

Amazing adventurers incredible exploits!

(Play test edition)

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Amazing adventurers incredible exploits!

What the heck is this?

Call in the “B” team.

Amazing adventurers incredible exploits is a role playing game in which the players create hapless adventurers then play the roles of those characters as they face down evil, explore dungeons, and become victims of their own bad luck.

This game is about those adventurers trying to shrug off the yoke of their dreary lives by taking part in the risky business of treasure hunting.

What is a role playing game?

This game is meant to be played by friends who most likely already have experience with role playing games

If you have this PDF chances are you're not new to role playing games.

If you are new to role playing games, STOP! go get a professionally produced game. Play it with your friends, then come back to this some other time.

The “What is a role playing game” section has been written hundreds of times by people more insightful than I am, you should read them. The one thing I will say is that nothing in the PDF is any reason to run out and stab someone, if you think it is, or even might be, stop reading now.

Some thoughts before we get going.

This game is going to contain random elements, in fact, there will be a allot of random. This is planed as part of the fun. If random is not your style that's OK you can still play. Ignore the charts and choose options as you like.

This game has a Game Master (GM). That traditional role of purveyor of danger and keeper of treasures.

A full set of standard Polyhedral RPG dice will be needed including 3 twenty sided die per player.

Where applicable, if you have charts from another game go ahead and use them with this game. It's a free gaming world my friend.

This game is a lark written to produce fun one off sessions. The game will play better if everyone gets in the mind set that these characters might not make it.

Lastly while this game will work for online play. I highly recommended sitting around a table with your friends every chance you get. RPG's are better that way.

Thank you for checking it out!

Let the game begin:

-Mark.

Creating your hero:

This character creation section is meant to be done step by step, resulting in a completely random character. If you would like to pick options and create a custom Hero that matches your personal vision, there is nothing wrong with that, go for it! However there are games out there that are going to support that style of play MUCH better than this one and you might find one of them more satisfying.

Using the charts: Take it one step at a time, roll on each chart and jot down the results, I suggest pencil things are going to change and get rearranged along the way.

If you don't understand everything right now, it's OK. If it is not OK to you, skip ahead to the "Playing the game" section and read up on the mechanics of the game.

The quick Character option:

So you just died and want to get back in the action fast? Don't do all the steps!

Only do steps 2,3, 5 and 6 give the character a light weapon. Save the other steps for after the game. This will give you a character with no class or abilities these things can be filled in as you play.

Step 1, Age:

Age matters in that it will determine how many rolls you can make on the "History" chart. An older starting character gets more roles on the history charts. A younger character will get a bonus to their starting Resolve, as they are young, strapping, and don't know any better.

Age	Roll 1d20				
	Roll	Age range	History Chart	Resolve pool	Starting Gold Crowns
1 to 5	Young	1		Plus 5	1d6
6 to 10	Adult	2			2d6
11 to 15	Middle aged	3			3d6
16 to 20	Seasoned	4		Minus 5	4d6

Step 2, Race:

In AAIE! The race of a character determines what dice to roll for starting Attributes, and what Racial trait the character gains. The initial Races offered in AAIE! Are Humans, Elves, Dwarfs, Halflings, Minotaurs. (yes Minotaurs!)

Chart 2 Race	Roll 1 d 20 once
Roll	Race
1 to 4	Dwarf (Stout, Sturdy, Gruff)
5 to 8	Elf (Dexterous, Magical, aloof)
9 to 12	Halfling (Small Nimble gnome like)
13 to 16	Human (Those folks you live with now)
17 to 20	Minotaur (Head of a bull, body of a man, Heart of gold)

Introducing the attributes:

The character's attributes measure how the character can effect the world around it.

Attributes defined

Brawn: (Br)

This is a measure of the character's overall strength and ability to use strength to advantage. A high score would be a person who is expert at leveraging their strength to best effect, or just a naturally strong person.

Athleticism:(Ath)

This is a measure of how well the hero controls their body, a low score might represent clumsiness, a high score would make for a good dart player.

Resolve:(Res)

Resolve is measurement of a characters willingness to take physical harm. Resolve is used to determine a characters initial Resolve pool. (see pools)

Academics: (Acd)

Academics is a measure of how good the character is at bookish activities. Spell casters benefit from a high academics, barbarian types could give a crap.

Knowledge: (Knw)

knowledge is the wit and street smarts built over a life well lived. A character could be poor academically but have a high knowledge score based on the characters common sense versus their book smarts.

Focus: (Foc)

Focus is the characters ability to stay on task. Spell casting characters rely heavily on being able to focus on complex spells while in the middle of hectic battles.

Focus is used to figure a character's initial Focus pool. (see pools)

Leadership:(Led)

leadership is a measure of how commanding the character is.

Attractiveness:(Attr)

this is a characters general attractiveness towards those of its own race. This is used to seduce and distract, and for initial reactions when meeting new people.

Mysticism: (Mys)

How connected to the spiritual and magical is this character? A high mysticism is good for spell casting.

Mysticism I used to figure a characters initial Myst pool(see pools)

Character Attributes range from a level of 1 which is average, to a level of 8 which is Extraordinary.

Step 3 Rolling attributes and race abilities:

Each race gets a different set of dice to determine their starting attributes and racial ability.

Chart 3A: dwarf starting attributes				Roll the die indicated for each attribute					
Brn	Ath	Res	Acd	Knw	Foc	Led	Atr	Mys	Roll Once for each attribute!
1d6	1d4	1d8	1d4	1d6	1d6	1d6	1d6	1d4	
Dwarf racial abilities roll once.									
1	Detect slopes : Knowledge				6	Advantage when hitting any goblinoid			
2	Determine safety of passage: Knowledge				7	+2 armor score vs giants			
3	Blacksmith: Academics				8	Brewer: academics			
4	Detect secret door: Knowledge				9	Infra vision, (you can see heat)			
5	You can fight with axes				10	Dislikes elves +1d6 dmg vs			

Chart 3B: Elf starting attributes				Roll the die indicated for each attribute					
Brn	Ath	Res	Acd	Knw	Foc	Led	Atr	Mys	Roll Once for each attribute!
1d4	1d8	1d4	1d6	1d6	1d6	1d4	1d4	1d8	
Elf racial abilities roll once									
1	Herbalism: Knowledge				6	Ranged weapon skill			
2	Far vision (you can see a long way)				7	+2 armor vs ranged attacks			
3	Woodland Lore: knowledge				8	Extra running speed			
4	Set snares: Academics				9	Immune to undead paralysis attacks			
5	Infra-vision (you can see heat)				10	Dislikes dwarfs +1d6 dmg vs			

Chart 3C: Halfling starting attributes				Roll the die indicated for each attribute					
Brn	Ath	Res	AcD	Knw	Foc	Led	Atr	Mys	Roll Once for each attribute!
1d4	1d6	1d4	1d6	1d8	1d6	1d4	1d6	1d6	
Halfling racial abilities									
1	Advantage with a favorite peasant weapon				6	Advantage hitting any giant			
2	Can't swim.				7	+4 armor score vs giants			
3	Public performance: Attractiveness				8	Cooking: academics			
4	Know riddles: Knowledge				9	Infra vision, (you can see heat)			
5	Farming: Knowledge				10	Dislikes horses +1d6 dmg vs			

Chart 3D: Human starting attributes				Roll the die indicated for each attribute					
Brn	Ath	Res	AcD	Knw	Foc	Led	Atr	Mys	Roll Once for each attribute!
1d6	1d6	1d6	1d6	1d4	1d4	1d6	1d6	1d6	
Human racial abilities									
1	Urban: Knowledge				6	Mountaineering: Knowledge			
2	Desert survival: Knowledge				7	Horsemanship: athleticism			
3	Jungle survival: Knowledge				8	Mounted combat Horse: Athleticism			
4	Woodland survival: Knowledge				9	Restless spirit (drive to see new places)			
5	You can fight with short swords				10	Phase ball player : Athletics			

Chart 3E: Minotaur starting attributes				Roll the die indicated for each attribute					
Brn	Ath	Res	AcD	Knw	Foc	Led	Atr	Mys	Roll Once for each attribute!
1d8	1d4	1d8	1d4	1d6	1d6	1d6	1d4	1d4	
Minotaur racial abilities									
1	Physical labor: brawn				6	+1 armor score (thick skin)			
2	You can fight with hammers				7	-1/2 damage from cold attacks (fur)			
3	Dark vision, can see in low light.				8	Beat 12 on MD20 to avoid any stun, (thick skull)			
4	Under-dark lore: knowledge				9	+2 armor vs grapples (You're BIG)			
5	Theology: academics				10	Drinking problem: Milk			

Pools:

There are three pools characters will draw from (willingly or not) during the game.

Resolve pool:

This is a measure of how much more physical stress a character can take.

The starting resolve pool for a character is equal to the resolve attribute multiplied by 5

Focus Pool:

This is a measure of how well a character can maintain focus and how much attention the character can dedicate to any given task. The starting Focus pool for a character is equal to the focus attribute multiplied by 5

Myst pool:

This is a measure of the amount of magical energy or “Myst” a charter can draw to fuel spell like

abilities. The starting Myst Pool is equal to the character's Mysticism attribute multiplied by 5

Step 4 Character history:

Now that your character has an age, a race, and nine attributes we can move onto the big stuff.

The character history is everything of consequence your character has done before he or she decided to go into the countryside and stab goblins.

Roll On history chart a number of times equal to what was defined by your characters age roll. (1 to 4) (see age)

Chart 4: History Chart		Roll D100, write down what benefits the character gains.			
Roll	Title	Benefits	Roll	Title	Benefits
1	Ditch digger	+5 resolve Weapon skill medium	51	Head butler	Etiquette skill
2	Mushroom farmer	You still smell funny sometimes Herbalism skill	52	Scout	Tracking skill, Nature lore skill medium weapon skill
3	Bellows Worker	+ 5 Resolve pool	53	Adviser	Negotiations skill
4	Weapon smith	weapon-smith skill, weapons skill medium weapons skill light	54	Keep marshal	intimidate skill medium weapon skill
5	Ore hunter	Under ground direction sense. Under ground lore light weapon	55	chemist	1 minor mutation. Lore elemental
6	Cook	Cooking skill	56	weaver	Bartering skill
7	Rat catcher	Advantage vs vermin light weapon skill	57	Fish monger	Advantage vs aquatic foes lore oceans
8	Laborer, carpentry	+5 focus pool light weapon skill	58	explorer	Local area knowledge skill
9	Arborist	Basic nature lore	59	Game warden	Tracking skill weapon skill bow medium weapon skill
10	Town guard	intimidate skill weapon skill medium	60	Bureaucrat	Negotiation skill
11	bartender	Local history lore lore rumors lore connections	61	Assistant Slayer	Lore about (1d6) 1humanoids 2vermin 3trolls 4dragons 5goblinoids 6Demons weapon skill (roll 1d4 1.light 2.medium. 3.heavy 4.medium)
12	Tailor's apprentice	Etiquette lore with 1d6 1-3.a noble 4-6.commoner	62	Cartographer	Local area knowledge
13	Wizards footman	Research skill 1 connection noble light weapons skill	63	Thieves guild mule	1 connection underworld light weapons skill
14	Page boy	1 connection noble 1 connection common light weapon skill	64	Prostitute	1d4 underworld connections
15	Dairy farmer	Animal lore skill (cattle)	65	Professional mourner	Lore religions
16	Academic page	Research skill	66	Royal food tester	Poison detection skill
17	Portrait painter	1 connection (noble)	67	brewer	Brewing skill
18	Armorers assistant	Armorer skill	68	Book maker	Research skill
19	hatter	1 connection (noble)	69	Dentist	Interrogation skill
20	boatman	Navigation skill	70	Snake oil salesman	Bartering skill 1 underworld connection
21	coachman	Animal handling skill (roll 1d4 1.Horse 2.Mammoth 3.camel 4.elephant) light weapon skill	71	Protester	You hate (1d6) 1taxes 2royals 3hunters 4preists 5goverment 6everything

22	Caravan hand	Survival skill (roll 1d4) 1 Forest 2.Desert 3.Jungle 4.arctic	72	Herbalist	identify skill (potions) Nature Lore
23	Furniture maker	Bartering skill	73	Wizards Test subject	1 mutation +5 Myst pool
24	Vegetable farmer	Nature lore skill	74	deck hand	Sailing skill
25	Hunter	1d6 1.big game 2.Small game 3.ghost 4.vermin 5.Human 6.legendary monsters. (roll 1d4 1.dragon 2.Elemental 3.Yeti 4.Fairy) advantage vs type rolled Lore with type rolled heavy weapon skill	75	monk	Lore skill God of (1d6) 1war, 2the sea, 3the sun, 4Death, 5monotheistic, 6demonic religion Lore skill
26	Groom (animal keeper)	Handling skill with 1d6 1.Mammoth 2.horse 3.sacred cows 4.bears 5.giant insects 6.dragon	76	Dress maker	A connection to 1d6 1-2Peasant, 3-5nobility 6church
27	Trapper	Set snare skill	77	Gate keeper	Intimidate skill Weapon skill skill heavy
28	Mine worker	Underground lore skill	78	burglar	Lock pick skill move silent skill
29	gravedigger	1 underground connection	79	Apiarist (bee keeper)	Animal lore
30	Apothecary's assistant	Identify potion skill	80	Finder	Magic Lore (roll 1d6 1.weapons 2.armors 3.spells 4.items 5.potions 6.creatures) light weapon skill
31	Stone carver	+5 resolve pool	81	Acrobat	Acrobatics skill
32	Heardsman	Animal empathy	82	Distiller	+5 focus pool.
33	Body guard	Brawling skill light weapons skill intimidate skill	83	fence	Appraise skill bargaining skill
34	minstrel	Entertain skill	84	Village idiot	Lore roll 1d4 (1local area, 2rumors 3animal 4.none you're really an idiot)
435	Barber	1 common connection	85	Healers helper	Healing skill
36	Architect	+5 focus pool	86	Barrister's page	1 noble connection interrogate skill
37	Navigator	Navigation skill	87	gambler	gambling
38	Lesser noble	1d4 noble connections wealth skill	88	clown	Entertain skill intimidate skill
39	Rag picker	Scavenge skill	89	Actor	Entertain skill 1 noble connection
40	Noble blood	Wealth skill sword skill etiquette skill	90	Sapper (explosives!)	Engineering skill Siege skill
41	Engineer	Engineering skill negotiations skill	91	Thug	+5 resolve pool Brawling skill light weapons skill
42	Boyer	Bow skill	92	Fortune teller (phony)	Interrogate skill

43	Cooper	+5 resolve pool	93	seer	+5 myst pool
44	Lock smith	lock picking skill	94	Candle maker	+5 focus pool
45	Jeweler	Appraisal skill +5 focus pool	95	Miller	+ 5 resolve pool
46	Cut purse	Pick pocket skill	96	spy	Hide in shadows skill 1 noble connection light weapon skill
47	Soldier	Weapons skill (roll 1d6 1.light weapons 2. heavy weapon 3.ranged weapon 4.mouted weapons 5.medium weapons 6.siege skill)	97	Gladiator	+5 resolve pool Weapon skill medium entertain skill
48	Slave	+10 Resolve pool Brawling skill	98	furrier	Appraisal skill bargaining skill nature lore
49	Honey dipper (sewage collector)	+5 resolve pool scavenge skill Mutation	99	Knight in training	Medium weapon skill, animal empathy horse, mounted combat skill, heavy weapon skill light weapon skill
50	Stage magician	Entertain skill hedge magic Key word 1. heal 2.spark 3.sprout 4.telikinisis 5.chirp 6.sprinkle	100	Wizards apprentice	Spell casting skill (roll 1 key word) research skill staff skill +5 myst pool 50% chance of mutation

Now that you know what you used to do you should have a small list of skills and bonuses culled from your character's life so far.

Skills Explained

AAIE! Does not go the route of a skill list, rather when a situation comes up in the story where one of the character's skills would apply the player simply describes how the skill is being used and the character earns a modifier to the difficulty of any applicable roll. (See playing the game)

Skills come In three flavors, Lore, Action skills and weapon skills.

Lore skills:

Lore skills are linked to the character's mental skills for each lore skill roll 1d6 if the result is a 1,2, or 3 the skill is linked to your academic attribute. Meaning the character researched the subject extensively and no has knowledge of the

topic, if not a practical experience with the subject. If the role is 4,5,or 6 the lore skill is linked to your knowledge attribute. In this case the character has knowledge of the topic gained from hands on experience.

Lore skills are considered passive in that they give the character information but they don't effect the target in any way.

Action Skills:

Actions skills need a target and modify the difficulty number of the interaction. These are things like Bartering, bartering where a vendor is a target , and you are trying to get a better deal.

Weapon skills:

Weapon skills allow the character to use that particular weapon with some degree of proficiency.

Using a weapon the character is not skilled with means that the player is at a disadvantage and must look at the LD20 When determining the results of attacks. See (Playing the game)

Step 5: Determine your weapon:

Roll on the following charts for each weapon skill your character earned on the career chart to determine what weapon the character is skilled with.

If you happen to roll the same weapon twice GREAT you get +2 damage with that weapon.

What if you don't have any weapon skills at all?

Roll a **peasant weapon**, your character can use that weapon as if they are skilled with it. Most if not all of the peasants weapons are pretty lame so I hope you have rolled some other skills to fall back on.

Favorite weapons:

If you happened to roll a favorite weapon as a racial trait your character is automatically skilled with that weapon type (elf short bow, dwarf hand axe, human short sword and minotaur war hammer.)

Chart 5.A Peasant weapons	Roll 1d20 once				
Roll	Weapon	Damage die	Value In crowns (cr)	Attribute	notes
1 : Any character can use fists at any time. This roll means you simply don't have anything else.	Fists	1d4	0	Brn	2 nd attack perk
2	Sharp Stick	1d4	0	Ath	Don't run with it
3	Brick	1d4	1	Brn	
4	Rolling pin	1d4	1	Brn	
5	Chair leg	1d4	0	Ath	
6	Rake	1d4	1	Ath	Reach perk
7	Hat pin	1d4	1		2 nd attack perk
8	Cleaver	1d6	1	Brn	
9	Large Dead fish	1d4	0	Ath	
10	Frying pan	1d6	0	Brn	Stun perk
11	Iron pot	1d4	0	Brn	
12	Chunk of fire wood	1d4	0	Brn	
13	Pitch fork	1d6	1	Brn	Reach perk
14	Sling shot	1d4	0	Ath	Range medium
5	Log	1d8	0	Brn	Attacks every other round. Stun perk
16	Trash bin lid	1d4	0	Ath	
17	Fire poker	1d6	1	Ath	
18	Branding iron	1d6	1	Brn	Think of the possibilities
19	Broom	1d4	1	Ath	
20	Dead chicken	1d6	0	Know	stun

Why Knowledge for the chicken? Cause you really have to know how to wield a chicken.

