had fair game through the town. These days, the law was defined as the man with the biggest gun.

Skills
Acrobatics (Dex)
Archery

Required Archery	Benefit
25	You can take a -2 penalty to any Archery attack roll to increase the damage die by one.
50	Your Archery range increases by 4.
75	You can score a critical hit with Archery on a roll of 19-20.

Athletics (Str)
Craft (Dex)
Demolitions

Required Demolitions	Benefit
25	When you use dynamite or a similar explosive as a ranged attack within your

	Demolitions range, you can treat the attack as a burst 2.
50	You can use dynamite or similar explosives to set or disable tripwires and other similar traps.
75	You can sense whenever you are within 25ft of dynamite or a similar explosive.

Discipline (Wis)
Engineering (Int)
Endurance (Con)
Escape (Dex)
Firearms

Required Firearms	Benefit
25	You can fire a number of times equal to your Firearms modifier, taking a cumulative -2 penalty for each shot after the first.
50	Your Firearms range increases by 2.
75	When you score a critical hit on a Firearms roll, the target is dazed until the end of your next turn.

Fisticuffs (Str) (As Unarmed)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Language (Int)
Light Armor (Dex)
Medicine (Wis) (As heal)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Ride(Dex)
Security (Dex)
Sense Motive (Wis)
Stealth (Dex)

Common Equipment
Revolver
Dynamite
Flint rifle
Crossbow
Blunderbuss
Knife
Longbows

Reinfeld's Folly

Anchors up, *The Betrothed* left the coast, merrily bobbing with the gentle pushes of the breeze. Men lined the hold, rowing heartily until the wind died down. The burners were kept warm, the cannons loaded. Grunting and chanting a haunting song, the crew moved about the ship and raised their black sail. The captain, a six-foot mountain of a man by the name of Montrussel who was mostly blunderbuss and beard, spat as he stared over the side. 30,000 feet below, he could barely make out the distant shapes of the land below through his one good eye. Behind him, a port remained neutral, Trumbark, open to all traders, friendly to those who didn't ask questions. He knew his men were near revolt; he'd lost two of his crew at Trumbark. He yelled up the topmast to Hackin' Tad, warning him that they'd better find prey ere the sun rose. A cough answered, and the gaunt man slid down the pole, eagerly reporting that there was a ship to the north.

Two years ago, that was a rare occurrence. But now, pirates like Montrussel's Betrothed owned these skies, fighting each other for the rare trader that still dared to roam the free space. Embargos, bounties, and infiltrators were evaded, ignored, and killed. There was nothing to quell the pirate threat. That's not to say there were no pirate hunters. But no matter what flag one flew, they marked themselves a target. Honor among thieves was a concept that had been left below, under the nether.

TODO

Skills

Acrobatics (Dex)

Archery

Required Archery	Benefit
25	You can take a -2 penalty to and Archery attack roll to increase the damage die by one.
50	Your Archery range increases by 4.
75	You can score a critical hit with Archery on a roll of 19-20.

Athletics (Str)

Craft (Dex)

Demolitions

Required Demolitions	Benefit
25	When you use dynamite or a similar explosive as a ranged attack within your Demolitions range, you can treat the attack as a burst 2.
50	You can use dynamite or similar explosives to set or disable tripwires and other similar

	traps.
75	You can sense whenever you are within 25ft of dynamite or a similar explosive.

Discipline (Wis)
Engineering (Int)
Endurance (Con)
Escape (Dex)
Firearms

Required Firearms	Benefit
25	You can fire a number of times equal to your Firearms modifier, taking a cumulative -2 penalty for each shot after the first.
50	Your Firearms range increases by 2.
75	When you score a critical hit on a Firearms roll, the target is dazed until the end of your next turn.

Fisticuffs (Str) (As Unarmed)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Language (Int)
Light Armor (Dex)
Medicine (Wis) (As heal)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Ride(Dex)
Security (Dex)
Sense Motive (Wis)
Stealth (Dex)

Common Equipment
Revolver
Dynamite
Flint rifle
Crossbow
Blunderbuss
Knife
Longbows

Glossary

AC: See armor class

Alteration: Alteration is the school of magic dealing with changing or manipulating the world. Items, biological organisms, and the minds of others can easily be altered by spells in this school.

