**Swordsphere (a Vision Eerie production)**

Welcome to Swordsphere, the premier virtual world MMO! As you travel the lands of Spheria, you will conquer hordes of evil goblins, ephemeral ghosts, and corrupt knights, gather resources and use them to craft epic weapons and armor, and stand shoulder to shoulder with your allies to face off against rival guilds.

All of this and more in the most vibrant, hyper-real, virtual reality world ever created.

**Character Creation**

Before you can begin your adventures, you have to create your avatar. Your avatar will determine how you look and perform in the world of Spheria. Once you create your avatar, it is linked to your account. If you decide you want to change your look, or change your profession, you will have to start all over, so choose wisely!

Character creation is a simple process following these steps:

* Choose your Background and option
  + Apply your stat increases
* Choose your Class
  + Apply your stat increases
* Figured Stats
* Choose your skills
  + Starting Level and Potential
* Starting Equipment

**Backgrounds**

Your background describes what you were before you became a stalwart adventurer. Were you a noble knight, or a foreign raider? A holy scholar, or a mad warlock?

In game terms, your background determines what stats you can raise and gives you access to a set of skills and powers. Consider it akin to a “race” in other MMOs you might have played. Unlike many other MMO’s though, your background will have a significant impact on how your avatar plays, so think it over before you make your choice.

***C:\github\realmspeak\images\natives\raider.gifBashkars***

The bashkars are fierce raiders that have invaded Spheria periodically over the past several generations. They are warriors who favor speed and skill over brute strength.

Bashkar characters can raise ***Agility***, ***Dexterity*** and ***Willpower*** at the start of the game. They get access to the combat skills of ***Dueling*** and ***Dual-Wielding***. Finally, bashkar characters must choose from one of the following bonus options:

* **Bleeder** – You gain ***+2 hit points***, the ***Bleeder(2)*** trait, and access to the ***Heal*** skill
* **Outsider** – You gain the trait ***Goblin Tongue***, ***1 Color Slot***, access to ***type VIII spells*** and access to the ***Dungeon Lore*** skill
* **Raider** – You gain ***+1 Move***, the ***Bearer*** trait, and access to the ***Sneak*** and ***Steal*** skill.

***C:\github\realmspeak\images\natives\crossbowman.gifThe Company***

The company is a band of tough, cold-hearted mercenaries. They are skilled fighters who will take up almost any cause if the price is right. Still, they are not thieves; there is honor among them – do the job, do it well, get paid.

Company characters can raise ***Strength***, ***Dexterity***, and ***Intelligence*** at the start of the game. They get access to the combat skills of ***Crossbow***, ***One-Handed***, and ***Spear & Shield***. Finally, company characters must choose from one of the following bonus options:

* **Crossbowman** – the ***Fast Draw*** trait, the ***Point Blank Shot*** trait, and ***2 UP*** (yellow or red)
* **Jobber** – ***+2 hit points***, the ***Greedy*** trait, and access to the ***Trade*** skill
* **Provisioner** – the ***Bearer*** and ***Tradesman*** traits, access to the ***Alchemist***, ***Armor Smith***, ***Cook***, ***Trade***, and ***Weapon Smith*** skills
* **Recruiter** – ***+1 hit point***, the ***Recruiter*** trait, and access to the ***Diplomacy*** and ***Trade*** skills

***C:\github\realmspeak\images\natives\great_swordsman.gifThe Guard***

The guard is a remnant of Spheria’s majestic past. They are an order of fallen knights who sit vigil over the ruins of a lost civilization. They value strength of body and mind, and are ever watchful for threats from ancient threats lurking just out of sight of the common man.

Guard character can raise ***Strength***, ***Toughness*** and ***Willpower*** at the start of the game. They get access to the combat skills of ***Crossbow*** and ***Great Weapon***. Finally, guard characters must choose from one of the following bonus options:

* **Gate Guardian** – ***+1 move***, ***+2 hit points***, the ***Improved Sweep*** maneuver, access to the ***Gate Lore*** and ***Navigate*** skills
* **Grave Watcher** – ***+2 hit points***, the ***Bone Bleeder*** trait, the ***Fearless*** trait, access to the ***Dungeon Lore*** skill
* **Vigilant** – ***+2 hit points***, the ***Vigilant*** trait, the ***Watchful*** trait

***Lancers***

The lancers are a tribe native to the outlands of Spheria. Pushed out of their ancestral homelands by the continuing expansion of civilization, the lancers patrol and fiercely protect their remaining territory.

Lancer characters can raise ***Agility***, ***Speed*** and ***Charisma*** at the start of the game. They get access to the combat skills of ***Spear & Shield*** and ***Throwing***. Finally, lancer characters must choose from one of the following bonus options:

* **Scout** – ***+1 move***, ***1 UP*** (yellow or red), access to the ***Navigate***, ***Track, Climb*** and ***Swim*** skills
* **Skirmisher** – ***+1 move***, the ***Skirmisher*** trait, access to the ***sneak*** and ***climb*** skills

***C:\github\realmspeak\images\natives\knight.gif Order***

The Order is a sect of holy knights who fervently protect and spread the teachings of the Old Religion. As civilization spreads throughout Spheria, the knights of the Order can be found ensuring the gods are properly revered.

Order characters can raise ***Strength***, ***Spirit*** and ***Charisma*** at the start of the game. They get access to the combat skills of ***One Handed*** and ***Spear & Shield***. Finally, order characters must choose from one of the following bonus options:

* **Crusader** -- ***+2 hit points***, the ***Crusader*** trait, access to the ***Navigate*** and ***Language*** skills
* **Hammer of Justice** -- ***+2 hit points***, the ***Basher*** and ***clear headed*** trait, ***1 Up*** (red, grey)
* **Noble Knight** – the ***Knight’s Squire*** and ***Reinforced*** trait, access to the ***Diplomacy*** skill
* **Paladin** – ***1 Color Slot***, the ability to ***Create White***, and access to ***Type I Spells***

***C:\github\realmspeak\images\natives\short_swordsman.gifPatrol***

Spheria is a wild land with many places for outlaws and bandits to ply their despicable trade. The Patrol are agents of the law, rooting out criminals and bringing them to justice.

Patrol characters can raise Strength, Perception and Intelligence at the start of the game. They get access to the combat skill ***One Handed*** and ***Thrown***. Finally, patrol characters must choose from one of the following bonus options:

* **Bounty Hunter** – ***+1 move***, access to the ***Combat: Net***, ***Track***, ***Trapper***, and ***Traps*** skills
* **Sheriff** – access to the ***Investigate***, ***Navigate*** and ***Track*** skills
* **Town Guard** – ***+2 hit points***, the ***Tripper*** trait, access to the ***Tactics*** skill

***C:\github\realmspeak\images\natives\assassin.gifRogues***

Rogues can be found most everywhere in Spheria. From the shadowy assassin skulking in the dark alleys of Lumina, to the boisterous ruffians gambling in the Inn at the Edge of The Woods, rogues have in common only their desire to profit off the misfortunes of others, and their disdain for the laws of the land.

Rogue characters can raise ***Agility***, ***Dexterity*** and ***Perception*** at the beginning of the game. They get access to the combat skills ***Brawling***, ***Dirty Fighting*** and ***Dual Wield***. Finally rogue characters must choose from one of the following bonus options:

* **Bandit** – access to the ***Sneak***, ***Tactics***, ***Trapper***, ***Traps*** and ***Wilderness Lore*** skills
* **Burglar** – the ***Break Fall*** trait, access to the ***Acrobatics***, ***Climb***, ***Sneak, Steal,*** ***Locks*** and ***Traps*** skills
* **Grave Robber** – the ***Cave Sight*** and ***Fearless*** traits, access to the ***Sneak***, ***Traps*** skills
* **Spy** – access to the ***Diplomacy***, ***Disguise***, ***Forgery***, ***Sneak, Steal*** and ***Track*** skills

***C:\github\realmspeak\images\natives\pikeman.gifSoldiers***

When the Kingdom fell, the king’s armies were scattered across the land. Bitter and without work, these former soldiers band together in small packs, turning to adventuring, mercenary work, or banditry as their disposition dictates.

