

Blind: The character can't see anything. -2 Skills based on Strength and Dexterity. Trials or tasks based on vision automatically fail. All opponents are treated as having invisibility towards the blinded character. Attacking a creature invisible to it has a -1d6 attack roll, an invisible creature attacking a blind creature has a +1d6 attack roll.

Charmed:: A charmed creature cannot attack or target the charmer. Any new saving throw threat, if a clear and concrete threat automatically interrupts the effect. An ally of the charmed creature can shake it to allow it to make a new saving throw by spending 2 Actions. The charmer has +1d6 on any ability checks to interact socially with the creature.

Fatigued: Cannot run or charge and suffers a -2 penalty on Attack and Defense Rolls.

Grabbed: A grabbed character cannot move but can try to Push. He must use two Actions to free himself (ST Fortitude opposed by Strength + 1d6 by Size). He loses his Dexterity bonus on Defense and Reflex saves. He can attack with melee weapons if appropriate.

Drown/Hold breath: Hold breath equal to 6 rounds per Constitution, minimum 3 rounds. For each Action performed -1 round to . Feint air On a DC 12 Fortitude save each round to continue holding the breath. Each round, DC increases by 1.

Deafened: Automatically fails all sound-based Awareness checks and is considered Distracted when casting spells that have verbal components.

Blocked: A blocked creature has its arms blocked. He can move trying to Push, he must use two Actions to free himself (ST Fortitude opposed). He loses his Dexterity bonus on Defense and Reflex saves. A blocked spellcaster must make a critically successful Spell Check or fail to cast spells. consider Distracted.

Confused:

d100 Behavior:

01-25 Acts normally

26-50 All he does is stammer incoherently

51-75 Deals 1d8 + Strength to self with weapon in hand

76-100 Attacks closest creature (for this purpose, a Familiar counts as part of the subject itself)

Any confused creature that is attacked automatically attacks its attacker again on its next round.

Exhausted: An exhausted character moves at half speed and suffers a -4 penalty on Attack and Defense Rolls. After 1 hour of complete rest (or lesser restoration), an exhausted character becomes fatigued. A fatigued character becomes exhausted by taking an action that would normally fatigue him.

Table: Fatigue Levels

Conditions	Malus TC-Dif.-TS	Rec.	Malus
see Fatigued	2	1h	-2 Comp
see Exhausted (1)	4	1h	-2m/-4 Comp
Exhausted (2)	6	8h	-3m/-6 Comp
Exhausted (3)	8	24h	-6m/-8 Comp
Exhausted (4)	Hopeless	12h	
Exhausted (5)	Death		

Flat-footed/Surprised: a flat-footed creature has -4 to Defence and Reflex Saving Throw. Cannot use Actions or Reactions unless explicitly permitted.

Incapacitated: An incapacitated creature cannot take actions or reactions. Melee attacks against an incapacitated creature have a +1d6 bonus. She's Flat-footed (-4 Defence and Reflex Saving Throw).

Helpless: A character asleep, unconscious, dying, or for some other reason completely at the mercy of his opponents is considered helpless. A helpless creature cannot take Actions or Reactions or speak, attacks against it have a +2d6 bonus. He is unaware of what is happening around him. The creature drops anything it is holding and falls prone. The creature automatically fails Fortitude and Reflex saves.

Entangled: An entangled creature can move at half speed and cannot run or charge. It takes a -2 penalty on attack rolls and a -2 penalty on Dexterity checks. An entangled character trying to cast a spell is considered Distracted.

Paralysed: Paralyzed character is frozen in place and unable to move or act, he is **Helpless** and can only perform mental actions.

Fear, Frightened: A frightened creature has -1d6 on attack rolls, saving throws, and Proficiency Checks as long as the source of its fear is visible. A frightened creature cannot voluntarily approach the source of its fear.

Prone: whoever is prone has a -1d6 to attack and a -4 to Defense. Getting up from prone costs 2 Actions. You cannot become prone if you fly.