Armor Class: Armor class (commonly abbreviated AC) is a rating of how difficult it is for a (typically melee) attack to hit a creature.

Aura: Some creatures may have an aura, or area around them, that is affected by a certain effect, such as difficult terrain. Aura 1 means that each square adjacent to a creature is affected; Aura 2 means that each square within 2 is affected, etc.

Backfire: Some creatures may impose a percent chance to backfire. If a spellcaster has a chance to backfire, she rolls a d100 when she casts a spell. If she rolls under the chance she has to backfire, the spell operates normally. If she rolls her chance or higher, the spell either has the opposite effect as intended (glows instead of invisible, heal instead of hurt, etc.) or has no effect at all, per the discretion of the game master. If something gives a spellcaster a 20% chance to backfire, this adds to any percent she may already have.

Blast: Blast *n* indicates a spell that affects an area *n* x *n* in size that originates adjacent to that caster. For example, a blast 3 spell would target 9 squares, 3x3 in size, with at least one square adjacent to the caster.

Blinded: A blinded creature cannot see, and takes a -5 penalty to attack rolls and the following skills: Acrobatics, Block, Engineering, Melee Weapon
, Perception, Sleight of Hand, Ride/Drive, Security and Unarmed Combat.

Bloodied: A creature is bloodied when it has half of its hit points (or less) remaining.

Bull Rush: A character can charge, and, instead of making a regular attack roll, can make an Unarmed Attack roll vs. the target's Fortitude. A successful hit deals no damage, but instead pushes the target back one square, and the charging creature ends in the square the target just exited. This does not provoke opportunity attacks from the creature targeted.

Burst: Burst *n* indicates that a spell affects an area that is *n* x *n* in size. The center of the burst must be in range. For example, burst 3 within a Destruction Range of 5 means that the spell will affect 9 squares, a 3x3 block, the center of which is no more than 5 squares from the caster.

Charge: As a standard action, a character can move its movement and make an attack roll against a creature it ends adjacent to. This provokes opportunity attacks normally. The following constraints must be met before a charge:

- Must be at least two squares between attacker and target.
- Must travel in straight line.
- Must go to closest, unoccupied square before attacking.

Combat advantage: If a creature cannot operate as well as it should in combat, it grants combat advantage. When attacking a creature granting combat advantage, an attacker gains a +2 bonus to their attack roll. Combat advantage is granted when:

- Creatures are flanking

- A creature is prone (Ranged attacks suffer a -1 penalty, and do NOT have combat advantage.)
- A creature is unaware of the attacker's presence
- A creature is taken by surprise.

Confused: A confused creature cannot tell the difference between allies and foes. It cannot flank, grants combat advantage, and will attack creatures randomly.

Conjuration: Conjuration is the school of magic that deals with summoning or creating objects and creatures. Loyal creatures can be beckoned or protective shields created by spells in this school. The very weapons and armor one fights with can be brought forth in only a second's time. Creatures that are conjured are under the conjurer's control and disappear when the conjurer stops sustaining or falls unconscious.

Critical Hit: A critical hit, commonly referred to as a crit, is achieved when a natural 20 is rolled on a d20. This inflicts maximum damage, and allows the character to roll an additional damage die. If a critical hit is achieved on a spell, the caster may recast the spell at no cost, targeting any valid targets. A critical hit always hits, even if a 20 would not result in a hit.

Damage Multiplier: The number you multiply your damage roll by to get your total damage.

Dazed: A dazed character can take one action on its turn, either a standard, a move, or a minor action. A dazed character cannot make opportunity attacks. If a power is sustain minor, the action can be used to sustain. If a power is sustain (number), the sustain can be completed without expending its one action one action allowed for that turn. Free actions can be taken normally. A dazed creature grants combat advantage and cannot flank.

Deafened: A deafened creature cannot hear, and takes a -2 penalty to Interaction, Perception, and Sense Motive Checks.

Delay: A character who does not wish to take actions during their turn can choose to delay until after another character's turn. Delaying moves the character to a new position in the initiative order. To delay until after a specific action, see Ready an Action. Delaying cannot delay harmful effects, such as ongoing damage, nor can they prolong beneficial effects, such as a sustain (minor). Ongoing damage and sustains must be dealt with before a character delays.