Soldier characters can raise ***Strength***, ***Agility*** and ***Toughness*** at the start of the game. They get access to ***All Combat Skills***. Finally, soldier characters must choose from one of the following bonus options:

* **Deserter** – ***+1 move***, ***+2 hit points***, access to the ***Disguise***, ***Sneak***, and ***Wilderness Lore skills***
* **Man at Arms** – ***+3 hit points***, ***3 Ups*** (yellow, red, greed or grey)
* **Shield Bearer** – ***+4 hit points***, the ***Cautious Fighter*** trait, the ***Clear Headed*** trait

***C:\github\realmspeak\images\natives\archer.gifWoodfolk***

In the deepest of woods, out of sight of civilization’s gaze, live a tribe of mysterious faeries who protect the wilderness from mankind’s depredations. The woodfolk sneak in the forest, keeping to themselves, until their precious woods are invaded. Then with unnatural skill and fury, they lay the trespassers low with arrows and magic.

Woodfolk characters can raise ***Dexterity***, ***Perception*** and ***Spirit***at the start of the game. They get access to the combat skills of ***Bow*** and ***Thrown***. Finally, woodfolk characters must choose from one of the following bonus options:

* **Elf Kin** – ***1 Color Slot***, the ability to ***Create Gold***, access to ***Type III spells***
* **Forest Protector** -- ***+2 move***, ***+1 hit point***, access to the ***Climb***, ***Sneak***, ***Swim***, ***Tactics*** and ***Wilderness Lore*** skills
* **Sniper** – the ***Steady Aim*** maneuver, the ***Sniper*** and ***Watchful*** traits

***The Crone***

The crone is a withered old witch practicing dark magic on the edges of the realm. Though she has a reputation as frightful and capricious witch, the brave, curious, or just foolish will travel to her hut seeking advice, or her peculiar brand of arcane assistance.

Crone characters can raise ***Speed***, ***Intelligence***, and ***Willpower*** at the start of the game. They must choose from one of the following bonus options:

* **Crone** – ***1 Color Slot***, you start with a ***Familiar***, access to the ***Alchemy***, ***Disguise***, ***Historical Lore***, ***Spell Lore***
* **Inheritor** – ***1 Color Slot***, you start with an ***Amulet***, access to the ***Forgery***, ***Item Lore*** and ***Spell Lore*** skills
* **Witch** – ***1 Color Slot***, the ability to ***Create Black***, access to ***Type VIII spells***

***The Scholar***

The scholar is a collector of knowledge both practical and esoteric. He roams Spheria, gathering information on every topic imaginable. In doing so, he has acquired innumerable skills and talents, some of which are useful to would-be adventurers.

Scholar characters can raise ***Intelligence***, ***Perception*** and ***Spirit*** at the beginning of the game. They must choose from one of the following bonus options:

* **Acolyte** – ***1 Color Slot***, the ability to ***Create White***, access to ***Type I Spells***
* **Doctor** – the ***Healing Hands*** and ***Tradesman*** traits, access to ***Alchemy***, ***Cook***, ***Diplomacy*** and ***Heal*** skills
* **Lore Master** – access to the ***Animal Lore***, ***Gate Lore***, ***Historical Lore***, ***Item Lore***, ***Spell Lore***, and ***Wilderness Lore*** skills

***The Shaman***

The shaman is a reclusive wise man who makes his home among the trees and rivers of Spheria. He lives in harmony with nature and the beasts will protect him if he is threatened. He is a simple man whose only goal is to harness the power of the natural world to forge a connection with the spirit world.

Shaman characters can raise ***Willpower***, ***Spirit*** and ***Charisma*** at the start of the game. They must choose from one of the following bonus options:

* **Naturalist** – ***1 Color Slot***, you start with an ***Animal Companion***, access to ***Animal Lore***, ***Climb***, ***Swim***, ***Wilderness Lore***
* **Spiritualist** – ***1 Color Slot***, the ability to ***Create Grey***, access to ***Type II Spells***

***The Warlock***

Like the scholar, the warlock travels the whole of Spheria to further his goals. Unlike the scholar, he is not interested in knowledge for the sake of it. Instead, the warlock seeks to increase his power by delving into the most dangerous magics.

Warlock characters can raise ***Toughness***, ***Intelligence*** and ***Willpower*** at the start of the game. They must choose from one of the following bonus options:

* **Conjurer** – the ***Quick Conjuring*** trait, ***1 Color Slot***, access to ***Type VI Spells***, access to the skill ***Spell Lore***
* **Demonologist** – ***1 Color Slot***, the ability to ***Create Black***, access to ***Type V Spells***
* **Elementalist** – ***1 Color Slot***, the ability to ***Create Purple***, access to ***Type IV Spells***

**Stat Increases**

In Swordsphere, your avatar’s stats start at a value of 10. When you choose your background, you get access to three stat increases. You may apply them in any order. The first increase you apply raises the stat by 4 points, the second by 3 points and the third by 2 points.

When you choose your class (see below), you get another set of increases and they work in a similar fashion. You apply them in any order, and they raise the chosen stat by 4, 3 or 2 respectively.

Optionally, you can lower up to 2 of your stats by 2 points each, and gain a single point to apply elsewhere.

By the time you have chosen your background and class, you will have applied a total of 6 stat increases, and your starting stats should total 116-118 points. As you level up, you will increase your stats even higher.

**Classes**

After you choose your background, you must choose one of the 16 classes for your avatar. Each class gives you an additional set of stat increases, access to skills, color magic and spells, and one or more special abilities. As you level up, your class will unlock even more special abilities from your class’ unique skill tree.

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| **E:\Realmspeak\images\characters\amazon.gifThe Amazon/Tribesman**  Amazons are fleet of foot fighters focusing on battlefield mobility. During a fight, the amazon races across the battlefield, smiting vulnerable foes and supporting her allies. | | | |
| **Stat Increases:**   * Agility * Dexterity * Perception   **Weight:** Medium | **Combat Skills:**   * Bow * One Handed   **General Skills:**   * Acrobatics * Climb * Navigate * Swim * Track * Wilderness Lore | **Magic:**   * None | **Abilities:**   * +2 hit points * +2 initiative * +1 move * Weapon Proficiency |
| **Amazon Skill Trees**  **Mobility**   * Combat Reflexes   + Auto Dodge (12)   + Mobility (1)     - Mobility (2)   + Dodge (1)     - Dodge (2) * Cutter   + Cutter II * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Charge   + Improved Charge II * Mobile Fighter * Offensive Stance * Shifty   + Shifty II   + Hit and Run * Take Initiative * Unstoppable   **Support**   * +2 hit points * Bearer * Bodyguard * Dead Eye   + Dead Eye II * Extended Block * Fast Healer * Improved Give Ground * Improved Press   + Improved Press II * Overland Traveler * Phalanx   + +2 hit points   + Taunt * Revive * Stand Ground   **Scouting**   * Break Fall * Camp Master   + Camp Master II     - Camp Master III * Gate Crasher * Iron Grip * Lone Wolf * Rough Runner * Swimmer   + Swimmer II * Terrain Affinity | | | |

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| **E:\Realmspeak\images\characters\berserker.gifThe Berserker**  Berserkers are powerful warriors who depend on their superior strength and toughness to win the day. There is nothing subtle about the berserker’s style of combat – let out a battle cry and charge. | | | |
| **Stat Increases:**   * Strength * Toughness * Speed   **Weight:** Heavy | **Combat Skills:**   * Brawling * Great Weapon * Thrown   **General Skills:**   * Climb * Swim | **Magic:**   * None | **Abilities:**   * 2 ups (red, yellow) * Berserk (spend 1 red for +8 temp hp, all wounds against you are -1 roll, lasts 4 rounds, Cooldown 4 rounds) * Berzerk Cleave * Weapon Proficiency |
| **Berserker Skill Trees**  **Fury**   * Adrenal Rush * Berzerk Rage   + Berzerk Rage II     - Berzerk Rage III * Counter Attack * Decapitator * Fight with Wild Abandon * Heedless Rage   + +2 hit points * Improved Cleave I   + Improved Cleave II     - Improved cleave III * Improved Sweep   + Improved Sweep II     - Improved Sweep III * Offensive Berzerk * Offensive stance   + Striker (1)     - Striker (2)   **Iron Skin**   * +2 hit points   + +2 hit points * Fast Healer * Improved Berzerk   + Improved Berzerk II   + Lengthy Berzerk     - Lengthy Berzerk II   + Quickened Berzerk     - Quickened Berzerk II * Iron Skin   + Iron Skin Attack (1)     - Iron Skin Attack (2)   + Iron Skin Defense (1)     - Iron Skin Defense (2)   + Iron Skin Move (1)     - Iron Skin Move (2)   **Battle Cry (AoE shout tree)**   * +2 hit points * Dazing Shout * Forceful Shout   + Forceful Shout II * Intimidating Shout * Rallying Cry   + Rallying Cry II * Seismic Shout   + Seismic Shout II * Unnerving Wail   + Scream of the Gargoyle | | | |