5.B. Light Weapons	price	Roll 1d20 once per light weapon skill				
Roll		Weapon	Damage die	Value in crowns	Attribute	notes
1	3	Dagger	1d4	3	Ath	
2	7	Staff blade	1d6	6	Ath	
3	5	Whip	1d4	4	Ath	Entangle perk
4	3	club	1d6	2	Brn	
5	10	Short sword	1d6	10	Ath	
6	12	Rapier	1d6	12	Ath	Attack 2x
7	6	punch blade	1d4	6	Ath	Attack 2x
8	8	Rock pick	1d6	6	Brn	
9	8	Hand ax	1d6	6	Brn	
10	4	Hand hammer	1d6	6	Brn	Stun perk
11	3	Quarter staff	1d4	4	Ath	Attack 2x
12	6	Short spear	1d8	7	Brn	
13	1	Sap	1d4	2	Brn	stun
14	6	Gladius	1d6	6	Ath	
15	4	Metal Baton	1d4	6	Ath	stun
16	3	Straight Razor	1d4	5	Ath	2x attack
17	10	Man catcher	0	10	Brn	Entangle perk
18	10	Shield blade	1d4	12	Ath	+1 armor score
19	8	Sai	1d4	6	Ath	Disarm perk
20	7	Chain and spike	1d4	6	Knowlege	2x attacks

Chart 5.C Medium weapons		Roll 1d20 once per medium weapon skill			
Roll	Weapon	Damage die	Value in crowns	Attribute	notes
1	Sabre	1d6	12	Ath	2 nd attack perk
2	Long sword	1d8	15	Brn	+1d4 Dmg Perk
3	War hammer	1d8	12	Brn	Stun Perk
4	Spear	1d6	14	Ath	Reach Perk
5	Battle Ax	1d10	10	Brn	
6	Heavy Pole	1d6	12	Ath	2 nd attack perk
7	Katana	1d8	20	Ath	+1d4 Dmg perk
8	Pick Axe	1d8	6	Brn	
9	Flail	1d8	10	Ath	
10	Mace	1d6	10	Brn	Stun perk
11	Hatchet	1d8	6	Brn	
12	Scimitar	1d6	15	Ath	
13	Sickle	1d6	12	Ath	
14	Sword Kane	2d4	13	Ath	
15	Shield spike	1d6	15	Brn	+1 Armour class
16	Light lance	1d8	15	Brn	D10 on horse back
17	Ball and chain	1d6	12	Ath	
18	Hand Maul	1d8	15	Brn	stun
19	Falchion	1d8	15	Brn or Ath	
20	Katana	1d8	25	Ath	+1d6 dmg perk

Chart 5.D Heavy weapons	Roll 1d20 Once per heavy weapon skill: All Heavy weapons are considered 2 handed unless the characters Brawn is 9 or higher.				
Roll	Weapon	Damage die	Value in crowns	Attribute	notes
1	Great sword	1d10	30	Brn	Reach perk
2	Great axe	1d12	30	Brn	
3	Net	1d6	20	Ath	Entangle perk
4	Heavy mace	1d8	20	Brn	
5	Heavy flail	2d8	25	Brn	attacks last
6	Giant club	1d8	15	Brn	
	Pole arm	1d10	23	Brn	Reach Perk
8	Trident	1d8	23	Brn or athleticism	Entangle perk Reach perk
9	scythe	1d10	12	Brn	+1d6 dmg perk
10	Great Maul	1d10	30	Brn	Knock down perk
11	Heavy lance	1d8	30	Brn	2d10 in a mounted charge
12	Morning star	1d10	25	brn	stun
13	Razor shield	1d8	17	Brn	+2 to armor score
14	Guisarme	1d8	20	Brn	Reach, +1d6 damage Perk, to long for tight spaces or close targets
15	Halberd	1d8	25	Brn	Reach , knock down Perk, to long for tight spaces or close targets
16	Long spear	1d8	20	Brn	Can be set vs charge for x2 damage
17	Great Club	1d10	12	Ath	Stun perk
18	Heavy Ball and Chain	1d10	15	Knowledge	Knock down, Attacks every other round.
19	Claymore	1d10	30	Brawn	Attacks last, stun perk, +1d8 damage perk
20	No-dachi	1d8	40	Ath	+1d10 Dmg perk

Chart 5.E ranged weapons		Roll 1d10 once per ranged skill				
Roll	Weapon	Damage die	value	Attribute	Range	
1	Short bow	1d6	12	Ath	medium	Attacks 2x perk
2	Long bow	1d8	25	Ath	Very long	
3	Hand cross bow	1d6	10	Foc	medium	
4	Heavy crossbow	1d12	15	Foc	long	Attacks last
5	sling	1d4	2	Ath	medium	
6	javelin	1d8	12	Ath	short	
7	dart	1d4	3	Ath	short	Attacks 2x perk
8	Blow gun	1d8	6	Brn	short	
9	Bolo	1d4	5	Ath	short	Entangle perk
10	Re curve bow	1d10	14	Ath	long	

Step 6: Determine Starting armor:

This is your starting armor. When wearing heavy armor it is harder to focus on anything but hauling it around.

Add the starting armor score to the listed attribute to find your character's starting Armor score

Chart 6 starting armor		Roll 1d10 once				
Roll	Weapon	Armor score	Value	Attribute	Focus pool	Athleticism
1	none	0	0	Ath	Plus 10	
2	Leather armor	2	25	Ath	Plus 5	
3	Banded armor	3	50	Ath		
4	Chain mail	4	100	Ath		
5	Scale mail	5	120	Brn		
6	Half plate	6	150	Brn	-5	
7	Plate mail	7	200	Brn	-10	Minus 1
8	Buckler and quarter plate	7	200	Focus		
9	Banded armor With shied	5	120	knowledge		
10	Wicker armor	3	50	Ath		

Step 7: Connections:

Connections are the people your character knows from their lives before adventuring.

There are three kinds of connections Noble, Common, and underworld.

A connection is rolled in three steps Title, Name and a fact about them.

Connections are purely for role play.

The Gm can use them as kickers for adventures, or the player can call on them for help when they need them.

Noble connections are important people with titles and money and usually a lot of messy things for adventurers like your character to go and kill for them.

Chart 7A noble connections		Roll 1d20 4 times once for each column		
Roll	Title	Name	Of	Fact
1	Lord	Patroochi	Still Water	Very Rich
2	Lady	Chesterwood	Green Glen	Castle in disrepair
3	Governor	Womblly	Star ford	Recently robbed
4	Governess	Blusterwood	Cloud wood	About to die of old age
5	Duke	Usher	Mirk Hills	Explores caves
6	High Vassal	Ulster	Caldron Peak	Owns ships
7	Sir	Coldor	Hills Dale	Wants to assassinate another
8	King	Nethrim	Center Ubrial	Is target of assassins
9	Queen	Vlidor	The Fjord	Needs a spy
10	His highness	Warbucks	The Glass Cathedral	Likes prostitutes
11	Her highness	Masterson	The Blessed Tomb	Owns Pricy Horses
12	Enlightened one	Hallidor	The Dark Forest	Is broke, really Broke
13	Baron	Chumcheeks	The Highlands	Is undead
14	Prince	Cheadarwuf	The Islands	Is a priest
15	bishop	Wufgar	Castle Peaks	Worships demons
16	Princess	Thoridan	The Under City	Very Jealous
17	Baroness	Grispann	The North lands	Wants to go to war
18	Dame	Peach	Hidden Grove	Wants to work towards peace
19	Earl	Hillerton	Star-fall Valley	Was a great warrior
20	Viscount	Grunndar	Gravesberg	Has a dark secret

Common connections are the regular folks you may have met doing business or going about your daily life.

Roll on the flowing chart to create common connections.

Chart 7B Common connections		Roll 1d20 3 times for each common connection you have	
Roll	Name (no sir names)	(the) Job	Fact
1	Alfrd	Baker	Owes money
2	Willford	Cooper	Has a great debt owned to them
3	Gapen	Farmer	Hides a great fortune
4	Marc	Apprentice	Knows a dark rumor
5	Mack	Bar tender	Has been recently injured
6	Galen	brewer	Carries an old scar
7	Lars	professor	Is leaving their spouse
8	Shelien	herdsman	Has a way with animals
9	Marel	carpenter	Once saw a dragon
10	Phin	painter	Has a map
11	Davide	Black smith	Found a mysterious key in the basement
12	Vincien	Candlestick maker	Is a murdered
13	Carter	Mortician	Loves to party
14	Brian	grappler	Is secretly a drunk
15	Neone	guard	Has attracted the wrath of a god.
16	Kathrine	maid	Has a great blessing
17	Veronica	Librarian	Is secretly trying to learn magic
18	Bart	Boyer	Used to be an adventurer
19	Holgrim	Dairy Farmer	Is a liar
20	Victor	Tax collector	Can be trusted with secrets

Underworld connections are folks your character knows from the seedier side of life. They might not have the wealth of a noble connection but they might lead you into adventure all the same.

Chart 7C underworld connections			Roll 1d20 4 times for each of your underworld connections
roll	Nick Name	First name	fact
1	Festering	Peat	Robbed a noble
2	Bleak	Joe	Fences rare items
3	Crushing	Mike	Searches tombs
4	Vile	Grul	Works for a noble
5	Dark	Kim	Walks the streets alone
6	Drunk	Gale	Works for a wizard
7	Murderous	Bozz	Is a skilled swords person
8	Crazy	Tom	Has found a map
9	Ugly	Sasha	Was almost killed recently
10	Easy	Niles	Comes from a far away land
11	Broke	Gilmli	Hears many rumors
12	Shifty	Seline	Is sleeping with a nobles Daughter or son
13	lecherous	Cal	Works in the sewers
14	Evil	Vic	Works in a bar, knows everybody
15	Crafty	Bronson	Robs houses
16	Violent	Jake	Knows secret paths
17	Poor	Anne	Has seen something he / she should not have
18	Cut purse	Dick	Has the hook up
19	Thief	Harold	Is a drunk
20	Notorious	Ted	Owns a mysterious book.

Step 8: Do you need a Mutation?:

Magic mutates, that's just how things go, if a caster gets too close to the eldrich force of the myst, strange things start to happen. This has happened to your character and you have mutated because of it.

Mutations give the character odd abilities, sometimes penalties, and they always make great conversation starters. Wizard types can expect to see this table fairly frequently as they degenerate into a parody of man.

Just remember to jot your decent into madness down.

Chart 8 Mutations		Roll d100 once for each mutation.			
Roll	Mutation	Details	Roll	Mutation	Details
1	Tail 1	You have a long non-prehensile tail. You can use it to balance, but not much else, you tend to freak others out, because you look like a demon ..except Furries, those guys think you're the bomb.	51	Spider legs	You sprout 4 long spider legs from your abdomen, they can carry the character , climb walls and hold small items, but they are not strong enough to cause damage.
2	Extra eye	A functional eye has popped out of your 1.hand 2.back 3.forehead 4.elbow Aren't you lucky	52	Sword arm,	The bones in one of your arms fuse together into a sword like appendage that can do 1d6 damage with a strike.
3	Shell	You have growing hard shell over at least part of your body +3 armor score -1 athleticism.	53	Thin skinned	You r skin becomes thin and translucent, the character will now take double damage from any slashing attack.
4	Mucus	You body covered in a thin coat of sticky mucus. Things stick to you, like a wacky wall walker.	54	Tail 2	You grow a long alligator tail doubling your sped in the water eliminating your chance of getting dates
5	Spines	You have 1d100 random spines growing from your body, they help you wrestle your enemies and impede you doing every thing else.	55	Beardsman	You suddenly grow a 1d4 foot long beard that is 1.brown 2.black 3.copper red 4.white 5.blue 6.green
6	Odor	You smell strongly of 1.mustard 2.ammonia 3.garlic 4.death 5.fresh air 6.moist earth	56	The dragon	Your breath now smells of 1.garbage 2.rot 3.brimstone 4.roses 5.sewage 5.lavender You may use this like a breath effect in combat stunning targets on a MD20 of 15 or higher.
7	Skin Color	Your skin is 1.blue 2.red 3.orange 4.coal black 5.snow white 6.green	57	Really long fingers	Your fingers grow 1d6 inches. It looks creepy and all weapon based attacks are +2 ore difficulty
8	Extra arm	You have grown another appendage your focus pool is cut in half, but you can wield another light weapon and make 2 attacks per round.	58	Acne	You develop horrible acne, painful and disfiguring. Your attractiveness drops by 1d6
9	Feathers	You have grown a coat of feathers, you do not get cold in bad weather, water runs off your back. 1.eagle 2.hawk 3.duck 4.partridge 5.owl 6.chicken	59	Insect reproduction	The character grows 1 egg sack on his back per week, the the egg sack will hatch painfully any time all three dice rolled are under 5, releasing a "man fly" a flying level 1 larval semi-humanoid that bites.
10	Boils	You have broken out in massive boils they heal then come back leaving small scars all over you body. Your attractiveness is now a 1	60	Weakness	The character is now weak to 1.iron 2.gold 3.silver 4.stone 5.wood 6.Sunlight. Exposure to this substance will cause them great pain and cause 1d6 damage per turn.
11	Heat	You give off heat, quite a bit, enough that any one with in 2 feet of you can feel it.	61	Gills	Strange gills rip open in the characters neck, and will allow the character to breath underwater. The character will have normal athleticism under water but their athleticism on land drops by 1d6 the

					character must keep the gills damp
12	Tentacles	You have sprouted 1d4 tentacles from your (roll for each) 1.shoulder 2.Back 3.Chest 4.hand you may make an attack with each one each turn for 1d4 damage. You freak others out, they have suckers and move a lot.	62	Melter	You simply can not hold onto body fat, it melts off your character, literally, you sweat fat.
13	The stranger	You have sprouted a limp useless arm from your 1.Chest 2.Back 3.shoulder 4.hip This arm is utterly useless and generally gets in the way and /or freaks people out. You can wear one extra magic ring on it, so there's that.	63	Compound eyes	You have giant compound bug eyes. You can see thousands of images of what every one else can see clearly. +2 difficulty on all attack rolls.
14	Crab claw	One of your hands is a crab claw, it can attack for 1d6 Damage using Brawn. It also gives you +4 difficulty to all reaction checks.	64	Giraffe neck	you can use your flexible 1d6 foot neck to look around corners.
15	Hairy Beast	Your body is covered in a coat of thick wiry hair, you could be mistake for a Wolfhound. +4 difficulty to all reaction checks the fur is 1.red 2.black 3.white 4.spotted (roll twice, ignore 4) 5.brown 6.calico	65	Your sweat	Is now 1D6 1.squid ink 2.wine 3.maple syrup 4.acidic 5.oil 6.extremely smelly
16	What up Goat	Your feet have reformed into cloven hooves. You look a bit demonic, +6 difficulty to all reaction checks. You also grow a beard, a goat beard.	66	Limited psionics	You gain the ability to mentally communicate with 1d8 1.dogs 2.chickens 3.snakes 4.ants 5.turtles 6.song birds 7.fish 8.squirrels
17	Plant like	You are now part plant, after one day in darkness every hour you are without sun light you loose 1d6 resolve. Every hour you are in sunlight you regenerate 1d4 resolve.	67	Gollemic	The characters skin is replaced with chunks of stone they may no longer wear clothing , their armor score is 9. they gain 1 might and loose 1d6 attractiveness, they may clobber.
24	Duck bill	You grow an obvious duck bill, if you are into old school RPG's fan this does not bother you one bit. Other wise you are set up for being ridiculed in every inn you travel to.	68	Second Brain	The character grows a small external brain on their back. If they are killed by a head destroying critical, they may continue to exist as a zombie like blind and very disturbing shell of themselves. This husk would be the equivalent of a porter retainer.
19	Digits	You grow 1d6 extra fingers, no modifiers but your piano skills go from good to amazing.	69	Squid like	The characters legs painfully split into 10 four foot long tentacles that the character may use for mobility. Each tentacle has suckers so you may now climb walls on a 9+
20	Jelly	Patches of your skin turn to jelly, then heal, this happens daily and makes you very hard to look at. Attractiveness -1d6	70	membranes	The character has flying squirrel like membranes under their arms and they can glide with them.
21	Daily growth	Each day the character grows 1d4 feet taller then reverts to normal size at the end of the day	71	Ever growing Teeth	You have teeth like a beaver the character has to gnaw on wood constantly or the teeth will grow through the roof of their mouth into their brain and kill them within 1d4 days.
22	Fused	Any thin the character is carrying when they receive this mutation is fused to their	72	Horse fiend	Horses go nuts when the character is around, and whinny whenever the

		body in a mess of melted and reformed flesh.			character's name is mentioned.
23	Sudden age	The character ages to 60 +2d20 years. Subtract d6 resolve, brawn, and agility.	73	Angelic	This character looks like an angel, porcelain skin, big white non functioning downy soft wings, and glowing golden eyes.
24	Supra brain	The characters cranium inflates like a giant veined mushroom, the gain 1d6 academics reduce brawn by 1d4	74	Demonic	This character looks like a demon, Dark Red skin small horns, cloven hoofs, pointed teeth.
25	Peck Zillia	The characters muscular development explodes out of control giving them 1d6 bonus brawn but -1d4 athleticism.	75	Roving eyes	The charter may remove his eyes and still see through them.
26	Lumpy	The character develops foot ball sized lumps all over their body.	76	Cold blooded	The character is cold blooded ad suffers a +5 difficulty to all actions until they bask for at least 1 hour near a fire or in the sun. They are invisible to infra vision.
27	Brillo	The characters hair all turns to thin metal wires.	77	Floppy Jowls	The character develops huge floppy bull dog jowls.
28	Wooden bones	The character now floats, small twigs and leaves pierce the character's flesh in spots where the bones are close to the surface.	78	Tusks	The character grows 1d4 foot long tusks
29	Mental block	May not use 1.swords 2.bows 3.hammers 4.ax's	79	Smoke	Every time the character exhales they breath out a smoky cloud
30	Droop	The character's left side droops horribly as if it was made of melted wax.	80	Locked spine,	the character is hunched over and their spin is locked that way.
31	Proboscis	The character grows a 1d4 foot long prehensile trunk	81	lippless	Your lips fall off, no more saying b's
32	Evil touch	This character's touch spoils 1.food 2.alcohol 3.holly water 4.healing potions	82	Vocal cords are rearranged	Your voice is now subsonic low, 3-4 extremely high or 5-6 multi tonal
33	aura	This characters aura repels 1. wild life 2. domestic animals 3. humans 4.elves 5.dwarfs 6.plants within 1d4 feet.	83	Fangs	You grow obvious fangs that are 1-2. harmless 3-4 bite causes 1d4 damage 4-6 bite is venomous causing 1d4 damage for 1d4 rounds.
34	Etching	This character may etch stone with his or her index finger.	84	Cracked flesh	Your skin is covered with deep cracks lowering your attractiveness by 3.
35	Porcine	This character takes on the appearance of a human sized pig or boar. This mutation has no other effect on the characters stats.	85	Huge	You have grown huge 8 foot tall and much heavier. Your characters brawn goes up by 3 your athleticism drops to 1. Armor score drops by 2 because you are that much more of target. Armour will cost twice as much to buy.
36	language	This character suddenly knows, 1.dwarven 2.elfish, 3.draconic 4.goblinoid 5demonic 6. angelic language.	86	Small wings	Your character grows four small wings two on each shoulder. The wings are 1-3 bird like 4-6 bat like. If you flap like hell when falling you can avoid 1d6 damage.
37	Wild magic aura	An time this character has a spell cast with in 1d4 feet of him or her self, roll 1d6 if the roll is 4 or lower one key word in the spell will be randomly changed to 1.fire 2.ice 3.	87	Glass bones	You bones have become brittle, you will now take double damage from blunt attacks, however an upside is you float.

		syrup 4. wind 5.death 6.healing			
38	Sunken	This character loses a great deal of weight and takes on the appearance of a cadaver.	88	Glow	Your sign glows brightly giving off as much light as a lantern , if you open your mouth a beam of light extends 30 feet into the darkness like a flash light, you can no longer hide in shadows.
39	dirt	Mysteriously dirt constantly falls out of this characters shirt cuffs, pant cuts, pockets and armor joints.	89	Dorsal fin	You have grown a large dorsal fin much like that of the sharkapuss, you gain +2 athleticism while in the water.
40	Internal twin	A twin chews it's way out of the characters body in some exposed part, Just its face part of it's head and one hand is visible, The twin has a class of it's own and is played by the gm.	90	Red skin	You skin has become bright shimmering red
41	homunculus	The character gains a 1.horse 2.rhino 3.lion 4.dog 5.bird 6.goat 7.sheep 8.snake head.	91	Albino	You have lost all skin coloration
42	Solar sensitive	In the sunlight this characters skin turns 1.blue 2.red 3.green 4.spotted then returns to normal when in the dark.	92	Closed system	You no longer eat or excrete.
43	skunk	When threatened, dropped below 5 resolve this character sprays a horribly smelly cloud of musk from two anal glands.	93	Spider eyes	You have 6 small dark eyes across your face rather than 2 two normal ones. GM may give bonuses or penalties.
44	Voice over	Every time this character speaks others also hear 1. angelic music 2.laughter 3.weeping 4.screams 5.discordant music 6.animal noises in the back ground.	94	You are very dry	You take double damage from flames, you absorb moisture at an astounding rate, you constantly flake a think could of dander.
45	Bark skin	This characters skin takes on the appearance of tree bark, and complete with moss	95	Double jointed	Your 1-3 elbows or 4-6 knees are double jointed and can hinge in both directions
46	Lobster claw	One of this character's hands becomes a claw like appendage	96	scales	Your skin is made of 1.gray 2.green 3. red 4. white 5.blue 6.multicolored shimmering scales
47	Bat nose	This character has a nose that looks like a bat, they also gain limited sonar that eliminates any penalties for operating in the dark, but they take double damage from sonic attacks	97	Super hard finger nails	You can scrape wood and soft metal with your nails, they add 1d4 to your hand to hand combat attacks
48	Rubber face	This characters skin can be pulled stretched and molded into dropping , swirling and folded shapes -4 to attractiveness	98	Two faces,	Two faces, You have grown a face on the side of your face, you can speak with two voices.
49	insatiable	The character is always ravenously hungry, and will eat all the time. Eventually becoming obese	99	Glue Skin	Your skin constantly secretes a sticky glue that dries in five minutes, you can climb with -4 difficulty
50	Ear wax	The character produces a great deal of ear wax up to 1d4 pints a day. It makes them deaf, and literally leaks out of their ears.	100	Pudding	The character is a boneless pudding. Can go under most doors, through bars takes 1/2 damage from blunt weapons. Armor score is 8

Step 9 Character Class and Religion:

So your character has been a Hatter and a Honey Dipper, now he or she wants to go out and make their way in the big angry world as an adventurer!