Destruction: The school of magic devoted to damaging people and the environment. The very elements themselves can be controlled by the spells in this school.

Difficult Terrain: Certain terrain, such as tall grass, water, deep snow, or piles of corpses, can be difficult to navigate. Whenever travelling such terrain, all movement costs two squares of movement for each square moved. Creatures cannot shift in difficult terrain.

Dispelled: A creature that is dispelled cannot regenerate magic.

Disrupted: A disrupted creature cannot attack or cast offensive spells.

Dominated: A dominated creature acts like a dazed one in that they can make one action on their turn, and cannot make opportunity attacks. A dominated creature is controlled by another creature, the dominator. The dominated creature can take no actions by itself, but rather the dominator chooses one action for it to take. This one action can be a move, minor, or standard. No powers or effects (except grabbing) can be sustained while a creature is dominated. A dominated creature grants combat advantage and cannot flank.

Dying: A dying creature is unconscious and helpless and has zero hit points. Successful attacks on the dying immediately kill the target. A dying creature must be stabilized before they can be healed.

Escape: Escaping from rope or shackles is done by making an escape check vs. the difficulty level of the restraints. Alternatively, restraints can be attacked and destroyed. Escaping from a grab is done by making an Escape check vs. the initial attack roll that caused the grab.

Falling Damage: A character takes falling damage equal to 1d10 per 10 feet fallen. For more specific rules, see Improvised Damage, page 70.

Flanking: When two allies are flanking a creature, that creature grants combat advantage to those two allies. Flanking occurs when two allies are standing on opposite sides of an enemy. If the enemy occupies more than one square, the allies do not need to be immediately across from one another, so long as they are on opposite sides, and immediately adjacent to the creature.

Flight: A creature with flight can leave the ground and fly the specified number of squares. Unless they have hover, they must land at the end of their turn or they will fall. Leaving the ground provokes opportunity attacks, but travelling through the air does not, unless the other creature is also in the air..

Forced Movement: See Pull, Push, or Slide

- **Ledges:** A creature that is being pushed, Bull Rushed, or slid off a ledge can make a saving throw. On a success, the character falls prone instead of moving off the ledge.
- **Teleporting:** A creature can be teleported directly into the air. Any creature teleported into the air (or off of a ledge) makes a saving throw. If they succeed, they fall prone in their square (or adjacent to the edge) rather than teleporting upwards. On a failure, the character is teleported, and takes falling damage as normal.

Fortitude: A creature's defense used to resist forced movement, poisons, and similar effects.

Grab/Grapple: Grabbing a creature is done by making an Unarmed Combat attack roll vs. the target's Reflex. When grabbed, a creature is restrained until escape. Sustaining a grab is a minor action. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

Grabbed: When grabbed, a creature is restrained until escape. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

Helpless: Any attack rolls against a helpless creature automatically deal maximum damage, but do not count as critical hits, or gain the additional damage die awarded for a critical hit. A creature counts as helpless if it is unconscious or bound by ropes or chain.

Hover: A creature with hover can remain flying at the end of its turn, with no need to land.

Immobilized: An immobilized creature cannot move, fly, or shift, but can still teleport, and be pushed, pulled, or slid.

Intangible: A creature that is intangible takes half damage from non-magical attacks, and double damage from damaging spells. Healing spells restore twice as much hit points, and spells with non-sustaining durations last twice as long.

Insanity: Insanity can be caused by some monster's attacks, certain diseases, or even from just

witnessing the horrors of battle. The effects of insanity vary by victim (and GM), but common ailments include delusions, making random attack rolls, attacking random targets, choosing to/not to attack at inopportune times, uncontrollable laughter, loud arguments with no one, uncontrollable spellcasting, INT and WIS scores dropping to 5, extreme paranoia, and much, much more.

Invisible: An invisible creature cannot be seen, and thus gets a +5 bonus to stealth check rolls to hide from the sighted. Creatures unaware of an invisible creature's presence or exact location grant combat advantage to the invisible creature. Invisible features have total concealment against creatures that cannot see them.