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| **E:\Realmspeak\images\characters\black_knight.gifThe Black Knight**  The black knight is a scoundrel. A unique cross of heavily armored warrior, and sneaky rogue. He is equally at home whether he is slogging through enemies in plate armor as he is shaking their hand while stabbing them in the back. | | | |
| **Stat Increases:**   * Strength * Dexterity * Toughness   **Weight:** Medium | **Combat Skills:**   * Bow * Crossbow * Dirty Fighting * One Handed   **General Skills:**   * Diplomacy * Disguise * Fast Draw * Investigate * Sneak * Steal | **Magic:**   * None | **Abilities:**   * +2 hit points * Armor Proficiency * Weapon Proficiency |
| **Black Knight Skill Trees**  **Discretion**   * +2 hit points   + +2 hit points   + Auto Dodge (12) * Avoid Death Blow (4) * Cautious Fighter * Defensive Stance * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Give Ground   + Improved Give Ground II * Lucky SOB * Play Dead   **Man Slayer**   * Casting Disruptor * Crippling Wounds * Decapitator * Favored Enemy: Mankind   + Favored Enemy: Mankind II * Ground Game * Intimidator   + Flunky * Knockdown (4)   + Knockdown (6) * Septic Wounds * Stunning Blow (2)   + Stunning Blow (3)     - Stunning Blow (4) * Tripper * Zone of Control   + Zone of Control II   **Treachery**   * Close The Gap * Flanker (1)   + Flanker (2) * Greedy * Improved Disarm   + Improved Disarm II   + Greedy Disarm * Inscrutable * Poison Resistance   + Poisoner     - Poisoner II * Shifty   + Shifty II     - Treacherous Shift * Take Initiative | | | |

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| **E:\Realmspeak\images\characters\captain.gifThe Captain**  The captain is a veteran of many battlefields. His tactical acumen and leadership skills make him a worthy commander, capable of pushing his allies to great feats of combat. | | | |
| **Stat Increases:**   * Toughness * Willpower * Charisma   **Weight:** Medium | **Combat Skills:**   * Crossbow * One Handed * Spear & Shield   **General Skills:**   * Navigate * Tactics * Trade | **Magic:**   * None | **Abilities:**   * +1 hit point * Merc Captain trait * Weapon Proficiency |
| **Captain Skill Trees**  **Leadership**   * Command Decision * Flexible Buffs * Guidance * Improved Recruits   + Improved Recruits II   + Press Gang * Inspiring Presence * Orderly Retreat * Phalanx * Rallying Cry   + Rallying Cry II * Revive * Tactical Genius   **Soldier**   * +2 hit points   + +2 Hit Points   + Accurate fighter   + Cautious Fighter * Bearer * Counter Attack * Defensive Stance * Improved Charge I   + Improved Charge II * Offensive Stance * Reinforced * Second Wind   **Veteran**   * +2 hit points   + +2 Hit Points   + Auto Hit (12)   + Striker (1)     - Striker (2) * Camp Master   + Camp Master II     - Camp Master III * Combat Reflexes * Fast Healer * Favored Enemy (Choose) * Stand Ground * Tough SOB * Zone of Control | | | |

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| **E:\Realmspeak\images\characters\druid.gifThe Druid**  The druid is most at home when surrounded by the grand spectacle of nature, sitting in quiet contemplation, away from the rabble of society. Though not a powerful fighter, he is capable of avoiding most battles, and bringing to bear fearsome pagan rituals and animal allies when forced into conflict. | | | |
| **Stat Increases:**   * Agility * Willpower * Spirit   **Weight:** Light | **Combat Skills:**   * Spell   **General Skills:**   * Animal Lore * Climb * Enchanting * Navigate * Sneak * Spell Casting (WIL/SPI/INT) * Swim * Wilderness Lore | **Magic:**   * 3 Slots * Create Grey * Type II, VIII | **Abilities:**   * Animal Companion |
| **Druid Skill Trees**  **Mysterious Traveler**   * +1 Color Slot   + Create Gold   + +1 Color Slot     - +1 Color Slot * +2 Hit Points * Lone wolf * Mobility (1)   + Mobility (2) * Rough Runner * Terrain Affinity * Unseen Passage   **Nature’s Friend**   * Animal Armor * Animal Command * Animal Friend   + Animal Messenger * Animal Fury * Animal Power   + Animal Power II     - Animal Power III * Blood Thirsty * Improved Companions (3)   + Additional Companion   + Improved Companions (6)     - Improved Companions (10) * His Bark is Worse   **Way of the Pagan**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * +2 Hit Points * Blood Sacrifice * Favored Enemy: Goblins * Healing Spirits\* * Looming Forest\* * Magic Circle   + Magic Circle II * Pack Casting * Quick Conjuring * Ritual Knife   + Ritual Knife II     - Ritual Knife III * Ritual Mastery (1)   + Ritual Mastery (2)     - Ritual Mastery (3) | | | |

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| **E:\Realmspeak\images\characters\dwarf.gifThe Dwarf**  The stout dwarves of Spheria live in underground mountain homes, battling goblins and crafting the most exquisite items. Some leave their dark caves and find that their skill with an axe, or a smith’s hammer serve them equally well in the world of sunlight. | | | |
| **Stat Increases:**   * Strength * Toughness * Intelligence   **Weight:** Heavy | **Combat Skills:**   * Great Weapon * One Handed * Thrown   **General Skills:**   * Armor Smith * Climb * Construction * Dungeon Lore * Jeweler * Language * Locks * Traps * Weapon Smith | **Magic:**   * None | **Abilities:**   * -1 Move * +4 hit points * Armor Proficiency * Cave Sight * Favored Enemy: Goblins * Weapon Proficiency |
| **Dwarf Skill Trees**  **Hard Drinker**   * +2 Hit Points   + +2 Hit Points * Defensive Stance * Hard Drinker * Iron Skin * Poison Resistance * Second Wind   + Second Wind II * Stand Ground * Tortoise * Tough SOB   **Miner**   * Beard Weaver   + Beard Weaver II * Bearer * Cave Affinity   + Rock Fall * Door Finder * Greedy * Miner * Tradesman   + Repair Master * Trap Avoidance * Tunnel Crawler   **Troll Killer**   * +2 Hit Points   + Auto hit (12)   + +2 Hit Points * Accurate Fighter * Cleave   + Cleave II     - Cleave III * Duck * Favored Enemy: Trolls   + Favored enemy: Trolls II * Fight with Wild Abandon * Igniting Blow (2)   + Igniting Blow (3)     - Igniting Blow (4) * Improved Charge   + Improved Charge II * Improved Sweep   + Improved Press II | | | |

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| **E:\Realmspeak\images\characters\elf.gifThe Elf**  Elves were once a proud and powerful race that dominated the forests of Spheria. Now, through constant pressure from encroaching goblins, the elves have been pushed from their woodland homes and forced to live among mankind. | | | |
| **Stat Increases:**   * Agility * Dexterity * Perception   **Weight:** Light | **Combat Skills:**   * Bow * Spell   **General Skills:**   * Acrobatics * Enchanting * Language * Sneak * Spell Casting (DEX/PER/SPI) * Wilderness Lore | **Magic:**   * 2 Slots * Create Gold * Type III, VII | **Abilities:**   * Bow Master * Favored Enemy: Goblin * Woodland Affinity |
| **Elf Skill Trees**  **Elusive**   * Ambusher * Dodge(1)   + Auto Dodge (12)   + Dodge(2)     - Auto Dodge (11)     - Dodge(3) * Elusive * Lucky SOB * Mobility (1)   + Mobility (2) * Pad Foot * Shifty   + Shifty II * Skirmisher * Unseen Passage   + Gate Crasher   **Deadly**   * Assassin   + Assassin II     - Assassin III * Bleeder (2)   + Bleeder (3)     - Bleeder(4) * Cutter   + Cutter II * Dead Eye   + Dead Eye II * Favored Enemy: Goblin II * Flanker * Piercer (1)   + Piercer (2)     - Piercer (3)   **Fae**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * +2 hit points * Deep Woods\* * Door Finder * Faerie Rings * Misty Aura\* * Poppy Fields\* * Vigilant * Watchful | | | |