Slowed: Slowed down is indicated with two values, the first indicates how many less Actions are done per round, the second the duration of the effect, if marked with a - then it has no indicated end. Ex. Slowed 1/3r, Slowed 2/-

Stunned/Knocked Out: is considered Helpless. He cannot move.

Unprepared / Surprised: A surprised/flat-footed creature has a -4 penalty to Defense and Reflex saves. No Reactions and Actions for that round.

Reading a Scroll

in case of ISY SCROLL scrolls: production cost level*level*160gp

- Understand: Intelligence or Arcana DC 10

- Cast: Intelligence or Arcana DC 12.

in case of normal scrolls: production cost level*level*80gp

- Understand: Arcana difficulty 15

- Cast: Arcana DC 20 and have access to the Magic List

Fate Points (20-Level)/5	Breaking Objects - DC Force <div> Rope23Simple Door13 Wooden door15Strong door18 Iron Door28Chain26 </div>	Mod. to combat Attack: +2: flank +1d6: you are invisible, charge -2: dazzled, hampered, grabbed -1d6: prone, shrunk, frightened, shaken, thrown weapons on melee, unknown weapon, inv creature but located, climbing Defense: +2/4/8: light(30%)/medium(50%)/full(80%) coverage -2: entangled -4: trapped, kneeling, sitting, prone, constricted, dazed, casting a spell, climbing																											
Death HP=-10-(COS*2)	<table> <tr> <th>Difficulty</th><th>Description</th><th>Competence</th></tr> <tr><td>DC 5</td><td>Extremely Easy</td><td>Mediocre</td></tr> <tr><td>DC 10</td><td>Easy</td><td>Normal</td></tr> <tr><td>DC 15</td><td>Normal</td><td>Good</td></tr> <tr><td>DC 20</td><td>Difficult</td><td>Best</td></tr> <tr><td>DC 25</td><td>Very Difficult</td><td>Excellent</td></tr> <tr><td>DC 30</td><td>Extremely Hard</td><td>Amazing</td></tr> <tr><td>DC 35</td><td>Near Impossible</td><td>Legendary</td></tr> <tr><td>DC 40</td><td>Legendary</td><td>Beyond Human</td></tr> </table>	Difficulty	Description	Competence	DC 5	Extremely Easy	Mediocre	DC 10	Easy	Normal	DC 15	Normal	Good	DC 20	Difficult	Best	DC 25	Very Difficult	Excellent	DC 30	Extremely Hard	Amazing	DC 35	Near Impossible	Legendary	DC 40	Legendary	Beyond Human	
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Cover - Defense Light +2 (>50%) Average +4 (<50%) Complete +8 (5%) Half to ST Reflex	Actions per Round Perform an attack1 Perform two attacks2 Perform more than two attacks3 Cast a Spell*2 Perform a Move Action*1 Shot1 Standing up from prone2 Help someone2 Exchange a dialogue with someone*3 Exchange a few words with someone*0 Searching for something in the backpack2 Use a hand held item1 Take from belt or ready1 Drink a potion held at the belt1 Drawing/Sheathing Weapon1 Holding the Shield1 Using a Magic Item2 Test a skill*1 Breaking down a door with shoulder or kicks1 Forcing down a door with a crowbar2 Hide1 Focus on a Spell1 Mount or dismount1 Action Immediate - Action ReactionI - R Drinking a hand held potionI Throwing a hand held objectR Fall proneR Recognize a SpellR																												