Mark: A marked creature is thoroughly intimidated by the creature that marked it. Marked creatures take a -2 penalty to attack rolls against creatures other than the creature that marked it. In addition, if a marked creature makes an attack that does not include the marker, the marker may make an opportunity attack against the marked creature. A mark ends when the marker falls unconscious or dies.

Minion: Any enemy with only one hit point is considered a minion. Minions never take damage on a missed attack.

Modifier: A modifier for a skill or attribute is determined by taking the score divided by 10 (and rounding down).

Movement: The number of squares a creature can move. To calculate movement, see creating a character.

Ongoing damage: Ongoing damage is damage that is taken at the start of a creature's turn until a successful saving throw is made.

Opportunity Attacks: Few creatures fight fairly. If an opportunity or weakness presents itself in combat, opponents may make an attack against the disadvantaged foe. Opportunity attacks can be made with either melee weapon or unarmed attack, they cannot be made with ranged or spells. If unarmed attack is used, only one attack can be made. Each creature can only make one opportunity attack per round. Opportunity attacks can be made when:

- A creature leaves a square adjacent to an enemy without shifting
- A creature casts a ranged spell or makes a Ranged attack roll while adjacent to an enemy
- A creature takes off into the air while adjacent to an enemy
- A marked creature makes an attack not including the creature that marked it

Opportunity attacks are **not** made when:

- A creature is pulled, pushed, or slid past an enemy
- A creature teleports
- Throwing a creature
- A creature flies, not of its own volition, past/over another

Party: A group of two or more adventurers.

Petrify: A petrified creature is turned to stone. It is considered to be unconscious, and is oblivious to events around it. It does not age, and gains resist 40 to all damage.

Phasing: A creature that is phasing can pass through solid objects such as walls. A phasing creature cannot pick up or hold items unless those items are also phasing. All items worn by a creature that becomes phasing also become phasing. A phasing creature deals half damage in melee and unarmed attacks to creatures that are not phasing.

Prone: A creature lying down is considered to be prone. A character can drop prone as a minor action. A prone creature:

- Grants combat advantage to melee attacks,
- Gains a +2 bonus to defenses against ranged attacks
- Takes a -2 penalty to attack rolls.

Pull: When a creature or object is pulled, it is moved the designated number of spaces in a straight line towards the creature that is pulling it.

Push: When a creature or object is pushed, it is moved the designated number of spaces in a straight line away from the creature that is pushing it.

Range: For ranged attacks, your range is equal to 2 your Ranged modifier. This is the maximum amount of squares you can hit someone with a ranged attack from. For spells, the range is equal to 2 times the governing school.

Ready an Action: A character can choose to ready an action, or wait to initiate an action until a trigger occurs. For example, Character A can wait to strike until Character B enters a certain square, or makes an attack. Readying an action costs the action being readied (readying a standard action takes that standard action, etc.). If the trigger does not occur (Character B never enters the specified square or makes an attack), than the action is lost.

Reflex: A creature's defense used to dodge traps, arrows, dragon's fire, and similar hazards.

Resistances: If a character has resistance to one type of damage, they subtract their resistance from damage of that type. For example, if a character has resist 5 fire, and they take 6 fire damage, they would only take one point of damage. If they take 5 or less points, they instead take no damage. If an attack deals more than one type of damage, a creature must be resistant to all damage types in order to resist damage.

Resting: A short rest is necessary between fights, or after travelling for an extended period of time so that characters can catch their breaths. Some effects end "at the end of the encounter" or reset "after a short rest". A short rest is anywhere from five to fifteen minutes long.

An extended rest is necessary at the end of each day. This is when characters eat, sleep, share stories about the day, and, in general, rest up for the ensuing adventures. Many powers and abilities reset at an extended rest.

After an extended rest, characters emerge with full hit points, magic points, fortune points, and Fortune points. Only one extended rest may be taken in one 24-hour period. An extended rest is at least six hours long.

Restoration: Restoration is the school of magic devoted to protecting and healing creatures in need. Masters of Restoration have been known to bring those thought to be dead back to life.

Restrained: A restrained creature cannot move, fly, shift, or teleport, but can be subjected to forced movement.