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| **E:\Realmspeak\images\characters\magician.gifThe Magician**  The magician is a trickster who knows a little about nearly all types of magic. He is continually in search of places and trinkets to increase his magical power and feed him the color he so desperately craves. | | | |
| **Stat Increases:**   * Speed * Intelligence * Spirit   **Weight:** Light | **Combat Skills:**   * Dirty Fighting * Spell * Staff * Thrown   **General Skills:**   * Item Lore * Spell Casting (SPD/INT/SPI) * Spell Lore * Traps | **Magic:**   * 5 Slots * Type II, III, IV, V, VI, VII, VIII | **Abilities:**   * Color Junkie * Colorless * Quick Caster |
| **Magician Skill Trees**  **Artificer (item lore tree)**   * +1 Color slot   + +1 Color slot     - +1 Color Slot * Analyst   + Analyst II   + Store Spell     - Store Spell II * Artifact Mastery (1)   + Artifact mastery (2)     - Artifact Cloner * Elusive * Iron Grip * Recycler (1)   + Recycler (2)     - Recycler (3) * Weapon Aura\*   **Trickster (spell casting tree)**   * +1 Color Slot   + +1 Color Slot   + Auto Cast (12)     - +1 Color Slot * Aura Thief * Combat Caster * Magic Circle   + Magic Circle II * Quick Color   + Quick Color II     - Quick Color III * Quick Conjuring * Spell Chain * Trick Hands   **Vagabond (combat tree)**   * +2 Hit Points * Avoid Death Blow (2) * Dodge (1)   + Dodge (2)     - Dodge (3) * Flanker (1)   + Flanker (2) * Hit and Run * Lucky SOB * Smite   + Smite II * Weapon Proficiency | | | |

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| **E:\Realmspeak\images\characters\pilgrim.gifThe Pilgrim**  The pilgrim is a wandering soul, traveling from a distant land on a pilgrimage to one of the many holy sites. His past is as mysterious as his purpose. Is he here for enlightenment, on a holy quest, or to serve penance for a past wrong? | | | |
| **Stat Increases:**   * Willpower * Spirit * Charisma   **Weight:** Medium | **Combat Skills:**   * Any   **General Skills:**   * Diplomacy * Enchanting * Healer * Navigate * Spell Casting (WIL/SPI/CHA) | **Magic:**   * 3 Slots * Create White * Type I | **Abilities:**   * Divine Presence * Favored Enemy (Dark Powers) * Pilgrimage (bonus xp from discovering holy sites) |
| **Pilgrim Skill Trees**  **Enlightenment (spell casting tree)**   * +1 Color Slot   + +1 Color Slot   + Auto Cast (12)     - +1 Color Slot * Divine Voice * Healing Spirits\* * Prayer Mastery (1)   + Prayer Mastery (2)     - Prayer Mastery (3)   **Questor (utility tree)**   * Conversion * Disease Resistant * Guidance * Overland Traveler * Revive * Smite   + Smite II * Tortoise   **Penance (support tree)**   * +2 hit points   + +2 hit points * Bodyguard * Fearless * Healing Mastery   + Healing Mastery II * Inspiring Presence * Penitent Aura\* * Steel Will * Welcome Traveler | | | |

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| **E:\Realmspeak\images\characters\sorceror.gifThe Sorcerer**  The sorcerer is a master of elemental magic. There is nothing subtle about the sorcerer’s magic. He subjugates elemental spirits to command fire and lightning to smite his foes. And as you can imagine, subjugating spirits and blowing people up with fire earns you a lot of foes. | | | |
| **Stat Increases:**   * Intelligence * Willpower * Spirit   **Weight:** Light | **Combat Skills:**   * Spell   **General Skills:**   * Enchanting * Item Lore * Spell Casting (INT/WIL/SPI) * Spell Lore | **Magic:**   * 4 Slots * Create Purple * Type IV, VI | **Abilities:**   * +2 Ups (Blue, White, Red) * Ferocious Spellcasting |
| **Sorcerer Skill Trees**  **Cryomancer (cold)**   * +1 Color Slot   + +1 Color Slot * Cryomancer (1)   + Cryomancer (2)     - Cryomancer (3) * Frozen Aura\* * Ice Skin * Ice Storm   + Ice Storm II * Snowy aura\* * Tortoise   **Electromancer (lightning)**   * +1 Color Slot   + +1 Color Slot * Chain Lightning (6)   + Chain Lightning (8)     - Chain Lightning (10) * Electromancer (1)   + Electromancer (2)     - Electromancer (3) * Lightning Aura\* * Piercing Spark   + Stunning Spark (1)     - Stunning Spark (2) * Quick Color   **Pyromancer (fire)**   * +1 Color Slot   + +1 Color Slot * Dragon Breath   + Dragon Breath II * Dragon Skin * Igniter (1)   + Igniter (2) * Quick Caster * Mobility (1) * Pyromancer (1)   + Blinding Fire (1)   + Pyromancer (2)     - Blinding Fire (2)     - Pyromancer (3) | | | |

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| **E:\Realmspeak\images\characters\swordsman.gifThe Swordsman**  In every tavern is Spheria, there are young men hell-bent on proving their mettle in single combat. The swordsman is there to teach these ruffians humility. He is a master of light, quick attacks that leave his opponent too weak to respond. | | | |
| **Stat Increases:**   * Agility * Dexterity * Speed   **Weight:** Light | **Combat Skills:**   * Dueling * Dual Wield   **General Skills:**   * Acrobatics * Fast Draw * Sneak * Steal | **Magic:**   * None | **Abilities:**   * +2 initiative * Fast (1) |
| **Swordsman Skill Trees**  **Duelist (fighting tree)**   * Cautious Fighter (1)   + Auto Dodge (12)   + Cautious Fighter (2)     - Auto Dodge (11) * Close the Gap * Defensive Stance * Desperate Fighter * Improved Disarm   + Improved Disarm II * Improved Give Ground   + Improved Give Ground II * Offensive Stance   + Auto Hit (12) * Piercer (1)   + Piercer (2)   **Mobility**   * Combat Reflexes   + Mobility (1)     - Mobility (2)   + Dodge (1)     - Dodge (2) * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Charge   + Improved Charge II * Mobile Fighter * Shifty   + Shifty II   + Hit and Run * Unstoppable   **Rapscallion (Utility tree)**   * Break Fall * Casting Disruptor * Everyman * Intimidator * Lady/Man Killer * Lucky SOB * Take Initiative * Taunt * Trap Avoidance * Watchful * Welcome Traveler | | | |

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| **E:\Realmspeak\images\characters\white_knight.gifThe White Knight**  The white knight is a holy warrior in the service of the Old Religion. The blessings bestowed on him allow him to use the rare and powerful Type I magic, but as he is not a priest, he cannot muster the color to make full use of his abilities. | | | |
| **Stat Increases:**   * Strength * Toughness * Charisma   **Weight:** Heavy | **Combat Skills:**   * Great Weapon * One Handed * Spear & Shield   **General Skills:**   * Diplomacy * Spell Casting (WIL/CHA/SPI) * Tactics | **Magic:**   * 1 Slot * Type I | **Abilities:**   * +2 hit points * Armor Proficiency * Weapon Proficiency |
| **White Knight Skill Trees**  **Crusader (offensive fighting tree)**   * Bone Bleeder * Conversion * Crusader * Improved Charge   + Improved Charge II * Improved Cleave I   + Improved Cleave II     - Improved Cleave III * Improved Sweep I   + Improved Sweep II * Unstoppable   **Paladin (support tree)**   * +1 Slot * Bearer * Combat Caster * Healing Mastery * Healing Spirits\* * Holy Aura\* * Inspiring Presence * Taunt (3) * Zone of Control I   + Zone of Control II   **Vanguard (defensive fighting tree)**   * +2 Hit Points   + +2 Hit Points     - +2 Hit Points * Extended Block * Fast Healer * Fearless * Improved Press   + Improved Press II * Tortoise * Tough SOB * Vanguard Aura\* | | | |

