

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.

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 can attack with melee weapons if appropriate. -2 to Hit Rolls.

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. -1d6 to hit rolls.

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.

Fatigued: Cannot run or charge and takes a -2 penalty on attack rolls, defense, and saving throws. If he does anything normally tiring, his Fatigued rating increases and he also takes penalties on movement and proficiency checks.

| Conditions | Pen./Mov/Prof. | Rec. |
|------------|----------------|------|
| Fatigued | 2/-/- | 1h |
| Fatigued 2 | 4/2m/-4 | 1h |
| Fatigued 3 | 6/3m/-6 | 8h |
| Fatigued 4 | 8/6m/-8 | 12h |
| Fatigued 5 | Stunned | 12h |
| Fatigued 6 | 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 treats terrain as difficult, cannot Run or Charge, -2 penalty on Defense, attack rolls and his 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 | | | Mod. to combat |
| Death HP=-10-(COS*2) | Rope | 23 | Simple Door | 13 |
| Cover - Defense Light +2 (>50%) Average +4 (<50%) Complete +8 (5%) Half to ST Reflex | Wooden door | 15 | Strong door | 18 |
| | Iron Door | 28 | Chain | 26 |
| | Difficulty | Description | Competence | |
| | DC 5 | Extremely Easy | Mediocre | |
| | DC 10 | Easy | Normal | |
| Power Blows +1 to damage - 2 CT. MAX CA/4 | DC 15 | Normal | Good | |
| | DC 20 | Difficult | Best | |
| | DC 25 | Very Difficult | Excellent | |
| | DC 30 | Extremely Hard | Amazing | |
| | DC 35 | Near Impossible | Legendary | |
| Combat mastery +2 Defense -1d6 to Attack Roll -2 Defense +1 Attack Roll No more than +-2d6 can be awarded in this manner. 1 Action = +2 Defense | DC 40 | Legendary | Beyond Human | |
| | Actions per Round | | | |
| | Perform an attack | 1 | | |
| | Perform two attacks | 2 | | |
| | Perform more than two attacks | 3 | | |
| Cast a Spell* | 2 | | | |
| Perform a Move Action* | 1 | | | |
| Shot | 1 | | | |
| Standing up from prone | 2 | | | |
| Help someone | 2 | | | |
| Exchange a dialogue with someone* | 3 | | | |
| Exchange a few words with someone* | 0 | | | |
| Searching for something in the backpack | 2 | | | |
| Use a hand held item | 1 | | | |
| Take from belt or ready | 1 | | | |
| Drink a potion held at the belt | 1 | | | |
| Drawing/Sheathing Weapon | 1 | | | |
| Holding the Shield | 1 | | | |
| Using a Magic Item | 2 | | | |
| Test a skill* | 1 | | | |
| Breaking down a door with shoulder or kicks | 1 | | | |
| Forcing down a door with a crowbar | 2 | | | |
| Hide | 1 | | | |
| Focus on a Spell | 1 | | | |
| Mount or dismount | 1 | | | |
| Action Immediate - Action Reaction | I - R | | | |
| Drinking a hand held potion | I | | | |
| Throwing a hand held object | R | | | |
| Fall prone | R | | | |
| Recognize a Spell | R | | | |
| Upload 3 Actions. +1d6 to attack, -4 to defense, -10 attacks beyond | 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. | | | |
| Attack of opportunity On the move, it exits or crosses the melee zone. This attack is a Reaction that costs an Action. | 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 | |
| Multiple Attacks The first attack action has no penalty while the second attack action has -5 to cumulative hit per attack | Large | 3 x 3m | 2m | |
| | Huge | 5 x 5m | 3m | |
| | Mammoth | 6 x 6m | 4m | |
| | Colossal | 12 x 12m | 6m | |
| | Vision | | | |
| 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. | 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. | | | |
| | Attack: +2: flank +1d6: you are invisible, charge -2: dazzled, hampered, entangled, dim light -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: grabbed -4: trapped, kneeling, sitting, prone, constricted, dazed, casting a spell, climbing | | | |
| | Rest 8 hours recovers COS+2xWP+MP HP, minimum 1. | | | |
| Temporary damage Every hour you recover, with a minimum of 1 HP, your Constitution value in lost non-lethal HP (damage from stunning). | Surprised Defense -4 Defense, -4 Reflex save | | | |
| | Touch Attack +1d6 To Hit | | | |
| | 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. | | | |
| | 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). | | | |
| | Get defensive you use one action, +1 Defense until start of round after. | | | |
| 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 |