That's great, but there are a lot of former Rat catchers out there, your character needs to pull down their business shingle and replace it with a sign representing one of the respected Adventuring classes of the land.

Roll class:

Chart 9A class	Roll 1d20 once	bonus
1 to 4	Priest	+5 focus pool
5 to 10	Thief	+1 athleticism
11 to 15	Warrior	+5 resolve pool
16 to 20	Wizard	+5 Myst pool

What If your class does not up with match the abilities you received from your character history? Sometimes they wont, your intellect eight brawn one character will decide to become a warrior, so it goes. Try to find the good in a strange class to character match. Don't uses an odd class choice as an excuse to start over or give up, use it as an excuse to get just that much more creative while adventuring.

Please roll a deity:

The world of AAIE Is one of gods, major and minor, innumerable, all vying for attention.

Chart 9B Deity generator			Roll 1d100 once per column	
Roll D100	Name part 1 and 2	Title 1	Title 2	
1-2	Thodin	God of comfortable footwear, and awesomeness		
3-4	Set	Qutar	The Manipulator	Of the gods
5-6	Mir	Gruv	The Fore-bearer	Of the underworld
7-8	Mikr	Grupsh	The Torch	Of the mountains
9-10	Don	c'haler	The Gem	Of Salt
11-12	Will	thane	The Charioteer	Of lust
13-14	KoKo	Peli	The Fiend	Of the rains
15-16	Benza	keen	The Crow	Who lies
17-18	Anoch	lin	The wolf	Of the depths
19-20	Gee	knotts	The Shadow	Of Steal
21-22	A	olina	The Father	Of Pain
23-24	Ar	trinus	The Mother	Of The Forests
25-25	Bree	thini	The Devourer	Who Weeps
26-27	Grve	Mc'lind	The destroyer	Of skulls

28-29	Har	enno	The recorder	Of deeds
30-31	Brith	-goth	The Singer	Of Luck
32-33	Viuth	rina	The Brother	Of Phase Ball
34-35	Bubba	O'clena	The teller	Of the sky
36-37	Wo	uresa	The messenger	Of Beasts
38-39	Lum	ad	The guardian	Who walks
40-41	Cho	tianus	The Trickster	Who visits
42-43	Bon	scott	The titan	Who Reams
44-45	Lo'	ar	The champion	Of METAL
46-47	Sando	Ciento	The Bringer	Of flame
48-49	B	trinth	The Scion	Who burns
50-51	Valuth	dolin	The Builder	OF Pain
52-53	Zu	ian	The Fist	Of lightning
54-55	Ra'	zin	The Knight	Of Animals
56-57	asha	atemm	The spirit	Of good harvests
58-59	atem	asha	The Wolf	Of the sea
60-61	Krieg	O'lenn	The Dragon	Who watches
62-63	Kis	'Gea	The Paragon	Who speaks
64-65	Heph	retta	The Ghost	Who Fails
66-67	Gre	shoit	The Master	Who creeps
68-69	Cubba	Otheth	The renegade	Who slithers
70-71	Salan	Hothepl	The Crusader	Who murders
72-73	Voc	tera	The Patriarch	OF Funk
74-75	Savri	Tharr	The Matriarch	Of the Sun
76-77	Isht	ola	Child	Of battle
78-79	Oka	laroon	The Summoner	Of shadows
80-81	Pan	ribbi	The Judge	Of warriors
82-83	Jenn	a-Peth	The sword	Of thieves
84-85	Drun	ah-Dred	The Wraith	Who bleeds
86-87	Sorek	lantiera	The Bringer	Of smoke
88-89	Ka	loaha	The Sister	Of mysteries
90-91	Ot	druss	The Maintainer	Of Gems
92-93	Pak	k-unl	The Farmer	Who brings fear
94-95	Santh	to	The Reaper	Of the harvest
96-97	Sath	kilrinas	The Keeper	Of wealth
98-99	Yu	sugroth	The Demon	Of the Void
100	yoth	drizull	The Echo	Of Hell

Step 10 Character Class abilities:

Abilities are based on class they can be used in the game to provide the character with that edge that makes them a hero and everyone else, everyone else.

Characters get one ability per level, each level a new ability is rolled.

Ability descriptions have a few parts

- The name, which is what the ability is called
- The Attribute that the ability is connected to. This is the attribute that will modify the roll when using this ability. Attribute values are subtracted for the assigned difficulty number when using the ability.
- Difficulty: this states how to determine difficulty when using the ability
- Description, this is what the ability is in brief.
- Costs, This is what the ability to cost to use if anything.
- Common effect. This is what the ability

does when a common effect is rolled.
(Effect die Less than 15)

- Perk 1: This is the perk granted by the ability if one is earned (effect die over 15)
- Perk 2: This is the perk granted by the ability if one is earned (effect die over 15)
- Perk 3: This is the perk granted by the ability if one is earned (effect die over 15)
- Critical Success: This is the effect of a critical success with this ability. (effect die of 20)
- Fumble what happens if the ability blows up in your face, literally, and yes sometimes this kills you or your friends. This adventurer stuff is rough business. (a miss with an effect die of 1)
- For weapon / warrior abilities using an ability allows a character to use the Md20 even if wielding an unskilled weapon.
- When using a skill If a weapon has a perk associated with it that perk becomes a fourth or even fifth perk the character can pick from when perks are earned. More option are a good thing.

Priest abilities

When using a priest ability the player must roll vs the Difficulty listed in the description. These difficulties represent how involved or complicated the rituals or prayers involved are.

At any time the player may reduce the difficult of a priest ability by spending points for the character's focus pool. 1 point = -1 difficulty.

Chart 10A Priest abilities 1		Roll 1d10 once per level. If you roll the same one twice roll again
Rol 1	Ability name	Information Block
1	Healing prayer: You ask your god to heal .. and it might. Or it might decide to be a fickle prick.	<ul style="list-style-type: none"> Attribute: Knowledge Difficulty: 14 - level Costs: 1d6 myst pool / must touch targets. Common: heal self or ally 1d6 Perk 1: Heal only an ally an additional 1d8 Perk 2: Heal only self 1d8 an additional 1d6 Perk 3: Heal two allies and additional 1d6 Critical: spell critical chart Fumble: your god is a jerk, Harm target for 1d6 off their resolve pool.
2	Smite: You ask your god to bless your weapon with holy power. Some times the gods get carried away	<ul style="list-style-type: none"> Attribute: Knowledge Difficulty 14- level Costs: 1d6 myst pool Common: add +1d6 damage to your next successful weapon attack. Perk 1: stun perk added to next successful attack Perk 2: advantage next attack Perk 3: +1d6 damage to the next two successful attacks Critical: Earn 1 wild card die for the next attack Fumble: Holy energy feeds back from your weapon take 1d10 damage. Per level
3	Effect Undead: You ask your god to help you deal with some undead.	<ul style="list-style-type: none"> Attribute: Knowledge Difficulty 10 + number of targets Costs: 1d6 myst pool +1 per number of targets Common: all undead in your area (Short range) take 1d10 damage Perk 1: stun targets Perk 2: cause fear Perk 3: add 1d10 damage Critical: Destroy all undead under your level Fumble: The dead are not amused, you are their only target next round.

4	<p>Detect evil / good: You prey to your god asking it to point out who is naughty and who is nice.</p>	<ul style="list-style-type: none"> • Attribute: focus • Difficulty 10 + number of targets • Costs: 1d6 Myst pool +1 per number of targets • Common: The targets who are of the type sought glow slightly • Perk 1: The intensity of the glow shows the intensity of the type. • Perk 2: The targets who are of the opposite type glow another color • Perk 3: Only the caster can see the glow • Critical: Earn a wild card die that must be used in next turn and may be shared • Fumble: Spell critical fail chart
5	<p>Detect Magic Your god can show you what is true magic and what is a hoax, or the gods might just be window shopping.</p>	<ul style="list-style-type: none"> • Attribute: focus • Difficulty 14- level • Costs: 1d6 Myst pool • Common: If the item is magical it will glow • Perk 1: The intensity of the glow shows the intensity of the magic • Perk 2: your god tells you what type of magic (ie: fire, water, harmful, necromantic, or..whatever) the item contains. • Perk 3: This prayer has cost 0 Myst. • Critical: you identify the item out right • Fumble: your god sees the magic and likes it. If this item was magical it's not now.
6	<p>Cure poison: In hopes of saving others you have learned a prayer o' your god granting salivation from poisons.</p>	<ul style="list-style-type: none"> • Attribute: Knowledge • Difficulty 14 - level • Costs: 1d8 Myst pool • Common: Stops the poison from doing further damage. • Perk 1: heals 1d6 resolve to the target • Perk 2: Extracts the poison so it may be kept. • Perk 3: Restores 1d6 of the targets focus in the process • Critical: Grants the target minor resistance to this kind of poison forever. Difficulty to resist 6 • Fumble: Not only is the target not cured, but caster takes on the poison and is now suffering the effects as well for 1d6 rounds.
7	<p>Create water. A great blessing this water, awesome really, when you think of what it takes to get it here.</p>	<ul style="list-style-type: none"> • Attribute: Knowledge • Difficulty 14 - level • Costs: 1d8 Myst pool • Common: Creates 1d6 gallons of potable water. • Perk 1: Drinking the water heals for 1d6 resolve once • Perk 2: The water can be, salty, ice cold or boiling at your discretion • Perk 3: The water is wine • Critical: earn one wild card die for your next action • Fumble: Not only does your god not give you any water it takes some. you take 1d10 damage per level from sudden dehydration.

8	Bless: You pray for your deities blessing, and hope that you have done so wisely.	<ul style="list-style-type: none"> Attribute: Focus Difficulty 14 - level Costs: 1d8 Myst pool Common: Gives the target advantage for the next turn. Perk 1: May effect 1 target per 1 additional myst spent. Perk 2: target gets to make 2x attack Perk 3: Grants the target +1d4 armor score Critical: The deity's light shines, this bonus lasts all day, a target can only have one blessing at a time. Fumble: The god does not think the target is worthy and curses it you both have to roll on the spell fumble chart
9	Holy Weapon: When your weapon strikes, your god makes sure soles will be at rest. Lets pray the weapon can handle the load.	<ul style="list-style-type: none"> Attribute: Focus Difficulty 12 - level Costs: 1d6 + (see below) Myst Lasts 1d6 rounds +1 per extra focus spent Common: This weapon does x2 damage VS the undead Perk 1: Gains the 2x attack perk Perk 2: Gains the Stun perk Perk 3: Gains the distract perk Critical: Duration x 2 Fumble: Weapon explodes doing 2d20 resolve damage to every one nearby (GM's Discretion)
10	Light of (____) you call to your god to push away the shadows.	<ul style="list-style-type: none"> Attribute: Focus Difficulty 10 Costs: 1d6 + (see below) Common: You create a 30 by 30 foot sphere (3 x 3 units) of light, making the area bright as day. The light is centered on the caster, and moves with him. It lasts for 10 turns +1 per focus spent Perk 1: The light can cause blinding if centered on a target's eyes Perk 2: The light causes 1d6 damage to any evil creature in it's sphere Perk 3: The light can be centered on an inanimate object. Critical: The light can be permanent if centered on an inanimate object. Fumble: Your god is not in the mood for light, and drops a 30 by 30 foot sphere centered on the caster into inky darkness. Any one in this darkness makes all rolls at +5 difficulty.
11	Muscle of your lord.	Roll once on the Warrior chart
12	Unseen hand of the holy	Roll once on the Thief chart.

The priest's Wild-Card die:

When a priest gains a wild card die it can be used to re-roll any one die in a future roll.

Starting thief Abilities:

Thiefs generally learn their trade on the streets or in the guilds. Thieves are manipulators of connections and cutters of purses. In the world of AAIE! Make no mistake thieves are not “rouges” they are shadow hiding , back stabbing, coin stealing thieves, and you need at least one in your party.

At any point a thief can substitute athleticism for another attribute when making checks at the cost of 1d6 focus.

Chart 10B Thief abilities		Roll 1d10 per level, if the same ability is rolled twice roll again
1	Assassins strike: You wait for an opening and strike at the poor bastards soft spots. He never even saw you there.	<ul style="list-style-type: none"> Attribute: Athletics Difficulty: armor of opponent +5 Costs: 1d6 focus Common: Roll damage twice Perk 1: add stun perk Perk 2: add knock down perk Perk 3: add attack x 2 (second attack is a normal attack) Critical: Add 1d6 Dmg per character level. Fumble: combat critical fail chart
2	Open locks: your fingers are quick you mind is sharp, just a few more seconds, and ...	<ul style="list-style-type: none"> Attribute: Knowledge Difficulty: DC of lock (set by GM) Costs: 1d6 focus + (see below) Common: You can spend focus pool points to lower the DC of the lock You unlock the lock Perk 1: You remove the lock it's yours now. Perk 2: You can lock and unlock this lock freely now, as if you had the key. Perk 3: you have advantage on your next lock picking check. Critical: You can recognize the work of this lock smith in the future. -2 Difficulty to lock picking for the rest of this adventure. Fumble: You broke the Damn lock nothing is going to unlock it now, call the fighter over to get all smash-y
3	Pick Pocket: there's the mark, stupid lout has no idea, just a little bump and... I'm gone.	<ul style="list-style-type: none"> Attribute: Athletics Difficulty: 12 + GM's adjustment for the target. (Ie: a wallet might be easier than a watch) If you fail roll 1d10 If the result is under your Athletics you are not detected if it is over you are detected. Costs: 1d6 focus Common: you steal 1 target item from the target. Perk 1: You steal an additional 1d10 gold Perk 2: You may also plant an item if you like Perk 3: You may take an additional item (Gms choice) Critical: the Gm must tell you the targets whole inventory, you can take what you want. Fumble: You slip up, not only are you caught, but your hand is actually stuck in the targets pocket disadvantage on all actions next round.

4	<p>Climb Walls: That's the window four stories up. The Dukes chamber, an easy climb. I just wish this damn sleet would stop.</p>	<ul style="list-style-type: none"> • Attribute: Athleticism • Difficulty: 12 + GM's adjustment for the target. (Ie: wall is wet, slick with goblin-snail slime..) • Costs: 1d6 focus (Player can modify the difficulty by spending Focus) • Common: You can climb one story or roughly 20 feet. • Perk 1: You climb an additional 20 feet in one round, speedy. • Perk 2: You may make an attack with a light weapon if you have to. • Perk 3: You have this wall figured out advantage for the rest of the climb • Critical: you earn a wild card die for your next action. • Fumble: You fall and take 1d12 points of damage per story in elevation. This hurts. If you are over 3 stories up it will take you 2 rounds to fall. This gives a player time to shout something clever before the character dies.
5	<p>Calling in a ticket: I know people, lots of people, and one of those people is bound to know something.</p>	<ul style="list-style-type: none"> • Attribute: Attractiveness • Difficulty: 14 • Costs: None (this skill triggers a scene, where the interaction should be Role played) • Common: You can get one piece of relevant information from the connection • Perk 1: You may get an additional one piece of relevant information from the connection • Perk 2: The contact gives you some manner of mundane item that will help you out. (Gm's discretion on the item) • Perk 3: The connection gives you some monetary assistance (1d10 gold) • Critical: The Connection gives you physical assistance, in the form of a NPC helper, a guard or a thug, something appropriate, one level lower than the player. • Fumble: You have pissed off the connection making them an enemy. It might be irrational, it might be well founded, but either way write ENEMY next to the connection.(use a red pen if you have one)
6	<p>Manipulate. I know what people want to hear, I push buttons, I can seduce, bargain, Fast talk or intimidate. Whatever it takes I get what I want. Or I close a bridge.</p>	<ul style="list-style-type: none"> • Attribute: Attractiveness • Difficulty: 12 + (GM's discretion, some people just don't play) • Costs: none (this should trigger a scene where the results are role played.) • Common: You can manipulate the target into one minor action open the door • Perk 1: You can manipulate the target into two minor actions • Perk 2: You can talk the target into giving you 1d10 Gold. (assuming they have it) • Perk 3: You can now list the target as a connection. • Critical: Putty in your hands, they think you're BFF's • Fumble: This person sees through your game and is highly offended by it, You can write them down as an enemy, they hate you, and will do whatever they can to make things hard on you. They are also forever immune to your line of crap. This could be really minor if it's the fruit cart guy, this could real suck if it's the King.

7	<p>Find / Remove traps: I can find em , and I can take em out. You need me more than I need you.</p>	<ul style="list-style-type: none"> • Attribute: Academics • Difficulty: DC of the trap. • Costs: 1d6 Focus This is two rolls one to find one to remove the player can lower the difficulty of either step by spending focus • Common: You notice a trap / you disarm the trap • Perk 1: You may bypass the trap leaving it in place but guaranteeing safe passage for your party. • Perk 2: You may rip the trap out, and keep it, you may reset it elsewhere. • Perk 3: You get a good idea on how this trap is made you get -4 Difficulty on all find /remove trap rolls for the rest of the game. • Critical: You Earn a Wild card die towards your next action. (This should help remove a trap you just found) • Fumble: The trap (if there was one) explodes in your face, doing double what ever it's original effect was. If there was not one at all you REALLY think there is. (the gm is going to lie to you now.)
8	<p>Hide in shadows: To be successful in the business you've to stay to of sight and out of mind, until you <u>want</u> to be thought about.</p>	<ul style="list-style-type: none"> • Attribute: Knowledge • Difficulty: 12 + (based on light and Gm discretion) • Costs: 1d6 Focus • Common: You blend into the shadows, spotting you is a DC = to your roll on MD20 • Perk 1: You're good at this you may look at the HD20 to determine how hard it is to spot you • Perk 2: You may move slowly in the shadows and not be seen • Perk 3: You may strike an unawares target from the shadows for x2 damage. • Critical: You Earn a Wild card die towards your next action. • Fumble: You are seen by every one. if in combat you are their only target next round, duck and weave.
9	<p>Move silent: Stealth is the only ally you can count on.</p>	<ul style="list-style-type: none"> • Attribute: Athletics • Difficulty: 10 + armor score • Costs: 1d6 + (Can spend points of focus to lower the DC) • Common: you move slowly but quietly, hearing you is a DC vs your MD20Roll • Perk 1: You're good at this you may look at the HD20 to determine how hard it is to hear you • Perk 2: You may move full speed and not be heard • Perk 3: You may strike an unawares target from behind for x2 damage. • Critical: You Earn a Wild card die towards your next action. • Fumble: Did you drop a cowbell? EVERY ONE hears you, you suck at this.
10	<p>Elusive Target: Sometimes it's best to not get hit and come back when the bastard ain't looking, and you know, hit him in the knee with a pipe.</p>	<ul style="list-style-type: none"> • Attribute: Focus • Difficulty: None • Costs: 1d6 + Focus • Common: You can add your Focus attribute to your current Armor score, but you give up you next attack. • Perk 1: You can add your athleticism to your armor score if it is higher than your focus • Perk 2: You may move out of the enemies attack reach , and force a new initiative roll for next round. • Perk 3: You may strike an unawares target from behind for x2 damage. • Critical: You may attack normally This round. • Fumble: your Armor score is at -6 this round because you botch your dodge so horribly.

11	Thug life you are the strong arm of the thieves guild	<ul style="list-style-type: none"> • Roll once on the warrior table
12	Even the gods are thieves. seriously	<ul style="list-style-type: none"> • Roll once on the wizard chart

Warrior skills:

As a fighter you job in life is to end other peoples jobs in life. You learn your trade in battle, and that's where you most want to be, on the front lines, swinging large heavy objects at other living things that you could care less about.