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| **E:\Realmspeak\images\characters\witch.gifThe Witch/Warlock**  The witch is a mage with strong ties to the world of spirits. She consorts with spirits of all types, a cross between a shaman and a diabolist. | | | |
| **Stat Increases:**   * Intelligence * Spirit * Perception   **Weight:** Light | **Combat Skills:**   * Dirty Fighting * Spell * Staff * Thrown   **General Skills:**   * Alchemy * Cook * Disguise * Enchanting * Heal * Spell Casting (INT/SPI/PER) | **Magic:**   * 3 Slots * Create Black * Create Grey * Type II, V, VIII | **Abilities:**   * Familiar (def 16, hits 1, 50% chance to avoid aoes) |
| **Witch Skill Trees**  **Cauldron Bubble (familiar & utility)**   * Cauldron Master * Enchanter * Familiar Channeling   + Familiar Recall     - Familiar Channeling II * Familiar Curse * Familiar Defense   + Familiar Defense II * Lucky SOB   **Fire Burn (type II tree)**   * Magic Circle   + Magic Circle II * Ritual Mastery (1)   + Ritual Mastery (2)   **Toil and Trouble (type V & type VIII Tree)**   * Death Mastery (1)   + Death Mastery (2) * Gorgon’s Eye   + Gorgon’s Eye II * Poison Resistance   + Poisoner | | | |

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| **E:\Realmspeak\images\characters\witch_king.gifThe Witch King/Queen**  The witch king is a mage infused with arcane energies. He wields some of the most terrifying magics, using them to incinerate his enemies and consort with his demonic allies. | | | |
| **Stat Increases:**   * Willpower * Spirit * Charisma   **Weight:** Light | **Combat Skills:**   * Spell   **General Skills:**   * Enchanting * Item Lore * Spell Casting (WIL/SPI/CHA) * Spell Lore | **Magic:**   * 4 Slots * Create Black * Create Purple * Type IV, V, VI | **Abilities:**   * -2 hit points * Spell Master |
| **Witch King Skill Trees**  **Dark Lord (type iv, vi tree)**   * Bleeder (2)   + Bleeder (3)     - Bleeder (4) * Blood Sacrifice * Cave Affinity * Cave Sight * Combat Caster * Goblin Tongue * Intimidator * Quick Conjure * Watchful   **Lich Lord (type V tree)**   * Curser (3)   + Curser (6)     - Curser (9) * Death Aura\* * Death Mastery (1)   + Death Mastery (2)     - Death Mastery (3) * Elusive * Ghost Form   + Floating Form   + Ghost Form II     - Ghost Form III   + Shifty     - Shifty II * Lich Touch   + Lich Touch II   + Undead Tongue   **Wizard Lord (enchanting tree)**   * Enchanter * Familiar * Ferocious Spellcasting   + Magical Will     - Magical Will II * Magic Circle   + Magic Circle II * Quick Color   + Quick Color II     - Quick Color III * Unseen Passage | | | |

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| **E:\Realmspeak\images\characters\wizard.gifThe Wizard**  The wizard is a master of lore and color magic. He can cast a wide variety of spells and his skills make him a boon to any adventuring fellowship. | | | |
| **Stat Increases:**   * Intelligence * Perception * Charisma   **Weight:** Medium | **Combat Skills:**   * Spell * Staff   **General Skills:**   * Dungeon Lore * Enchanting * Gate Lore * Historical Lore * Investigate * Item Lore * Navigate * Spell Casting (INT/PER/CHA) * Trade * Wilderness Lore | **Magic:**   * 3 Slots * Create Gold * Create Grey * Create Purple * Type II, III, IV, VII | **Abilities:**   * +2 hit points * 2 Ups (blue, white) * Wizard Vestments (choose one)   + Hat (light, 0 av, 1 blue up)   + Pipe (+1 diplo checks)   + Robes (light, 1 av)   + Staff (+1 def staff) |
| **Wizard Skill Trees**  **Ancient Wisdom (Spell Casting Tree)**   * +1 Color Slot   + Auto Cast (12)   + +1 Color Slot     - +1 Color Slot * Defensive Caster * Faerie Mastery (1)   + Faerie Mastery (2) * Quick Color   + Quick Color II     - Quick Color III * Ritual Mastery (1)   + Ritual Mastery (2) * Stationary Casting * Voice of the Magus   **Enchanter (Enchanting Tree)**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot   + Colorist * Analyst * Aura Thief * Counter Magic Aura\* * Enchanter * Store Spell I   + Store Spell II   **Lore Master (utility tree)**   * Camp Master   + Camp Master II     - Camp Master III * Defensive Stance * Door Finder * Faerie Rings * Gate Crasher * Greedy * Guidance * Spell Blocker * Terrain Affinity * Welcome Traveler | | | |

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| **E:\Realmspeak\images\characters\woodsgirl.gifThe Woods Girl/Man**  The woods girl is the favorite daughter of the spirits of the hunt. They have blessed her with unmatched bow skills and a loyal companion. She has the rare ability to create traps with which to confound her enemies as well as limited access to beneficial magic. | | | |
| **Stat Increases:**   * Dexterity * Speed * Perception   **Weight:** Light | **Combat Skills:**   * Bow * Dueling * Staff   **General Skills:**   * Animal Lore * Climb * Navigate * Spell Casting (DEX/PER/SPI) * Swim * Track * Trapper * Wilderness Lore * Woodworking | **Magic:**   * 1 Slot * Type VII | **Abilities:**   * Animal Companion * Bow Mastery * Bow Proficiency |
| **Woods Girl Skill Trees**  **Huntress (combat & traps tree)**   * Dodge(1)   + Dodge(2)     - Dodge(3) * +1 Move * Accurate Fighter * Combat Reflexes * Dead Eye * Piercer(1)   + Piercer(2) * Trap Master (1)   + Area Traps   + Dual Effect Traps   + Trap Master (2)   **Nature’s Friend (animal companion tree)**   * Animal Armor * Animal Command * Animal Friend   + Animal Messenger * Animal Fury * Animal Power   + Animal Power II     - Animal Power III * Blood Thirsty * His Bark is Worse * Improved Companions (3)   + Additional Companion   + Improved Companions (6)     - Improved Companions (10)   **Scouting**   * Break Fall * Camp Master   + Camp Master II     - Camp Master III * Gate Crasher * Iron Grip * Lone Wolf * Rough Runner * Swimmer   + Swimmer II * Terrain Affinity | | | |

