RPG Below

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Contents

Chapter 1

Introduction

This book explains the most essential system rules for this game. It concerns itself mostly with combat rules. The idea to create this came from the desire to build a system that favors strategic, but quick and brutal combat. This is for players that like building optimized and customized characters and pitting them against formidable enemies.

The intention with this book is to explain the rules concisely, not how to run the game or role play. This assumes that the reader has a basic understanding of how table top RPGs work. The game is supposed to be played mainly on a grid, where the position of characters can be well defined and remembered. Basic concepts like what is a GM, PC, NPC, d20, d10, d6 are considered to be known.

Still not sure if this system is for you? This chapter summarizes some of the design principles selected to produce the rule set, the type of setting it was designed to be played on and the feeling it is supposed give to the adventure.

Fantasy Setting

Spells, combat maneuvers, stat blocks, skills and all the other features were planned to have a somewhat realistic feel to them. If a giant with an huge axe hits a player, that should hurt like a car crash. If the player evades it, there is no damage done. But if they try to block it, they will mitigate the damage but not prevent it completely. Even with spells, the magical things that are possible are constrained by some rules, like conservation of mass and energy. Questions like "Where does my conjured horse come from and why does it disappear after the spell duration?" are explained by the fact that the horse was made up of energy, so it lasts as long as the energy does. Corporeal things cannot be brought to existence, but they can be assembled from materials on earth and then animated with magic. This attention to verisimilitude is meant to provoke players into asking how things are possible and take advantage of that while role playing. Thoughts like "If this is possible this way, then that should also be possible in the same way" are encouraged and when they happen, they should open new possibilities.

Action economy and strategy

The action economy, powered by action points, is engineered to make things feel like they fit in the time frame of combat. Each combat turn is meant to be imagined as having 6 seconds. The amount of things that characters can do in this time frame should be consistent, both in terms of game balance and in verisimilitude. Everything that is done by the character, including reacting and defending, have a certain cost in terms of action points. Focusing all the energy on offense will leave a character vulnerable, but maybe a more defense

focused character can protect the glass cannon while it does its magic. Maybe an opponent tried to make the most out of an opportunity and was left vulnerable, this might be the time to focus attention on that one. This kind of strategic thinking is planned to be a decisive factor in fights.

Customized Character Building

Abilities in this system are class based, but it is not necessary to commit to a single class because although abilities have class level requirements, they can be picked from the bucket at level up. Most abilities in the system can be taken at the very first levels of any class. In fact, although characters have a maximum level set at 20, each class has their apex abilities by level 10 and 11, meaning that it is possible to have all the best qualities of one class and still mix it up with others to a high level. This way it is possible to make a ranger out of a multi class of fighter and druid. Maybe add a few rogue abilities to get sneaky, deadly attacks. But what if someone wants to make a raging wizard? Just add an ability to unlock casting spells while raging! Building a character should be as fun and creative as possible.

Randomness

Randomness in RPGs can be an important element, but too much randomness will make a carefully crafted character or a mighty dragon perform too well or not well enough. This unpredictability is important to keep things exciting, but in excess it can take away the connection between the imagined characters and their actions in game. Say the distance of a jump is determined by how high the total jump score is. If an Olympic long jumper has +10 to the jump score and a regular

person has 0, rolling a d20 to add to this score would be too much randomness because the regular person will outperform the athlete on a regular basis. Of course it is also possible that the Olympic long jumper had a cramp or stepped on a banana, but this should be a very special exception not to break the feeling intended for the character.

Complexity

The system is quite complex, but not out of the ordinary for the genre. Chapter 2 has the rules for creating a character and explanations of the features available and level up mechanics. Chapter 3 has all the core rules to play a combat, including damage and healing, vision and cover, positive and negative effects, the types of movement: basic, dash, careful, crawl, fall and stand up. Attacking actions: Basic Attack, Powerful Attack, Opportunity Attack, Grapple, Overrun, Push and pull, Blocking, Evading, Take Down, Follow and Defend.

Although it seems like a lot, many actions follow the same mechanical patterns. All actions cost either action points or nothing, no exceptions.

Part I

Part I - System Rules

Chapter 2

Character creation

This chapter walks through all the steps to creating a character to work in the system.

Creating a character can be done in steps:

- **Step 1:** Make a general concept.

- **Step 2:** Choosing race

- **Step 3:** Point buy stage, when the initial attributes are defined.

- **Step 4:** Choosing abilities

- **Step 5:** Create Background

2.1 Basic Character Values

There are values that represent the character's abilities and physical status as well as mental status. The three most important resources are **Hit Points, Action Points and Life**.

Hit Points (HP) define how much damage something can take before it loses its function, in case of a character that is the ability to stay conscious. A character's HP is dependant on its endurance and size attributes.

Action Points (AP) are a resource to perform actions in combat. The maximum AP a character can have is dependant of their Agility attribute and the AP regeneration is based on their endurance. The base value for max AP is 5, while base AP regeneration is 0. When combat starts, characters are at full AP. More are regenerated at the beginning of a character's action after the first turn.

Life represents the vital energy of the character, both in spirit and in body. If it reaches zero, they are dead. Life is considerably harder to heal than HP. The amount of life someone has depends on size and endurance.

Initiative is a value that is used to help determine the order in which characters act on a round. The higher a character's perception, the higher their initiative will be. Its exact value is PER + initiative bonuses.

Attributes represent the character's general capabilities, such as physical strength or intelligence. A regular healthy human is considered to have attributes at around 20. Each attribute is derived into Modifiers or mods, which are calculated by attribute divided by 2 rounded down. Modifiers are added and subtracted to most of the actions in the game.

Skills are things that a character can do and become better at. Character proficiency in each skill is determined primarily by their attribute modifiers, but also very importantly by their abilities. Skills can be basic or professional. Basic skills can be attempted by anyone, without any drawbacks from lack of training. Professional ones require some special knowledge to leverage the character's natural talents, which can be acquired from abilities at character creation or level up.

Abilities are what really sets characters apart. They are separated into different classes with unique style. The list can be found in the abilities chapter. Abilities can give a character new ways of using basic or professional skills, some can give entirely new moves, some improve character attributes or give them skill bonuses.

Spell Points (SP): are like a spiritual energy they can use to perform special abilities. The base amount of SP is 0, but this value can be increased by the Power attribute. Caster classes, like wizards, will also have a list of spells. There is a chapter dedicated to listing all of them.

SYSTEM BELOW

CHARACTER

PLAYER

CLASSES

RACE

MAX AP | AP REGEN | MOVEMENT SPEED

ACTION POINTS

HP

LIFE

ARMOR:
NAME   CATEGORY:
DEFLECTION: PENALTY:

Shield:
DR: CATEGORY:
DEFLECTION: PENALTY:

ATRIBUTES

	BASE	BONUS	BUFF	MOD
STR				
AGI				
SIZ				
END				
INT				
POW				
PER				
CHA				

COMBAT SKILLS

	TOTAL	BONUS	BUFF
ACCURACY (AGI+PER)			
DEFLECTION (END+PER)			
BLOCK(END+PER)			
EVASION(END+PER)*			
GRAPPLE (STR+SIZ)			
BRAWN (STR+SIZ)			
REFLEX(AGI+PER)*			
HEALTH(END+SIZ)			
DEFIANCE(2x POW)			
CONCENTRATION(2x END)			

SUBTERFUGE SKILLS

	TOTAL	BONUS	BUFF
STEALTH (AGI+PER)*			
SLEIGHT (2x AGI)*			
SPOT(2x PER)			
LISTEN(2x PER)*			
SENSE(CHA+PER)			

ATHLETIC SKILLS

	TOTAL	BONUS	BUFF
JUMP(AGI+STR)*			
SWIM(AGI+END)*			
CLIMB(STR+END)*			
BALANCE(PER+AGI)			

SOCIAL SKILLS

	TOTAL	BONUS	BUFF
CHARM (CHA+INT)			
INTIMIDATION (CHA+POW)			
DECEIT (CHA+INT)			
WIT (CHA+INT)			
SELF CONTROL (POW+INT)			

WEAPON:
DAMAGE: ACC BONUS: CHARACTERISTICS

WEAPON:
DAMAGE: ACC BONUS: CHARACTERISTICS

WEAPON:
DAMAGE: ACC BONUS: CHARACTERISTICS

DAMAGE REDUCTIONS

	ARMOR	DE/BUFF	TOTAL		ARMOR	DE/BUFF	TOTAL
SLASH				ICE			
PIERCE				ELETRIC			
CRUSH				POISON			
FIRE				MAGIC			

ABILITIES

TEMPORARY EFFECTS

DURATION(TURNS):   DESCRIPTION

PROFESSIONAL SKILLS

	TOTAL	BONUS	BUFF
ARCANE (2x INT)			
DIVINE(2x INT)			
NATURE (2x INT)			
SURVIVAL(PER+INT)			
GEOGRAPHY(2x INT)			
HISTORY (2x INT)			
MEDICINE (2x INT)*			
PICK LOCK(PER+AGI)			
PERFORMANCE(2x CHA)			
ARMORER (2x INT)			
RIDE (PER+AGI)			
ENGINEERING(2x INT)			

2.2 Attributes

Attributes are values that refer to general features as a character, such as strength. One can be strong for lifting but maybe not so much for jumping. However, if a character is good at one thing, becoming weaker will definitely make them worse at the skill, so the underlying characteristic is strength while the skill used is jump.

Attributes are separated between physical and mental. Strength, Agility, Endurance and Size are the physical ones. Perception, Charisma, Power and Intelligence are the mental ones.

Average Attribute scores are 20 for humanoid races. Players get 2 attribute points per level at level up. Any time they are referenced by their abbreviation (STR, AGI), it means their modifier, while if referenced by the full name (Strength, Agility) it means the base value.

Strength represents the character's physical strength and size. Strength is used to determine attack damage bonuses, grappling, brawn and most athletic skill bonuses.

Agility represents the speed and stamina of a character. A regular adult person who is in shape has Agility of 20 while an acrobat should have nearly 30. Agility gives bonuses to evasion, reflex, sleight of hand, stealth and some of the athletic skills. It also increases max AP by 1 per modifier and AP regeneration by 1 for every 3 Agility.

Size: it is the character's size. Other attributes are interpreted relative to the creature's size, meaning that if a person can swing a stick 3 times per second, a giant person can also swing that many times with the same agility. The same analogy works for strength, agility and endurance. Size helps with grappling, strength, and contributes to maximum life. It also increases the creature size category every 10 points. The characteristics of creature size are in their own section.

Endurance: represents physical resilience and stress tolerance. It contributes to how much HP the character has, improves health, concentration and deflection. Each END gives +2 life and +4 HP. It can also increases damage reductions in some races.

Intelligence: the ability to learn new things and memorize facts. Also helps with wit and deception. Intelligence is a requisite for learning spells. Casters can memorize more spells, make them harder to resist and shape them to fit their needs thanks to intelligence.

Power: The spiritual strength of a character. It represents the amount of natural magical energy of a character, increasing spell points available by 1. It also helps with resisting magical effects and making spells more powerful.

Perception: the mundane perceptiveness and awareness of self and the surroundings. It also includes motor coordination. It improves the ability to detect things, helps prevent being caught by surprise, stay stealthy, make more precise attacks and to improve re-flex by seeing a threat earlier. Some spells are improved by perception.

Charisma: the ability to connect, empathize and influence other beings. Considering that living beings have a soul and that it is magical in nature, those that can connect better with others are also better at detecting magic. This helps with all social skills as well as with many spells that relate to the minds and spirits of others.