Power Blows +1 to damage - 2 CT. MAX CA/4		Rest 8 hours recovers COS+2xWP+MP HP, minimum 1.																											
Combat mastery +2 Defense -1d6 to Attack Roll -2 Defense +1 Attack Roll No more than +-2d6 can be awarded in this manner.		Temporary damage Every hour you recover, with a minimum of 1 HP, your Constitution value in lost non-lethal HP (damage from stunning).																											
Upload 3 Actions. +1d6 to attack, -4 to defense, -10 attacks beyond		Surprised Defense -4 Defense, -4 Reflex save																											
Attack of opportunity On the move, it exits or crosses the melee zone. This attack is a Reaction that costs an Action.		Touch Attack +1d6 To Hit																											
Multiple Attacks The first attack action has no penalty while the second attack action has -5 to cumulative hit per attack		Critical Hit Each time you hit, you roll one additional weapon die and add no more for every two times you rolled a 6 on the Attack Roll.																											
Total defense 2 Actions. No Attack, NO Spells, you can only take one Action and gain +4 in Defense. You do not cause attacks of opportunity if you cross an opponent's melee range.	Stand up from prone 2 Actions. -4 Defense, -4 Initiative. Acrobatics DC 13 1 Action stand up. Three 1s you lose the round. Acrobatics (6p) 1 Action, Acrobatics (8p) Immediate Action.	Burst Damage If the die roll is the maximum value (min 8) you take the die back and add up again the value (of the die only).																											
	<table> <tr> <th colspan="3">Standard Size and Capacity</th></tr> <tr> <th>Size</th><th>Space</th><th>Range</th></tr> <tr><td>Small</td><td>25 x 25 cm</td><td>0m</td></tr> <tr><td>Small</td><td>0.5 x 0.5m</td><td>0m</td></tr> <tr><td>Medium</td><td>1 x 1m</td><td>1m</td></tr> <tr><td>Large</td><td>3 x 3m</td><td>2m</td></tr> <tr><td>Huge</td><td>5 x 5m</td><td>3m</td></tr> <tr><td>Mammoth</td><td>6 x 6m</td><td>4m</td></tr> <tr><td>Colossal</td><td>12 x 12m</td><td>6m</td></tr> </table>	Standard Size and Capacity			Size	Space	Range	Small	25 x 25 cm	0m	Small	0.5 x 0.5m	0m	Medium	1 x 1m	1m	Large	3 x 3m	2m	Huge	5 x 5m	3m	Mammoth	6 x 6m	4m	Colossal	12 x 12m	6m	Get defensive you use one action, +1 Defense until start of round after.
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	Vision A blinded creature takes a -1d6 penalty on Awareness checks and a -2 penalty on Strength- and Dexterity-based checks, and automatically fails any sight-dependent Awareness check. Using Darkvision/Low light vision: Survival check to search for traps or visual-only Awareness takes a -2 penalty. Fight in dim light cause -2 to Hit Roll.	Attacks with Splash Weapons 1 2 3 4 X 5 6 7 8 0 X target, 0 origin. range 6 meters. 1d8 per direction, 2d6 per yards.																											
		Sprint Action x2 Movement. -1d6 to attack, -4 Defense, Distracted																											
		Disengage it costs 1 Action, you move 1 meter and you do not cause attacks of opportunity.																											