Chart 10C Warrior Abilities		Roll 1d10 once for each level if you roll the same ability twice roll again
1	Warrior Strike. This is the warriors go to strike, It is the rarest of abilities it's free in every way, and only provides a way for fighters to get perks on almost every strike.	<ul style="list-style-type: none"> • Attribute: Brawn • Difficulty: Vs opponent Armor Score • Costs: none • Common: You do normal damage • Perk 1: Stun opponent • Perk 2: Push opponent back (1) • Perk 3: Add 1d10 damage. • Critical: X 2 damage. • Fumble: Use the combat fumble chart.
2	Flourish You wiled your weapon with speed and dexterity, every one around you is impressed.	<ul style="list-style-type: none"> • Attribute: Athleticism • Difficulty: Vs opponent Armor Score • Costs: 1d6 focus • Common: You do normal damage • Perk 1: Reach • Perk 2: Push opponent back (1d4) • Perk 3: X2 attacks • Critical: Earn a wild card die for your next action. • Fumble: Use the combat fumble chart.
3	BASH: You love to crush things.. all kinds of things..In animate objects are not safe around you. People who work in gift shops hate you.	<ul style="list-style-type: none"> • Attribute: Brawn • Effects inanimate objects only. (undead do not count, nice try) • Difficulty: Difficult 12 + (Gm discretion for material.) • Costs: None • Common: You do normal damage to the object • Perk 1: You can pick the object up and throw it (Gm arbitrates damage) • Perk 2: You crack the object cleanly in half. (If using perk 1 you can throw both halves WEEEEE!) • Perk 3: You "open the object" cleanly with 0 chance of breaking whats inside. Traps may still trigger. • Critical: You obliterate the object and anything near it. You destroy any traps that were on the object, Gm's discretion about what was in the object. • Fumble: Use the combat fumble chart.

4	<p>Bull Rush: If you are a minotaur you are insulted by the name of this ability.(but still use it) If you are anyone else you just enjoy running into people.</p>	<ul style="list-style-type: none"> • Attribute: Brawn • Difficulty: Armor score + Brawn of target • Costs: 1d6 focus • Common: You do 1d6 + brawn damage to the target and push it back 1 range category. Minotaurs do twice as much damage with this skill • Perk 1: Stun target • Perk 2: Knock down target • Perk 3: damage = 1d6 + (brawn x2) • Critical: You may make a normal weapon attack at the end of your charge. • Fumble: Use the combat fumble chart.
5	<p>Shout: Your natural leadership Inspires the others around you, perhaps their afraid of getting hit with an ax. HUDDLE UP!</p>	<ul style="list-style-type: none"> • Attribute: Leadership • Effects Any friends in ear shot (gm's discretion) • Difficulty: 12 • Costs: 1d6 focus • Common: All allies in ear shot can add your leadership score damage to their next attack • Perk 1: All allies in ear shot may subtract your leadership score from the difficulty of their next attack • Perk 2: All allies in range may add your leadership score to their Armor score for one round. • Perk 3: You may divide your leadership to lower the value of the buffs granted but raise the duration. For example a 5 leadership could be split into +3 damage for 2 rounds, or +2 damage for three rounds, or any other combo equaling five. • Critical: You may grant a Wild card die to any one ally in ear shot. • Fumble: Every one in ear shot loses 1d6 resolve pool because you said something utterly uninspiring. I Highly suggest role playing it.
6	<p>Flurry of attacks You attack with a series of ringing blows. Ok, you can stop now, every one wants a turn.</p>	<ul style="list-style-type: none"> • Attribute: Athleticism • Difficulty: Opponents Armor score • Costs: 1d6 focus • Common: You do normal damage to the object plus 1d6 for a series of lesser blows that land. • Perk 1: Attack X 2 • Perk 2: -1d6 off opponents armor score for 1 round • Perk 3: Reach (opponent retreats) • Critical: Double damage • Fumble: Use the combat fumble chart.
7	<p>I WILL kill you You put every thing into your attack even if it kills you in the process.</p>	<ul style="list-style-type: none"> • Attribute: Resolve • Difficulty: Opponents Armor score • Costs: Resolve up to 10 • Common: You may spend up to 10 resolve and add it to the damage of your next attack, if your attack misses you still spend the resolve. • Perk 1: stun • Perk 2: knock down • Perk 3: Crush • Critical: Eliminates the 10 point cap you really can kill yourself to take out your target. • Fumble: Use the combat fumble chart.

8	Cleave	<ul style="list-style-type: none"> Attribute: Athleticism Difficulty: Vs Targets armor score Costs: 1d6 focus Common: If you kill your first target you may roll damage for an adjacent target as well. Perk 1: +d6 damage to the second target. Perk 2: Stun second target Perk 3: advantage on next attack roll Critical: You do not even have to kill your first target you simply get to roll damage on the second target regardless. Fumble: Use the combat fumble chart
9	Brawler	<ul style="list-style-type: none"> Attribute: (1d6) 1-3.athleticism 4-6.brawn Difficulty: Targets armor score Costs: none Common: with your bear fists you can attack for 1d4 + the character's brawn attribute in damage Perk 1: 2x attacks Perk 2: damage +1d6 Perk 3: stun Critical: KTFO. Target is knocked down and takes 1d10 damage. Fumble: You take an amazing beating. Epic in fact causing 1d10 damage per level and you are knocked down.
10	Grapple	<ul style="list-style-type: none"> Attribute: Brawn Difficulty: targets Armor score Costs:1d6 focus Common: You grab the opponent and have him grappled. Enemy must roll a check with a difficulty = to your MD20 roll to break free. IF they fail the opponent may not act. This only works vs opponents less than 1.5 times the size of the warrior. On the next turn If the Target fails to break free the character may do 1d6 + the warriors Brawn attribute in damage Perk 1: Maintain the grapple another round. Perk 2: Use your HD20 for the opponents difficulty Perk 3: Do +1d6 damage Critical: Double damage +Knock down Fumble: Use combat fumble chart
11	Battle Mage	Roll one spell and one ability on the Wizard chart.
12	Paladin of (roll a god chart 21)	Roll once on the Priest Chart.

Wizard abilities

As a wizard you are the most reviled, feared and respected class in almost any situation. You have to be if any one realized how crappy your fighting abilities are you would be mince meat in no time.

Wizards are also the most complicated class so take your time and go over everything in this section.

Spells:

A first level wizard starts with several Key words with which he or she can form spells. Key words are the building blocks of all AAIE magic. Thee more key words a wizard uses in a single spell the harder it will be to cast and the more powerful the spells effects will be.

Some work and creativity by the GM and player will be needed to make key word spells make sense, so be creative and put your “finger of destruction” to good use.

Spells are not abilities, a wizard must use a casting ability to cast their spells. The ability used, and the spell level will determine the spells difficulty, costs and perks.

Chart 10D spells roll 1 key word per point of Academics			Roll d100 once for each column
Roll D100	Key word 1	Roll	Key word
1	Flaming	50	Fist
2	Paralyzing	51	Finger
3	Neutralizing	52	Wind
4	Killing	53	Wave
5	Freezing	54	Burst
6	Clutching	55	Beam
7	Cutting	56	Splash
8	wounding	57	Word
9	Terrorizing	58	Torch
10	Ghostly	59	Creature
11	Trapping	60	Cloud
12	Shrinking	61	Weapon
13	Telekinetic	62	Wings
14	Furious	63	seeds
15	Hairy	64	Coils
16	Suffocating	65	webs
17	False	66	Serpent
18	Darkening	67	Cage
19	Talking	68	Irritant
20	Illusion	69	pox
21	Growing	70	Boils

22	Animated	71	Thorns
23	Rising	72	Blades
24	hovering	73	Shell
25	Gaseous	74	Armor
26	Blackening	75	Weakness
27	polymorphing	76	Strength
28	Eviscerating	77	growth
29	Blasting	78	Communication
30	Distancing	79	Sight
31	Soul Stealing	80	corpse
32	Narcotic	81	sparks
33	Melting	82	Explosion
34	Soul	83	Envelope
35	unseen	84	light
36	Venomous	85	Jar
37	Voracious	86	Bridge
38	Liquid	87	Lance
39	Ghostly	88	skull
40	Hissing	89	skeleton
41	Glowing	90	tentacles
42	Sudden	91	servant
43	Summoning	92	self
44	Corrosive	93	Otherness
45	Ripping	94	seeds
46	Demonic	95	encrustation
47	Angelic	96	fixative
48	Dragon	97	Rune
49	Whipping	98	Net
		99	Evocation
		100	dust

Specific spell effects

Spells do what key word says in the form of whatever type of spell it is. (Offensive, Defensive, Summoning, or Utility). The spell type is determined by the GM based on what the player says they want to achieve with their spell.

Spell Types:

- Offensive: This spell causes damage to a target 1d6 per key word used
- Defensive: This spell absorbs damage directed at the caster up to 1d6 per key word used.
- Summoning: This sort of spell brings something into existence with Resolve equal to 1d6 per key word used.
- Utility : a catch all category for spells that help the caster but do not fall into the other categories.

As the caster gathers the myst energy she wills it to create whatever effect she needs. This takes focus and myst energy to accomplish.

Spells are simply collections of key words that are swapped out by the caster.

Casters describe what they would like to do with key words, and GM determines how many key words are involved, what type of spell it is and how difficult the spell should be.

Example:

A player has the key word flaming and wants to shoot a flaming bolt at a target.

The GM could say ok this is a level 1 offensive spell using only the known key word Flaming.

Wizards hold known key words in a spell book for easy access.

Magic guide lines:

- Casters may not use unknown key words that effect a target .
 - For example Flaming bolt is fine Flaming is the key word and bolt is how it's being delivered.
 - Paralyzing flaming bolt would not be valid , because Paralyzing effects the target and the caster doesn't have that key word.
- Each key word used in a spell raises the level of the spell by 1
- Spells cost $1d6 + (\text{spell level})$ myst and focus to cast
- Spells use $1d6$ per spell level to determine effects (damage, duration ect) as determined by the GM.
 - IE: A level 1 offensive spell will do 1d6 damage, a level 3 summoning spell might summon a creature with 3d6 resolve, and so on.
- Each level of the spell raises the difficulty of casting the spell by 1
- Adding range to a spell raises the difficulty by 1 per range level.
- Spells can be offensive, defensive , utility, or summoning this is determined by the GM.
- Casting difficulties are determined by the casting ability being used by the caster.

Wizard Abilities:

When a wizard casts a known spell uses only known key words, the wizard picks the ability he is going to use. The roll difficulty is based on the Ability and the level of spell being cast. Wizard ability's will often modify the effects of spells, add perks and the damage done by the spell.

Using abilities grants the caster the chance to score perks and bonuses specific to their casting style.

Chart 10E Wizard abilities		roll 1d10 once for each level if you roll the same ability twice roll another key word.
1	General casting This is a wizards go to casting style. Throwing spells like crazy.	<ul style="list-style-type: none"> Attribute: Academics Difficulty Offense Vs armor of target Difficulty Summoning: Vs 12+ modifiers Difficulty Defense: Vs 12 + modifiers Difficulty of Utility: Vs 12 + modifiers Costs: Myst and focus by spell Common: You do normal damage Perk 1: Stun opponent Perk 2: Push opponent back (1d4) Perk 3: Add 1d10 damage. Critical: X 2 damage. Fumble: Use spell fumble table
2	Offensive caster: You have put it into your mind that magic is to be used for the sole purpose of destruction and death. You are not much fun at parties.	<ul style="list-style-type: none"> Attribute: Academics Difficulty Offense Vs armor of target – casters academics Difficulty Summoning: Vs 12 + modifiers Difficulty Defense: Vs 12 + modifiers Difficulty of Utility: Vs 12 + modifiers Costs: Myst and focus by spell + You may add more Myst to any spell to add damage. 1 point for 1 point. Common: You do normal damage + (see above) Perk 1: Stun opponent Perk 2: knock down. Perk 3: Push Critical: X 2 damage. Fumble: Use spell fumble table
3	Smooth casting: You concentrate on	<ul style="list-style-type: none"> Attribute: Academics Difficulty Offense Vs armor of target Difficulty Summoning: Vs 12 with modifiers Difficulty Defense: Vs 12 with modifiers Difficulty of Utility: Vs 12 with modifiers Costs: Myst focus by spell + you may elect to spend more focus before casting to lower the difficulty of the spell 1 point for 1 point. Common: As per spell Perk 1: Stun opponent Perk 2: knock down. Perk 3: +1d6 damage Critical: X 2 damage. Fumble: Use spell fumble table

4	<p>Sorcerer: you are not an academic caster you wizardry is much more innate. Chances are you wear goth clothing and a lot of eye liner.</p>	<ul style="list-style-type: none"> • Attribute: 1d6 1-3 Resolve 4-6 leadership (roll each time you cast) • Difficulty Offense Vs armor of target – casters knowledge • Difficulty Summoning: Vs 10 + modifiers • Difficulty Defense: Vs 14 + modifiers • Difficulty of Utility: Vs 10 + modifiers • Costs: Myst and focus by spell • Common: You do normal damage • Perk 1: Stun opponent • Perk 2: knock down. • Perk 3: Focus cost is 0 you did not even think about it. • Critical: You earn a wild card die for your next action. • Fumble: Use spell fumble table
5	<p>Elemental You have a great touch with elemental spells. Earth , wind, water, and Fire.</p>	<ul style="list-style-type: none"> • Attribute: Academics • Difficulty Offense Vs armor of target • Difficulty Summoning: Vs 12 + modifiers • Difficulty Defense: Vs 12 + modifiers • Difficulty of Utility: Vs 12 + modifiers • Costs: Myst and focus by spell • Any spell you cast that has an elemental element (IE: Fiery, or Icy etc, Liquid, Earth) costs 0 Focus. • Common: You do normal damage • Perk 1: Stun opponent • Perk 2: knock down. • Perk 3: Entangle • Critical: X 2 damage. • Fumble: Use spell fumble table
6	<p>Demonology: You get your magic from the darker planes, you have summoned a demon that grants you powers. Great decision making on your part, this always ends well.</p>	<ul style="list-style-type: none"> • Attribute: Academics • Difficulty: Difficulty Offense Vs armor of target • Difficulty Summoning: Vs 12 + modifiers – casters academics • Difficulty Defense: Vs 12 + modifiers • Difficulty of Utility: Vs 12 + modifiers • Costs: Myst and focus by spell • you have demon familiar that follows you around, only you can see him, he talks to you he often and has a taste for 1d6 1.gold 2.human souls 3.food 4.alcohol 5.life energy form plants 5.blood He will appear to claim it. • Common: You do normal damage • Perk 1: Stun opponent • Perk 2: knock down. • Perk 3: Entangle • Critical: X 2 damage. • Fumble: You have asked to much and not given any thing in return your demon will not let you cast spells until you give it what it demands. This is free license for the GM to mess with you.

7	<p>Defensive caster: You like to keep you and others from getting hurt.</p>	<ul style="list-style-type: none"> • Attribute: Academics • Difficulty Offense Vs armor of target • Difficulty Summoning: Vs 12 + modifiers • Difficulty Defense: Vs 12 + modifiers – caster academics • Difficulty of Utility: Vs 12 + modifiers • Costs: Myst and focus by spell • Any spell Defense type spell that you cast costs 0 focus • Common: You do normal damage • Perk 1: Range • Perk 2: resistance to physical attacks 1 round $\frac{1}{2}$ damage • Perk 3: Entangle • Critical: advantage on your next casting roll • Fumble: Use spell fumble table
1/2 8	<p>Glass cannon: You sacrifice your resolve for more arcane power ...Gooood.</p>	<ul style="list-style-type: none"> • Attribute: Academics • Difficulty Offense Vs armor of target • Difficulty Summoning: Vs 12 + modifiers • Difficulty Defense: Vs 12 + modifiers • Difficulty of Utility: Vs 12 + modifiers • Costs: varies by spell • when every you cast you may choose to move 1d10 resolve into your myst pool • Common: You do normal damage • Perk 1: Stun opponent • Perk 2: knock down. • Perk 3: crush 1d4 • Critical: X 2 damage. • Fumble: Use spell fumble table
9	<p>Shamanic Caster: You wield the powers of nature, with skill , and ease.</p>	<ul style="list-style-type: none"> • Attribute: knowledge • Difficulty Offense Vs armor of target • Difficulty Summoning: Vs 12 + modifiers • Difficulty Defense: Vs 12 + modifiers • Difficulty of Utility: Vs 12 + modifiers – casters knowlege • Costs: Myst and focus by spell • Any spell you cast that has a nature component (IE: plants , spores, non elemental nature) costs 0 Focus. • Common: You do normal damage • Perk 1: crush 1d6 • Perk 2: knock down. • Perk 3: Entangle • Critical: X 2 damage. • Fumble: Use spell fumble table

10	Necromancer: You dabble in the power of death , you like to play god with the energies that give us life. You usually smell like grave dirt and look like you have not slept in days. No one asked you to the prom.	<ul style="list-style-type: none"> Attribute: Academics Difficulty Offense Vs armor of target Difficulty Summoning: Vs 12 + modifiers Difficulty Defense: Vs 12 + modifiers Difficulty of Utility: Vs 12 + modifiers Costs: Myst and focus by spell Any spell you cast that has a DEATH element (IE: skeleton, skull, dead ect) costs 0 Focus. Common: You do normal damage Perk 1: Stun opponent Perk 2: knock down. Perk 3: Entangle Critical: you raise one level 1d4 skeleton hero to assist you. It is armed with a 1.sword 2.ax 3.mace 4.claws and does 1d6 damage. Fumble: Use spell fumble table
11	Shadow mage	<ul style="list-style-type: none"> Roll once on the Thief chart
12	War mage	<ul style="list-style-type: none"> Roll once on the Fighter chart.

Step 11: Personality kicker

I will say upfront, I don't believe in alignments, this is as close as I will get.

Roll on the character kicker chart below to find a personality kicker, a quick seed to help your character take shape.

It is up to the player to breath life into their random characters, but the personality kicker should provide some fertile ground to get started.

The format is this You have (Blank) so You (Blank) You choose to go adventuring because (Blank)

Chart 11 Personality		Roll Once in each column	
Roll	You have	So You	You choose to start adventuring
1-2	Seen some things	Can't sleep at night	For Glory
3-4	Been around the world	Are on the run	For Gold
5-6	A drinking problem 1.Wine 2.beer 3.hard liquor 4.coffee 6.tea 7.water 8.blood 9.milk 10.maple syrup	Are well known	For Your god
7-8	Killed an innocent man	Known by the king	For The sake of greed.
9-10	Helped others	Can not go into bars	To find your Mother
11-12	Fought many fights	Are a whiner	To find your Father
13-14	Seen a friend die	Are a pessimist	To find your Brother
15-16	Spoken to a ghost	Live in fear	To find your Sister

17-18	Been shipwrecked	Have a lot of doubts	To pay a debt
19-20	A horse thief bastard	Are confident	To get out of debt
21-22	Climbed a mountain	Are antagonistic	To fulfill a promise
23-24	Been poor	Are charitable	Out of fear
25-25	Seen hells gate	Are In the know	Out of pride
26-27	Baddy injured	Are cheap	In the name of your god
28-29	Very sick	Free with your money	To defy the Gods
30-31	Alone	Are A broken man	For the challenge
32-33	Cursed by a witch	Are A healed man	So you don't starve
34-35	On a ship	Are a lonely SOB	To fulfill a prophecy
36-37	Across the sea	Are Loyal	To break A prophecy
38-39	Wrongly accused	Are Domineering	To get paid
40-41	In the deepest woods	Are exasperated when others fail	To avoid a responsibility
42-43	Living a life of bliss	Are Frugal	To avoid the law
44-45	Broken a vow	Are Critical	To find your spouse
46-47	Made a blood oath	Are way uptight	To get away from your spouse
48-49	Been blessed	Are antsy	To find a passion
50-51	Given a second chance	Are Anti social	To establish credibility
52-53	Been a champion	Are A tree climber	As a new job
54-55	Over thrown	Are A necrophobe (fear dead bodies)	Because you are hunted.
56-57	In the government	Are Obsessed with the dead	For revenge
58-59	Been told secrets	Are poetic	Because it is expected of you
60-61	Been told lies	Are introspective	To be the Hero
62-63	Been cheated	Are Bemused	To be the villain
64-65	Been Left for dead	Are frustrated	To kill a killer
66-67	Been Highly trained	Are Scared of magic	To strike it rich, just once.
68-69	Been drafted	Are Brave in the face of death	For Knowledge
70-71	Escaped form prison	Are a son of a bitch.	To Prove them wrong
72-73	Been Lost for years	Are A hero	To prove you're right.
74-75	Been A lone wanderer	Are just cruising through life, dude.	Because you no longer welcome at home
76-77	Been Mistaken for another	Are looking for a place to sleep	For the excitement
78-79	Brought here as a slave	Are looking for protection	To see the land
80-81	Been told stories	A cold faced killer	To meet new people

82-83	Been doing my research	Are looking for adventure	For that one big prize
84-85	Been Hunting a person	Are hoping to go out in a blaze of glory	To escape your bonds
86-87	Taken one too many to the head	Think you are big shot	To attract followers
88-89	Forced to swear loyalty	Are ready to snap at any second	To learn new things
90-91	Brought back for the dead	Are looking for home, a true home	To forget your past
92-93	Been made whole	Are a troublemaker	To truly live!
94-95	Been told crushing news	Have A sense of dread.	To hasten your own death
96-97	Been hunting treasure	Are unlucky	To destroy your foes
98-99	Been near to your goal	Are Hapless	To end this endless boredom
100	Been on a caravan	Are Lost	To cleanse your soul.