2.3 Creature Size

Creature size scales the power of weapons, the DR from armors and the amount of HP and life the character has. Every 10 points in size delineate one category. The table shows how the progression works. The life mod multiplies both the value of life and HP that come from size and endurance. The damage mod multiplies the values of weapon damage, armor DR and shield DR. The fighting mod is applied as a bonus or penalty to ACC, DEF and reflex.

Size categories start at 1 and increase by 1 every 10 points in the size attribute. Consider that a creature's weight increases 10x every 2 categories or 3x for every category. A human is a size 3 creature and weighs around 50kg. Therefore, a size 1 creature would be a cat with 5kg and a horse would be a size 5 creature since it weighs around 500kg.

Size Category	1	2	3	4	5	6	7	8
Life mod	1	1.5	2	3	4	6	8	12
Damage mod	0.5	0.75	1	1.5	2	3	4	6
Fighting mod	+6	+3	0	-3	-6	-9	-12	-15

The other physical attributes scale with size. If the same fight is performed by two creatures twice but in each one the size category gets altered equally for both creatures, the outcome should be the same.

Note that the damage mod is designed to work with human weapons and human shaped characters. Other creatures, weapons and armor may follow the same pattern but they can also be widely different. For example, a crab is not very strong in general, but their pincer is, so its strength modifier should be high. Damage mod should be modified to accommodate those cases.

The size of a creature defines the size of their token in a grid. A human shaped normal creature takes up 1 square or hexagon. This can be scaled for every 20 points in size. At which point a square grid character will up its square dimensions by 1 and a hex grid will take up 3 spaces (placing the token in the middle of 3), then 7, then 19 (with the token in the central hexagon and expanding outward 1 hex).

2.4 Creating a character and Leveling up

Step one: a general concept must be created. That could be a strong warrior with a golden retriever per-

sonality.

Step two: choose a race, which gives characters abilities and extra attributes.

Step 3: Point buy stage, where players customize their character's attributes. All attributes start at 18 at character creation. Players get 24 points that they can distribute among their attributes as they like. The cost of upgrading from 18 to 24 is 1 point. Anything above that costs 2.

Step 4: Choose 2 abilities. Getting an ability from a class increases its level by 1. Class levels are requisites to pick many abilities.

Step 5: Gearing up and and picking professional skills.

Leveling up: From level 2 onward, players get 2 points per level to buy more attributes. These points have a soft limit of 30, at which point attributes cost 2 points to be leveled. Note that any permanent attribute bonuses extend that soft cap. If an ability gives +2 to BRA, then the new soft cap is 32. Additionally, they can choose one ability from any class as long as the requirements are met.

2.5   Races

Each race comes with their own bonuses to attributes. The table below shows such bonuses.

Table 2: Initial attributes by race

Race	base life	STR	AGI	SIZ	END	INT	POW	PER	CHA
Dwarf	20	+4	-2	+2	+4	0	0	+2	-2
High Elf	20	-2	0	+2	-2	+4	+4	0	+2
Dark Elf	20	-2	+2	+2	0	+0	+2	+4	0
Wood Elf	20	-2	+4	+2	+0	0	+2	+2	0
Human	20	0	0	+2	0	0	0	0	0
Orc	20	+4	+2	+4	+2	-2	0	0	-2

2.5.1   Dwarves

- +2 to health, defiance, deflection, concentration, brawn and block
- One extra fighter or barbarian ability at level 1
- reduces armor penalties to AP regeneration and max AP from 2 to 1.

2.5.2   Dark Elf

- Have Infra red vision druid ability
- Has +2 DR against poison and magic damage
- Can pick one extra ability from rogue, wizard or fighter at level 1
- +2 to stealth skill, sleight of hand, perception, wit, reflex and Evasion skills

2.5.3   High Elf

- Can pick 1 extra wizard, druid, cleric or bard ability at level 1
- gets the conservation of energy ability from the wizard
- +2 to defiance, self control, concentration
- gets +5 to channel divinity and nature

2.5.4   Humans

- +4 points to buy at point buy stage
- choose two attributes to get +2
- choose one extra ability from any class at level 1
- choose 3 skills to get +2

2.5.5   Orc

- gets 10 HP per END instead of 8
- +2 to grapple, brawn, climb, deflection, swim and intimidation
- choose one extra ability from barbarian or fighter at level 1

2.5.6   Wood Elf

- Has Climber's expertise ability
- Can choose an extra fighter, rogue or druid ability at level 1
- Get +2 to jump, balance, sleight of hand, climb, reflex

Chapter 3

Combat and Exploration

3.1 Turns and actions

How it starts: Combat happens when one creature takes offensive action against another one in range. A combat is played in turns, which represent 6 seconds each. The order at which players will have their turns is based on their initiative + d6. The highest value has their action first.

Actions per turn: A character must use its action points in order to do most things in combat. In the first round, all characters start at max AP. Each turn after the first, at the beginning of their action characters recover AP equal to their AP regeneration, receive damage and healing from all of their healing and damage over time effects and decrease the countdown timer on all temporary effects. The number of AP can become a negative number, but only as an effect of certain abilities.

Surprise: A combat can start as surprise. In that case, characters who are not surprised start at full action points, while all others start at half and have their turn after the other ones.

Reactions: An important feature of combat are the reactions. They are actions that can be done in other character's turn, but must be triggered by something. An example is trying to evade an attack, which is triggered by being attacked. Each reaction has its own cost in action points.

Grid: Combat scenes and others that require the position of characters to be well defined should be played on a grid with either square or hexagonal spaces. Each space is considered to have a side of 1.5m, which is approximately the size of a person with arms stretched to the sides.

3.2 Damage and HP

HP: is what determines whether characters are able to fight or not. When HP reaches 0, the character is unconscious. Any extra damage taken is considered damage to life. HP can become negative.

Damage: When someone takes damage, it first gets reduced by Damage reduction(DR), then the rest is dealt to HP.

Armor provides extra damage reduction (DR) and deflection on top of natural armor. Wearing armor is essential for survival, since the weapons are quite deadly for characters without damage reduction.

Life: When damage is taken to life, it also deals 2x that amount to HP. Damage to life is converted into a wound if it reaches a threshold.

Death: happens when negative HP is equal to life or when a mortal wound leads to death.

Wounds: Are acquired when taking damage to life. By default, taking 25% of life or more in damage causes a minor wound. Taking more than 50% of life causes a Major wound and taking 100% causes a mortal wound. Also by default, a minor wound is a bleeding instance, a major wound is Hemorrhage and a mortal wound is a Bleedout.

Damage Types: The damage types are: piercing, slashing, crushing, fire, freezing, electrical, acid, poison, magical. All of those types except poison and magical can have their value reduced by armor, which can be gear, magical or natural. The total amount of reduction equals to both added together. Pure damage is the result of special attacks, which usually comes from poison and spells. It may be mitigated by either health or will depending on the spell.

Multiple types: Any time an attack deals multiple types of damage, only one damage resistance can be applied at a time. The largest damage resistance is the one that is used. The attacker can drop the specific type from its damage in order to avoid an overly large damage resistance.

3.3 Movement

Humanoid characters have a basic movement speed equal to 3m per AP. A character must always end its turn in the center of a square or hexagon, which means moving only a fraction of a space is impossible. The rounding down only happens at the end of the whole movement if the move consists of multiple squares continuously.

A same size character can pass through a space occupied by another as long as they don't resist the passage, but they cannot end an action on the same space unless utilizing a special action that allows that.

Types of movement:

- **basic movement:** characters will move one space for every AP spent with this kind of movement.

- **dash:** dash is a continuous movement in a straight line with movement speed increased by 1.5m. Performing a dash requires the character to spend at least 3 AP to run in a straight line. Small changes in direction are allowed, but only sparsely. If going through difficult terrain, the difficulty level to be tripped is increased by 10. Dashing causes the character to get one level of winded for every 3 AP it spends running.

- **careful movement:** players may halve their move speed in order to avoid falling down when trying to pass through difficult terrain. Moving like this gives a +10 bonus to the balance check.

- **standing up:** costs 2 AP in light or medium armor and 3 in heavy armor. If hit by an opportunity attack while standing up, the character must pass a strength check or lose the AP and fail to stand up.

- **crawling:** costs three times as much movement speed to move.

- **falling:** Falling deals 2 points of crushing damage to life for every 1.5m for medium creatures. A jump check must be made in order to reduce this value. Two points of damage are reduced from the total damage for every point in the jump score. Armor also reduces fall damage with the crushing damage reduction, The damage progression per creature size is 0/1/2/4/6/10/15 per 1.5m.

- **Overrun:** Character tries to trample or dance around an opponent in order to go through a space occupied by them. It costs 2AP to perform and the defender must use 1AP to resist or move out of the way (moving out of the way is not necessary if opponent is going around). If trying to go around or move out of the way, use an evasion check or defend with evasion. If trying to push through or resist, make a strength check or use strength. A hit or crit means a success.

3.4 How skills Work

Skills are things a character can do and become better at. To obtain the measure of how good someone is, a skill value is calculated.

Skill value: it is the sum of attribute, racial, gear, status effects and buffs that affect the particular skill.

In other words, every non circumstantial factor added together. The attributes that compose each skill value are marked in each skill description.

Skill check: a skill check consists of a dice roll to define the degree of success in performing the skill. They can be either solitary of resisted. Whichever they are, they produce a skill score, which is used to determine the outcome of the action.

Skill score: The numerical result of the skill check.

Solitary skill check: Test for actions like a jump or a memory test, roll a d10 plus skill value and bonuses. The result can be used to determine how well the skill was performed or whether it was a success or a failure. Solitary skill checks have an explanation on how to interpret the result in their description.

Resisted skill check: Test for actions like attacks. Take the difference between the offensive and defensive skill values and roll a d20 to add with it. Anything larger than 19 is a crit. Larger than 9 is a hit, larger or equal to 0 is a graze and anything under that is a miss. This leaves two equally skilled characters to have 0 % chance to miss, 50 % chance to graze, 50 % chance to hit and 0 % chance to crit.

Degrees of success: In general terms, a crit means the effect of the skill is 150% strength, a hit means 100%, a graze 50% and a miss is 0%. Different abilities may attribute different meanings to these degrees of success.

Natural 20 and 1: If the d20 ends up on 20, raise the degree of success by 1. In case of a 1, lower it by 1.

Difficulty level (DL): A level that defines how hard it is to overcome something. When it is used offensively, such as in a blast that causes damage, all characters involved must defend actively by rolling the dice and deciding their success. In this case, when they crit, the result is good for the defender and a miss is bad for them.

3.5 Basic Skills

This is a list of all basic skills.

Armor penalty: Skills marked with a * receive armor penalty

3.5.1 Offensive

Accuracy (ACC)
Skill value: PER+AGI
Description: Attacking consists of a weapon swing, throw or shot towards a target. The skill value depends on the character's PER + AGI and the AP cost depends on the weapon used and the type of attack that is performed. An attack consists of a skill check against deflection. The outcome of crits, hits, grazes and misses depend on the weapon that was used.

This will be further explained in the combat mechanics section.

Grapple

Skill value: STR + SIZ

Description: Used to grab and subdue others. When a character is grappled, it is under the grappled effect and cannot move without dragging the other grappler.

The only normal actions allowed while grappled are melee attacks with weapons that have the maneuverable property, blocking, evading attacks, dragging and pushing opponents.

To start grappling, characters must make an attack with a grabbing weapon. In order to avoid grappling, the defender must spend 1 AP to use either reflex or grapple to defend against opponent grappling. On a hit or crit, it becomes grappled. They must grapple back to apply the effect to the other.

Special actions are unlocked during a grapple: 2 AP to try to escape, 3 AP to make the opponent prone and 3 AP to disarm or remove something from opponent's hands. They are resolved by a grappling check against opponent grapple. On a hit or crit, the attack is a success. The initiator of any of those actions spends the normal cost of the action and the one trying to resist has to spend 1 AP or fail automatically. The costs apply to all characters involved in the action from each party.