Weapon	Cost	Size/Damage	Range, List, Special
Axe Hammer	16	M/1d6 T/B	Axes
Bastard sword	35	M/1d8-1d10 S	Swords , 1d8 one-handed, 1d10 two-handed
Battle Axe	10	M/1d10 S	Axes
Brandistocco	10	M/2d4 P/S	Spear , Counter-Charge, Long Weapon
Broadsword	12	M/2d4 S	Swords
Composite Longbow	note*	G/Arrows	36 meters, Bows
Composite Shortbow	note*	M/Arrows	20 metres, Bows
Cudgel	1	P/1d6 B	Simple Weapons , Skull Breaker
Dagger	2	P/1d4 P	6 meters, Simple Weapons , Light Weapons , Thrown Weapons
Double Flail	90	M/1d10 B	Whirling Balls , Double Weapons
Estoc	25	G/1d8 P	Spears , Long Weapon
Falchion	75	M/2d4 S	Graceful Weapons , Spears , ED7
Flail	8	M/1d8 B	Whirling Balls , Skull Breaker
Great Cudgel	2	M/1d8 B	Skull Breaker
Great Double Axe	25	G/1d12 S	Axes , Double Weapons , Long Weapon
Halberd	10	G/1d10 P/S	Lance , Spear , Counter-Charge, Long Weapon, ED9
Hand Axe	6	M/1d6 S	6 m, Axes , Thrown Weapons , Versatile
Heavy crossbow	50	G/Bolts	30 meters Crossbows
Heavy Flail	15	M/1d10 B	Whirling Balls
Heavy Mace	5	M/1d8 B/S	Skull Breaker
Heavy Pike	8	G/1d6 P	Weapons of Death , Long Weapon
Infantry spear	2	M/1d8 P	3 m, Lance , Long Weapon, Countercharge
Javelin	1	P/1d6P	12 meters, Spears , Thrown Weapons Simple Weapons
Katana	300	M/1d10 S	Swords , Lethal Weapons , ED9
Light crossbow	35	P/Bolts	15 meters, Simple Weapons , Crossbows
Light Mace	3	P/1d6 B/S	Simple Weapons , Light Weapons , Skull Breaker
Light Pike	4	M/1d4 HP	Weapons of Death
Longbow	75	G/Arrows	20 meters, Bows
Longsword	15	M/1d8 S	Swords
Machete	10	M/1d6 S	Lethal Weapons
Naginata	8	G/1d12 S	Lance , Long Weapon, ED9
One-Handed Crossbow	100	M/Bolts	6m, Crossbows
Pole Glaive	12	G/1d10 P/S	Lance , Countercharge, Long Weapon, ED9
Punch/Barefoot	note*	P/1d4 B	Versatile
Quaterstaff	3	M/1d6 B	Simple Weapons , Long Weapon, Versatile
Rapier	20	P/1d6 P	Simple Weapons , Graceful Weapons , Versatile
Scimitar	15	M/1d6 S	Simple Weapons , Graceful Weapons , Versatile
Scythe	18	G/2d4 P/S	Weapons of Death , Long Weapon
Shortbow	30	M/1d6 P	15 m, Bows
Shortsword	10	P/1d6 P	Simple Weapons , Swords , Versatile
Sickle	6	P/1d6 S	Weapons of Death
Sling	-	P/1d4 B	10 m, Thrown Weapons
Spear	10	G/1d8 P	Spear , Long Weapon, Countercharge
Spiked Chain	25	G/2d4 P	3 meters, Whirling Balls , Long Weapon
Spiked gauntlet	5	P/1d4 P	Stun Weapons
Spiked Mace	6	M 1d8 B/P	Simple Weapons , Skull Breaker
Trident	15	M/1d6 P/S	3 meters, Spears , Thrown Weapons , Long Weapon, Countercharge
Truncheon	1	P/1d6 B	Stun Weapons , non-lethal
Two-bladed sword	100	G/1d8 S	Dual weapons , Swords
Two-handed sword	50	G/2d6 S	Swords
Urgrosh	18	M/1d6 T/P	Lance , Dual Weapons
Warhammer	5	M/1d8 W/P	6 m, Skull Breaker
Warmaul	7	G/1d10 B	Skull Breaker
Whip	1	M/1d3 S	Whirling Balls , Long Weapon