Step 12: Starting Mundane Equipment:

A simple item the character chose to take with him or her on their first adventure.

Chart 12 Starting mundane equipment

Roll	You have	Roll	
1	50 feet or rope	51	A blank book
2	1d4 empty bottles	52	A book of Elven terms
3	A bottle of whiskey	53	A bucket or red paint
4	A bucket	54	Dress shoes
5	15 pounds of chicken feed	55	A broom
6	A jar of bacon grease	56	A sturdy lock and 3 feet of chain.
7	A compass	57	A pipe and some tobacco
8	A piece of chalk	58	A thick fur coat
9	A warm sleeping bag	59	A shovel
10	A dog collar with chain	60	Your half filled out will.
11	A 10 foot rope ladder	61	A pound of dry plaster
12	A folding fan	62	A 1d4 pound bag of rice
13	A cow bell	63	A straw sun hat
14	1bundle of torches	64	A wine skin full of wine.
15	A hefty back pack	65	A one gallon jug of maple syrup
16	1d6 potatoes	66	Fire resistant gloves

17	A small bird in a sturdy cage	67	A lantern
18	bagpipes	68	A down pillow
19	An inkwell with paper	69	A map of a nearby area (Gm's discretion)
20	A tinder box	70	A news boy's head stuffed with oily rags
21	1d4 torches	71	A small clock
22	2 pounds of dry fish	72	1d4 pounds of jerky
23	A fishing pole	73	A grappling hook, (no rope)
24	A jar of lamp oil	74	A whistle (general noise)
25	1d4 extra bowstrings	75	A bird call (1.finch 2.duck 3.jay 4.eagle 5.hawk 6.goose)
26	1d4 dry socks	76	Signet ring with wax
27	Clean underwear, because you never know.	77	A half pound of honey comb
28	A fold up 1d4 person tent	78	A small mirror
29	A 1d4 pound bag of loose dirt	79	A belt with 1d6 small pouches.
30	An ivory figurine of a random god	80	Crow bar (small)
31	A grooming razor.	81	A glass cutter
32	A ring sizing set	82	A set of small files
33	A can of sardines	83	A cheap ring that looks valuable
34	1d4 days worth of dry rations.	84	Slutty perfume
35	A carpenters saw	85	A bar of soap
36	A 1 foot long iron bar	86	100 foot of twine
37	A rooster (live)	87	A large jar of pickles
38	A gem viewing Loop	88	Blackening grease
39	A book of human anatomy	89	A small scale
40	A folded bed sheet	90	A bottle of very fine red wine
41	A small fishing net	91	A bottle of dank, nasty, wine
42	A curling stone	92	1d6 iron spikes
43	A jug of moon shine 1 gallon.	93	A book of poetry
44	A large pot of pepper	94	A one pound bag of flour
45	A listening horn	95	A long stick
46	A deck of cards	96	A bag of marbles
47	A Large loaf of bread	97	A rolled up sleeping mat
48	A sweat band (may be of Justice)	98	A travel chess set
49	Crampons	99	A yard of canvas
50	Crayons all colors	100	Whet stone

You are finally done with your character now go make it an original, get it into trouble, see if it lives, see if it becomes a legend. Before now nothing was up to you, now EVERY-thing is up to you!

Optional Mercy Rules:

These are at the discretion of the GM and make the character creation system a bit more forgiving. Use any all or none.

- Give 20 pool points to distribute among the Resolve, Myst, and Focus Pools as the players desire
- No pool may be below 10
- Re-roll 1 any attribute keep the result
- Give every Player at least 1 light weapon skill.

Leveling up:

As character's adventure, they will gain in skill and ability. In this game the Character levels run from level 1 to level 5. At level five the character has risen from a former baker or candle stick maker to become a pretty well equipped and seasoned adventurer, they may even be ready for the big time.

Perhaps the level five character can be ported to another of the worlds more popular fantasy RPG systems, as a first level character. Or perhaps they have found enough treasure that they can retire, but whatever you the player decides it should be noted getting to level five in this game is no small achievement.

Story points

In AAIE! Characters do not earn experience points but rather story points. Story points are earned in a variety of ways.

- Critical success: When the player scores a critical hit they get to say what exceptional thing they do as a result. This should be jotted down as an automatic 1 story point. As in, “Remember the time in the cave of sorrow when I beheaded that Slug-goblin with my rolling pin?”
- Fumbles: When a character fumbles assuming they survive, they should write down the experience as a automatic story point. As in, “Remember that time In the cave of sorrow when I damn near cut off my own hand?”
- Goals: When the gm lays out a goal such as “Retrieve the bone altar from the dual mounds of the moth cult” and the character

is part of getting that done the player should write it down as an automatic story point.

- Group story points: Any thing else the player thinks is worthy of a story point should be written down. Things like “I kicked open the door and shattered it surprising the Slug-goblins!” “ I killed three Snake rats in one round!” “I accidentally set fire to our fighter!?!?” Or “ I drank Maple syrup form the tap in the moth cave!” could all be examples. A good rule of thumb if every one laughs or cringes when the action happens it will make a good story point.
- At the end if there are any story points that are still under debate the Gm gets the messy job of saying yes or no to the story point. Here's a tip, just say yes whenever possible.

Chart: Character advancement	New Story points needed	Total story points
Level 1 to level 2	5	5
Level 2 to level 3	10	15
Level 3 to level 4	15	30
Level 4 to level 5	20	50

Level rewards:

All classes may roll again on their ability chart when they level up. If they roll an ability that they already have, the player may take +1 to any attribute or roll a random class and roll as skill of that skill chart.

See the chart below for other level rewards.

Chart: rewards per level by class		Roll appropriate die and add it to the appropriate pool		
CLASS:	Resolve pool	Focus pool	Myst pool	Other
PREIST	1d6	1d4	1d8	Heal other 1d8 once per day per level.
THIEF	1d8	1d6	1d4	+2 damage on sneak attacks per level.
WARRIOR	1d10	1d4	1d4	+1 attribute every even numbered level. +1 damage on attacks per level.
WIZARD	1d4	1d8	1d6	1d4 new key words per level

Actions, Rolls, Effects:

The game is built around a few key concepts: Actions, Rolls, and Effects.

Actions:

Anything the players do that may effect or interact with another character, object, or element in the game that may provide some kind of opposition is an action. Negotiating a trade, swinging a sword, Jumping over a pit, intimidating a guard, accessing the value of a gem are all examples of actions.

Walking crossed the room, chatting nicely with a guard, drinking a glass of water, or putting on your clothes are rarely considered actions. (Though if the GM asks you to roll to see if you can pull up your skivvies, it's best to just roll.)

Rolls:

In AAIE the players and GM will roll mostly twenty sided dice three at a time. When three twenty sided dice are rolled (3d20) The die results are read as follows.

How the dice are read:

The die that is showing the lowest result is the low D20 or LD20.

The die that shows the highest value is the high D20 or HD20.

The die that shows the value in between the other two is called the middle D20 or MD20
If the roll on 3D20 comes up 12, 11, 5
the die showing the 5 would be the LD20
the Die showing the 11 would be the MD20
and the Die showing the 12 would be the HD20

The Effect Die:

Finally there is one more trick of the dice.
Before a player rolls a handful of D20's one of those dice should be designated "the effect Die." It does not matter if when rolled the result die ends up being the Low the Middle or the High D20 the number showing on the effect die is what's used to determine the Effect of the action.

In practice it is best to have one die that is a very different color than all your other dice so that the effect die jumps right out at you. In play testing I used two blue D20's and one green D20, the green D20 was always my effect die.

Some rules of rolling:

- Any math that's done before a roll is done to the target number never the roll. There is no such thing as MD20+3
- The goal is that the players never have to do any math to determine a rolls difficulty.
- If a difficulty ever falls below 0 the player may roll 3d20 and pick the best result as an effect die.
- The effect die is always designated before the die roll.
- Success is determined by looking at the MD20 a normal roll LD20 Disadvantaged roll or the HD20 an advantaged roll.
- The effect die determines how great a success or how horrid a failure was just rolled.
- Roll all your dice at once it's more fun.
- In the vast majority of circumstances: High rolls good, Low rolls bad
- If a wild card is rolled it MUST BE USED even if the roll is worse. (nasty of me right?)
- All rolls are meet or beat the target (target number or better)

Success and Effects:

Effects are what happens as a result of your active dice rolling.

When the player says, “I would like to jump over the pit of rat vipers” the GM will naturally ask the player to roll dice.

Success!: In most situation the Gm will set a difficulty for any given task, (higher equals harder) and determine what character attribute the character will be using to over come the task.

A Players attribute value and any other modifiers will be applied to the difficulty before the player rolls.

In most cases the player will look at the MD20 value of the roll and if it is equal to or higher than the difficulty number they succeed in the task at hand. (Ie: they jump over the pit of Rat-vipers)

Narrating an action:

When a character succeeds the player **always** says how they succeed, how they swung crossed the pit, or how they kicked down a

door.

When a player is unsuccessful the GM gets to say how they failed.

Advantage vs disadvantage:

There will be exceptions to the MD20 rule. Some skills and situations allow a player to look at the Highest D20 (HD20) value rolled to determine success. This is called having an **advantage**.

On the other side of the coin sometimes the situation will put the character at a **disadvantage**, in these cases the player will look at the Lowest (LD20) result rolled to determine success.

Effects:

When an action is rolled whether it passes or fails there is going to be an effect. Rolling high is always better so when you succeed if the effect die is high the action will yield a better result. The opposite is also true if your roll fails and the effect die is also low your failure will be even more detrimental.

Chart 1	Success chart		Fail Chart
Successful Roll	Effect die result	Failed roll	Effect die result
1 to 15	Normal success	2 to 20	Normal failure
16 to 17	Perk X 1		
18 to 19	Perk X 2		
20	Critical success!	1	Critical fail!

When an action is successful, The skill (see skills) if any, involved should be referenced each skill will have a description to a common effect and a three perks. When a player earns perks the player will be allowed to choose which skill perks he or she uses in that situation.

Example 1: (Perks) Devon the Unholy-Splinter Knight wants to stab a Slug-goblin.

The player of Devon rolls 3D20 vs the slug-goblins paltry defense of 9. He rolls 5, 13, 16.

The Md20 value is higher than the Slugs-Goblins defense so he hits. His result die was the 16 so he earns one Perk.

Devon's basic attack skill lists 3 perks 1 Drive back, 2 stun, and 3 off balance.

Devon may inflict one of these perks on the Slug goblin.

Devon chooses to stun the slugg-goblin

So he rolls for his normal success damage, and stuns the Slug goblin giving Devon an attack advantage next round.

The player can now narrate how he stuns the slug goblin "By smashing the butt of my dagger into its slimy temple!" (so what's a slug-goblin? don't worry about it.)

Playing the Game:

You have read the die mechanics. You have soldered through the labyrinthine Character creation. You must be serious about playing.

This is the section that will tell Game masters and players alike how to turn the die mechanics into a story.

Rounds:

Loosely rounds are measured by the time every player gets to take 1 action or use 1 ability and all of the enemies get to take one action. It is not a solid unit of measure simply a way of breaking up time in game.

Initiative.

At the beginning of a round in which the order of actions might be important (I.e combat) Each player involved rolls a D20 whoever rolls highest goes first and so on.

The Gm will roll intuitive for the opponents.

Group or individual intuitive?:

Depending on the size of the fight and the number of enemies and players involved intuitive can either be group (I.e one roll for everybody.) Or individual and separate roll for each participant.

This distinction is totally up to the GM and whatever will make the game run smoothest moment to moment Round to round.

Much like rounds over complicating initiative for no reason will simply slow combats to a crawl, try to avoid it, use group initiative when appropriate.

A good rule of thumb is this: Which ever group notices the other first should go first.

For example if the Characters are stomping around some ruins making all kinds of noise, chances are the monsters will hear them coming and notice them first.

Action Checks:

Whether the characters are debating a point of local law, cooking a fancy dinner, or punching a yeti in the chest, every roll works the same way.

Step 1 Gm determines difficulty:

Aside from creating an interesting story the GM's main responsibility in game is determining difficulty levels for checks. The GM has total control over when and why the characters roll, so it is a GM's responsibility to set fair Difficulty levels. Luckily there are some helpful features in the game that make that a bit easier.

When the character is trying to do something that may fail, there is always some level of resistance.

Chart (29) difficulty levels	These are initial Difficulty levels, remember characters applicable attributes get subtracted for the difficulty before any roll is made.	
Difficulty	Level	Silly examples
6 or less	Very easy	Putting your pants on
7 to 12	common	Basic research on a common subject
13 to 17	hard	Picking a normal lock
17 to 20	Very hard	Research in a library that happens to be un-fire.
21 to 26	Extremely hard	Throwing a knife into a key hole from crossed the room.
27 or more	Say what?	Yeah so, I want to jump in the dragon's nose, rip out a hair and stab one of the guards with it.

GM's Note A rule of thumb for GM's is this: The character will succeed about 50% of the time if the difficulty level is equal to the attribute they are using +10.

For example, Boris the dwarf has a knowledge attribute of 4 and the scavenger skill. If he is looking for a certain book in a wizard's keep, the GM could assign a difficulty of 14 to the task to give him a bit better than 50% chance to succeed.

Rolling a check:

Now we have a difficulty number great, how do we roll.

When a situation comes up that a roll is called for the player must tell the GM what their character is doing, what attribute they are using to effect the roll and what skill they are using, if any. Only one skill may be used for any single action

The formula for the final difficulty is as follows.

Final Difficulty Number :

Original difficulty number – (acting characters attribute)

For example the door is locked, and Skivv the Fighter is going to pick the lock! The GM sets the difficulty as a sturdy 20. Skivv is using his Knowledge attribute of 4. Using the formula above the final difficulty number would be 20 – 4 or 16. A difficult roll by any standard.

It is unimportant if the GM subtracts the mods from the difficulty or adds them to the MD20 result, do whatever is easier for you. What is important is that the GM does the math not the player. The player should not have to worry about mods when deciding on their actions.

Once the final difficulty number is figured out the player gets to roll dice.

The player rolls 3d20 and if the MD20 is equal to or higher than the final difficulty number the action is a success.

Lets say that Skivv was trying to pick the lock in the middle of a fierce fight under great pressure while his friends were holding off the slug goblins putting them selves in harms way while buying him time. In this kind of situation the GM might say Skivv is at a disadvantage and make him use the Low D20 to determine success. On the other side of the coin if Skivv had all the time in the world to work on the lock the GM might allow him to use the High D20 to determine success, by giving him the ADVANTAGE.

If the action is successful:

Check the effect die! And compare the result to the effect chart. If the character is using an ability the player might get to pick one or two perks that enhance the action. The One Golden rule "**On any successful action the Player narrates exactly how the character succeeded.**"

If the action is a failure:

If the action is a failure you still have to look at the effect die, because if that bad boy is really low, bad things are going to happen. If the character fails and the effect die is a 1 it is always a critical failure.

On a failure the GM always narrates how the character fails.

Combat:

This section will provide all the information you will ever need about hitting things with other things. This section will also contain the dread critical hit charts. It needs to be said now, there are things on the critical hit chart that will straight up KILL YOUR CHARACTER, not many of them, but those effects are there. You have been warned, put on your adult armor and sally fourth.

Checks and Attacking:

Lets face it a big part of Fantasy role playing games is stabbing things. In AAIE! Stabbing things works like any other check, with a couple of slight differences.

Unskilled vs skilled combat:

If a character attacks with a weapon or in a way that they have no skill in or no ability that applies, then the player is at a disadvantage and look at the LD20 to determine the success of their action. This makes hitting a target much more difficult. Every one can use fists or peasant weapons as if they are skilled.

Ability attributes VS Weapon attributes:

Both abilities and weapons have an attribute that they are linked to. Only one of these attributes modify the difficulty to hit. The attribute listed for an ABILITY BEING USED IS ALWYAS USED INSTEAD OF THE ATRIBUTE LISTED FOR A WEAPON. At any time a player may opt not to use an ability and instead use the weapons listed attribute to modify the hit roll's difficulty.

No ability, no problem!

Any character can try anything it simply means they aren't using an attribute to modify the difficulty and will not earn any perks even if the roll is very successful. Abilities grant perks and perks are what set adventurers apart from the rest of the rabble. You want your fighter to

try picking pockets? GO FOR IT, just don't expect any perks even if you roll very well.

Armor:

The difficulty number to hit or be hit in combat is not set directly by the GM. In combat your target number is the opponents Armor Score.

Armor Scores can be set by a lot of factors, Athleticism plays a part, a bunch of iron plates, or magical rags help. Whatever the method of protection, missing in combat does not mean your character did not hit the target it means you do not hurt the target.

Players Combat difficulty modifiers :

When attacking players roll against a difficulty number determined by the targets armor minus the character's linked attribute. The GM always has the option to make the difficulty number higher or lower depending on the in game situation.

For example: Shunt the Minotaur Priest swings his hammer at an Ice weasel.

The weasel wears no armor but is very fast so its Armor score is 15.

Shunt is using a hammer which is linked to brawn he has a Brawn of 5 For a total of (-5.)

Shut will have to roll (15 - 5) 10 to hit the weasel.

If player rolls 3d20 and gets a 5, 7, 12 He would miss. The Md20 is 7 which is under the Final Armor score of the weasel.

Had the player had rolled a 5, 12, 13 He would Hit because the MD20 is equal to or greater than the armor score of the weasel.

Difficulty below Zero? success!

It is possible that when the Gm determines difficulty after all of the modifiers the roll's difficulty could be zero or less. In this rare situation the player may roll 3d20 and pick the best roll as their effect die

Chart suggested GM combat modifiers		These are only possibilities, use discretion and creativity when assigning modifier. <u>Use advantage disadvantage before numeric modifiers.</u>
Situation	Difficulty mod for player	
Attacker has higher ground	Give attacker advantage	
Target has higher ground	Give attacker disadvantage	
Target is under cover	+1 to 5 depending on cover and range	
Ranged attack vs Target that is moving	Attacker at disadvantage	
Attacker is out numbered	Give attacker disadvantage	
Defender is out numbered	Give attacker advantage	
Target is very large twice attackers size	-2	
Target is very small ½ attackers size	+2	
Target is HUGE like a house	Attacker advantage	
Target is Really small and fast like a mouse	Attacker disadvantage	
Player is getting too big for their britches	+1 to 4 You're the GM after all.	
Charter is a punching bag	-1 to 4 Help the poor sob out	

Range Explained:

In this game there are 5 range categories

- **Close:** Equals melee range you can reach out and get all stabby with a target that is this close.
- **Short:** If you have a long weapon you can swat at a target in short range, other wise you will need to move to the target and your next attack will be at a disadvantage
- **Medium:** You need a ranged weapon for this range
- **Long:** You need a good ranged weapon for this range your ranged attack will be at +2 difficulty.
- **Extra long:** You need a really good ranged weapon for this range your ranged attack will be at +4 difficulty.

Beyond short range it takes one round to reduce the range between your character and a target by 1 category. For example it takes 1 turn to move from long range to medium range, then another 1 turn to move into short range. From short to close range may happen during a turn but the character moving suffers a disadvantage on any attack during the turn.

Monster hit modifiers.

Yes they get to hit back and they also get to subtract from the targets armor class. Monsters generally don't rely on stats but rather monsters use their level to determine what they can do in combat. The term level where monsters are concerned is a general measure of over all effectiveness and substitutes for all of the other stats, unless the gm has reason to add more detail to a particularly important foe.