Multiple characters can participate in either party of a grapple. Any skill check done by multiple characters use the best attributes of any of them, meaning it can use one character's strength and the other's size, plus 5/2/1 per additional character. All characters involved must spend the required AP.

Brawn

Skill value: STR + SIZ

Description: Used to perform feats of strength, such as pushing, dragging, pulling and lifting things. Multiple characters can participate in either party of a grapple. Joining in has no AP cost, but getting out does. Any skill check done by multiple characters use the best attributes of any of them, meaning it can use one character's strength and the other's size, plus 5/2/1 per additional character. All characters involved must spend the required AP.

3.5.2   Defending

Deflection (DEF)

Skill value: PER + END

Description: Any time an attack is received, deflection is used automatically to defend against it and determine the outcome of the attack. The outcomes are explained in the combat mechanics section.

It is also possible to block in order to further avoid damage. To do that, 1 AP must be spent as a reaction to add the shield deflection bonus to the skill value and the Shield DR to the armor DR.

Another option is to attempt to evade. To do that, 1 AP must be spent in order to get out of the way of an attack. On a graze, halve the incoming damage

before resolving the skill check. On a miss, avoid damage completely. Optionally, one more AP can be spent to add 5 on top of the skill value. Grab attacks will only trigger a grappling attempt on hits and crits when evading. It is not possible to evade projectiles from shooting weapons.

Reflex*

Skill value: AGI + PER

Description: Spots a threat and spends 1 AP to move away as quickly as possible. This can be used to evade blasts, projectiles and other effects that require quick reactions.

Using reflex requires 1 AP and allows the character to move before the attack takes effect. On a crit, take the effect normally. On a hit, take the effect normally and then move 1 AP, but prevents crits from blasts if leaving the center. On a graze, allows 1 AP movement without cost, then take the effect. On a miss, allows 2AP movement with the additional cost of 1 AP and takes none of the effect. Resolve the attack normally taking cover into account.

Health

Skill value: 2x END

Description: Represents how strong the character's body is against disease, poison, exposure to the elements, deprivation of food, water and sleep.

Defiance

Skill value: 2x POW

Description: The magical resistance of a character and their power of will. How much its spirit can defend itself against incorporeal assaults such as magical attacks.

Concentration

Skill value: POW + END)

Description: Defense used to maintain focus in a task despite perturbation. Taking damage triggers a concentration check. The DL is (4x effective damage to HP)/life mod

3.5.3   Social

Intimidation

Skill value: CHA+POW

Description: Attempts to convince someone to do something out of fear. If used in combat, it can be used once per turn by spending 2AP to make an intimidation check. Enemies must defend with a defiance skill check or be afraid for 3 turns.

Charm

Skill value: CHA+INT

Description: Can be used outside of combat to convince someone to be friendly or to calm down one or multiple creatures at once. It is defended with a self

control defense against charm score. If it succeeds, the creature is calm and friendly to the charmer. Cannot be used in combat unless through bard abilities. A charmed creature is overly friendly and may tell secrets or agree to do absurd favors (can give the defender a circumstance bonus in case it is absurd).

Deceit
Skill value: CHA+INT
Description: Can be used out of combat to make someone believe something that is not true. To do this, make a Deceit check to overcome opponent wit defense. Circumstance bonuses may be given if the lie is more or less believable.

Wit
Skill value: CHA+INT
Description: Used to see through magical trickery and lies.

Self Control
Skill value: POW+CHA
Description: Defense used to resist compulsions and domination effects.

3.5.4   Subterfuge

Stealth*
Skill value: AGI+PER-(SIZ-10)
Description: Skill to remain unnoticed. Use at least 1 AP to move to a concealed spot and hide (use more if the distance is greater). The stealth skill is used as a DL for anyone trying to locate the character.

Performing actions while stealthy may trigger listen, spot or sense reactions from opponents. There are bonuses and penalties to be added to the stealth score depending on the action (multiple of those can be added together in a single check):

- weight I/II/III/IV attacks: -5/10/15/20
- ranged attacks: -5
- moving in plain sight: -5
- movement: 0
- careful movement: +5
- dash: -15
- spell casting: -10

Sleight of Hand*
Skill value: PER+ AGI
Description: Can be used to do something in plain sight and go unnoticed, but triggers a perception check. Also represents the hand dexterity of a character. The cost of interacting with objects is reduced by 1 AP for

every 15 points in this skill, but it can be increased by the same measure in case of negative skill values. Costs can get to 0, in which case it can be interpreted that the action is very seamlessly performed among all the others.

Spot*
Skill value: 2xPER
Description: Used for spotting concealed things and seeing farther. Trying to see something hidden from afar will get a -3 penalty for every 15m away the hidden thing is. Gets +4 if used actively.

Listen*
Skill value: 2xPER
Description: Used to notice quiet sounds and know the location of their source. Trying to listen to something from afar will get a -3 penalty for every 15m away the hidden thing is. Gets +4 if used actively.

Sense
Skill value: CHA + PER
Description: Used to sense the magical auras or intention from creatures. Trying to sense something from afar will get a -3 penalty for every 15m away the hidden thing is. Gets +4 if used actively.

3.5.5   Athletics

Swim*
Skill value: END + AGI
Description: Attempts to swim without losing any gear or drowning, also increases the amount of time the character can hold his breath. The difficulty level is decided arbitrarily. A negative value for this means the character is drowning.

Jump*
Skill value: STR+AGI
Description: Used to avoid falling damage and to jump a certain distance and height.

Climb*
Skill value: STR+END
Description: Climbs a surface. The DC is arbitrary. When evaluating a DL, consider if the surface is moving, quality of the grip, and distance they should be climbed.

Balance
Skill value: PER+AGI
Description: Used to avoid falling down. Any time the character moves through difficult terrain, it must make a balance check.

3.5.6   Cast Spells

Casting Spells

Skill value: INT+POW

Description: Spells are special abilities acquired by wizards, clerics and druid. They share the same resource pool, spell points. Explanation can be found in the description of their basic casting ability in the Abilities chapter. The spell lists and the specific features of casting as each class are in the chapter on spells.

3.6   Combat mechanics

3.6.1   Attack Types

Weapons have one or more ways of attacking. A warhammer can be used for striking with the blunt part and puncture with the spike. Both moves have different strengths and each has a set of properties. Those will change the way an attack's damage gets modified according to the degree of success against deflection. On the table, an attack marked with an "L" damages life, otherwise it only affects HP. The DR means how much or the target's damage reduction gets applied to the attack.

Attack type	Crit %	hit %	graze %	miss %
Default	100L	100 -DR/2	100 -DR	100 -2*DR
Penetrating	100L	50L -DR/2	100 -DR	0
Blast	200	100 DR	50 DR	0

Any source of damage that is not on this list follows the rules of the Default attack type.

All weapons can perform the basic variation of the attack skill. Each weapon's attack will have one or more properties, which will unlock attack modifications. All the types of attack are listed below:

Melee Attack: Melee attacks damage equals

to STR times a multiplier, which is based on size category weapon used. The other attacks are variations of the basic melee attack. Melee attacks only misses if the opponent uses evasion to escape the attack or if the skill value is lower than 0, otherwise a miss becomes a graze even if the attack score is lower than zero.

Opportunity attack: Weapon attack that can be used as a reaction when an opponent attempts to perform a triggering action while in melee range. Gives +2 to ACC and costs Weapon cost - 1AP. If the attack is successful, the character can spend 1 AP to move 1 space back. Triggering actions include casting spells, using some ranged weapons, drinking potions, using scrolls and attempting to stand up.

Braced attack: Modifies the push action to be done with thrusting weapons. Make an attack against anyone that is moving towards the weapon. Can be used as a reaction if opponent is moving towards the weapon or actively if the attacker is pushing. In case of a hit or crit, the opponent will be halted and lose 2 AP. Alternatively, if the movement is not stopped, they take the attacker's STR as extra damage on the attack.

Hooked Attack An attack that costs 2AP and happens as a follow up to any attack with a hooked weapon that grazes, hits or crits. It can have either one of 3 effects, depending on how the opponent defended: disarming, taking away the shield and dragging an opponent. **Disarming and taking away the shield**: Can be done if the enemy attempted to parry or block. Make a strength check against enemy strength, it disarms or remove shield on a crit. **Drag:** Perform a dragging action against an opponent.

Cleaving attack: Perform a swing that hits everything in a semicircle. Decide if attacking from right to left or the other way around and attack enemies in that order in a 180 degree arc. If one character is behind the other, always hit only the closest one. An enemy that blocks the attack stops the cleave. Cleaving attacks don't hit prone enemies.

Ranged attack: Ranged attacks get a -3

penalty to the shot for every 15m of distance to the target. There are variations to the ranged attack:

- Shoot: Basic ranged attack with a shooting weapon. Cannot be evaded or blocked without a heavy or tower shield.

- Throw: Basic ranged attack with a thrown weapon.

- Precise Shot: Costs 2 extra AP to shoot with +4 to ACC and a -2 penalty from distance instead of -3.

- Quick Shot: Costs 1 AP less to shoot but gets -4 penalty to ACC and -5 penalty to distance instead of -3.

Blast attack: Result of an explosion of some

sort. This kind of attack is the result of a bomb or a spell. This is defended with a reflex skill check against the difficulty level to leave the area. Blasts will crit anyone that is in the center area. The center is where the axis of the spell's radius is. For a circle, it is in the middle. For a cone or line, it is in the first space from which the blast fans out. Anyone caught in the center receives critical damage, while in other places inside the area of effect it is a hit, except for the outer ring of the spell, in which it is a graze. The outer ring of a cone or a line is at the end of the spell's radius, or at the end of the line. Additional effects of a blast, like pushing enemies get +10 against enemies in the critical area.

3.6.2   Special combat actions:

Drag and Push: Can be used with 2AP to perform a strength check against opponent's strength if they resist, which costs the same amount of AP. A hit pushes

the enemy 1 space, while a crit pushes them 2 and makes them prone. Every 5 points over a crit pushes for another space. This attack can be evaded, in which case the attacker just passes through. A drag or push can be used to dismount an enemy.

Full Defense: (stance) Gets a +4 bonus to blocking and reflex, but must be done at the beginning of the character's turn and cannot take any other reactions or block on behalf of others.

Follow: A character can decide on its turn to stay adjacent to another one that is in melee range by following it. As a reaction, they can move after the followed character by spending the appropriate amount of AP to move.

Protect: It is possible to follow and defend an ally by standing adjacent to them. When the ally moves, the defender can take a reaction to follow it. When someone attacks, the defender uses its block reaction on behalf of the ally, but it costs 1 extra AP. A successful block will trigger a riposte normally if applicable.

Identify Spell: Spend 1 AP as a reaction to identify what spell is being cast. Use the appropriate knowledge to identify, either arcane, divine or nature. On a success, spell details are revealed. Can warn all characters of a blast spell, giving anyone that can hear a +4 bonus to reflex or block against that.

Interacting with objects: Consider that 1 AP is equal to 1 second and estimate how long an action should take. In general, taking an item from belt or loop around the armor should take about 1 second, while opening a backpack and taking something out costs considerable more.

Preparing an action: Any single action can be prepared in a player's turn. This allows the player to create any trigger they can imagine for an action. They must have enough AP to perform the action when the trigger happens.

3.6.3   Combat Positioning

Cover: A character can protect itself against ranged and blast attacks by moving behind something, like an ally or a wall. Having cover gives anyone the ability dodge projectiles by using reflex. Staying behind something reduces the blast damage by the cover's DR. A character has cover if the line that goes straight from the origin of the blast or projectile passes through a space that is blocking to get to a destination.