Run: A character can use a move action to run, moving its movement + 2. Doing so results in the creature granting combat advantage, and taking a negative 2 to all attack rolls until the end of its next

turn.

Save ends: See saving throw.

Saving Throws: Many conditions imposed by monsters are seen with the notation (save ends) after them. This means that the condition lasts until a successful saving throw is made. Each character can make one saving throw against each effect they are suffering from at the end of their respective turns. No actions may be taken after the saving throw is made. A saving throw is made by rolling a d20. An eleven or higher is considered a success. Fear saving throws work similarly. A fear saving throw may be required by the GM in order to act or avoid fleeing. These operate in the same way as a normal saving throw, except the difficulty is set by the GM, and the player adds their character's Discipline modifier to the roll. GMs may allow/require these saving throws for fear to be made at the beginning of a turn, instead of the end.

Shift: When a creature shifts, it moves one square as a move action. This movement does not provoke opportunity attacks.

Sleeping: A sleeping creature is considered to be unconscious and helpless, but if the sleep is natural (not magical in origin) the creature immediately awakens upon taking damage. A sleeping creature takes a -5 penalty to perception checks.

Slide: When a creature or object is slid, it is moved the designated number of spaces in a straight line in any direction.

Slowed: A slowed creature is considered to have a movement of two.

Square: A square presented on a standard grid map dictates how far a character can make. A standard square is considered to be five feet in length, width, and, as applicable, height.

Stunned: A stunned character can take no actions, including opportunity attacks and free actions, and is unable to sustain any powers or effects. A stunned creature grants combat advantage and cannot flank.

Surprised: Surprised creatures grant combat advantage. A creature is surprised if it doesn't have enough time to prepare for an attack, or if it doesn't know from what direction an attack will come. An invisible attacker is surprising its target only if the target cannot hear, feel, or otherwise accurately determine the location of the attacker.

Sustain: Sustain: 30 means that in order to continue an effect granted by a spell, a character must expend 30 magic points during each turn following the turn in which the spell was initially cast. Sustain minor means that a character must expend his/her minor action in order to sustain the effects of a spell each turn after the spell is cast.

Sustaining as a minor action counts as the one action allotted for a dazed creature, but sustaining (number) does not. A creature must be conscious and able to take actions in order to sustain. Sustaining never grants a tally.

Tally Limit: The number of successes needed to gain a level in one skill. This is equal to the modifier of that skill.

Unconscious: An unconscious creature is considered to be helpless, and is oblivious to events around it.

Vulnerability: If a character is vulnerable to one type of damage, they add damage equal to the amount they are vulnerable to any damage of that type taken. For example, if a character has vulnerable 5 fire, and they take 6 fire damage, they would take 11 points of damage. If an attack deals multiple types of

damage, a character needs only to be vulnerable to one type of damage for the damage to be added. If they are vulnerable to multiple damage types, they take the vulnerability of the damage type they are more vulnerable to.

Weakened: A weakened character deals half damage on all attacks and spells, and restores half as many hit points with spells that heal.

Will: A character's defense used to resist effects of domination and other effects that target the mind.

Index

Alcohol, 21
Alteration, 18, 19, 80
Armor, 23, 25, 33
Attacking Beyond Range:, 62
Attacking With Objects, 65
Attributes, 9, 10, 11, 68
  Charisma, 11, 12
  Constitution, 12
  Dexterity, 12
  Intelligence, 13
  Luck, 13
  Speed, 14, 83
  Strength, 14, 15
  Wisdom, 15
Blast, 42, 80
Burst, 42, 80
Character Sheet, 88
Combat, 60
  Actions in Combat, 61
  Dual Wielding, 64
  Flanking, 64, 82
  Initiative, 60
  Multiple attacks
    Targetting multiple creatures, 68
  Multiple Attacks, 64
  Targetting Multiple Creatures, 34
  Throwing, 27, 64, 65, 83
Combining Bonuses, 21
Conversions, 15
Creating Potions, 20
Critical Hits, 63
Currency, 10
Death, 46, 67
Defenses, 34
Difficulty of Skill Challenges, 68
Disrupted, 81
Dying
  Stabilize Dying, 23
Equipment, 30
  Augments, 30
Flight, 18
Fortune points, 13, 36, 39, 84
Glossary, 80
Grab, 61, 82
Heal
  Stabilize Dying, 23
Hidden Checks, 19
Improvised Damage, 67
Improvised Weapons, 33
Index, 87
Languages Known, 24
Leveling Up, 68
Metric Conversions. *See* Conversions
Minion, 83
Monsters, 68
Natural Weapons, 30
Objects
  Attacking, 65
  Attacking With, 65
Opportunity Attacks, 83
Races, 17
Roleplaying, 9
Rounding Down, 64
Shift, 85
Skills, 18
  Adding Your Own, 29
Spells, 11, 34, 39, 42, 43, 62
  Reading a Spell, 42
Stabilize Dying, 23
Status Effects, 65
Talents, 11, 37, 63
Tally Limit, 85
Truths, 11, 22, 36