| | | | |
|--|--|---|--|
| <div>Skills</div> <div>Strenght</div> <div>Climbing</div> <div>Intimidate</div> <div>Swimming</div> <div>Jumping</div> <div>Dexterity</div> <div>Acrobatics</div> <div>Escape Artist</div> <div>Fairy Hands</div> <div>Move Silently</div> <div>Hide in Shadow</div> <div>Use Rope</div> <div>Intelligence</div> <div>Arcana</div> <div>Craft*</div> <div>Knowledge*</div> <div>Disable Device</div> <div>Herbalism</div> <div>Falsify</div> <div>Appraise</div> <div>Wisdom</div> <div>Riding</div> <div>Awareness</div> <div>Animal Handling</div> <div>Nature</div> <div>Orientation</div> <div>Sense Emotions</div> <div>First Aid</div> <div>Track</div> <div>Survival</div> <div>Charisma</div> <div>Diplomacy</div> <div>Entertain</div> <div>Deceive</div> <div>Local lore</div> | <div>Golden Rules</div> <div>The 6s explode - if you roll 6, you add and fold</div> <div>1's are bad luck, if you roll 1 it's zero</div> <div>Trust your luck. -4 proficiency/characteristic points = +1d6</div> | | |
| | <div>First Aid</div> <div>DC 12 + INT(-HP) stabilize at 0 HP</div> <div>2 minutes/1 p6: DC 15 recover 1d4 HP</div> <div>+2 ST Fortitude Poison</div> <div>DC 12+2xBleed -1 Bleed</div> | <div>Opposed Check</div> <div>Whoever takes the Test must roll at least 10</div> <div>+ Proficiency/Saving Throw + Statistics + Skill</div> | |
| | <div>Intimidate</div> <div>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.</div> <div>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.</div> | <div>Identify Potions</div> <div>Herbalism at DC 12 + plant rarity factor. 1 Action every 10 DC, 6p every 15 DC, 12p every 20 DC</div> | |
| | <div>Climbing - Climbing</div> <div>You have Armor penalties</div> <div>Example of Surface</div> <div>Movement only halved</div> <div>Slippery surface</div> <div>Rough with handholds, protruding bricks</div> <div>Tree, a rope without knots</div> <div>Smooth wall with grips</div> <div>Perimeter wall very few holds</div> <div>Natural wall without holds</div> <div>Lean against 2 opposite walls</div> <div>Lean on 2 corner walls</div> <div>You can use a string</div> <div>Double difficult terrain. If you fail 10+ you fall, DC itself Reflex save to grab yourself.</div> | <div>Recognize magic item</div> <div>1 minute DC 30. Arcana 6p costs 5 min., 12p costs 1 min., 18p costs 1 Round.</div> | |
| | <div>Swimming</div> <div>Penalty due to Armor on Strength</div> <div>Calm water DC 10.</div> <div>White water has DC 15</div> <div>Stormy Waters DC 20</div> | <div>Survival</div> <div>Basic Difficulty</div> <div>If the ground is very soft</div> <div>If the ground is soft</div> <div>If the ground is stable</div> <div>If the ground is hard</div> <div>Every 3 creatures chased</div> <div>Depending on size</div> <div>Every past 24 hours</div> <div>Every hour of rain</div> <div>Poor visibility</div> <div>Try to hide the traces</div> | |
| <div>Recognize a spell</div> <div>Arcana DC 11 + spell level. 1 reaction</div> | <div>Escape Artist</div> <div>1 Action every 10 of DC. 6p 1 Action 15 of DC, 12p 1 Action 20 DC.</div> | | |
| <div>Evaluate 3 Actions : DC 12 + item rarity, + 2 common, 4 uncommon, 6 rare, 12 very rare, 16 legendary.</div> <div>With a score of 6 it costs 2 Actions, with a 12 it costs 1 Action.</div> | | | |

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|---|------------|-----------|------------|
| Magic test 3d6 + 1d6 every 2 Magic List know, and ignore 1 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. | | | |
| Magic Points mod. Feature + | | | |
| CM | P.M | CM | P.M |
| 1 | 2 | 11 | 43 |
| 2 | 4 | 12 | 47 |
| 3 | 8 | 13 | 50 |
| 4 | 10 | 14 | 54 |
| 5 | 16 | 15 | 58 |
| 6 | 19 | 16 | 62 |
| 7 | 23 | 17 | 71 |
| 8 | 27 | 18 | 76 |
| 9 | 36 | 19 | 82 |
| 10 | 41 | 20 | 89 |
| 20+ | prev.+ 4 | | |
| Saving Throw Spell DC = 10 + Magic Competence + 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.. | | | |

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|---|--|
| 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 | |