Flanking: Being surrounded by enemies makes it harder to block and evade melee attacks. A character is flanked if it cannot fit all of its opponents in a 180 range of vision. In order to consider a space as covered by vision, it needs to be completely inside the 180 degree arc. The defender has a -3 deflection against melee attacks. The bonus increases by 1 per extra enemy and applies in equal value to everyone attacking in melee.

Visibility: Important to determine the efficacy of targeted actions. The levels of visibility are good, bad and invisible. If something cannot be seen, it can only be targeted if a listen or sense check is passed. Furthermore, all targeted actions against it will have the blindness effect applied to it. If the target is badly visible, blindness effects are halved and spot checks involving vision receive only a -5 penalty.

3.6.4   Status Effects

Status effects are the negative conditions that can affect creatures. They are standardized in this list to avoid a large amount of different effects that can be difficult to track. Conditions are considered physical or mental.

- Prone (P): -4 reflex -4 ACC -4 DEF.

- Blind (M): -12 ACC to ranged attacks, -6 ACC for melee attacks, -6 DEF, fails checks that involve vision.

- Half Blind (M): -2 ACC -2 DEF.

- Afraid (M): -4 to self control, -4 wit and -2 ACC. Becomes vulnerable to suggestion.

- Rage (M): Always attacks the closest target. Spends all available AP to maximize damage.

- Charmed (M): -4 to resist deceit and charm, becomes vulnerable to suggestion. Does not attack its enchanter.

- Unconscious (M): cannot take any actions. -20 to DEF, concentration, wit.

- Paralysed (P): Cannot take actions. -20 DEF.

- Fatigued I/II/III/IV (P): -2/4/8 to power, agility and strength / Unconscious.

- Exhausted I/II/III/IV (M): -2/4/8 to power, perception and intelligence/ Unconscious.

- Winded (level) - Character is out of breath. Reduces AP regeneration by 1 per level. The minimum AP regeneration is half the maximum. Cannot perform any actions that will make the character winded when at the maximum level. Recovers 1 level per turn.

- Grappled (P): -4 ACC -4 reflex -4 DEF.

- Confused (M): -4 to all skills that use INT as bonus. Rolls a d4: On 1, move 2 AP in a random direction. On 2: waste 3 AP. On 3: attack the closest character. On 4: act normally. Becomes vulnerable to suggestion.

- Weakened (P): -4 to all skills that have STR or END as bonus.

- Doomed (P): -4 to all skills that have POW as bonus.

- Suggested (M): Under effect of suggestion.

- Dominated (M): Under the control of another character

- Hobbled (P): Halves movement speed (rounded down). -4 to reflex. Prevents dashing and jumping.

- Stuck (P): Cannot move, -4 to reflex. Prevents dashing and jumping.

- Burning (P): Damage over time.

- Ability Damaged (MP): Can be any number to any stat.

3.6.5   Bonuses

There are several different types of buffs, as listed below:

- Morale - Represents psychological well being

- Physical - Represents physical aids, like a better handle or a more well balanced sword

- Insight - Represents some knowledge about something that makes the character more effective

- Magical - Magical aid from spells and enchantments

- Circumstance - Some feature around the person that makes them more effective

- Passive - The character's passive abilities

Each type can only affect a single value once. For example, if there is a physical buff of +2 to ACC from the sword and another physical buff of +1 ACC from the gloves, only the largest buff is applied, in this case, +2. However, if a spell improves morale to add another +1 ACC, total ACC bonus will be +3. The only exception is bonus from passive abilities, for example, weapon focus and martial do training stack. If a character receives +2 physical Agility from its boots, It will add another ACC to the sword attack.

Healing over time (HoT) is also considered a buff and works by the same rules.

3.7   Localized Damage

3.7.1   Why adding localized damage?

Use default values if the full feature does no interest

3.7.2   Mechanics

There are 4 regions in the body to attack: head, torso, legs and arms. The default target is always the torso in case the players are not interested in using localized damage. Trying to choose an area to attack may incur penalties or bonuses to ACC. The area can also be picked randomly (if it makes sense) by rolling a d20 and checking the result against the table below.

Area	penalty	roll	wound
Head	-5	19-20	10
Torso	-0	3-10	25
Legs*	-4	11-14	25
Arms	-2	15-18	25
fail	0	1-2	0

*Attacking the legs has no penalty if the weapon is long.

This table was created for humanoids. Different creatures may have different shapes, which should impact how hard it is to hit them. When designing areas for those creatures, keep ACC penalties between 0 and -5 depending on how large the target area is and how distant is stays from striking range or any given weapon. The regions of creatures with different anatomies can be separated by function. The locomotion, the weapon, the bulk and the core areas, respectively associated with legs, arms, torso and head.

Different areas can have different thresholds for damage when they receive wounds. For example, the head is the most vulnerable spot in a person, which means that 10% life as damage can cause a minor wound, 20% a major wound and 40 % a mortal wound. The default is 25%.

3.8   Wounds:

3.8.1   Why having wounds?

3.8.2   Mechanics

Different weapons and attacks may damage the bodies of creatures in various different ways. The default wounds are bleeding, hemorrhage and bleedout in case the players are not interested in using special wounds.

Minor wounds:

Minor wounds are hindrances, but easy to heal. They are caused when damage to life is equal or larger than 25% of the target's life by default.

Name	effect	cures
Bleeding*	4x life mod as DoT	1
Swollen Eye*	half blindness	5
Wounded Arm*	Arm becomes useless	5
Limp*	Becomes Hobbled	5
Sickened*	becomes weakened	1

*These wounds stack and they can evolve into a major wound if applied 3x.

Major wounds

Major wounds are much harder to heal than minor wounds. They are caused when damage to life is equal larger than 50% of the target's life by default.

Name	effect	cures
Hemorrhage*	12x life mod as DoT	3
Intoxicated*	12x life mod as DoT and weakened	3
Broken Arm	Arm becomes useless	20
Hamstrung	Becomes Hobbled	20
Popped Eye	half blindness	-
Concussion	Unconscious	3

Mortal wounds

Mortal wounds are very serious injuries that will end the character's life if not treated immediately or damage its body in a possibly permanent way. They are caused when damage to life is equal or larger than 100% of the target's life by default.

Name	effect	cures
Dead	death	-
Bleedout	20x life mod as DoT	3
Maimed	Become crippled	-

3.8.3   Healing wounds

Wounds have an amount of cures that they need to heal. Each wound has its own amount of heals that it needs to disappear. Obtaining cures can be done by resting well and healing magic or potions.

Medicine is a skill that can be used to obtain cures. It can only be used in a single wound once per day. A crit will give 3 cures, a hit will give 2, a graze 1 and a miss 0.

Some wounds are very crippling, such as Popped eye and Maimed. Those require some form of advanced alternative method to fix, like a prosthetic or a high level spell capable of growing limbs.

3.9   Survival

3.9.1   Why add a survival system?

Depth to travel Presenting NPCs Showing natural features of the world and animals Evidence character's mortality Having party members help each other or to interact with fighting each other for resources

3.9.2   Basics

Characters need to eat, hydrate and sleep to stay in shape. Their wounds also need time to heal. Tending to those needs can be a challenge when delving into dungeons or exploring the wilderness. There is a simplified and a complete set of rules for survival. The simplified consists on using the default values. Whichever are usable depending on how much emphasis on survival is intended in the game.

The basic needs are separated into Hunger, Thirst, Sleep, Wounds and Temperature. Failing to fulfill the daily requirements will result in a variety of status effects. Prolonged deprivation will cause more permanent effects, and if it goes too far, the character will die.

Not every day is equally exhausting. Depending on how much physical and mental effort the character has to endure, the day can be Intense, Regular or Economic. An intense day will require 1.5x the amount of food and water. A regular day will require the standard amount and an economic one will be satisfied with only half as much.

3.9.3   Rest

Resting can be either a Complete, Long or short rest. A complete rest takes a full day without effort. A long rest consists of a night of sleep, or 8 hours. A short rest is just a nap. The default is that a complete rest is always superb, a long one is good and a short one is bad.

- Superb sleep = recover 2 exhaustion, 1 fatigue, 100% HP and SP, +2 cures, -4 sleep

- Good sleep = recover 1 fatigue, 1 exhaustion, 100% HP and SP, +1 cures, -2 sleep

- Little or bad sleep = do not get more fatigue 50% HP

- Insomniac= Does not sleep at all, but still heals 25% HP and SP

Sleep quality can vary depending on stressful factors, such as exposure to the elements, hunger, thirst and mental stress. But those factors can be overcome by sheer toughness. To find out what quality of rest the character had, make a Health check. The base DL for this is 25. A crit is superb sleep, hit is good, graze is little or bad and miss is insomniac.

A complete rest will give +10 to the health check, while a long one will do nothing and a short one will give -10.

Being sleep deprived comes with the possibility of getting bad status effects. Roll health each day to find out if they apply.

- 1 night without sleep = Health 30 DL or get exhaustion 1

- 3 night without sleep = Health 35 DL 1 exhaustion + confused

- 5 night without sleep = Health 40 1 exhaustion + 1 fatigue + confused

- 6 nights without sleep = Health 45 1 exhaustion + 1 fatigue + confused

- 7 nights without sleep = Health 50 1 exhaustion + 1 fatigue + confused

The DL increases by 5 each extra day. The effects are cumulative. When fatigue or exhaustion get to 4th level, the character will be unconscious, and thus forced to sleep.

3.9.4 Hunger

A medium sizes character needs 4 meals per day, but it can eat a maximum of 12 meals per day. Numbers are multiplied by life mod, so size matters.

- 1-8 meals missing = Well fed, no problems

- 9 - 20 meals missing= get 1 fatigue

- over 20 meals missing = get 2 fatigue that cannot be removed, gets -1 strength -1 endurance each day

The maximum amount of meals a character can be missing is 20. Anything higher than that and they will suffer from starvation and eventually collapse.

As a simplification to the hunger system, simply make it so that spending a day without eating will give 1 fatigue.

3.9.5   Thirst

Need 4 portions of water per day, but can drink a maximum of 20. Numbers are multiplied by life mod, so size matters.

- Well Hydrated, no problems

- 4-8 portions missing= get 1 exhaustion that cannot be removed

- 9-12 portions missing = get 2 exhaustion that cannot be removed, weakened

- 13-16 = get 3 exhaustion that cannot be removed, weakened and confused

- 17-20 = exhaustion 4

- over 24 = death

As a simplification to the thirst system, simply make it so that spending a day without water will give 1 exhaustion.

3.9.6 Exposure

Exposure can be cold or hot.

A character has a maximum threshold of exposure that they can withstand without taking damage.

- Comfortable - +5 sleep, -5 day intensity DL.

- Uncomfortable - 0 sleep, 0 day intensity DL.

- Inhospitable - -5 sleep, +5 day intensity DL.

- Hazardous - -10 sleep, +10 day intensity DL. The worst it can get without dealing damage.

Cold = chance to frostbite, get weakened Heat = 2x Dehydration, Burns, get weakened

3.9.7 Marching and Traveling

4 hours = 20km in road, 10km through bumpy terrain, 5km through dense vegetation, swamps or snow without gear. Maximum for an economic day.

8 hours is maximum for a regular day. Roll health at DL 30 to avoid getting an intense day. Increase by 5 for every extra 4 hours.

3.9.8   Events and Interactions

Blizzard, Sandstorm, Storm, Hail, Earthquake, Eruption, Lightning, Flood, Forest fire, Landslide, Fog, Tornado, strong wind.