Monsters may at the discretion of the GM subtract their level from their attacks difficulty number. It's as simple as that

If a character has a 15 armor score and the monster is level 2, then the difficulty number for the monster to hit the character would be (15-2) or 13 .

Determining Attack effects:

Effects of attacks are determined the same way as a successful use of an ability or skill (see rolling a check.)

Damage

When an attack hits it does damage. Each weapon or creature attack has a damage die which is rolled to determine how much damage the attack does with each strike.

The damage rolled is subtracted from the targets Resolve pool, Focus pool or Myst pool, depending on the circumstances of the attack.

Most damage is physical and comes out of the resolve pool. This is the pool you will be dealing with most often.

Once a characters resolve pool reaches 0 that character no longer has the will to fight and will fall to the ground, another hit or going into negative Resolve in any way will kill the character outright.

Focus pool damage is usually (not always) reserved for Wizards and represents a loss of concentration. A character who loses all its focus becomes shell shocked and runs the risk of becoming insane.

Myst Pool damage is usually (not always) reserved for priest types and represents a loss of connection to their holy patron, demon lord, or sandal scion. A character who loses all its Myst pool runs the risk of picking up a curse (in the form of a mutation) from their deity or some other random entity that they have been sucking energy from all willy-silly.

Earning Perks:

Perks are earned when the **Effect die** is 16 or over on as successful action roll.

Abilities and some weapons have listed perks. All abilities have at least three perks, weapons may have up three.

Rolling high enough to earn a perk means the player can choose to invoke their choice of the perks available to them. For example if a character rolls a successful attack with a 16 on their result die and has access to Stun, knock down , and 2x attacks the player may chose to invoke any one of the three perks. If the player rolls and 18 and scores 2 perks that player may choose any two of the perks available to them.

Perks are special effects that may be evoked with a high enough roll on the effect die.

When Chart 1 tells the player that he has earned a Perk X1 the player may choose on invoke 1 perk from the their available perks. When Chart 1 tells the player that he has earned a Perk X2 the player may choose on invoke 2 perks from their available perks.

The Rolling Player should always narrate how the perks happens and what the perk does to the target.

If the Character is not using an ability and their current weapon has no perks available to it, then the character will not earn perks on high rolls.

Chart 30: Common Perks (quick)			
PERK	EFFECT	PERK	EFFECT
Entangle	target may not move next round	Push	Move the target back on range category
Damage (Dx)	Add this die value to the damage	Distract (Dx)	Do this values damage to the targets focus pool.
Range	The target is pushed just out of reach +2 to the attackers Armour score next round	Crush	- 1dX from targets armor next round
Stun	Next turn the target attacks with disadvantage and the any one attacking it does so with advantage.	Vorpal	If any of the dice rolled are doubles the attacker cuts off the targets. 1.hand 2.leg 3.arm 4.foot 5.nose 6.Head
Knock down	Loose next turn	Elemental (type) (Dx)	Do extra damage equal to the Die listed of the elemental type listed.
Attack x2	Make another attack	Advantage	The next round attacker must use the low d20 when determining any attack hits or not.
Off Balance	The target stumbles. If the next attack hits double the damage.	Expend (gm only)	Expend a player resource.

Perks in detail:

- Entangle: The target gets rapped up or snagged by the attack, this could be a whip or the hook on a pole arm, regardless how it happens the target may not move next round, but they may attack opponents in close range.
- Damage (Dx): your attack was so successful that you may roll the indicated die and add the amount rolled to the damage done.
- Stun: The target gets knocked loopy for a second, this means the target will attack with a disadvantage and any one attacking the target will have the advantage for one round.
- Range: Your attack hits with enough force to knock the target back on range category. Due to having to move back into melee range the target will receive a penalty to its next attack roll.
- Knock down: This attack hits with such force that the target gets knocked down and must spend the next round trying to get off their ass. The target does not move, they simply fall.
- Attack x2: this attack hits with exceptional speed or skill, the attacker may immediately

make another free attack roll vs the target or another adjacent target. This is a free attack no other action my be substituted for the attack.

- Off balance: The target is knocked off kilter and opens the target up to a big hit on the next round. This does not keep the target from fighting back
- Push: This attack moves the target back 1d4 range categories. If the target is pushed back more than 1 category they will have to take a full round to get back to melee range, if they are pushed back 1 range category the effect is exactly the same as the “range” perk.
- Distract (Dx): the attack has a distracting effect that damages the targets focus rather than the targets resolve. Roll the die shown with the attack and take that amount of damage to focus. It is rare for players to use this perk it is more often seen on monsters.
- Crush (Dx): This attack hits with such force that it damages the armor of the target. Roll the indicated die and subtract the result for the targets armour value. This damage is permanent. It is rare for players to use this perk it is more often seen on monsters.

- Vorporal: This attack hits SO hard or the weapon is SO nasty that the target just has shit removed. Roll 1d10 and find out what was just severed from the target. A note to GM's don't just hand this out freely, it should be rare.
(1.Right Arm 2.Right Leg 3. Right Hand 4.Right Foot 5.Left Arm 6.Left Leg 7.Left Hand 8.Left foot 9.Eye 10.Head)
- Elemental (Dx): This attack does an extra amount of damage equal to the die listed of the elemental type listed. These weapons are great if the target has a known weakness to an elemental damage type.
- Advantage: this perk gives the attacker one round of advantage , meaning the attacker gets to use the HD20 to determine their next attack and the target must use the LD20 to determine it's next attack.
- Expend: GM ONLY: When the gm scores a perk they my choose to take a player resource away. Extinguish a torch, smash a potion. Break a lamp. The Gm must narrate ho it happens.

Critical Hits:

Your attack roll was a success and your effect die was a 20, Damn son you just rolled a critical!

Critical hits work like this

- The player may invoke 2 perks if they are available.
- The player then rolls all damage and doubles it.
- If Victim of the critical is of a lower level than the attacker, the target dies outright.
- The player should Narrate something suitably violent, heroic, or both. Be descriptive.

chart the result is left to the devious imagination of the Gm.

If the Gm is worth his or her salt, you're better off rolling on the chart.

These tables are in no particular order, low rolls can be as bad as high rolls. Results range from the silly to the mundane to the down right horrible.

The gm should feel free to expand on the descriptions given. Warning this chart may randomly kill you or an ally, so grab a spare hanky before rolling.

Critical failure:

If your roll is a failure and your effect die comes up a 1 you have fumbled, badly.

If this unfortunate situation occurs when the character is physically attacking the player must roll on the combat fumble table.

If the caster was casting a spell then they usually must reference the spell failure chart.

Some abilities include their own specific fumble result, these specific examples supersede the fumble charts.

If the action is not covered by an ability or a fumble

Combat Fumbles:

Roll 1d100

Roll	Combat fumbles:	Roll	
1	Your weapon slips from your hand and bounces off a nearby object hitting you for 1d10 dmg per level	50	You fall and land shoulder first, something breaks and badly you pass out for 1d4 rounds and when you wake up can not use the arm, you need medical attention.
2	You slip hit your nearest ally for full damage.	51	Where the hell did that come from? Your foot catches a rock on the floor sending you sprawling backward and crack your head you take 5d10 damage and 1round to get back up
3	You drop your weapon on your foot, make an Ath check vs DC 20 or loose next turn.	52	You take a stab to the neck the wound is superficial but the blood is everywhere you loose 1d20 focus because you are worried about the bleeding.
4	You swing high and hard catching your self under the chin, take 1d6 damage per level.	53	Your ankle buckles and snaps you lose 1d4 athleticism until it can heal (after you go up a level)
5	Holy shit your eye popped out , take next turn to fix that, you loose a turn.	54	You get rocked by a solid shot to the back the pain is intense and you loose 4d10 resolve, as your legs buckle and you try to stay standing.
6	Ok this time your eye FLEW out , you have 1 eye now +3 difficulty on all rolls for the rest of you life	55	You spin and attack planting your weapon right into your nearest ally for full damage.
7	Your weapon get trapped in the nearest t object, it takes one turn to free it.	56	You get hit in the nose, it breaks violently and your eyes swell up every roll for the the time-being will be +6 in difficulty
8	Your weapon gets trapped in the nearest allies armor you must take a round to free it , your ally takes a -4 Armour score.	57	Missing is one thing, slipping is one thing, but cutting off 1d 6 of your own finger is another ting altogether.
9	You weapon breaks in half, cleanly it's one of the strangest things you have ever seen. You hit your self with your own back swing, you bleed ALOT take 1d10 damage until cured or you bleed to death.	58	Your elbow hyper extends badly with a loud popping noise your arm is almost useless all rolls are at +5 difficulty if that arm is involved.
10	Your attack gets away from you, you stumble forward, taking a -4 armor score penalties for the rest of the turn.	59	Your bell gets run but good , you are stunned for the rest of the game, suffer of nausea, and will have to sit out your next foot ball game.
11	You try a wicked up swing , but your hand slips your weapon flies high into the air, coming down and hitting you or one ally for full damage, roll randomly to see who is the lucky winner.	60	You attack and miss opening your self up to a ringing blow to your chest, luckily your armor absorbs the blow, unfortunately your armor gives under the attack your armor score is reduced by 10
12	You leave your self wide open to an enemy attack you loose next turn trying to get back into position.	61	You get tripped up with your nearest ally you both fall and loose a round

13	You just cut off your own finger! You take 1d20 damage and HOLY SHIT YOUR FINGER!	62	Your weapon breaks sending it hurtling though the air. You loose a round watching it sail away.
14	Wing and a miss, you swing so hard and miss so badly you spin around and fall.	63	You get hit hard across the face, and are blinded for 1d6 rounds all rolls are at +5 difficulty as you grope blindly around the room You take 1d20 resolve damage.
15	You miss, and your weapon clips a stone on the ground the stone flies up and hits you between the eyes , collapsing your skull and lobotomizing you on the spot, you are effectively dead.	64	Broken ulna is never good, and yours has caused some bleeding you will take 1d10 damage each turn until you get some medical attention.
16	You lunge forward , to far forward, exposing your self to a free attack by your enemy.	65	You drop your weapon and it bounce back hitting your thigh, you think it's funny for a second then you see all the blood. You take 4d10 damage, as blood gushes from your femoral artery
17	You swing and miss hitting another object in the room , your wrists breaks under the impact, no 2 handed weapons for you.	66	You hit yourself in the knee and it hurts really bad so bad you pee yourself an loose one round trying to regain your senses.
18	Why did your weapon just explode? No one will ever know, you take 3d10 damage.	67	You get hit in the throat your esophagus spasms an you start sucking air unfortunately it just does not come. You loose 1d4 rounds gasping until you regain your breath.
19	You clip your ear it cutting right off	68	You get stabbed in the hip, your hip locks up and you are in a great deal of pain. You loose 1d4 athleticism
20	You hit one of your nearest allies in the side of the head , he goes down knocked down for the round.	69	With a brutal and quick attack your enemy rips out your spine .. the last thing you hear is some one screaming "FINISH HIM " off in the distance .
21	You hit your self in the knee, doing full damage and ruing your career	70	You get stabbed in the ribs up under your armor, it is exceedingly painful and you are stunned for 1d6 rounds.
22	You hit one of our armor straps cutting it and reducing your armor score by 5	71	You move towards your enemy weapon out, when you move to thrust your weapon hits the ground and you vault over it, landing on your neck, you see stars and feel a shock down your legs. You have broken your neck , your enemy closes in to finish what you started.
23	You slip and your weapon kicks back hitting you square on the ear, your ear drum ruptures, you loose a turn screaming a scream you can't even hear.	72	You miss your attack and turn to guard against the riposte, when you do your enemy strikes you back spilling your inventory onto the floor, shattering any glass objects on a roll if 1-4 on d6
24	You break your good arms radius bone, it shatters and parts stick out at odd angles, +4 difficulty for all attacks and no 2 handed weapons.	73	Your enemy sweeps your legs out from under you, you land hard, your breath is knocked out and you loose next turn. Take 3d10 damage.
25	You trip face first, loose a turn getting up	74	You lash out at our enemy, your enemy ducks under and punctures your gut, the scar will be epic, you take 4d10 damage. Roll 1d6 on a roll of 1 you will become septic in a day and die.
26	What the hell is that on my blade? Oh its a chunk of my hair take full weapon damage and loose next turn stauching the bleeding.	75	Your terrible attack leaves you open your opponent leaps at you ripping your rib cage free of your torso, you go all floppy and die.

27	You drop your weapon then kick it out of reach take 2 turns to retrieve it.	76	You swing hard but miscalculate the blow your weapon bounces off the targets armor and catches you in the chops you take 4d10 damage, and loose 1d4 teeth which spray all over the room if you live loose1 point of attractiveness forever,
28	Your weapon bites into your opponents armor and twists, the blade snaps and a fragment lodges it's self in your fore arm. You take 1d6 damage.	78	You aim high the enemy goes low he tips you over his shoulder you fall on the crown of your head and take 3d10 damage. You also get knocked unconscious for 1d4 rounds, when you wake up you have a bad neck forever granting you a -1 brawn and a -1 focus
29	You raise your weapon over your head and promptly drop it cutting your damages tendon in the process -1 athleticism forever	79	You take a wicked blow to your collar bone , which snaps like a twig and gets rammed into your neck. Blood sprays out of the wound like a lawn sprinkler, the character falls dead a moment latter.
30	You don't always commit accidental suicide, but when you do, you commit accidental suicide by falling on your weapon. You are The most interesting corpse in the world	80	You manage to swing wide hitting a solid object the weapon springs back and takes a huge chunk out of your lower leg, you fall to the ground and loose 1d10 resolve per round for the next 6 rounds.
31	You slip and your mighty weapon goes flying, you try to catch it and take full damage when you miss and cut off 1d10 toes.	81	You slip and fall your weapon shatters you land on the shards each one piercing something that hurts in it's own special way. You cough twice and die.
32	Your attack is so off base and so telegraphed that your enemy automatically lands a free strike	82	You take a shot the in the abdomen and you start bleeding badly, you and any one near you must roll 1d6 if the result is over their athleticism they slip and fall. Your character dies next turn
33	You swing very wide , a loud pop can be heard as the weight of your weapon dislocates your shoulder , you loose 2 turns as you roll around trying to pop it back in	83	You take a crushing blow to the top of your head. You head explodes in a shower of gore, brains, bones and what not. Your entire party must roll 1d6 if the roll is over their Focus they loose a turn , standing there dumbfounded. It think rolling a new character is in order.
34	You hit your own shin, taking full damage.	84	You take a wicked blow to the head, you drop unconscious for 1d6 rounds when you awake your academics is 1d4 lower.
35	You hit your closest ally in the back cutting his armor strap and reducing his armor score by half for the rest of the fight.	85	You take a wicked blow to the face, leaving a massive cut, your appearance is reduced by 1d6, but you survive and that's high praise.
36	You mess up bad, your strike is parried and it bounces back right into your face, y doing 3d10 damage and reducing your attractiveness by 1d8	86	A wicked blow to your chest smashes your sternum, you are out of the fight and suffocate by the end of the round.
37	In a spectacular fail you knock your self out cold for 1d4 rounds	87	You humerus bone in your left arm is smashed you loose 1d4 turns dealing with the pain and you loose 1d4 brawn for ever.
38	What the What? You weapon slips out of your hand and lands 1d10 feet away, stuck in some object.	88	You knee is smashed, your nee cap pops out and flies like a bullet directly into your neck. Your last thought is "How the F...." DEAD

39	Yo stumble your enemy sees it and kicks you over, you are knocked down and stunned. Take 1d 6 damage per character level	89	You swing overhand but your enemy sees it coming and stabs you up under the ribs, you are bleeding into your chest cavity. You have 1d4 rounds to live. It makes you so mad that you go berserk doing double damage for the rest of your life.
40	You hit your self solidly in the leg, doing full damage and lodging your weapon in your armor you can free it by rolling 1-4 on d6	90	You never see the quick strike to your inner thigh , but you fell it. Your femoral artery is cut and you will bleed out in 1d4 rounds.
41	You launch a wicked attack at your enemy , unfortunately you miss baddy , your enemy comes back at you with even more fury getting to land a free strike.	91	You miss badly and slice into your own abdomen, you sever several arteries and damage your liver and intestines, it's a mess, you fall and die before the end of the round
42	You slip forward landing on your weapon and taking full damage.	92	You are stabbed in the lung, it is a sucking wound that does double damage. You loose 1d6 athleticism permanently
43	You land a perfect strike on your nearest ally, it is a thin of beauty and does double damage.	93	A mighty blow is landed to your chest, your ribs break and lungs are punctured , you live one more painful round
44	You swing in a brutal arc then.. light... just a bright light, you wake up 1d4 turns latter, with a big lump on your head	94	Your enemy crushes your hip with a mighty blow, you fall where yo stand, and will bleed to death in 1d6 rounds , no one can help you.
45	You get cut badly on your weapon arm all of your attacks will be at +4 difficulty , and you have to roll 1d6 on all further attacks on a 1-3 you drop your weapon due to all the slippery blood.	95	Your enemy takes advantage of your inept attack and cuts off your weapon hand, off hand attacks will be made at +6 difficulty , you are also squirting blood every where loosing 1d10 resolve a round.
46	Oh damn ! you hit your self in the face ! taking full damage and stunning your self for 1d6 rounds.	96	Your attack slips and you spin 180 degrees, your opponent takes the opportunity to stab you in the kidney . If no one helps you will bleed out in 1d4 rounds
47	You hear the strangest noise as your bicep rips loose 1 Brawn forever.	97	You enemy leaps in and slices you arm deeply its, hanging by a thread useless, you have 1d6 rounds to get some help or you will bleed out. The arm is a loss regardless.
48	You get a bad cut on your scalp all rolls are at +4 difficulty until you can get the bleeding stopped.	98	A broken jaw bad enough, this one just got ripped clean off, you live another 1d4 agonizing rounds all rolls are at =10 difficulty.
49	Your weapon flies from you hand and shatters against the nearest solid object take 3d10 damage from shrapnel	99	The world suddenly goes all crooked and starts to spin? Am I falling? Are those MY boots...Ohh I beheaded myself, I'm dead.
		100	The blow is to your throat you spend your last agonizing seconds trying hold in the blood and take in breath. You fail at both and die in a puddle.

Roll below for fumbles during spell casting.

spell Fumbles:

Roll 1d100

Roll	Spell fumbles:	Roll	
1	Your spell fizzles.. no other effect.	50	The caster accidentally summons a 0 level zombie for each point of myst spent on the spell. They are aggressive and hungry targeting the caster exclusively in the first round.
2	Your spell back fires causing 1d6 damage to you.	51	The caster's myst burns up a small part of the casters soul loose 1 point off every attribute, adjust pools accordingly.
3	You feel very, very weak your brawn is a 1 for the next 1d6 turns	52	The casters vision goes blurry for 1d6 turns, the caster suffers +4 difficulty on attacks and must spend an extra 1d6 focus on any task.
4	One of your fingers fall off, if you no longer have fingers no effect.	53	The caster is bathed in yellow light , this lasts 1d4 rounds until the caster gains 1 mutation.
5	You left arm turns black and necrotic looking , roll a mutation	54	The caster can momentarily speak to the dead, but there are allot of dead around and they all start talking , the caster may ask one question but it will cost him 10+d20 focus , other wise this is a round lost with the caster cowering and hold his or her ears.
6	Roll 1 spell randomly, you forget that spell forever.	55	You develop a very itchy skin rash with weeping boils it will last 1d6 weeks and covers 1d100% of your body. Your focus pool is cut in half
7	What ever amount of myst that as spent on the spell is done to the caster in damage.	56	Roll a random spell that effect happens immediately centered on you.
8	You begin to glow you attract attention for 1 round each monster must roll 1d4 if they roll 1 they will only attack the caster.	57	You are drained of an additional 1d20 myst as magical energy just flows out of you into the ground. Plants grow around your feet. Somewhere a bird sings.
9	All of your body hair burns away causing 1d4 damage.	58	The caster violently mutates, spending 1d4 rounds writhing in pain on the floor
10	A volume of Dirt equal to 1d4 yards pours out of your robes, pockets, hat, what ever for the next 1d4 rounds you may make no actions other than trying to get the dirt off of you.	59	The Myst lifts the caster into the air and tosses the caster against the nearest solid object causing 1d6 resolve damage and stunning the caster for 1d6 rounds.
11	Vegetation at your feet grows out of control you loose next turn trying to free yourself. Roll a mutation.	60	A multitude of large, smooth Dark Purple tentacles explode from the ground entangling anything within 30 feet for 1d4 rounds. Each tentacle has 10 hit points and an armor of 12. They do no damage.
12	Small explosions like fire works erupt from the caster, drawing a great deal of attention.	61	The caster shrinks by a12 inches, permanently. Roll a second mutation.
13	You feel drained, loosing 1d6 brawn for 1d4 rounds collapsing if your brawn is below 0.	62	The caster suffers horrible stomach cramps, any action taken will cost an additional 1d6 focus.
14	You get dreadfully cold, your myst pool drops by 1d10 and you loose one round shivering	63	The power of the Myst leaves the caster. The casters myst pool falls to 0 and the caster may not cast for the rest of the day.