SOLIPSTRY

NAME	HEIGHT	OCCUPATION
CLASS	WEIGHT	ASPIRATION
RACE	AGE	BACKGROUND

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*			
Alteration	WIS*			
Athletics	STR			
Block	SPD			
Chemistry	INT			
Conjuration	WIS*			
Craft/ Smith	INT			
Destruction	WIS*			
Discipline	WIS			
Disguise	CHA			
Endurance	CON*			
Engineering	INT			
Enlightenment	WIS			
Escape	DEX*			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			
Language	INT			

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Light Armor	DEX			
Medicine	WIS			
Melee Weapon	STR			
Nature	INT			
Perception	WIS			
Ranged Combat	DEX			
Restoration	WIS			
Ride/ Drive	DEX			
Security	DEX			
Sense Motive	WIS			
Sleight of Hand	DEX*			
Stealth	DEX*			
Unarmed Combat	STR			

ATTRIBUTE	SCORE	MOD
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

ARMOR CLASS

Heavy Armor AC= 12 + Heavy Armor mod
Light Armor AC= 7 + SPD or DEX mod + Light Armor mod
+1 if you are using a shield

REFLEX

Heavy Armor= SPD or DEX mod + Heavy Armor mod
Light armor= 5 + SPD or DEX mod + Light Armor mod

WILL

10 + WIS mod

FORTITUDE

10 + CON mod

FORTUNE

LCK mod

BASE | CURRENT

MOVEMENT

3+SPD

INITIATIVE

SPD mod

CURRENCY

TALLIES

HIT POINTS

TOTAL

CURRENT

MAGIC POINTS

TOTAL

CURRENT

REGEN.

WEAPON/ UNARMED	ATTACK	RANGE	DAMAGE

SOLIPSTRY

NAME _____ PLAYER NAME _____

ENLIGHTENMENT TRUTHS

5	+ 2 to attack rolls
10	Increase damage die by 1
15	+2 Movement
20	Make a saving throw.
20	Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment range.
25	+2 AC, Fortitude, Reflex, or Will
30	Heal 10 hit points
35	+2 to all defenses
40	Increase damage multiplier by 1
40	Exorcise: All intangible creatures within your Enlightenment modifier are teleported to a random plane or location (not within 5 miles).
45	+ 4 damage
50	+ 4 Movement
55	Save against one effect a save can end.
60	The next d20 you roll can be rolled twice. Choose either result.
60	Smite: You deal 1d8 times your Enlightenment modifier extra damage to your next attack.
65	+5 AC, Fortitude, Reflex, or Will
70	+5 all defenses
75	Immune to Ranged OR Melee attacks
80	Gain an extra standard action.
80	Cure Disease: You immediately remove all diseases, plagues, and ailments from one creature you can touch.
85	Immune to harmful spells
90	If you hit with an attack, treat it as a critical hit.
95	Increase damage multiplier by 5
100	+ 10 to attack
100	Survival: For the next 10 days, you do not need to eat or breathe, and can withstand temperatures from -300 to 300˚F.

ENLIGHTENMENT POINTS

Total Pool	Current

SPELL	COST	SCHOOL	EFFECT

EQUIPMENT

TALENTS/ SKILL PERKS

SOLIPSTRY

NAME _____ PLAYER NAME _____

TALENTS/ SKILL PERKS