Finding food:

Survival

Table of how easy it is to find food in this or that environment. Hunting prey might lead to an encounter (NPCs, Animals, Monsters)

Chapter 4

Gear

4.1 Weapons and shields

A weapon is a tool used in combat to enhance character skills. Every weapon or shield has at least one way of attacking. Each way has its own properties:

- **Melee:** indicates that it is a melee attack

- **piercing/crushing/slashing:** indicates the damage type.

- **Shooting:** indicates that it can use the shoot ranged attack, as well as precise shot and quick shot.

- **Thrown:** indicates that it can use the throw ranged attack.

- **Reloading:** The weapon requires reloading to attack again.

- **Opportunistic:** Allows opportunity attacks

- **Penetrating:** Gives the attack the penetrating property, which changes the damage multipliers on hit.

- **Size:** Defines what creature size can wield the weapon, what is the STR damage modifier for the damage and what is the ACC penalty. Wielding a weapon one size too large gives -4 ACC, while wielding larger than that is impossible.

- **Two-handed:** Must be wielded with two hands.

- **Parry 0/I/II:** Allows blocking an attack with a weapon. Parry 0 has no bonuses. Parry I has 4 shield DR and Parry II has 4 shield DR and +2 to block skill.

- **Weight 0/I/II/III/IV :** Weight 0 adds no STR to damage. Weight I adds 1x STR damage and gives +2 ACC, while weight II deals 1.25x STR bonus damage. Weight III gets -2 penalty to the skill check but deals 1.5x STR as damage and weight IV gets -5 but deals 2x STR damage.

- **Cleaving:** This attack can be a cleaving attack.

- **Hooked:** This attack can be a hooked attack.

- **Grabbing:** This attack can be used to perform grappling actions.

- **Thrusting:** This attack can be a braced attack.

- **Sundering:** Has +3 ACC against heavy armor.

- **Long I/II/III:** weapons have reach extended by 1.5m per level.

- **Clumsy:** weapon gets -6 ACC vs characters closer than its maximum reach.

- **Maneuverable:** Attack can be performed during a grapple.

- **Draw:** This is a quick draw weapon and costs 0 AP to draw, but the regular cost for putting away.

- **Mechanism:** Does not add STR to the damage.

Weapons

A few medium sized versions of weapons are shown in the list. To make a larger version, simply add one level of the heavy property on the attacks and add 1AP to the cost. To make a smaller one, cut the static damage value by half for each reduction.

Unarmed: (parry 0, size 3)
Punch(melee, weight I, maneuverable, crushing, draw) Cost: 1 AP. Bonus: Deals half of STR damage
Grab(melee, hooked, weight 0, draw, grabbing, maneuverable) Cost: 2 AP. Bonus: -

Daggers: (parry I, size 3, draw)
Stab(melee, penetrating, weight II, opportunistic, maneuverable, piercing) Cost: 2 AP. Bonus:
Throw(thrown, finesse, weight I, piercing) Cost: 2 AP. Bonus:

Rapier: (parry I, size 3)
Stab(melee, penetrating, weight I, long, piercing) Cost:

2 AP. Bonus: -

Short Sword: (parry II, size 3, draw)
Stab(melee, weight II, penetrating, opportunistic, maneuverable, piercing) Cost: 3 AP. Bonus: -
Cleave(melee, weight I, maneuverable, opportunistic, cleaving) Cost: 3 AP. Bonus: -

Spear: (parry I, size 3)
Thrust(weight II, melee, opportunistic, penetrating, thrusting, long I, piercing) Cost: 2 AP. Bonus: -
Throw(finesse, thrown, penetrating, piercing) Cost: 3 AP. Bonus: -

Mace: (parry I, size 3)
Strike(weight III, melee, opportunistic, sundering, maneuverable, crushing) Cost: 3 AP. Bonus: -

Hand Axe: (parry I, size 3)
Swing (weight III , melee, opportunistic, maneuverable, hooked, slashing) Cost: 3 AP. Bonus: -
Nail(weight III , melee, opportunistic, maneuverable, hooked, penetrating, piercing) Cost: 3 AP. Bonus: -

War Hammer: (parry I, size 3)
Strike(weight III, melee, opportunistic, maneuverable, crushing) Cost: 3 AP. Bonus: -
Nail(weight III , melee, opportunistic, maneuverable, hooked, penetrating, piercing) Cost: 3 AP. Bonus: -

Great Sword: (parry II, size 3)
Swing (melee, two-handed, long I, opportunistic, weight II, cleaving, slashing) Cost: 3 AP. Bonus: -
Half Sword (melee, two-handed, weight II, penetrating, piercing) Cost: 2 AP. Bonus: +2 ACC
Thrust(melee, two-handed, long I, opportunistic, weight I, thrusting, penetrating, piercing) Cost: 3 AP. Bonus: -

Lance: (parry I, size 3)
Thrust(melee, two-handed, weight II, opportunistic, thrusting, penetrating, long II, clumsy, piercing) Cost: 2 AP. Bonus: -

Pike: (parry I, size 3)
Thrust(melee, two-handed, weight II, opportunistic, thrusting, penetrating, long III, clumsy, piercing) Cost: 3 AP. Bonus:

Halberd: (parry I, size 3):
Thrust(melee, two-handed, weight II, opportunistic, thrusting, penetrating, long I, piercing) Cost: 3 AP. Bonus: -
Hook (melee, two-handed, weight II, long I, hooked, slashing) Cost: 3 AP. Bonus: -
Chop (melee, two-handed, weight IV, long I, clumsy, slashing) Cost: 4 AP. Bonus: -

Lucerne: (parry I, size 3)
Thrust(melee, two-handed, weight II, opportunistic, thrusting, penetrating, long I, piercing) Cost: 3 AP. Bonus: -
Hook (melee, two-handed, weight II, long I, hooked, slashing) Cost: 3 AP. Bonus: -
Smash (melee, two-handed, weight IV, long I, sundering, clumsy, crushing) Cost: 4 AP. Bonus: -

Bardiche: (parry I, size 3)
Cleave(melee, two-handed, weight IV, long I, cleaving, slashing) Cost: 4 AP. Bonus: -

Billhook: (parry I, size 3)
Thrust(melee, two-handed, weight II, opportunistic, thrusting, penetrating, long I, clumsy, piercing) Cost: 2 AP. Bonus: -
Hook(melee, two-handed, weight II, opportunistic, thrusting, long I, clumsy, slashing) Cost: 2 AP. Bonus: -

Bows and crossbows cannot be evaded, only blocked. The regular range for bows and crossbows is 15m, which is a distance that a normal person with little training can hit a human sized target reliably. Crossbows are easier to use, so the range is 30m. Trying to attack further targets will incur a penalty of -3 to ACC and an extra -3 for every extra 15m.

Short bow
Shoot(shooting, penetrating, piercing) Cost: 3 AP. Bonus: 12 piercing, max range 90m
War bow
Shoot(shooting, weight I, penetrating, piercing) Cost: 4 AP. Bonus: 12 piercing, max range 150m
Crossbow
Shoot(shooting, weight I, penetrating, piercing) Cost: 3 AP. Bonus: 18 piercing,max range 150m, 5AP reload

Shields

Shields improve the block skill, but give penalties to skills and melee accuracy due to their unwieldiness and weight.

Carrying a tower shield reduces mobility, reducing max AP by 1. Tower shields can be used as cover. A shield strapped to the body still gives the skill and AP penalties.

Large and tower shields can be used to block blasts. Large shields apply half the shield DR and tower shields apply the full value.

Tower shields can be used as cover.

Name	Skill Penalty	fighting penalty	Deflection	DR
Small Shield	-2	0	2	8
Large Shield	-3	-1	4	14
Tower Shield	-5	-2	6	14

4.2 Armor

Light armor offers the least protection, but also very little disadvantages in using them. They are the only ones that stack with magical armor.

Medium armor offers only light penalties to skill checks and have much better deflection than light armor, but they have metallic parts that produce noise, reflect light and conduct heat and electricity. They re-

duce max AP and AP regeneration by 1 when worn.

Heavy armor is the most taxing type of armor, but also the most protective. Wearing heavy armor will reduce the maximum AP and AP regeneration by 2 when worn.

The penalties shown in the armor table are implicated in the values skills that require lightness of movement, athletics and stealth.

Name	Slashing	Piercing	Blunt	Fire	Ice	Electric	Deflection	Penal.
Light								
Gambeson	6	4	10	6	6	6	+2	-1
Leather	6	6	8	4	4	4	+2	0
Hide	6	4	10	8	8	8	+2	-2
Medium								
Chain Mail	8	6	5	4	4	4	+3	-2
Scale Mail	8	8	6	5	5	5	+3	-3
Breastplate	8	10	8	6	6	6	+4	-5
Half Plate	8	8	8	6	6	6	+4	-4
Heavy								
Brigandine	9	9	9	6	6	6	+5	-6
Plated Mail	10	10	10	6	6	6	+5	-7
Full Plate	12	12	10	6	6	6	+6	-8

Chapter 5

Professional Skills

Professional skills are related to crafts, knowledge and specific abilities. They can be attempted by untrained characters, but to much lower effect, since they get only half the bonus from attributes.

Ride(2x DEX): Used to perform stunts, resist falling off the mount or having the mount fall and controlling the mount to make it jump, fly, or anything else.

Performance(2x CHA): Usable in combat only by the bard to use his abilities. Out of combat, can be used to stage a show of some kind, like making someone believe you are dating an illusory girl in the dark instead of trying to sneak past something.

Pick Lock(AGI + INT): Ability to pick locks, disarm traps without triggering and collect the to rearm elsewhere. Picking a lock in combat takes 3 + DL/5 AP.

Medicine(2x INT): Used to identify a disease or poison in a creature, remember facts about anatomy, give first aid care, improve healing while resting. A medicine skill check can be made to improve healing during rest. Each point in the medicine score corresponds to 1 life to be healed from anyone in the party over a long or complete rest.

Knowledge Armorer (2x INT): Used to fix armor out of combat. Can also be used to sharpen weapons. In a more advanced level, may allow crafting quality gear.

Survival(PER+INT): This skill can be used to find food and shelter in the wilds. Doing badly in this check to find food may get the player nothing or poisoned food. Failing to find appropriate shelter might expose the players to the cold, natural hazards like landslides, bugs, attacks by predators, floods and other terrible things. Survival can also be used to track creatures in the wilds. Survival is separated in the same habitats as knowledge nature.

Knowledge Engineering(2x INT):
Knowledge in engineering can be used to operate mechanical devices and remember facts about them. Also can be used to evaluate structures and know things about architecture.

Arcane(2x INT): Knowledge about magic, artifacts, and magical history. Helps in the identification of magical items and evaluation of their value. Arcane knowledge is divided in schools of magic: Telepathy, Telekinetic, Thermodynamic, Chaotic, Necromancy, Illusion and Enhancement.

Divine(2x INT): Knowledge about gods, holy and profane symbols and places. Helps in the identification and evaluation of divine items. Religion knowledge is divided into divine domains: Valor, Protection, Light, Luck, Mind, Healing and Death

Nature(2x INT): Knowledge about the natural world, such as creature species and characteristics, properties of plants and minerals. Nature knowledge is divided by habitats: Forest, Mountains, Sea, Desert, Tundra, Grasslands(Shamanistic) and Underground.

History(2x INT): General knowledge about legends, kingdoms and civilizations. Can be used to remember facts about cities, recognize important people and symbols, know customs, etc.

Geography(2x INT): Ability to read maps and locate itself in it, know landmarks, localization of cities and settlements, predict traveling time, knowing orientations.

Part II

Part II - Setting and adventure

Chapter 6

Classes

Classes are bundles of abilities. Each level, the player can choose one new ability. Abilities may have prerequisites of class level, minimum attributes or another ability.

- Barbarian - They use their inner magical power to intuitively enhance their bodily capabilities. With enough training, they can control their powers better and make permanent enhancements to their bodies.