Project Name	Number/MO	Damage/Type	Weight(kg)	Carrying Capacity and Armor
Marble Marbles (slingshots)	15/1 gp	1d4 W	0.2	The CoC is equal to 9 (P), 16 (M), 25 (G) + Strength + Constitution. A Light Weapon has Encumbrance 1, Medium has 2, Large has 4.
Crossbow bolts, light	10/1 gp	1d6 P	0.1	
Heavy crossbow bolts	3/1 gp	1d10 P	0.3	
Hunting Arrows	20/1 gp	1d6 P	0.1	
War Arrows	10/1 gp	1d8 P	0.2	
Rock (slingshot)	-	1d2 W	0.2	

Armor	Cost (gp)	Defense	-Comp.	Type	Move.	Try Magic
Padded	5	1	0	L	0	No
Leather	10	2	0	L	0	SI
Reinforced Leather	25	3	0	L	0	SI
Jersey	15	4	-1	M	0	+1d6
Scales	50	5	-1	M	0	+1d6
Rings	150	6	-1	M	0	+1d6
Breastplate	200	6	-2	M	0	+1d6
Bands	250	7	-2	P	0	+2d6
Half armor	1200	8	-2	P	1	+2d6
from Field	1400	9	-3	P	2	+2d6
Complete	1500	10	-4	P	3	+2d6

Shields	Cost	Defense	TC Penalty	Try Magic	Type
Buckler	5 gp	0	1	SI	L
Light wooden shield	3 gp	0	2	SI	L
Light Metal Shield	9 gp	0	3	SI	L
Medium wood shield	5 gp	-1	4	+1d6	M
Medium metal shield	12 gp	-1	5	+1d6	M
Heavy wooden shield	7 gp	-2	+2d6	5	P
Heavy metal shield	20 gp	-2	+2d6	7	P

Armor and Shield Encumbrances

Light armor has encumbrance 2, medium 4, heavy 8.
A light shield has encumbrance 1, medium 2, heavy 4.

Times to put on and take off the armor				
Type of Armor	Put On	quickly	Remove	
Shield	1 action	-	1 action	
Padded, Leather, Reinforced Leather	1 minute	3 rounds	-	
Giacco di Maglia	1 minute	5 rounds	5 rounds	
Scales, Rings, Breastplate, Bands	4 minutes	1 minute*	1 minute	
Half Armor, Field, Complete	4 minutes**	4 minutes*	1d4+1 minutes	

Mount	Cost (mo)	Move	Load	Km/h
Donkey or Mule	8	12m	210kg	6km
Camel	50	15m	240kg	8km
Galloping Horse	75	18m	240kg	12km
Warhorse	400	18m	270kg	9km
Draft Horse	50	12m	270kg	6km
Elephant	200	12m	660kg	6km
Mastiff	25	12m	97,5kg	6km
Pony	30	12m	112.5kg	6km
Cart/Wagon	15/30 gp	9/12 m	150/600kg	3/6km

Container	Capacity
Ampoule or Mug	0.5 liters of liquid
Barrel	160 liquid liters, 4 cubes of 30 cm
Bag	1 cube of 10cm/3kg of items
Bottle	1 liter of liquid
Jug or Carafe	4 liters of liquid
Basket	2 cubes of 30 cm/20 kg of objects
Vial	120ml liquid
Chest	12 cubes of 30cm/150kg of items
Wineskin	2 liters of liquid
Bag	1 cube of 30 cm/15 kg of objects
Bucket	12 liters of liquid, 1 cube of 25 cm
Iron Vase	4 liters of liquid
Backpack*	1 cube of 30 cm/15 kg of items

Source of Light	Radius in meters		Duration
	Light	Dim Light	
Candela	1 meter	-	1 hour
Torch	3 meters	6 meters	1 hour
Lantern	3 meters	6 meters	3 hours
spells			
Light	3 meters	6 meters	3T
Daylight	6 meters	12 meters	1 hour

Item	Cost
Beer	
Mug	4 mr
Carafe (4 litres)	2 but
Dishes	
Banquet (per person)	10 mo
Meat, 1 piece	3 sp
Cheese, 1 piece	1 but
Bread (per loaf)	2 mr
Inn (per day)	
Sleazy	7 mr
Poor	1 but
Modest	5 sp
Wealthy	8 ma
rich	2 mo
Aristocratic	4 mo
Meal (per day)	
Shabby	3 mr
Poor	6 mr
Modest	3 but
Wealthy	5 but
Rich	8 but
Aristocrat	2 mo
Wine	
Voucher (bottle)	10 gp
Common (jug)	2 but