15	WRONG SPELL! Choose 1 random spell from your list, it casts centered on the caster.	64	The character gets suddenly shocked as if by electricity, the values of the casters resolve and Myst pools swap. Forever
16	A strong wind blows from the caster causing all near by friends of foes to roll 1d6 of the roll is 4 or below they fall loosing a round,	65	A flock of ravens descends on the caster pecking and scratching. The caster may not act for 1d4 rounds while the ravens are around, the caster takes 1d6 resolve damage.
17	The caster is sheathed in green flames for one round take 1d4 resolve damage. Roll a mutation.	66	The caster begins to sweat uncontrollably, through the caster clothing, it lasts for a hour, and costs the caster 3d10 focus. Roll a mutation
18	The caster grows 10 pounds fatter. Keep track every three time this happens loose 1 point of athleticism	67	The caster becomes incredibly thirsty, the caster cannot concentrate on spells at all until he has had at least one round of continuous drinking.
19	A small imp fly's from the casters cloak cackles and flies away,	68	The spell fails , and the caster is sheeted in ice. The caster takes 1d10 resolve damage and looses 1 turn.
20	A random flammable object in the same room as the caster bursts into flame, and is destroyed utterly.	69	The casters armor turns soft, reducing the casters armor score by 1d8 for the rest of the day.
21	For the next 1d6 days no animals will allow the caster near to them.	70	The cruel back lash of the myst makes the caster walk backwards for the rest of the day. The caster will act last in all encounters during this time.
22	The casters ear lobes grow 1d6 inches. It looks very stupid.	71	The caster turns into a bunny rabbit for 1d4 rounds The caster has 5 resolve and cannot attack. However the caster is exceptionally cute.
23	Two of the casters fingers fuse together painfully.	72	Caster clothing begins to itch uncontrollably. The casters focus pool is halved until the caster can find something to do with those itchy clothes.
24	A pool of ice forms under the casters feet any one moving over it (including the caster) must make a athletics check vs Difficulty 12 to stay on their feet.	73	Regardless of the spells initial intent The target of the spell is hasted gaining double it's normal attacks for 1d4 rounds. Roll a mutation.
25	A 1d6 foot long fissure opens up in the ground at the feet of the caster, wreaking havoc with building foundations nearby.	74	Regardless of the spells initial intent The target of the spell gains 1d20 resolve.
26	For the next 1d6 days where ever the caster walks his foot steps leave a strange black shadow.	75	The caster blacks out casting random spell involuntarily, using 3 key words at himself. 3D6 damage
27	He caster is lifter into the air and dropped, takes 1d6 damage and looses the next round.	76	All fires within 1d20 units of the caster are extinguished. Roll a mutation.
28	A screaming invades the casters ears , his focus pool is cut in half. Lasts one day.	78	All fires within 1d20 units of the caster erupt violently for 1d4 rounds, causing 1d10 resolve damage to any that are to near. Torch bearers and that sort hate this one.
29	The caster gains the ability to jump very high 1d20 feet in fact, this lasts for 1d4 rounds the caster must be careful however as the caster is not granted an ability to land.	79	Every weapon nearby heats up until the wielder can not hold them any more. The weapons remain hot for 1d4 rounds.

30	Myst flows from the caster in unintended ways several (1d6) random fire balls fly from the caster striking random targets including the caster for 1d4 damage.	80	The fickle myst turn the caster into an eggplant with small legs, you can still run around, but that's it. Only a visit to a hospital and a proper healer (Heal check difficulty 14) can reverse the effect. So you'd best vamoose if you don't want to end up baba ghanoush.
31	The casters clothing all equipment disintegrates leaving the caster with only his or her MMORPG issue tan underwear.	81	Lightning engulfs the caster shocking for 1d10 damage, and stunning for 1d6 rounds.
32	The casters weapon violently explodes! The caster takes 1d10 resolve damage per level. If the weapon is "fists" it really sucks for the caster.	82	The page containing the spell the caster was casting erupts into dark flames from the caster's spell book. The gods have deemed the caster unworthy of the spell and it is wiped from the caster's mind forever.
33	The caster is struck by a terrible headache, his academics score is reduced by 1d6 for the rest of the day .	83	A large hunk of nonliving matter near the caster disappears (GM arbitrates what) it must be equal to at least 100 cubic feet.
34	For the rest of the day every time the caster tries to speak (1d6) 1.dirt 2.water 3.honey 4.insects 5.noxious fumes 6.smoke issue fourth, all casting costs x2 focus.	84	The caster suffers two mutations, and loses one round from the pain.
35	The caster is struck clumsy for the rest of the day: every time the caster declares movement more complicated than walking roll 1d6 on a 1 or a 2 the caster falls, losing a round.	85	Gravity reverses in an area 10 feet around the character, throwing everything into chaos. Everyone loses 1d10 focus. The effect lasts 1d4 rounds until it suddenly stops falling characters take 1d6 damage, and more if the GM warrants, due to height and falling debris.
36	A minor demon is summoned inside the caster it rips out of the caster killing them instantly then moves on to attack anything nearby.	86	The caster sprouts thousands of tiny squirming "tentaclets" They serve no function but are disturbing to look at. The casters attractiveness drops to 1.
37	The caster is knocked flat by a concussion of air and sound, the caster loses next turn. Gains a mutation.	87	Raw myst energy rushes from the caster to one random target. That target gains 1d10 myst while the caster loses 1d20 myst.
38	Fire consumes your 1.left arm 2.right arm 3.left hand 4.right hand it is utterly destroyed.	88	A ball of darkness forms around the caster expanding out 5 feet, any one in it will choke and cough, taking an added +5 difficulty on any roll while in the darkness. The caster chokes and takes 1d6 resolve damage per round the darkness is in effect. The effect lasts 1d6 rounds. The effect moves with the caster.
39	The caster becomes myst siphon. The casters myst pool drains to 0 and one other random being in the area also loses 1/2 of their myst pool.	89	Everyone (friend or foe) within 5 units of the caster is healed for 1d10 resolve, except the caster. The caster loses 1d0 focus and 1d10 additional Myst due to the strain.
40	A new and obvious nipple grows on your 1.hand 2.forehead 3.chest 4.palm	90	You have accidentally summoned a mighty demon it 1.attacks you 2.demands 10000 gold or it will attack you 3.demands a blood sacrifice 4.wanders off to spread death and destruction on IT,S new plane.

41	The casters legs stiffen , the caster can not move for one round and their armor score is at -5	91	A gate to another plane of existence opens up and sucks the caster through. To the plane of (1d10) 1.the beast lands 2.Ysgard 3.limbo 4.Pandemonium 5dugeon-maxus 5.abyss 6.Hades 7.Archeron 8.Mechanus 9.the out lands 10.The web pits The gate lasts for 1 round giving the rest of the players time time to choose whether or not to go after the caster. If they do , the Gm has some work to do If they don't the gate slams shut and the caster is lost forever.
42	The caster grows an extra right thumb that constantly tries to wrestle the original thumb in 1d6 hours the winner leaves, during that time all focus costs are 1d6 higher	92	The caster is shrouded in blinding energy and there is loud Popping noise , all that is left is a smoking skeleton. The skeleton rises and is the caster sans flesh, the caster now has 10 resolve, and a 5 armor. The caster's athleticism, attractiveness and Brawn are now 1. Other than that he /she is fine. Creepy but fine.
43	Bad luck ! The energy of the myst changes the laws of luck and chance around your character, for the next 1d6 action the caster must use the LD20 to determine success.	93	One of the caster's limbs withers and dies, 1.left arm 2.right arm 3.right leg 4.left leg 5.right hand 6. head (yes the head roll kills you)
44	Your spell fizzles having no noticeable effect. It will cast centered on the caster in 1d12 hours. (gm's will just make it happen at the worst possible time, if the Gm is worth his or her salt.)	94	You immolate yourself, nothing left but ashes and shoes.
45	Shadows are attracted to your face! Suffer -1d6 attractiveness for the next full day.	95	The caster Is slowly temporally displaced he or she begins to flicker and eventual fades away completely this takes 1d4 rounds, it gives the caster time to say a few words. You have no idea where he goes, but on occasion his flickering image will appear again like Obi Wan
46	You hear disembodies laughter, leaving you unsettled loose 1d10 focus, Who was laughing? Why?	96	A violent 1.rain 2.wind 3.snow 4.hail storm centered on the caster strikes a 3 mile area dropping 1d12 inches of what ever was rolled.
47	The caster turns cold and clammy , no healing spells or natural healing will touch the caster for the next day.	97	The caster gets a splitting headache, in fact the casters head splits in half and a random level1d10 monster crawls out. Killing the caster instantly, and causing other problems.
48	The caster disappears for 1d6 rounds tehn reappears like nothing ever happened. This rounds are lost to the caster, there are no memories accompanying them.	98	Explosion! The character is blown 1d100 feet into the air and falls back to earth, broken and charred , quite dead. This is even more dramatic indoors.
49	The smell of Roast beef rises from the caster , it smells savory and delicious. It lasts for 1d6 round during which time , animals will be greatly attracted to the caster.	99	You feel something moist near your ear, you touch it , it's your brain you die
		100	Your Myst fueled power surges forth, turning time and space inside out! unfortunately the caster part of that time and space, so the caster is also turned inside out. It's messy, like a Brunndel Fly only with more magical explosions.

Non-Combat Critical failures:

If the player fumbles a skill check the GM must decide if the check is a physical check or an information check.

Physical checks are things like Riding, Climbing or lifting, or what have you. Generally Anything that might be modified by Athletics, Brawn, Resolve or Appearance.

Information checks are things like lore checks or tracking checks. An information check involves the player trying to find something out or discern something particular. Any check that might be modified by Academics, Knowledge, Focus or Leadership will generally be informational checks.

All non-combat check fumbles will be described by the GM. (And the GM should make it MEMORABLE Damn it)

- Non-combat check fumbles will always result in the player earning a story point.
- Physical check fumbles should result in damage, described by the GM.
- It is not "Your character falls down the hill," Rather it is " Your character bounces down the hill and lands unnaturally on his neck, everyone hears a loud cracking sound, a white light flashes before his eyes and for a second he can't feel his feet. IT's all so frightening that it takes a moment for him to realize he has also landed on a Fire ant mound."
- The damage should be at least 1D10 per level of the victim (yeah that's steep, it should be! The character just fumbled. Lets be honest here, your character likely just tripped and fell face first on a rusty rake made out of hate.)

For informational checks this is the only time I would ever say to the GM .. LIE TO THE PLAYER.

- The player knows he just fumbled the roll is right there on the table, so the player is in on the joke.

- Have at it, give the player the most off base information possible, make it grand.
- The Character was trying to track wolves through the woods, tell him "You find the tracks but they end abruptly, by the looks of this are some thing ate the wold and stopped off to the south." The character is researching a magic item and fumbles! Great they discover "You seem to be holding Evan Sword of Dragon Slaying!" right up until they face a dragon and realize their research was way off base
- At that point Its up to the player how his or her character processes the results of the bad roll.

Results of Negative focus

Over use of Magic and combat stress can break a character:

When a character reaches 0 focus it does not mean that they have no options to use their abilities any longer it simply means that they are risking their very minds by doing so. Keep track of how much into the negative a character goes with their focus.

Whenever a character brings their focus pool down to zero or less they must make a check on the insanity table below. Once an insanity is determined it is up to the player to play it and the GM to invoke it.

Checks are made by rolling 1d20 and subtracting the amount of focus they are into the negative.

Chart 33 Insanity save	Roll 1d20 and subtract your negative Focus
Roll	Effects:
20 to 10	No effect
10 or less	Roll 1d20 on the insanity chart below.
1 Compulsion	You charter now has a compulsion to 1.wash hands 2.not step on cracks 3.check weapons 3.prey 4.lock and unlock doors 1d10 times 5.clean boots 6.straighten out rugs.
2 Paranoia	You are completely paranoid every turn pick another character or NPC that is trying to kill you.
3 Manic /depressed	Every day roll 1d20 if the result is 10+ you are manic that day less than 10 depressed.
4 incoherent	Your character has moments of mumbling and making no sense
5 Delusional	Delusions of 1.grandeur 2.ability 3.invincibility 4.persecution
6 Rage	Roll 1d6 when ever you spend focus on a roll of 1 you fly into a rage.
7 non-communicative	Character loses ability to communicate via speech or writing.
8 Phobic (1d8)	1.Ablutophobia- Fear of washing or bathing 2.Entomophobia- Fear of insects. 3.Melophobia- Fear or hatred of music. 4.Ochlophobia- Fear of crowds or mobs. 5.Venustrophobia- Fear of beautiful women. 6.Chiraptophobia- Fear of being touched. 7.Nanosophobia fear of dwarfs. 8.Bibliophobia- Fear of books.
9 Sleeping	Nightmares roll 1d6 when ever you sleep on a 1 you wake in terror, and get no rest
10 Sleeping	Sleep walking and eating
11 Hallucinations	The Gm is going to tell you that you see things sometimes that just are not there, have fun.
12 Amnesia	You forget the following (1D6) 1-3 all Knowledge skills your knowledge is 0 or 4-6 all Academics skills your academics is 0 (this sucks for wizards)
13 split personality	Roll another personality kicker. each day roll 1d6 to determine which one you use that day.
14 uncontrollable ticks and tremors	Your athleticism is now at -1d6 And you should put a cork on the end of your fork
15 Aberrant behavior	1.exhibitionist 2.sex obsessed 3.death obsessed 4.crazy cat lady (animal collector Roll 1d4 1.cats 2.dogs 3.insects 4.Slug-gobblins)
16 object-subject-verb	Talk like yoda, it gets annoying
17 Mania (1d8)	1.bibliokleptomania, stealing books 2.dacnomania, the obsession with killing. 3.doromania, giving gifts 4.egomania, oneself and self-worship 5.epomania, writing epics 6.kleptomania, stealing 7.pyromania, fire or starting fires 8.trichotillomania, hair removal
18 Outbursts art odd times	Character shows physical hysterics or emotional outburst (1-3 laughing, 4-6 crying)
19 Charm	Character develops an attachment to a "lucky charm" And can not function without it. This item should be determined by the gm
20 Psychopathy	Character develops a complete disregard for his safety or that of others, also loses the ability to feel remorse, the character no longer makes a good ice cream truck driver.

Results of Negative Myst:

A player can choose to have a character cast a spell even when they have no Myst reserves available. This is not a light decision however, it involves pulling the raw myst from around the caster, channeling this raw energy into the caster's body, and then forming it around key words to create spell effects.

When a caster does this they must roll 1d20 and subtract the character's current negative level of Myst. If the result is 0 or less the caster must make a roll on the mutation table to resolve the result of the magical feedback.

For example: Max The Grand casts a spell that drops his Myst pool to negative -3 .

The player rolls 1d20 and rolls a 9. (9-3 = 6) Max the grand is safe. In his next turn he casts another spell deciding to push his luck. He spends 6 more Myst bringing him down to negative -9.

Max's player rolls 1d20 and rolls an 8! 8-9 = negative 1, the player must now roll on the mutation chart risking the chance that Max the grand will turn into a pudding.

Character recovery:

Characters recover Resolve, Myst and Focus at varying rates .

Short rest:

A short rest is a breather between encounters, these can happen any time all of the players agree and there are no direct threats. The GM should roll for a random encounter if appropriate during this rest , to ruin it for the hapless heroes.

Field rest:

This is camping in the field, the characters hole up in a safe place and get a night's sleep, eat some grub (or grubs) and rest for at least 6 hours. The GM should make sure that the characters are in a really safe place, or something bad could happen.

Home rest:

The characters go home and really get out of the way of danger for a few days. This is true recovery time.

Chart Character recovery				Reference by class and type of rest					
Class	Short rest (per)			Field Rest (per night)			Home rest (per day)		
	Resolve	Focus	Myst	Resolve	Focus	Myst	Resolve	Focus	Myst
Preist	1d6	1d4	1d8	1d8	1d10	1d10	1d10	1d20	1d10
Thief	1d6	1d6	1d6	1d8	1d8	1d8	2d8	2d8	2d8
Warrior	1d8	1d4	1d4	1d12	1d6	1d6	1d20	1d10	1d6
Wizard	1d4	1d8	1d6	1d6	1d12	1d8	1d6	1d10	1d20
	GM should roll to see if there is an encounter.			GM might roll for an encounter if the character's camp is dangerous			The GM will not roll for encounters, the players are safe and in between adventures		

For the GM:

AAIE! At its base is a regular RPG, any adventure idea you have for a fantasy Rpg could be run with these rules and the unique characters that these rules hatch. However in keeping with the style of the game what follows is information about how monsters are balanced in the game and a selection of charts that will allow a GM to create random elements for their adventures.

How I run this game:

First off I'm not going to try and tell you step by step exactly how to run a game of AAIE, any way you use these rules to have a good time is perfect. What I will do is let you know how I run a one shot game. It is important to note that AAIE is a game that's designed not to hold the GM's hand, the gm will have to think on his or her feet, allot. Making up connections between randomly rolled character and setting environments can be difficult at first but it's a skill, a knack that can be developed.

- The first thing I do is look over the characters and take note of their connections and personality kickers. I jot them down and try to tie as much of the adventure into as many of the character's personal details as I can. If one character has a royal connection, that connection will call on them. If another player has an underground connection, I try to tie that connection to the narrative as well.
- Next I use the Story seed chart below to roll up at least three story seeds. I look them over and try to see how I can tie them to the players and their connections. I roll up three so there are options. I never try to force the characters to follow one story seed. Some of the story seeds can be pretty strange, but even if they are I use them to create rumors around wherever the characters start out by presenting them to the players a bit at a time. When something captures their attention and interest I'll expand on it. Ask questions and follow what the players give you things will fall into place.
- Always ask the players questions, their answers will do a lot of the work for you.
- Third I create a minimum of three random monsters, so that I can quickly populate whatever environment the characters go head off to with threats when I need to. I don't nerf the monsters I roll I just take what I'm given and expand on it. The random monster generator creates a pile of stats but the actions, personality and habits of a creature have to come from the GM. Sometimes the special attacks and descriptions of the monster don't quite jive, feel free to re-roll or use your imagination and find a way to make it work. A word on special attacks, like monsters the chart will give the GM the stats but the flavor of how the attacks are delivered is up to the GM.
- Lastly I generally roll up two or three magic items to have at hand to give as treasure near the end of the game or after a hard fought battle. The magic item description chart is a long one so it's good to have the descriptions generated before the players get started.
- Once the Game starts let it come to you. Play off of players listen to them don't say no keep the players rolling dice and tie as much as possible back to their connections and personality's. If a gm keeps those things in mind AAIE will get out of the way and help create a fun memorable game.
- I also don't fudge die rolls. Let the game and the world be consistent. If it's consistently deadly so be it.
- Don't say no! Let the players try anything!
- Remember every time the player rolls there is a chance that that player will critically fail and all hell will break loose. Keep the rolling!
- Set fair difficulties and the game should run smoothly.
- Be brave when arbitrating results of rolls! If you have two ideas go for the one that's more over the top.

Monsters in combat:

As a rule of thumb make your GM job easier, assign monsters a level then use it for everything! What do I mean by “everything” here are some examples.

- When a monster attacks subtract its level from the targets Armour score to get the difficulty.
- A monster gets a number of resolve = to 10 times its level or 1 D10 per level resolve depending on which way works best for you.
- A monsters base armor score is 10 plus its level.
- If a monster needs any unusual modifiers for any reason, and you're stuck use its level.
- Remember if the monsters seem soft, as a GM

you can boost anything you want. It might also be a good idea to remember that in this game any time a player rolls dice in combat, there is a .072% percent chance they will fumble and get a shot at simply killing themselves in some horrible way.