- Fighter - Master of combat. Focuses on battle technique and weapon mastery. They can be powerful defenders and unstoppable offenders.

- Druid - Powerful spellcasters and sages of the natural world. They can transform into natural creatures and navigate the land and sea better than anyone.

- Bard - Psychics and performers. They can bolster their team's power, confuse and charm enemies, take leadership roles and perform all kinds of social tasks more effectively.

- Wizard - They are masters of magic. Wizards use spells like scientists, by unraveling its mysteries through diligent study and unleashing their spell power in battle .

- Rogue - Sneaky and opportunistic. They use many forms of subterfuge to get an advantage in combat. They make agile assassins, thieves, trappers and tinkers.

- Cleric - Especially connected to divine energies that run through humans and all other races. They can summon divine energy to fuel their spells and empower themselves and their allies.

The complete list of abilities is in the abilities chapter.

Ability requirements are both for learning the ability and for using it in combat. Abilities can only be taken once unless otherwise stated in the spell.

6.1   General

6.2   Fighter

Martial Discipline
Cost: passive
Requirements: Strength 20, Endurance 20
Description: +4 to self control, +2 to endurance

Fighting technique
Cost: passive
Requirements: fighter 1
Description: +2 to ACC and block with all weapons

Riposte
Cost: weapon AP -1
Requirements: Fighting technique
Description: After blocking an incoming melee attack and reducing damage to 0, the character can perform an opportunity attack as a reaction. A riposte attack can be blocked or evaded, but does not trigger a riposte back.

Lancer
Cost: passive
Requirements: Fighting technique, Strength 30
Description: +2 ACC to braced attacks and +4 to the damage.

Archer
Cost: passive
Requirements: Fighting technique, Perception 26
Description: Precise shot only costs 1 extra AP and quick shot changes the penalty to ACC from -4 to -2

Archer mastery
Cost: passive
Requirements: Archer, Perception 32
Description: Precise shot costs no extra AP and quick shot gets no penalty to ACC.

Jump Shot

Cost: Archer
Requirements: Quick shot cost +1
Description: The fighter jumps back (jump skill) and performs a quick shot. Cannot be followed

Tactical attack
Cost: Weapon AP cost
Requirements: Fighting technique
Description: Jumps back one space and attacks a target with a long weapon. They cannot follow as a reaction.

Duelist
Cost: passive
Requirements: Fighting technique
Description: Gets +2 ACC with riposte attacks

Smasher
Cost: passive
Requirements: Strength 30
Description: Increases the ACC of weight III and IV attacks by 1

Feint
Cost: Weapon AP cost +1
Requirements: Fighting technique
Description: Feints an attack from a melee weapon, adding CHA/3 to the attack's ACC.

Armorer
Cost: passive
Requirements: Intelligence 20
Description: Gains training in the armorer professional skill. Increases deflection by 1 when wearing armor.

Armor proficiency
Cost: passive
Requirements: Strength 24, Endurance 24
Description: Reduces AP regeneration penalty from heavy armor and medium armor by 1 and reduces the skill penalties of wearing armor by 1.

Tank
Cost: passive
Requirements: fighter 5 & Armor proficiency
Description: Increases the amount of opponents required to flank by 2, making the fighter only get flanked if attacked by 4 opponents at once.

Second skin
Cost: passive
Requirements: Armor proficiency, Endurance 32
Description: Reduces max AP penalty by 1, allows standing up with only 2 AP in heavy armor. Decreases armor skill penalties by 2.

Shield expertise

Cost: passive
Requirements: Strength 24
Description: Adds +1 to block and brawn. The fighter can block two consecutive attacks from one opponent with a single AP if it does nothing else in between attacks.

Shield mastery
Cost: passive
Requirements: Shield expertise & Strength 32
Description: Reduces the ACC penalty of shields by 1. Increases block and brawn skills by 1

Protector
Cost: stance
Requirements: Shield expertise
Description: Allows the fighter to defend all adjacent allies at the same time.

Shield Bash
Cost: passive
Requirements: Shield expertise
Description: Spends 1 extra AP in a block to bash the enemies weapon aside with a shield. Triggered riposte attacks get an additional +2 to ACC. Takes no extra damage from braced attacks and does not lose any extra AP unless the attack is a crit. This can also be used actively to trigger a riposte actively.

Grappling technique
Cost: passive
Requirements: Fighting technique
Description: Can use Strength instead of perception as modifier for accuracy against grappled characters.

Grappling expertise
Cost: passive
Requirements: Grappling technique
Description: Gives +2 bonus to all grappling checks.

Grappling Mastery
Cost: passive
Requirements: Grappling expertise, Strength 32
Description: Gets +2 bonus to all skill checks against a grappled character.

Elite warrior
Cost: passive
Requirements: fighter 10
Description: The fighter gets +1 to ACC, deflection, reflex, strength, and grapple.

Overwhelming Outclassing
Cost: passive
Requirements: fighter 13
Description: Whenever the fighter damages life, it triggers an opportunity attack.

6.3 Barbarian

Toughness
Cost: passive
Requirements: Barbarian 1
Description: Increases size and endurance by +2

Body building
Cost: passive
Requirements: Barbarian 4
Description: Increases size and Strength by +2

Inner Might
Cost: 0 AP
Requirements: POW 24
Description: The barbarian uses its spiritual energy to improve its physical performance. Strength is increased by +1 for every POW. The barbarian spends 2 SP per turn while mighty. This bonus is considered magical. After the might ends, the barbarian gets one level of fatigue, it can only retain half its SP and is winded to the maximum. The might ends if it is unconscious or calmed down by a spell.

Great Breath
Cost: 1 AP
Requirements: Inner Might
Description: While mighty, a barbarian can take a deep breath and recover 1 SP.

Immune Body
Cost: passive
Requirements: Toughness, Inner Might
Description: The barbarian's spirit protects its body, giving it +POW/2 to all damage reductions for the duration.

Indestructible Body
Cost: passive
Requirements: Immune Body, Inner Might
Description: The barbarian's spirit further protects its body, improving the damage reduction increase from Immune Body by 50 %.

Mighty Euphoria
Cost: passive
Requirements: Inner Might, POW 30
Description: Increases agility by 4 while mighty. Additionally, gives the barbarian 2 AP when it becomes mighty and increases its dashing speed by +1.5m.

Survival Instinct
Cost: passive
Requirements: Inner Might, POW 30
Description: Increases endurance by 4 while mighty.

All might
Cost: passive
Requirements: Inner Might, barbarian 5

Description: While mighty, the barbarian is able to give itself the rage effect in order to improve the effects of Inner might. All might costs 3 SP per turn instead of 2. The rage can only end when all SP are spent, when the barbarian is dead or with a calming spell. In compensation, it becomes immune to unconscious, intimidation and afraid. It gets +POW as bonus to self control to resist being magically calmed down. Also gains +6 Strength, +6 Agility +6 Endurance and -4 deflection for the duration. When the rage ends, the barbarian receives 4 levels of fatigue.

Die hard
Cost: 2 AP
Requirements: Barbarian 5
Description: Focusing its energy, the barbarian spends 2 SP to heal HP equal to POW. This skill can be used even unconscious.

Mighty voice
Cost: 2 AP, 2 SP
Requirements: Focused Might
Description: In combat, make an intimidating shout utilizing the intimidation skill with 2x POW against Defiance. When enemies get intimidated, they take magical damage equal to POW to HP. Shouting into someones face while grappling deals 2x POW pure damage if they get intimidated. Can also shout very loud.

Great spirit
Cost: passive
Requirements: barbarian 5
Description: The barbarian has trained so much that its spirit has grown. Gives the barbarian +4 Power.

Grow!
Cost: passive
Requirements: Toughness, Body Building, barbarian 10
Description: Pushing its limits countless times, the barbarian embodies the powers it wields, getting +4 to Size.

Perfect Might
Cost: passive
Requirements: Greater Might, Barbarian 13
Description: Regular might does not leave the barbarian fatigued or winded and it only costs 1 SP per turn. All might only gives 3 levels of fatigue.

6.4 Rogue

Precise Attacks
Cost: passive
Requirements: PER 24
Description: Attacks with weight I weapons get +2 ACC. Allows the rogue to perform deadly strikes when

damaging life, but only one effect can apply per attack. Make another attack against health. If it crits, apply the strike effect.

Vicious Attacks

Cost: passive
Requirements: Precise Attacks, rogue 5
Description: Attacks with penetrating weapons that crit get an extra +2 to damage and +2 to the subsequent health check DL from the strike.

Stab Barrage

Cost: passive
Requirements: Precise Attacks, rogue 4
Description: When performing 2 consecutive attacks with weight I weapons, can pick one die to roll again during the barrage.

Stab Torrent

Cost: passive
Requirements: Stab Barrage, rogue 8
Description: When performing 3 consecutive attacks with weight I weapons, can apply the stab barrage effect one more time.

Deft hands

Cost: Weapon AP cost
Requirements: rogue 1, Perception 30
Description: The rogue has extraordinary dexterity with its hands, which gives it +10 to sleight of hand and +10 to pick locks.

Bloodletting Strike

Cost: Weapon AP cost
Requirements: Precise Attacks
Description: Attempts to open a large vein or artery when damaging life. Make another attack against health. If it crits, applies a bleed effect that deals 2x weapon damage over 4 turns.

Eviscerate

Cost: passive
Requirements: Bloodletting, rogue 6
Description: Spend 1 AP when performing the bloodletting strike effect to make it nastier. After the normal effect, reset the counter on all bleeding effects and deal instant damage equal to a full turn of bleeding damage.

Deathblows

Cost: Weapon AP cost
Requirements: rogue 13
Description: If an attack with a weight I weapon hits life, it deals 25 % extra damage.

Eye strike

Cost: Weapon AP cost
Requirements: rogue 1
Description: If an attack damages life, can attack the sensory organs of an enemy to attempt to blind it.

Hobbling Attack

Cost: Weapon AP cost
Requirements: rogue 1
Description: The rogue can attempt to damage an enemies locomotion ability when it damages life. Perform a strike to hobble the target.

Battle Coordination

Cost: passive
Requirements: PER 28
Description: When the rogue is part of a flank, the flank is more effective, making the opponent's deflection get 1 extra point as penalty.

Seize Opportunity

Cost: passive
Requirements: PER 24
Description: Improves initiative by +4. The rogue can use AP normally until the value is at -2.

Sapper

Cost: Passive
Requirements: PER 24
Description: gives the character training in Knowledge Mechanics and Pick lock skills. Also increases the chance to spot traps with spot skill by +4.

Vulnerable Shot

Cost: Weapon AP cost +1
Requirements: PER 24
Description: Allows for a vulnerable attack with ranged weapons capable or shooting at maximum distance of 6m + PERm.

Lightning Evasion

Cost: passive
Requirements: AGI 30
Description: Gets +2 to evasion. Additionally, it can use evasion to dodge arrows and other fast projectiles.

Battle Dancer

Cost: passive
Requirements: AGI 24
Description: The rogue gets +2 to evasion when it chooses to use the extra AP. it can also add +AGI to its overrun or push tests when choosing the AGI based check. Additionally, this gives +4 to stealth.

Climber's expertise

Cost: passive
Requirements: AGI 26
Description: +4 bonus to climb and jump. increases the damage reduction from 2 to 3 points per point in the jump score.

6.5 Bard

Bardic Chanting I

Cost: 2 AP

Requirements: bard 0

Description: The bard can enchant its voice to produce mind altering effects. The effects can be of three natures: deceptive/witty, charming/loyal and intimidating/brave. The nature will determine whether the bard uses charm, deceive or intimidation skill to perform the task. Use the appropriate dice for solitary(d10) skill checks.