Skills Strenght Climbing Intimidate Swimming Jumping Dexterity Acrobatics Escape Artist Fairy Hands Move Silently Hide in Shadow Use Rope Intelligence Arcana Craft* Knowledge* Disable Device Herbalism Falsify Appraise Wisdom Riding Awareness Animal Handling Nature Orientation Sense Emotions First Aid Track Survival Charisma Diplomacy Entertain Deceive Local lore	Golden Rules The 6s explode - if you roll 6, you add and fold 1's are bad luck , if you roll 1 it's zero Trust your luck. -4 proficiency/characteristic points = +1d6	
	First Aid DC 12 + INT(-HP) stabilize at 0 HP 2 minutes/1 p6: DC 15 recover 1d4 HP +2 ST Fortitude Poison DC 12+2xBleed -1 Bleed	Opposed Check Whoever takes the Test must roll at least 10 + Proficiency/Saving Throw + Statistics + Skill
	Intimidate 2 Actions. p12 1 Action. Intimidate is opposed to the Will save (CHA). If the saving throw fails, the opponent until the end of the next round has -1 to attack rolls and -1 to defense against that opponent only. If the user attempting the Intimidate check fails with a successful critical failure then he must make a Will save with a Charisma modifier at DC 10 + the opponent's Challenge Rating (or level) or suffer the same penalties as if he had been intimidated. If the opposed roll succeeds with a critical success and the opponent fails the saving throw, the duration of the effect lasts until the end of the fight.	Identify Potions Herbalism at DC 12 + plant rarity factor. 1 Action every 10 DC, 6p every 15 DC, 12p every 20 DC
	Climbing - Climbing <i>You have Armor penalties</i> Example of Surface Movement only halved Slippery surface Rough with handholds, protruding bricks Tree, a rope without knots Smooth wall with grips Perimeter wall very few holds Natural wall without holds Lean against 2 opposite walls Lean on 2 corner walls You can use a string Double difficult terrain. If you fail 10+ you fall, DC itself Reflex save to grab yourself.	Recognize magic item 1 minute DC 30. Arcana 6p costs 5 min., 12p costs 1 min., 18p costs 1 Round. Jump 1 Action <i>You have Armor penalties</i> Long Jump Distance: 30cm per result Distance jumped up: 10cm per result Run up 3 meters otherwise half. Fall Damage: H(m)/3xD6. For every 3 dice over 20, add 6 damage (X/3)d6+(X/3-20)*6. Prone. Acrobatic Check DC 15 1/2 damage within 9m. Falls onto soft surfaces (soft ground, mud, etc.) -1d6 damage.
	Swimming <i>Penalty due to Armor on Strength</i> Calm water DC 10. White water has DC 15 Stormy Waters DC 20	
Recognize a spell Arcana DC 11 + spell level. 1 reaction		Survival Basic Difficulty DC 10 If the ground is very soft DC +5 If the ground is soft DC +10 If the ground is stable DC +15 If the ground is hard DC +20 Every 3 creatures chased DC -1 Depending on size DC +8 Every past 24 hours DC +2 Every hour of rain DC +4 Poor visibility DC +2 Try to hide the traces DC +5
Evaluate 3 Actions : DC 12 + item rarity, + 2 common, 4 uncommon, 6 rare, 12 very rare, 16 legendary. With a score of 6 it costs 2 Actions, with a 12 it costs 1 Action.	Recognize a monster 1 Action Arcana: Giants, Constructs, Spirits, Monstrosities Aberrations, Dragons Planes: Elementals Occult: Fiends, Spirits, Undead Religion: Spirits, Undead, Celestials Dungeons: Aberrations, Monstrosities, Oozes, underground creatures Nature: Beasts, Plants, Fairies DC = Challenge Rating + 10 - <i>within 2:</i> name, type, main feature - <i>over 7:</i> best saving throw, a resistance/immunity to Conditions, a vulnerability to Conditions, typical attack - <i>over 12:</i> worst Saving Throw, 1 resistance/immunity to Conditions, 1 immunity to Damage, a vulnerability to Conditions, 1 vulnerability to a type of Damage - <i>over 15:</i> 2 immunities to Conditions, 1 immunity to Damage, one vulnerability to Conditions, 1 vulnerability to Damage type - <i>over 17:</i> relative degree of challenge - <i>over 20:</i> attack and special defenses	Escape Artist 1 Action every 10 of DC. 6p 1 Action 15 of DC, 12p 1 Action 20 DC.