**Traits**

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| **Trait** | **Description** |
| Accurate Fighter | +1 to all attack rolls |
| Additional Companion | You may choose a second companion to accompany you on your travels |
| Adrenal Rush | If you remain conscious after being knocked to 50% of his hit points or less, you gain a +1 INI, +1 attack, -1 to all defenses and +2 to all damage rolls. Also, any physical skill rolls are made at +2 |
| Ambusher | If you attack from stealth, you may immediately roll again to re-hide yourself |
| Analyst | * When you use item lore to learn the properties of an item, you can learn two properties per successful roll * Successfully learning an item property grants you a free XP check |
| Animal Armor | Your companion gets +1 AV |
| Animal Command | You may give your action to your animal companion, allowing him to take an immediate action |
| Animal Companion | You start the game with a level 1 animal companion. (Generally speaking, you get the choice of a scouting pet, a tanky pet, or a combat pet? They roughly level as you do, upgrading at certain points) |
| Animal Friend | Small animals surround you when in the wilderness. You can talk with these creatures and they will sometimes give you useful information. You get +2 to navigate, track and wilderness lore checks |
| Animal Fury | Your companion gets +2 damage |
| Animal Messenger | Your animal friends can act as messengers, bringing private messages to your friends even when they are not normally able to receive them |
| Animal Power | Your companions can unlock one of their locked abilities |
| Area Traps | By spending a yellow or red, you can lay a trap that has is triggered when an enemy enters the hex or any adjacent hex |
| Armor Proficiency | You can wear armor even if you are one weight class too light to do so normally |
| Artifact Cloner | By spending 3 blue, you can create a temporary clone of an artifact which lasts 4R |
| Artifact Mastery (x) | Artifacts wielded by you have +1 effect/die and save DLs are +2 per level |
| Assassin | * Attacks from stealth that surprise your opponent get +2 damage, bleed(2) and pierce(2) * Your sneak attacks also get +4 damage and stun(2) * Your sneak attacks also get +1 wound roll |
| Aura Thief | You learn one aura power from any class as long as you meet the requirements of the power. You can take this perk multiple times |
| Auto Success (x) | If you roll an x or above on your d12, you may spend an appropriately colored up to automatically succeed in your task |
| Avoid Death Blow (x) | You can spend an up of any color to have an x/12 chance to dodge any attack that would kill you or knock you unconscious |
| Beard Weaver | * Your beard is exquisitely styled. You get +2 to diplomacy checks and allied dwarves get +2 to saves when near you (6”) * By invoking your beard, you may spend ups before rolling a check to get a +2 to the roll |
| Bearer | Regardless of your avatar’s weight, you gain 6 Light, 4 Medium, 3 heavy inventory slots and 1 tremendous inventory slot. |
| Berzerk | Spend red to gain +8 temporary hit points, and a -1 to all wound rolls against you for 4 rounds |
| Berzerk Cleave | * Berzerkers can take the cleave trait with ANY weapon |
| Berzerk Rage | * +2 damage when Berzerk * +3 damage when Berzerk * +4 damage when Berzerk |
| Bleeder (x) | All of your attacks gain the Bleed(x) trait |
| Blood Sacrifice | You can take a round, spend a blue to return levels of your spellcasting skill. Each level costs 1d4 blood sacrifice. The hit points don’t have to be yours, but they have to come from a willing sacrifice who also forfeits his round |
| Blinding Fire (x) | Your fire spells have an x/12 chance of blinding the target for 1 round |
| Blood Thirsty | Your animal companion’s attacks all have Bleed (2) |
| Bodyguard | You give +2 defense to an adjacent ally, but take -1 to your own defenses |
| Bone Bleeder | Your bladed weapons do full damage to skeletal undead. |
| Bow Master | Combat perks that improve your melee attacks also improve your missile attacks |
| Bow Proficiency | You can use a bow one weight class heavier than you |
| Break Fall | You take ½ damage from fall damage |
| Camp Master | * Camping checks are +2, your camps affect one more person than normal * Your camps give allies +2 to any camping activities * Your camps increase effect dice by 1 |
| Casting Disruptor | When you are adjacent to an enemy caster, they take a -2 to casting attempts |
| Cauldron Master | You get +2 to Alchemy and Cooking checks |
| Cautious Fighter (x) | You get +1 to all defense rolls per level |
| Cave Affinity | You get +1 to all rolls when in caves. |
| Cave Sight | You can see in the dark |
| Chain Lightning (x) | You spend a blue and your bolt spell has an x/12 chance to chain to another target within 3” of the original target. Chaining can happen multiple times, each time the chance decreases by 1 |
| Clear Headed | You are resistant (+4 save, -2 procs) to being stunned |
| Cleave | * When you drop an opponent in combat, you may immediately take a one hex move and attack another enemy. You can do this once per combat round * You can take ½ move when you cleave and you may cleave twice a round * You may cleave up to three times a round |
| Close The Gap | You can close the distance on an opponent with a longer weapon without losing the initiative. Once you do so, you have +1 defense |
| Color Junkie | If all of your color slots are full, you get +2 to ***all*** rolls. If none of your color slots are full, you take a -1 penalty to ***all*** rolls. |
| Colorist | While camping, you can change any of your stored color motes to any other color you can create |
| Colorless | Any attempts to use enchanting to produce color are at a -2 |
| Combat Caster | You ignore spell casting penalties for being in the fray, or having taken damage |
| Combat Reflexes | +1 Initiative and you cannot be surprised to start a combat |
| Command Decision | By spending a red or yellow you can give up your action and allow one of your allies to perform an additional action instead |
| Conversion | You may use your diplomacy skills to convert NPCs to the old religion, doing so has a chance (6/12) to restore white magic |
| Counter Attack | By spending red or yellow, you may make a counter attack against an opponent who approaches you from the front and attacks you. This attack is a free attack, but comes after your opponent takes his turn |
| Counter Magic Aura | When you invoke any color, you may create a counter magic aura. Spells cast into or out of this zone that do not match the color of the aura are -2 to hit, -1 effect/die and -2 DL |
| Crippling Wounds | When you wound someone, you can spend a red and apply a Cripple(1) to them as well |
| Crusader | You get a +2 to damage when fighting goblinoids, demons, undead, anyone who knows a type V spell, or carries Black magic |
| Cryomancer | Your cold spells get +1 damage/die and +2 save DL per level |
| Curser (x) | Your attacks have an x/12 chance to apply the curse status to your target for 10R |
| Cutter | * If using a light weapon, you can spend red or yellow and substitute dexterity for strength when determining melee damage * This becomes a permanent switch requiring no ups |
| Dazing Shout | All enemies within 2” must save (TOU 16) or be dazed for 1-3 rounds |
| Dead Eye | * Spend yellow to substitute perception for strength when rolling melee damage. Alternately, you can substitute your perception die for either die in a missile attack * Permanently substitute perception for strength (Melee) or one of the weapon dice (missile) |
| Death Aura | When you invoke black, you create an area in which all living creatures take 1d4 penetrating damage each round and all undead are healed for a like amount |
| Death Mastery (x) | Your type V spells get +1 effect/die and +2 DL |
| Decapitator | If you hit your opponent in the head, you get +1 damage. You may also spend a red and get +1 wound roll |
| Defensive Caster | You spend a blue and can cast a self/defensive spell instantly just before an enemy attacks you |
| Defensive Stance | You get a +2 to your defenses, but take a -1 to all attacks |
| Deep Woods | When you invoke gold magic, all sneak and steal checks are at +2 in the area |
| Disease Resistant | You are resistant to disease effects and spells |
| Divine Presence | Allies within 10” get a +1 to all saves |
| Divine Voice | * Spending a blue makes your chants last 3 rounds before having to be maintained * This becomes an inherent ability that costs no ups |
| Dodge (x) | +1 Dodge per level |
| Door Finder | You can spend 3 ups to ask the GM if there are any secret doors, passages, or paths in the region you are currently searching. If there are, you find them immediately |
| Dragon’s Breath | * By spending 1 blue, any touch spell may be turned into an instant 3” cone attack, taking only ½ action * This becomes permanent and requires no ups |
| Dragon Skin | You are immune to normal fire and environmental heat effects. If you are standing in a large fire (campfire or more), you get +2 to all spell casting attempts |
| Dual Effect Traps | You can create traps that have two effects. Dual effect traps cost as much as creating both traps separately, the creation DL is the DL of the higher trap +4 |
| Duck | By spending a green or grey you increase your dodge score by 2 for the rest of the combat round |
| Electromancer (x) | Your Electrical spells get +1 damage/die and +2 save DL per level |
| Elusive | You get +2 to all sneak or steal checks |
| Enchanter | When in camp, you get an extra chance to create color using your enchant skill |