Bracing chant, Deceptive: Enhances perception of danger, increasing wit by skill score/5 as a morale bonus for 1 turn.

Close Friends, Charm: Increases the defense against charm of everyone in the team by skill check/5 for 1 turn

Shout of Bravery, Intimidation: Steels the hearts allies that can listen, increasing defense against fear by skill score/5 as a morale bonus for 1 turn.

Talented Performer

Cost: passive

Requirements: bard 0

Description: Learns to play one instrument. If playing that instrument, the bard gets training in performance.

Conflict

Cost: Chant Cost +1

Requirements: Bardic chanting I

Description: Makes a bardic chant that has a buff or debuff effect with a performance check. It lasts for 2 turns.

Climax

Cost: 6 AP, 4 SP

Requirements: Suggestion, Conflict

Description: Makes a suggestion to all confused, charmed and afraid enemies at once. Uses performance for all.

Resolution

Cost: 3 AP, 2 SP

Requirements: Climax

Description: All characters under effect of the bard's suggestion must make a self control check against the bard's performance or have the suggestion duration refreshed on a graze or miss.

Student of Lore

Cost: passive

Requirements: bard 0

Description: Includes training in the skills of history and geography, giving each +10 bonus.

Bardic Chanting II

Cost: 3 AP, 1 SP

Requirements: bard 3, Bardic Chanting I

Description: Learns level II chants: **Hilarious joke , Deceptive:** Enemies that fail a self control check become winded by 1 level per hit and 3 levels per crit **Calm, Charm** Tries to calm down all raging characters that can listen, forcing them to hit or crit on a self control check or stop being enraged. Subsequent attempts on the same turn get -5 penalty per each time. **Bogey Man, Intimidation:** Makes an intimidation skill check. Creatures that are afraid are compelled to try to stay at least 4.5m away from the bard. They cannot get closer by their decision.

Bardic Chanting III

Cost: 3 AP, 1 SP

Requirements: Bardic Chanting II, Telepathy

Description: Learns level III chants: **Miasma of Misdirection, Deceptive: Makes all enemies that fail their wit saving throw confused for 1 turn.** **Charming song, Charm:** Attempts to apply the charmed effect on one character that can listen and understand what the bard communicates. Can be used in combat. **Drop the beat, Intimidation** Gives 2 AP to 3 allies instantly

Bardic Chanting IV

Cost: 5 AP, 2 SP

Requirements: Bardic Chanting III, Read Superficial Thoughts

Description: Learns level IV chants: **Central Intelligence , Deceptive:** When a group wit check is made, all affected allies can choose to use the highest party wit score instead of their own. **Overwhelming dread, Intimidation:** For 1 turn, forces any opponent that casts a spell to make a concentration check against the DL. On a graze, they lose concentration and take the spell SP cost as pure damage to life. On a miss, they take 3x as much. **Peace of mind, Charm:** Improves concentration for all team by skill check/3. Recovers 1 SP for everyone in the team.

Champion's Attack

Cost: Weapon AP cost +1

Requirements: bard 0, Shout of bravery

Description: The bard can attack an enemy with this special attack that can only be used with basic melee or ranged attacks. If it hits, a Shout of bravery is cast with a skill score equal to attack score.

Hero's Bulwark

Cost: Weapon AP cost +1

Requirements: bard 0, Bracing chant

Description: Any time the bard blocks an attack on behalf of someone else successfully, it can cast Bracing chant with a performance score equal to the block score.

Suggestion
Cost: 3 AP, 3 SP
Requirements: bard 3
Description: The bard tells a charmed, confused or afraid creature to do something. The description must be short and precise. Use charm against charmed creatures, intimidation against afraid and deception against confused ones. In case they fail a self-control check, they have to obey the command for 3 turns. They can remake the saving throw every turn.

Telepathy
Cost: passive
Requirements: CHA 30
Description: Gets the ability to speak directly to people's minds. Can speak to a number equal to CHA/2 people at the same time at a maximum distance of 30m. Cannot communicate to animals unless it has speak with animals druid ability. Can chant silently.

Read superficial thoughts
Cost: passive
Requirements: Telepathy
Description: Allows the bard to read the superficial flow of thoughts in someone's mind, which enables it to hold a telepathic conversation with anyone. The bard must be able to determine the location of its target in order to maintain the conversation.

Masquerade
Cost: 3 AP
Requirements: bard 10, read superficial thoughts
Description: The bard can change the way he is seen to match anyone in its size category. The change can be felt physically if another creature touches the bard, but it is only a sensation. A wit check against the bard's deception can be made to figure out the bard is in disguise.

Psychoactive Coaching
Cost: 3 AP, sustained
Requirements: bard 13, Suggestion, Read superficial thoughts
Description: Focuses on one creature, melding its mind with theirs and sharing their senses. They bard can remake any Self-control, wit or will check to resist or remove a mental status effect on behalf of that creature. If it fails, the bard is also affected. The bard can stay in the body for as long as it wants, but the original body will be unconscious. Can attempt to dominate the creature by making two consecutive suggestion attempts using 3 SP. If both crit, the body is under the bard's control to do it it wishes.

6.6 Wizard

Innate Magic (school)
Cost: passive
Requirements: Power 24
Description: Choose 1 school of magic. Learn three level 1 or 2 spells from that school. All spells from this school get an extra +1 to their DL. This can be taken any number of times, but the bonus effects only apply on the first.

Innate Magic II (school)
Cost: passive
Requirements: Conservation of Energy, Innate Magic (school)
Description: Choose 1 school of magic. Learn two level 4 or lower spells from that school. All spells from that school can be either extended or enlarged once without added cost and they get +1 to their DL. This can be taken any number of times, but the bonus effects only apply on the first.

Innate Magic III (school)
Cost: passive
Requirements: Arcane Distillation, Innate Magic II (school)
Description: Choose 1 school of magic. Learn two level 6 or lower spells from that school. All spells from that school can be either quickened, extended, enlarged or cast quietly once without added cost and they get +2 to their DL. This can be taken any number of times, but the bonus effects only apply on the first. Stacks with innate magic II buff, meaning both effects can be applied.

Battlemage
Cost: passive
Requirements: wizard 1
Description: Casting charged spells no longer causes opportunity attacks. Allows casting charged spells during a grapple. Allows quickening charged spells twice. Gains +4 concentration.

Conservation of energy
Cost: passive
Requirements: wizard 1
Description: The wizard learns to control enough energy to empower spells once. Also learns to save 1 SP in any spell by spending 1 extra AP.

Arcane Distillation
Cost: passive
Requirements: wizard 5
Description: The wizard learns to control enough energy to empower spells twice. Also learns to save 2 SP in any spell by spending 2 extra AP.

Critical Mass
Cost: passive

Requirements: wizard 10
Description: The wizard learns to control enough energy to empower spells thrice. Also learns to save 3 SP in any spell by spending 2 extra AP.

Arch mage
Cost: passive
Requirements: wizard 13
Description: All arcane spells are 1 SP cheaper and have +1 DL.

Elementalist
Cost: passive
Requirements: Applied Mathemagics or Innate magic II (Thermodynamics)
Description: Chooses either fire, ice or electric to be the favourite. Empowers spells that deal damage of that element once per spell automatically. Also increases the chosen element's damage reduction by 5.

Blood magic
Cost: passive
Requirements: Biomagical studies or Innate magic II (necromancy)
Description: The wizard can consume its own essence in order to acquire more Spell points. It gets 1 spell point for every 3 points of life sacrificed. Can only be used once per spell for a maximum total of 12 life.

Express Enhancement
Cost: passive
Requirements: Spell Craft or Innate magic II (Enhancement)
Description: Automatically quickens any enhancement spells cast by the wizard onto itself or its gear.

Magician
Cost: passive
Requirements: Spellwaves and Optomagic or Innate magic II (Illusion), Magical intuition(Illusion)
Description: All spells are automatically cast quietly.

Magical disarm
Cost: passive
Requirements: Magical Stability, Innate magic II (Chaos)
Description: As a reaction after recognizing an enemy casting a spell, the wizard can shoot a chaotic spike with 1 AP. Increases concentration by 4.

Telekinetic Potency
Cost: passive
Requirements: Laws of Telemotion or Innate magic II(Telekinetic)
Description: All telekinetic spells are automatically empowered once.

Mental extension
Cost: passive
Requirements: Subconscious Spellweave or Innate magic II(Telepathy)
Description: The wizard can use can spells from anywhere as long as it has a proxy that shares its senses.

Theory of Magic
Cost: passive
Requirements: Intelligence 24
Description: Gives the wizard training in arcane knowledge. The wizard can now memorize up to INT spells. Gives the wizard the ability to maintain a grimoire, which allows it to write down accurate spell instructions for later recollection. Without a grimoire, a wizard cannot change the spells it can use. Allows the wizard to create spell scrolls using the appropriate knowledge.

Biomagical studies
Cost: passive
Requirements: Theory of Magic
Description: Gives the wizard training in medicine and +15 to arcane knowledge in necromancy. Teaches the wizard how to make ritual spells.

Subconscious spellweave
Cost: passive
Requirements: Theory of Magic
Description: Gives the wizard +15 to arcane knowledge in telepathy. Teaches the wizard how to quicken spells.

Laws of Telemotion
Cost: passive
Requirements: Theory of Magic
Description: Gives the wizard +15 to arcane knowledge in Telekinesis. The wizard learns how to increase a spell's range.

Applied Mathemagics
Cost: passive
Requirements: Theory of Magic
Description: Gives the wizard +15 to arcane knowledge in thermodynamics. The wizard learns how to increase a spell's area of effect. Decreases the chance that a blast spell will affect an ally by reducing its DL by 5 for allies.

Spellwaves and Optomagic
Cost: passive
Requirements: Theory of Magic
Description: Gives the wizard +15 to arcane knowledge in Illusion. Teaches the wizard how to cast a spell silently.

Magical Stability
Cost: passive

Requirements: Theory of Magic
Description: Gives the wizard +15 to arcane knowledge in chaos. Teaches the wizard how to extend a spell's duration.

Spell craft

Cost: passive
Requirements: Theory of Magic
Description: Gives the wizard training in mechanics and +15 to arcane knowledge in enhancement. Teaches the wizard how to make a contingent spell.

Arcane Thesis

Cost: passive
Requirements: Theory of magic, Arcane Knowledge 40 in both schools
Description: Gives the wizard +5 to arcane knowledge in 2 schools. The wizard's extended education has expanded its intelligence by +2. Can only be taken once for each school.

6.7 Cleric

Religious Wisdom

Cost: passive
Requirements: Theory of magic, INT 24
Description: The cleric gets training in religion knowledge, history and geography. Allows writing cleric spells into a grimoire.

Religious Secrets

Cost: passive
Requirements: Religious Wisdom
Description: Choose one domain to get +15 knowledge. Can be taken once per domain.

Holy Connection (divinity)

Cost: passive
Requirements: CHA 20
Description: The cleric attunes itself to the energies of one deity, which grants access to abilities associated with its domains. Also unlocks level 1 spells from those domains.

Channel Divinity

Cost: passive
Requirements: Divine Oath
Description: The cleric gets training in channel divinity. It can spend 2 AP to make a channel divinity check to harness the holy energies of the environment. For every 10 points in that check, it gets 1 SP to be used in that turn for cleric spells and abilities related to that deity. It also buffs POW by double that amount for the next spell cast that turn. Can be used for upkeep abilities. Can also be done while concentrating on a spell.

Fervor

Cost: passive
Requirements: Holy Connection
Description: Gives the cleric access to level 2 spells. The cleric learns how to empower a spell once. Gains +4 to channel divinity.