Monster levels:

Just like players monsters have levels. Monster levels start at 0 and go up from there.

A 0 level monster looks something like this 1d10 hp, armour of 8 and 1d6 damage. The GM can feel free to adjust the particulars as needed.

Monster attributes by level			Roll damage type for each attack					
Level	Resolve dice	Armor score	Damage type (D4) 1.light 2.medium 3.heavy 4.brutal				Attacks per round	Chance of special attack
0	1d10	10	1d6	1d6	1d6	2d6	1	5.00%
1	1d10	11	1d10	1d10	2d10	2d10	1	10.00%
2	2d10	12	1d10	1d10	2d10	3d10	1	20.00%
3	3d10	13	1d10	1d10	2d10	3d10	1	30.00%
4	4d10	14	1d10	2d10	3d10	4d10	2	40.00%
5	5d10	15	2d10	3d10	4d10	5d10	2	50.00%
6	6d10	16	3d10	4d10	5d10	6d10	2	60.00%
7	7d10	17	4d10	5d10	6d10	7d10	2	70.00%
8	8d10	18	5d10	6d10	7d10	8d10	3	80.00%
9	9d10	19	6d10	7d10	8d10	9d10	3	80% for first 50% second
10	1d100	20	7d6	8d10	9d10	10d10	3	90% for 1 60% 2nd

The Amount of d6's in damage a monster can do my be split into any number multiple attacks by the GM, any way they see fit.

For example a level 5 Spiked Bear can do 5d10 per round the Gm could decide that the damage is spread out into two 1d10 claws / one 3d10 bite. If he or she wants GM could also say a Spiked Bear rolls up in a ball and flattens targets with it's spiky hide for a straight 5d6 damage in a single large attack.

Random monsters

Sometime you just don't want to use the typical goblin to harass your players, some times you want a Slug-goblin, and that's where this chart comes in. results will swing wildly from mundane to insane, but at least you will be surprised almost every time.

Random creatures Roll 1d100				Hit points, armor and damage by level see "Monster attributes by level" above			
Roll	Descriptor	ROLL	Descriptor	Roll	Body type	Roll	Body type
1	Undead	50	combustible	1	spores	50	Construct
2	Amoeba	51	cracked	2	Ape	51	Slime
3	Slug	52	sand	3	Gorilla	52	Pudding
4	Flame	53	jungle	4	Monstrosity	53	Dog
5	Frost	54	forest	5	yeti	54	Cat
6	Wind	55	spotted	6	Bull	55	Dragon
7	shadow	56	razor	7	fairy	56	Goblin
8	Dwarf	57	hammer	8	Tree	57	Orc
9	Paper	58	screaming	9	Vine	58	giant
10	Stone	59	exploding	10	Destroyer	59	Banshee
11	Wooden	60	growing	11	Larva	60	fungus
12	Poison	61	shrinking	12	Shrimp	61	Marauder
13	Flying	62	Gruesome	13	Ogre	62	Cultist
14	Spiked	63	Crushing	14	Swordsman	63	Badger
15	shelled	64	Mauling	15	witch	64	Snake
16	demonic	65	Pushing	16	gorgon	65	knight
17	Cursed	66	Roaring	17	Demon	66	hulk
18	invisible	67	Whistling	18	Horror	67	beast
19	mist	68	encrusted	19	Manticore	68	hydra
20	enraged	69	umber	20	Wizard	69	rhino
21	shattered	70	Horrific	21	Statue	70	snail
22	cold	71	Mutant	22	fungus	71	crustacean
23	Thirsty	72	Fell	23	creeper	72	lobster
24	bladed	73	Bane	24	reaper	73	golem
25	armored	74	Dire	25	rider	74	wolf
26	slimy	75	Pale	26	machine	75	fiend
27	snot-filled	76	Furnace	27	Alligator	76	imp
28	swarming	78	Crimson	28	Lizard	78	bat
29	horned	79	Skeletal	29	Abductor	79	solider
30	blood	80	Red	30	Scorpion	80	spawn

31	vampire	81	Black		31	Shoggoth	81	behemoth
32	shocking	82	White		32	Crab	82	hellion
33	entangling	83	Blue		33	Brute	83	berserk
34	Many headed	84	Shimmering		34	Wasp	84	ghost
35	tentacled	85	Eldrich		35	Centaur	85	maw
36	clawed	86	Iron		36	Horseman	86	wraith
37	Saber toothed	87	copper		37	chimera	87	cloud
38	Saw nosed	88	Altered		38	colossus	88	toad
39	Thick skinned	89	Necrotic		39	cyclopes	89	frog
40	slow	90	Thundering		40	Tortoise	90	abomination
41	weakened	91	Dread		41	Intern	91	wyrm
42	ravaging	92	Night		42	Eldar	92	wyvern
43	Rage sworn	93	Nightmare		43	Symbiont	93	maggot
44	Rune branded	94	Spectral		44	Beetle	94	leech
45	Holly	95	Psionic		45	parasite	95	serpent
46	jumping	96	spitting		46	Hag	96	cockroach
47	thumping	97	Skin-harvester		47	humanoid	97	cube
48	hunting	98	Maple syrup		48	Vermin	98	bird
49	snare	99	Amber		49	Zombie	99	spider
		100	Necromantic				100	Ghoul

Monster special attacks:

Chart random monster special attacks			Roll 1d100 on each column: Damage is based on effect die. The damage dice are per monster level 1-5 (1d6) 6-10 (1d8) 11-15 (1d10) 16-19 (1d0 Plus perk) 20 (as 19 x 2)
11	Attack	Delivery	perks
1-2	Flame	Tail	Damage continues over 1d4 rounds
3-4	Ice	spines	Stun perk
5-6	Poison	polyps	Knock down perk
7-8	wind	spores	2x attacks perk
9-10	sonic	stare	Entangle perk
11-12	stone	claws	+1d4 damage perk
13-14	paralyzing	shout	+1d6 damage on perk
	Pain	paw	+1d8 damage on 15 perk
17-18	agony	horn	+1d10 damage perk
19-20	bashing	spell	Damage to focus
21-22	parasitic	proboscis	Damage to Myst
23-24	Draining	Fist	Damage to armor
25-25	Cold	Burst	Range perk

26-27	heat	cone	Knock down perk
28-29	desiccating	cloud	Vorpal perk
30-31	biting	wall	Stun perk
32-33	illusion	quills	Damage continues over 1d4 rounds
34-35	reaping	darts	Stun on effect perk
36-37	Death	embers	Knock down perk
38-39	venomous	pincers	2x attacks on perk
40-41	angry	bladders	Entangle perk
42-43	Lifting	strike	+1d4 damage perk
44-45	Amplified	Quake	+1d6 damage perk
46-47	projectile	Tremors	+1d8 damage perk
48-49	boiling	wings	+1d10 damage perk
50-51	gibbering	Blades	Damage to focus
52-53	glowing	ropes	Damage to Myst
54-55	flying	vines	Crush 1d6 perk
56-57	flailing	tentacles	Range perk
58-59	knifing	eyes	Stun
60-61	exploding	mouths	Damage continues over 1d4 rounds
62-63	seething	brand	Stun perk
64-65	bubbling	runes	Knock down perk
66-67	Squirting	shards	2x attacks perk
68-69	stomping	fragments	entangle
70-71	erupting	hooves	+1d4 damage perk
72-73	necrotic	tusks	+1d6 damage perk
74-75	frost	trunk	+1d8 damage perk
76-77	sword	hairs	+1d10 damage perk
78-79	knife	fangs	Damage to focus
80-81	saber	webs	Damage to Myst
82-83	hammer	spray	Damage to armor
84-85	Crawling	mandibles	Range perk
86-87	autonomous	whiskers	Knock down perk
88-89	rasping	shell	Damage continues over 1d4 rounds
90-91	grasping	stalks	Stun perk
92-93	ghostly	tubes	Knock down perk
94-95	planar	suckers	2x attacks perk
96-97	thundering	lobes	Entangle perk
98-99	dark	holes	+1d4 damage perk
100	eviscerating	spikes	+1d6 damage perk

Random Magic items

Sometimes the game master just needs a magic item, this is a many-column chart that should yield interesting results. As always the actual function is as much up the the Gm as the chart.

I play all Magic items as 1 use items left laying around by better heroes. If the Gm would like to allow more charges on a particular item that's up to him or her.

Chart:() magic items		Roll 1d100 once per column (5 times) magic items have 1d4 charges.		
	Named	Type	Descriptor 1	Descriptor 2
Roll	(____)	(____) OF	(____)	(____)/s
1-2	Asure's	Ring	Cold	Wrath
3-4	Fredrick's	Codex	Naked	Anger
5-6	The Damned	Tome	Fiery	poison
7-8	The Soulless	Gem	Flaming	wounds
9-10	Melvyn's	Necklace	Demonic	cancellation
11-12	Sedrick's	Boots	Oily	banishment
13-14	Max's	Rod	Grotesque	Worms
15-16	Zealot's	Wand	Abysmal	Capture
17-18	The Dragons	Statue	Blooming	Entanglement
19-20	The Gogon's	Stave	Clawing	freedom
21-22	The Moth's	Short sword	buried	syrup
23-24	The Vipers	Pin	Stunning	venom
25-25	Sorek's	Dagger	Icy	Finger
26-27	Thearidin's	Hat	Frosty	Goodness
28-29	The Cardnals	Cloak	Healing	words
30-31	Rowan's	Hood	burbling	skulls
32-33	Thorgoth's	Bag	Blind	eyes
34-35	The dark	Chest	Locked	faces
36-37	The Dwarves	Medium belt Pouch	Golden	Runes
38-39	Tirayn's	Glass	Dark	smoke
40-41	The Glorious	Headband	Sweating	Justice
42-43	Hordakk's	Boots	Miniscule	Laughter
44-45	Thodin's	Sandals	Great	Quickness
46-47	The Devils	Long sword	Grey	Waste
48-49	Willhelms'	War hammer	Forceful	Strikes!
50-51	Arron's	Book	Hidden	Armor
52-53	Derron's	Casket	Flaming	Chaos
54-55	Barron's	Box	Lethal	objects
56-57	Calderon's	Scroll	Known	places
58-59	The goblin king's	Sheath	Multiple	Missiles

60-61	The knights	Stirrups	obedient	Mount
62-63	The deserts	scimitar	sandy	mystery
64-65	The gods	Hand hammer	biting	wind
66-67	Odin's	Rope	Piercing	Blade
68-69	Lyric's	basket	holding	communication
70-71	Sage's	Orb	burning	words
72-73	Grognard's	Crown	exploding	pods
74-75	Rampert's	Circlet	thinking	projection
76-77	Jack's	Ribbon	protecting	illusion
78-79	The Master's	Hand ax	illuminating	spikes
80-81	The Queens	Hand hammer	Bleeding	fists
82-83	Krang's	whip	slithering	fangs
84-85	Kane's	Great sword	flying	chains
86-87	The jesters	Shield	bouncing	Shield
88-89	Lothar's	Tower Shield	Vampric	Holding
90-91	Calvin's	Breast plate	Rushing	Summoning
92-93	Treegan's	Grieves	Natural	Flight
94-95	The plural	Mask	crushing	Thunder
96-97	The thousand	Flute	Shooting	Darts
98-99	The mistaken	Maul	Eviscerating	stars
100	Smokie's	Gloves	howling	Music

All Magic items are 1 use items left laying around by better heroes. IF the Gm would like to allow more charges on a particular item that's up to him or her.

Random story seeds:

Use this chart to drum up some quick adventure ideas.

I generate three of these at the beginning of each game and start dropping hooks for the players as soon as I can.

Chart Random plot seeds		Roll on each column once		
Result	Roll d20	Roll d20 - Mission	Roll d20 - Place	Roll d20 - Where
1-2	Destroy	A group of Pilgrims going to	An Island	In the South
3-4	Prevent Delivery of	The king of the land on a diplomatic mission to/in	The Mountains	In Taraquil
5-6	Sabotage	A tyrannical magistrate who has taken over	A Ship	Near the sea of Pattersail
7-8	Hijack	Secret Message to/in	The Village	In the Goondocks
9-10	Defend	Folks who have been turned into Zombies in/to	The Forest	In Cupastew
11-12	Retrieve	Lady Mildred Midgrain has lost her rare necklace in/to	A Farm	In the West
13-14	Guard	The Sword of Galen to/in	The Ruins	Near the Badlands
15-16	Smuggle	Body with strange markings to/in	A Swamp	The Middle of Nowhere
17-18	Locate	A map to treasure in/to	The Borderlands	Across the Land
19-20	Raid	Evidence of a crime committed in	A Caravan	On the Other Side of the World
21-22	Conceal	Found Magic item in	A Dungeon	In the North
23-24	Navigate	A Clue found in	A Prison	Deep in the South
25-25	Protect	A Religious Artifact	The Docks	Underground
26-27	Save	A statue of the King to/in	A Castle	Over the bridge
28-29	Deliver	A giant Feast to/in	A cursed Desert	In Muckingstone
30-31	Attack	The Kings Royal Guard in/to	A Camp	In Dentwhite
32-33	Take	Evidence of innocence in	The Town	In The Capital City
34-35	Hide	Weapons Horde in/to	A Church	In the East
36-37	Transport	An unusual Animal to/in	The Docks	Over the Hills
38-39	Steal	Mysterious letter in/to	The Ocean	In Miredale
40-41	Exonerate	A good litch in/to	The Crypt	Of Marble
42-43	Hunt	The moth cult in	The Mound	Of The misty woods
44-45	Explore	The silvery caves in /under	The field	Of The standing stones
46-47	Burn	The Grey hag in/of	A tangled keep	On a floating island
48-49	Expose	The Vampire in/of	The catacombs	In the Fiord
50-51	Shelter	The wraith of	The bleeding fields	Of the mountain peak
52-53	Attain	The evil litch in/of	The Volcano	Of the Float rocks
54-55	Eliminate	The servant in / of	The maze	Of The vulgar idol
56-57	Enforce	The laws of / in	The shrine	Of The blue fields
58-59	Assess	The captain in /of	the lost ship	Of the Grey coast
60-61	Influence	The vizier of / in	The vast waste	Of Last-holme
62-63	Repair	The slug god of / in	The priory	Of The blood peaks
64-65	fund	The revolution of	The hags	Of The weeping cliffs
66-67	enforce	The words of	The mute idol	Of the obsidian moor
68-69	Fulfill	The dark prophesy of / from	The Shade	Of the long altar
70-71	frame	The leader in / of	The guild	Of The cult of the displacer
72-73	Crush	The overthrow of	The followers	Of The squid god
74-75	negotiate	A trade with /for	The pilgrims	Of Nightwatch
76-77	oversee	The defeat of	The champion	Of the obese lurker

78-79	spearhead	An insane wizard of / from/ in	a herd	in the rift
80-81	collapse	The buttresses of / in	The master builder	Of the cyclops's vault
82-83	diagnose	The withered hand of	the master	Of the skull ferns
84-85	exploit	The keeper of / in	The tentacled beast	Of the crystal palace
86-87	Fine a route to / through	The great priest of	The wolves	In The temple of lies
88-89	Retrieve the head of	The rabid prince of	The frog men	Of the sucking myst swamps
90-91	Bolster	The last regiment of	The hollow king	Of Myrithfalls keep
92-93	Force into the light	The pale emperor of /on / in	The central vault	Of the shaguins temple.
94-95	Deactivate	The arcane device on / of	The dwarf ruin	Of The forked river
96-97	Set ablaze	The onyx horn of /in	The demon	throat
98	Reward	The king of / in	The fields	Of the high plateau
99	extinguish	?The fires of in	The pirates	Of the cove
100	unlock	The golden chest of in	The lost cave	Of the Hydrax

Internet resources:

Here is a list of random RPG lists and generators out on the web . In the future this list might be out of date and unusable but for now I have checked each one and they are valid. None of these (except my blog) are my work and the authors deserve huge amounts of credit for doing all the great things they do.

My blog: <http://dustpangames.blogspot.com/>

Generators:

fantasy name generators: (I need names more than anything else.)

<http://www.rinkworks.com/namegen/>

<http://www.rpgattitude.com/joomla/name-generator.html>

<http://fantasynamegenerators.com/>

Collections:

For just about every thing ever incredible work by Jesse Morgan <http://megacosm.morgajel.net/>

From Donjon a generator for every thing: <http://donjon.bin.sh/>

Another large collection: <http://www.wizardawn.com/rpg/>

Chaotic Shiny has a huge list of generators: <http://chaoticshiny.com/>

Others:

dungeon generator uses Dyson Logos's map parts so looks great

<http://www.dizzydragon.net/adventuregenerator/start>

<http://www.1km1kt.net/geomorph/>

Daves Mapper: <http://davesmapper.com/>

Encounter generator: <http://chaoticshiny.com/monstergen.php>

Random tables for RPG's <http://tartex.blogspot.com/2012/03/random-tables-for-rpgs.html>

Meat shields! Hireling generator: <http://www.barrowmaze.com/meatshields>

Mundane magic items: http://slyflourish.com/random_mundane_magic_item_generator.html

Magic items: <http://www.seventhsanctum.com/generate.php?Genname=magicitem>

Path finder fumble generator: <http://www.d20pfsrd.com/gamemastering/tools/critical-generator>

A Random Fantasy News paper that I just love: <http://thesurrealist.co.uk/fantasy>

Hard to describe but Abulafia lets you turn your own tables into random generators AMAZING!

http://www.random-generator.com/index.php?title=Main_Page

Dyson's Random tables are LEGEND

<http://rpgcharacters.wordpress.com/house-rules/random-tables/>

Things I used while writing:

Random.org is where to go for a random number: <http://www.random.org/>

A die KonKret die roller <http://rpg.norwinter.com/>

A great list of mid-evil careers <http://abutterflydreaming.com/2009/02/06/100-medieval-careers/>

A similar list I used for research: <http://www.rootsweb.ancestry.com/~usgwkidz/oldjobs.htm>

Coda and Character Sheets:

So here we are at the end. I hope you have found this pdf at least interesting and at best fun.

Remember to play it as a lark, play it for laughs and enjoy your time at the table or on the web with your friends. That's what this is all about after all, making up epic stories with your friends, and adding to your own personal mythology. Thank you for reading and thank you for playing. I encourage you to leave feed back at <http://dustpangames.blogspot.com/>

I would love for you to leave me stories of your own Amazing Adventurer's and Exciting Exploits.

Characters and their story points, Funny death stories, Spells fired off, Random monsters created. Drop By and share your games so others can enjoy them as much as I hope you have

Thank you for reading

Good gaming!

Mark Van Vlack.

AMAZING AVENTURERS & EXCITING EXPLOITS

Attributes		Current		History 1:	
Brawn:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>	Skills	
Athleticism:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>	Connections	
Resolve:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		
Academics:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		
Knowledge:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		
Focus:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		
Leadership:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		
Attractiveness:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		
Mysticism:	<input type="circle"/>	<input type="circle"/>	<input type="circle"/>		

X 5 = Resolve Pool X 5 = Focus Pool X 5 = Myst Pool

1. Weapon: _____ Atrb _____
2. Weapon: _____ Atrb _____
3. Armor _____ + Attrib _____ = AS
4. Mundane Item: _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Gold Crowns: _____

Deity: _____

Name: _____

Race: _____

Class: _____

Age History rolls

History 1:
Skills
Connections

History 2:
Skills
Connections

History 3:
Skills
Connections

History 4:
Skills
Connections

AMAZING AVENTURERS & EXCITING EXPLOITS

Abilities

Attribute:
Difficulty:
Costs:
Common:
Perk 1:

NAME:

Perk 2:

Perk 3:

Critical:

Fumble:

Racial Ability:

Mutatitions:

Insanity:

Attribute:
Difficulty:
Costs:
Common:
Perk 1:

NAME:

Perk 2:

Perk 3:

Critical:

Fumble:

Attribute:
Difficulty:
Costs:
Common:
Perk 1:

NAME:

Perk 2:

Perk 3:

Critical:

Fumble:

Attribute:
Difficulty:
Costs:
Common:
Perk 1:

NAME:

Perk 2:

Perk 3:

Critical:

Fumble:

Attribute:
Difficulty:
Costs:
Common:
Perk 1:

NAME:

Perk 2:

Perk 3:

Critical:

Fumble:

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Story Point record:

Level 1 to 2

- 1.
- 2.
- 3.
- 4.
- 5.

Level 2 to 3

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Level 3 to 4

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

Level 4 to 5

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.

Notes:

Mark Van Vlack 2014

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