| Everyman | You can use sneak to blend in with groups of NPCs, effectively hiding in plain sight |
| Extended Block | Spend yellow or green to block for an adjacent ally at -2 |
| Faerie Rings | You can see and use the mysterious faerie rings that sometime appear in the woodlands |
| Faerie Mastery (x) | Type III spells you cast get +1 effect/die and +2 DL |
| Familiar | You start the game with a familiar. Your familiar can communicate with you, scout for you and gives you +1 to one stat and a minor ability |
| Familiar Channeling | * You may cast spells through your familiar, using its location as yours * Your familiar may cast spells on its own, using your spell list, spell casting skill and color. Spells cast by your familiar are DL+4 |
| Familiar’s Curse | Your familiar may make an attack action to curse a target (AGI, SPI 18) for 3 rounds |
| Familiar Defense | * Your familiar can interpose itself between you and an attack meant for you, giving you a +1 defense. If you fail to defend against the attack, the familiar has a 2/12 chance of taking the hit for you, which kills the familiar * You get +2 defense and the familiar has a 5/12 chance of absorbing your damage if you fail to defend |
| Familiar Recall | You may instantly recall your familiar to your side (and stow him) as a free action |
| Fast Healer | When you heal during a rest, you get 1d4 more hit points back |
| Favored Enemy | * Choose one category of foes (goblinkind, elfkind, mankind, etc.) and you get a +1 to hit and +1 damage when fighting them * In addition, you get +1 to wound rolls against your enemy |
| Fearless | You are resistant (+4 save) to fear and curses |
| Ferocious Spellcasting | Your spells do +1 damage |
| Fight with Wild Abandon | You get +2 damage, but -1 defense |
| Flanker (x) | When you flank an opponent, you get +2 damage/level |
| Flexible Buffs | When powering your talents in combat, any color up can be used |
| Floating Form | You float a couple feet off the ground, still in melee range. You get a +1 defense and are immune to ground-triggered traps/effects |
| Flunky | You can summon a thug to your side to fight with you and perform menial tasks |
| Forceful Shout | * You spend a red and release a shout that sends enemies within 2” flying away (2-4”) from you if they fail a STR save (DL 16) * The DL is 20 now and enemies also take 2d6 damage |
| Frozen Aura | When you invoke purple, you can choose to create an aura that gives Slow(1) to all your enemies within 10” |
| Gate Crasher | You are invisible for the first 5 minutes after traversing a gate, or until you take an offensive action |
| Ghost Form | * You can spend a blue or grey to become immune to non-magical attacks for up to 2 combat rounds. While you are immune, you cannot attack or affect anyone with your spells * Your ghost form now allows you to pass through obstacles and walls * By spending 2 ups (blue or grey) You may cast touch spells on targets while in Ghost Form |
| Goblin Tongue | You speak the language of goblins (orcs, kobolds, etc.) and those creatures start friendly toward you. You can trade with them, and even hire them |
| Gorgon’s Eye | * If you spend 1 blue, you may cast any ranged, single target, direct spell as a gaze, taking only ½ action * This becomes a permanent trait requiring no blue |
| Greedy | Any time you are given a reward for completing a quest, job or mercenary contract, you gain a 10% bonus to gold and a bonus XP check |
| Greedy Disarm | When you disarm an opponent, you can choose to end up holding the weapon |
| Ground Game | You get +1 to hit, +1 to damage and +1 to wound rolls when your target is prone |
| Guidance | You may spend your ups to increase your allies rolls, or to activate their powers |
| Hard Drinker | Any buffs caused by drinking are increased by 50% |
| Healing Mastery | * Any heal spells you cast do an additional +2 points * Your heals increase by +4 points |
| Healing Spirits | When you invoke grey (or white) magic, all allies in range heal 1d6 hit points |
| Heedless Rage | When you berzerk, you get +2 to attack rolls, but take -1 to hit |
| His Bark is Worse | You spend a green or grey and your companion can taunt an enemy as though he had the Taunt power |
| Hit and Run | If the first thing you do in a combat round is attack, you make take a half move after attacking |
| Ice Skin | You get +1 AV, you are immune to environmental cold effects. If you are in an environmental cold effect, you get +2 to all spell casting attempts |
| Ice Storm | * You spend a blue and your bolt attack becomes a small (2” radius) AoE. A nuke AoE is an AGI save with the DL being the original casting DL * This becomes a permanent ability requiring no ups |
| Igniter (x) | Your fire spells get ignite (x) |
| Igniting Blow (x) | Your melee attacks get ignite (x) |
| Improved Berzerk | * You get +4 additional temporary hit points and +1 AV when berzerk * You get an additional +1 AV when berzerk |
| Improved Charge | * When you charge you take no penalty to hit * When you charge you get +2 damage |
| Improved Cleave | * Your cleave chance is +2, you can take up to a ½ move when you cleave * Your cleave chance is +3 * You can cleave twice each round |
| Improved Companion (x) | * Your companions level up to a slightly improved version (level x) |
| Improved Disarm | * When you disarm, you are only -3 to hit and a +3 to the attribute test * When you disarm, you are only -2 to hit and get +4 to the attribute test |
| Improved Disengage | * When your opponents get a free attack because you disengage from melee, their attacks do not get a +2 bonus * When disengaging, you get +2 defense * You may disengage without provoking free attacks |
| Improved Give Ground | * When you give ground, you may retreat 2 hexes * When you give ground, you get +3 to defense |
| Improved Press | * When you press, you take a -1 to hit and can push your enemies back 2 hexes * Your press attack does full damage |
| Improved Recruits | * The NPCs you recruit will be better fighters (close to a low-level PC), but will cost more * The NPCs you recruit will be better fighters (close to a soldier), but will cost more |
| Improved Sweep | * You take only a -3 attack penalty and do full damage when you sweep * You may attack everyone in the front three hexes when you sweep * You may attack all adjacent opponents when you sweep |
| Inscrutable | Tactics rolls against you are at a -4 |
| Inspiring Presence | All of your allies get +2 to all saving throws |
| Intimidating Shout | You spend a red and shout causing all enemies within 10” have to save (WIL 16) or take -1 to hit, -1 damage |
| Intimidator | You get a +2 to all diplomacy checks to intimidate NPCs. |
| Iron Grip | You can fight while climbing, you resist being disarmed, you resist being knocked down when climbing, you get +4 to all grapple checks |
| Iron Skin | +1 AV or +2 AV if wearing no armor |
| Iron Skin Attack | +1 attack, +1 damage when wearing no armor per level |
| Iron Skin Defense | +1 defense, +1 AV when wearing no armor per level |
| Iron Skin Move | +2 initiative, +1 move when wearing no armor per level |
| Knight’s Squire | You have a loyal squire as your follower |
| Knockdown (x) | A blow to the chest doing 3 or more damage knocks the target down on x/12. A blow to the legs increases this chance to x+2 |
| Lady (man) killer | You get a +2 to all diplomacy checks when dealing with NPCs of the opposite sex. You also do +1 damage to NPCs of the opposite sex |
| Leap Attack | You take a -2 to hit, but you can attack after a full leap |
| Leaper | Your jump distance is +4 hexes |
| Lengthy Berzerk | * Your berzerk lasts 8 rounds * Your berzerk lasts 12 rounds |
| Lich Touch | * Your touch spells last 6R instead of 3R * Your touch spells also do +1 effect/die and have +2 save DL |
| Lightning Aura | When you invoke purple, you may create an electric aura that does 1d4 penetrating damage each round to anyone adjacent to you |
| Lone Wolf | +1 to all rolls when acting alone (does not include NPC companions or familiars) |
| Looming Forest | When you invoke grey magic, you can choose to create an aura that gives all humans, dwarves and goblinoids within a -1 to hit and -1 damage, while you, and all natural beasts, get a +1 to hit and damage |
| Lucky SOB | You can spend 3 green or grey to totally ignore the effects of one attack |
| Magic Circle | * You spend one round and create a 1” magic circle on the ground. While standing in the circle, you get +1 to spell casting checks, and your spells have +1 DL * Your spells also get +1 Effect/Die |
| Magical Will | * You can substitute your WIL or CHA die for any damage die when casting a spell * You can substitute your WIL or CHA die for any two damage dice when casting a spell |
| Miner | Any mining attempts yield 25% more ore |
| Misty Aura | When you drop gold magic, you and all of your allies get a +1 dodge |
| Mobile Fighter | You take no penalty when you move before attacking (Normally, you take a -1 to attack if you moved this round) |
| Mobility (x) | +1 Initiative, +1 Move per level |
| Offensive Berzerk | When you berzerk, you can choose to forego the normal benefits, and instead get a +1 to hit and a +1 damage for 4 rounds |
| Offensive Stance | You get +1 to attack rolls, but take -1 to defenses |
| Orderly Retreat | You spend 3 green or grey and until your next turn, all of your allies can retreat without giving their enemies a +2 to hit when they disengage |
| Overland Traveler | You and your group travel 25% faster overland, giving you a +4 bonus in any long-distance chase scenario |