Magic test 3d6 + 1d6 and ignore one die for each Adept of Magic in the magic list of spell Critical Failure: two 1s, one 1 and two 2s																																																											
Distracted You are Distracted if you: Conceal spell casting, Impeded, Disturbed, Threatened, Bleeding, Under Attack.																																																											
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Saving Throw Spell DC = 10 + Magic Competence/2 + ability modifier per spell + 1 x Adept of Magic feat taken in that Magic List +1 x Critical in Magic Test																																																											
Item Magic Saving Throw DC = 10 + 2 x manifested spell level																																																											
Saving Throw Monster Spell DC is 10 + 2 x spell level + Intelligence																																																											
When you have < 50% Magic Points each spell must be done with a Magic Test.																																																											
Automatic Critical Success: x2 cumulative Magic Point cost. Ex. 4,8,16,32..																																																											

Follower 2 Common traits with Patron. If you are a follower, you gain +1d6 on Magic Checks in the Patron's favored school. You can use the Patron's favored energy in your spells.	
Devoted 3 Traits in common with Patron. A Devotee adds +1d6 to the Magic Test in the Patron's favored schools and ignores one die rolled in the Magic Test. You must use the Patron's favored energy in your spells.	
Magic Test Critical Failure - 3d6 -1d6 x Crit. mins 1d6 1 Increase fatigued by 2 ranks 2 For 1 day you are no longer able to channel magical energies. You cannot cast spells except by making a critical magical success in the Magic Trial 3 You exhibit a minor body modification 4 You are hit by a thundering column of Light and Void. In a 10-foot radius around you, anyone must make a DC 15 Reflex save to take half or take 1d6 damage per spell level 5 For 3 rounds you are under the influence of the Confusion spell 6 You are paralyzed for 3 rounds 7 Be teleported within 3d10 meters in a random direction 8 You become invisible and unable to speak for 6 rounds 9 Only you are enveloped in a curtain of impenetrable magical darkness for 6 rounds 10 You can't speak well, you stutter. Each spell cast forces you to pass a Magic Test. Duration 3 rounds 11 The next spell you cast has effects minimized if possible 12 Your heartbeat is like the beating of a drum, it can be heard within 50 meters 13 All your body hair is falling out, luckily it can grow back 14 You emit a loud and pestilential flatulence. A 1m x 50cm luminous sign above your head indicates and mocks you 15 Every object you hold in your hand falls to the ground 16 Earn 2d6 Magic Points 17 An anvil falls, 3d6 damage Reflex save DC 15 to halve, on a random creature, excluding you, within six meters 18 All creatures, except you, within 20 feet of you take 1d10 irresistible damage	
Maximum Spell Level that can be cast <ul style="list-style-type: none"> • Adept of Magic (Rule 1) <ul style="list-style-type: none"> - taken once you can only cast spells up to and including level 4 - taken 2 times you can only cast spells up to and including level 6 - taken 3 times you can cast each level of spell • Magical Expertise (Rule 2) <ul style="list-style-type: none"> - you can cast spells within +1 half of the Magic Proficiency value, e.g. CM 7 = (7/2)+1 = 3+1 = 4lv spells 	
Alter Magic Effective Magic: Caster ignores a 1 or 2 rolled in the Magic Test paying x2,x3,x4 spell cost. Ethereal Magic: increasing the Magic Points spent in the spell by 3, your spells have full effect on ethereal or incorporeal creatures Merciful Magic: spells inflict temporary damage by increasing spent Magic Points by 3. Increase casting time from 2 Actions to 1 round -1 in Magic Points Collaborative Magic: another wizard costing half Magic Points grants +1d6 to the companion's Magic Test. Circle of Power: all Devotees or Followers of the same Patron Cost per mage half the Magic Points of the spell cast by the companion +1d6 to the companion's Magic Test, max +7d6. Cast time at least 1 turn	