| Pack Casting | You spend a blue and every animal companion, familiar, and summon you have on the battlefield can use their action to aid your next casting attempt. You get +1 for each creature that uses their action in this fashion |
| Pad Foot | You can make full moves while sneaking |
| Piercer (x) | Your attacks get pierce(x) |
| Piercing Spark | If your lightning spell does not penetrate, it gets Pierce (2) |
| Penitent Aura | When you invoke white magic, allies within 20” of you can immediately save against any detrimental magical effect they are currently suffering |
| Play Dead | When you take a hit, you spend one green or grey to go prone and play dead. Opponents must make a save (int, per 20) to attack you when you are down. The round after you get up or attack, anyone can fight you as normal |
| Poison Resistance | You are resistant to poisons |
| Poisoner | * You may apply poison to your weapons * Poisons you apply have a -2 penalty to save against, and do +1 effect/die |
| Poppy Fields | When you invoke gold magic, all save DLs vs spells that require gold magic are +2 |
| Prayer Mastery | All type I spells you have get +1 effect/die and +2 to the save DL |
| Press Gang | You can recruit up to three NPCs at once |
| Pyromancer (x) | Your fire spells get +1 damage/die and +2 save DL per level |
| Quick Caster | You get a +2 initiative when casting spells. |
| Quick Color | * Dropping color takes only ½ action * At the cost of one blue, you may drop color and cast a spell as a full round action. The spell must be a self spell (though you can cast on others with the penalty). You take a -2 to the cast check * The spell you cast can have any target |
| Quick Conjuring | When you conjure a creature, it immediately gets to take a full action. |
| Quickened Berzerk | * The cooldown for your berzerk is reduced to 3 rounds * The cooldown for your berzerk is reduced to 2 rounds |
| Rallying Cry | * You can spend 1 green or grey to heal all allies within 10” of you 2d4 hit points * Your heal is 2d6+1 hit points |
| Recruiter | Can hire various NPCs in towns and villages to fight for you |
| Recycler (x) | When you invoke color, you have an x/12 chance to recover it once you are finished using it |
| Reinforced | You gain +1 AV when wearing armor |
| Repair Master | When you repair weapons or armor, you can remove one extra damage condition |
| Revive | By spending a full combat round, you can revive a fallen ally. They are revived with 1d6 hit points |
| Ritual Knife | * You always have access to a ritual knife that will instantly appear in your hand with a thought. The knife has +1 accuracy, does 1d6+1 damage, can damage magical creatures, and has Bleed(2) * Your knife does 1d8+1 damage and also gains Fast(2) * Your knife does 1d10+1 damage and bleed is increased to bleed(4) |
| Ritual Mastery (x) | All type II spells you have get +1 effect/die and have +2 to the save DL |
| Rock Fall | If you spend a red you can cause rocks to fall in all adjacent hexes. Creatures in those hexes can save (AGI 16) or take 2d8 damage from falling rocks |
| Rough Runner | You ignore penalties due to moving/Fighting on rough terrain |
| Scream of the Gargoyle | * By spending 3 red while standing in a zone of color magic, the berserker makes an opposed WIL roll against the mage who dropped that color. If he succeeds, the color is destroyed. (Additional red ups may be spent to increase the barbarian’s roll) |
| Second Wind | * You spend 1 grey and self-heal 1d6 hit points * You heal 2d6 |
| Seismic Shout | * Spend a red and enemies within 2” of you have to save (STR, AGI 16) or take 1d6 penetrating and be knocked prone * The save becomes DL 20 and the shout does 2d6 penetrating damage |
| Septic Wounds | When you wound someone, you can spend a red to apply a Bleed to them |
| Shifty | * Spend 1 red to take a 1” move at any time (may be used once a combat round) * Spend 1 red to take a ½ move at any time (may be used once a combat round) |
| Skirmisher | If you have a half action left, you may take it after firing a missile attack. |
| Smite | * You spend a red or blue and substitute your spirit for your strength to determine melee damage * This is a permanent effect that does not require ups |
| Sniper | Your missile attack (except point blank) ranges are increased by 20% (minimum 4) |
| Snowy Aura | When you invoke purple, you create a snow storm that gives all missiles and fire attacks -2 to hit and -2 damage. Also, ignite effects are ignored |
| Spell Blocker | You may spend 2 green or grey to block a spell with your shield (or staff). If the spell requires a to-hit roll, you block normally. If the spell allows a save, you get +4 to the save. Your shield takes 1-6 damage |
| Spell Chain | Once you drop color, each spell you cast successfully gives you +1 to the next spell casting. This is cumulative up to +4, or until you fail casting a spell |
| Spell Master | Combat perks that improve your melee attacks also improve your spell attacks |
| Stand Ground | You resist fear and are immune to effects that press or knock you back/down |
| Stationary Casting | You can take a -1 to your defenses in order to get a +1 to your spell casting checks |
| Steady Aim | If you can spend a full round aiming, you get +1 to hit with missile weapons. This stacks up to 4 times |
| Store Spell | * You can spend a mote of color and make a casting roll of DL+3 to store a spell in an artifact. A stored spell cannot be cast normally, but if cast using the artifact, the stored spell requires no color, is automatically successful and only a half action * Stored spells take no time to cast |
| Striker (x) | For each level of Striker, you get +1 damage |
| Stunning Blow (x) | A blow to the chest that does 3 or more points of damage has an x/12 chance to stun the target. Blows to the head increase this chance to x+2 |
| Stunning Spark (x) | Your electrical spells have an x/12 chance to apply a stun to their target |
| Swimmer | * +1 Swim, you can stay underwater 5x longer, you fight with no penalty underwater, you are resistant to gas attacks * +1 Swim, you can stay underwater indefinitely |
| Tactical Genius | When rolling tactics at the beginning of a battle, you may reroll the result |
| Take Initiative | You can spend a yellow or green to swap initiative scores with any other combatant |
| Taunt | You may spend a grey or green to force an opponent to attack you instead of an adjacent ally (players may save int, wil 20) |
| Terrain Affinity | You may choose a terrain and get a +1 to all rolls when acting in that terrain |
| Titan Killer | * You get +1 to hit, +1 damage to creatures over 10 feet tall * You get +1 damage and +1 wound rolls as well |
| Tortoise | You get +1 AV, but take -1 move |
| Tough SOB | You can spend 2 green or grey to ignore one wound effect. You still take the damage, but suffer no other effects and do not have to roll to remain conscious. After the battle, the wound takes effect as normal |
| Tradesman | You get +2 to all trade skill checks |
| Trap Avoidance | You get +2 to any saving throws pertaining to traps and -1 effect/die from any traps you activate |
| Trap Master(x) | Your traps do +2 damage and have +2 DL to save against their effects per level |
| Treacherous Shift | You can spend a red and shift places with a single enemy who is within range of a full move. They get a save (SPD 16) |
| Trick Hands | You can cast spells even if your hands are bound or otherwise unavailable |
| Tripper | When you take an opportunity attack against a disengaging opponent and hit, you may choose to stop his flight and knock him prone |
| Tunnel Crawler | You get +1 move and Padfoot while underground |
| Undead Tongue | You speak the language of the undead. Intelligent undead will be neutral to you, allowing the use of diplomacy to avoid conflict and gather information/aid |
| Unnerving Wail | By spending a green or grey you let loose a cry that makes enemy spell casters within 10” take a -2 to any casting attempt if they fail a WIL save (DL 16) |
| Unseen Passage | When you use sneak in an attempt to avoid being tracked, you get a +4 to the check |
| Unstoppable | You are resistant (+4 save, -2 proc) to any slow, daze, or hold effects |
| Vanguard aura | When you invoke white, you and all of your allies get +1 defense |
| Vigilant | You are resistant (+4 save) to sleep and blindness |
| Voice of the Magus | You can cast spells while silenced – though you still cannot speak |
| Watchful | You gain a +2 to all perception/investigate checks |
| Weapon Aura | By invoking any color, you can create a small aura (3” radius) in which your allies weapons are all treated as magical when determining what creatures they can damage |
| Weapon Proficiency | You may use a weapon one class heavier than you are |
| Welcome Traveler | You are almost always accepted at NPC establishments. You do not have to pay money to rest at inns. You get a 10% discount on all shop purchases |
| Zone of Control | * As a melee fighter, you count as two combatants for purposes of engaging enemies and locking them in combat * You count as three combatants |

**Figured Stats**

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| Hit Points | TOU + ½ STR + ½ WIL | You gain hit points based on your class and background. You also gain hit points every level. |
| Base Defense | 6 | Base defense is 6 for all starting characters. Your actual figured base defense is used to calculate your dodge cap. |
| Dodge | 9 | Dodge is 9 for all starting characters, but you calculate your figured dodge for the cap. |
| Initiative | 0 | You get a +1 initiative for each of these stats 16 or higher: SPD, PER, SPI`` |
| Base Move | 6” | You get a +1 move for each of these stats 16 or higher: SPD, AGI, STR |