Divine Favor

Cost: passive
Requirements: Fervor, Channel Divinity
Description: Gives the cleric access to level 3 spells. The cleric has learned how to lengthen and enlarge spells.

Oracle

Cost: passive
Requirements: CHA 32, Divine Favor
Description: Gives the cleric access to level 4 spells. Gets +2 to Charisma. The cleric learns how to empower a spell twice.

Hand of god

Cost: passive
Requirements: Oracle
Description: Gives the cleric access to level 5 spells. Quickens all cleric spells.

Exalted Soul

Cost: passive
Requirements: Hand of god, cleric 10
Description: Gives the cleric access to level 6 spells. The cleric learns how to empower a spell thrice. Gains +4 to channel divinity.

Divine Intervention

Cost: passive
Requirements: Hand of God, cleric 6
Description: When the cleric falls unconscious, it can cast 1 spell.

Avatar

Cost: passive
Requirements: cleric 13
Description: Allows channel divinity to be used with 1 AP and gives it a +4 bonus. The cleric can sustain 2 auras at once.

Paladin

Cost: passive
Requirements: Holy Connection(valor)
Description: The cleric is immune to fear and intimidation. Activates instantly, but has a 1 SP per turn upkeep.

Templar

Cost: passive
Requirements: Holy Connection(protection)
Description: The cleric's faith protects it, giving it

POW/2 extra Block. Activates instantly, but has a 1 SP per turn upkeep.

Saint
Cost: passive
Requirements: Holy Connection(healing)
Description: All healing spells get the first empowerment that turn. Requires 1 SP upkeep.

Light bringer
Cost: passive
Requirements: Holy Connection(light)
Description: All light spells get the first empowerment that turn. Requires 1 SP upkeep.

Prophet
Cost: passive
Requirements: Holy Connection(Mind)
Description: Makes the cleric immune to charm and adds +2 to mind affecting spells while active. Requires 1 SP upkeep.

Pontiff
Cost: passive
Requirements: Holy Connection(luck)
Description: The cleric can execute any action by rolling twice and taking the best result once per turn. It can also force an opponent to roll twice and take the worst result. Requires 1SP upkeep.

Baptist
Cost: passive
Requirements: Holy Connection(death)
Description: Spells that stop healing can also steal it and place it on someone else.

Aura of the Champion
Cost: modal
Requirements: cleric 6, Paladin
Description: Gives 4 bonus against fear to everyone in a CHA/2 x 1.5m radius of the cleric as a buff to morale while paladin is active

Aura of Invincibility
Cost: modal
Requirements: cleric 6, Templar
Description: Boosts DEF by 2 for everyone in a CHA/2 x 1.5m radius as bonus to morale while Templar is active

Aura of Loyalty
Cost: modal
Requirements: cleric 6, Prophet
Description: Boosts Self Control by 4 for everyone in a CHA/2 x 1.5m radius as bonus to morale while Prophet is active

Aura of Restoration

Cost: modal
Requirements: cleric 6, Saint
Description: Automatically quickens any healing spell to heal someone that has less than 25% HP in a CHA/2 x 1.5m radius while Saint is active.

Aura of Luck
Cost: modal
Requirements: cleric 6, Pontiff
Description: The cleric can extend its ability to remake the roll to anyone in a CHA/2 x 1.5m radius while Pontiff is active.

Aura of the Reaper
Cost: modal
Requirements: cleric 6, Baptist
Description: Steals 2 SP from anything that dies within an area of CHA/2 x 1.5m radius while Baptist is active.

6.8 Druid

Natural wisdom
Cost: passive
Requirements: Theory of Magic, INT 24
Description: Gains training in knowledge nature. Also learns how to inscribe druid spells into a grimoire.

Specialized Biologist (habitat)
Cost: passive
Requirements: INT 20
Description: Gains +15 knowledge nature and +5 survival in the selected habitat. Can be taken once per habitat.

Survivalist
Cost: passive
Requirements: Natural Wisdom
Description: Gains training in survival. Receives a +4 bonus to spot, listen, sense and stealth in any habitat that the druid has at least 30 survival.

Find weaknesses
Cost: 2 AP
Requirements: Predator Sense
Description: Make a Survival check in the appropriate habitat against a creature type to gain a +3 to ACC against that type as an insight bonus. Every creature has their own DL.

Infra Red Vision
Cost: passive
Requirements: Natural Connection
Description: Modifies the druid's eyes to be able to see in the dark and through fog without difficulty.

Fur / Scales

Cost: passive
Requirements: Natural Connection
Description: Increases endurance by 2. Additionally, choose Fur or scales. Fur: Becomes Furry, which gives it +5 in checks to resist cold exposure. Also increases fire and cold damage reductions by 2. Scales: Makes the skin resemble that of a crocodile. It gains +2 damage reduction against slashing and piercing damage.

Badger Resilience

Cost: passive
Requirements: Natural Connection
Description: Increases endurance by 2 and health by another +2.

Quills

Cost: passive
Requirements: Fur
Description: Turns the fur into quills, which makes the character unable to wear any armor, but gives it a natural +6 to all DRs. and +8 deflection.

Osteoderm

Cost: passive
Requirements: scales
Description: Increases endurance by 2 and gives another +1 to deflection.

Prehensile tail

Cost: passive
Requirements: Natural Connection
Description: +4 to balance and climbing. Can hold things with the tail.

Agile/Strong build

Cost: passive
Requirements: Natural Connection
Description: Choose between agile and strong builds. Agile: +4 to jump and increases dashing speed by 1.5m. Strong: +4 to brawn and decreases armor penalties to max AP and AP regeneration by 1, but loses 1.5m from the dash bonus.

Bear Nose

Cost: passive
Requirements: Natural Connection
Description: Makes the druid's nose very sensitive and may give it a muzzle. The druid can use the sense skill with PER instead of CHA to follow smells. It gets +10 in any attempt of tracking if there is any smell to follow.

Oxygen Storage

Cost: passive
Requirements: Natural Connection
Description: Improves the druid's swimming skill by 4 and triples the amount of time they can hold their breath.

Claws

Cost: passive
Requirements: Natural Connection
Description: Upgrades the druid's unarmed grab attack to a weight I weapon with slashing damage. Also improves climbing and grappling skills by 2.

Spiritshift

Cost: 6 AP
Requirements: druid 3
Description: Enables the druid to spiritshift into a tier 1 animal. All the physical attributes are switched to the animal's while all the mental ones are the druid's, but spends SP as upkeep and cannot cast any spells. Shifting back into normal form is instantaneous. Tier 1 animals cost 2 SP to upkeep.

Greater Spiritshift

Cost: 6 AP
Requirements: druid 6
Description: Enables the druid to spiritshift into a tier 2 animal. All the physical attributes are switched to the animal's while all the mental ones are the druid's, but spends SP as upkeep and cannot cast any spells. Tier 2 animals have a 4 SP upkeep.

Superior Spiritshift

Cost: 6 AP
Requirements: druid 10
Description: Enables the druid to spiritshift into a tier 2 animal. All the physical attributes are switched to the animal's while all the mental ones are the druid's, but spends SP as upkeep and cannot cast any spells. Tier 3 animals have a 6 SP upkeep.

Natural Connection

Cost: passive
Requirements: CHA 24
Description: The druid attunes itself to nature, which grants access to level 1 spells from all natural domains.

Channel Nature

Cost: passive
Requirements: Natural wisdom
Description: The druid can spend 2 AP to make a channel nature check to harness the natural energies of that habitat. For every 10 points in that check, it gets 1 SP to be used in that turn for druid spells and abilities of that habitat. It also buffs POW by double that amount for the next spell cast that turn. Can be used for spiritshift upkeep costs if the form pertains that habitat. Can also be done while concentrating on a spell.

Hermit

Cost: passive
Requirements: Natural Connection
Description: Gives the druid access to level 2 spells. The druid learns how to empower a spell once. Gains +4 to channel nature. Also gives a +5 bonus to survival.

Ranger

Cost: passive
Requirements: Hermit
Description: Gives the druid access to level 3 spells. The druid has learned how to lengthen and enlarge druid spells.

Sage

Cost: passive
Requirements: CHA 32, Ranger
Description: Gives the druid access to level 4 spells. Gets +2 to Charisma. The druid learns how to empower a spell twice.

Warden

Cost: passive
Requirements: Sage
Description: Gives the cleric access to level 5 spells. Quickens all druid spells.

Cosmic Consciousness

Cost: passive
Requirements: Warden, cleric 10
Description: Gives the cleric access to level 6 spells.

The cleric learns how to empower a spell thrice. Gains +4 to channel nature.

Speak with Animals

Cost: passive
Requirements: Natural Connection
Description: The druid can talk to any animal and use bluff, charm, intimidate and performance to influence them. Allows suggestion to be made against animals.

Wild Spirit

Cost: 3 SP, sustained
Requirements: Speak with animals, druid 5
Description: Allows the druid to transfer its soul into a willing animal. Staying in an animal's body will damage the druid's intelligence by 4 per day until it matches the animal's. If the original body dies, the druid is stuck in the animal's body. The animal's soul is not dead and may attempt to take back control. Allows psychoactive coaching to be made against an animal.

Arch Druid

Cost: passive
Requirements: druid 13
Description: The druid no longer loses Intelligence per day for staying in an animal's body. It can spiritshift into Tier 4 animals, which have a 7 SP upkeep. Reduces the upkeep of all spiritshifting by 1 (including tier 4) and increases channel nature by +4.

Chapter 7

Spells

7.1 Casting spells

Spells are special abilities that use SP as a resource. In order to gain those skills a character must inscribe spells into a grimoire or pick abilities from the wizard, cleric or druid list that give access to them.

Scrolls: Spells can also be cast from scrolls. In order to cast from one, the character must trigger it in some way. A knowledge check of the respective skill must be done to achieve that. Casting from a scroll releases the energy that is in it, which costs no SP from the caster.

Spell Costs: Spells cost a certain amount of spell points (SP) and take some time to be cast, measured in action points (AP). Spell AP cost varies depending on the spell. Some may take more than a single turn to be performed, in which case the player must spend all of its points every turn until he has spent the total requirement for the spell.

Spell DL: All offensive spells have a DL equal to INT+POW.

Spell damage: Each spell that causes damage deals the base spell damage plus POW times the spell damage multiplier.

Charged Spells: The energy is stored into something and released on touch, usually through an attack. The effect shares the outcome of the attack, meaning that if the attack crits, so does the charged effect. The charged effect is considered a default attack.

Concentration: A character needs to concentrate in order to cast any spell. The only action and only AP allowed to be spent while concentrating on a spell other than the spell itself is careful movement. Some spells will have a longer AP cost than the player possesses. When this happens, the player spends all available remaining AP on this round and stays concentrated until the full AP cost of the spell is paid for, then the spell takes its effect. Breaking concentration while trying to cast a spell causes the AP spent to be lost.

Sustained spells need to be cast continuously. Any empowerment made to any instance of a sustained spell carry on to the subsequent instances.

Delaying spells: Any spell can be delayed, meaning that the casting can be complete but the release

delayed. The character must sustain the spell until release, which can be triggered by a previously set prepared action. In case a trigger does not happen, release it in the next turn without any extra AP cost. Losing concentration after the casting is complete but before the release means both AP and SP are lost.

Spell levels: Spells are separated in levels from 1 to 6. Higher level spells require more ability and attribute investment to be cast, but are more powerful and harder to dispell.

Grimoire: A wizard can have a grimoire, where all the instructions to cast their spells are stored. Any spell that has been inscribed can be memorized and used in combat. The number of spells that can be memorized is equal to INT.

Learning and Inscribing: A level 1 spell of any class has a DL of 10 to be recognized and 25 to be learned from a grimoire and inscribed into one. This value scales in the following progression: 10 - 15 - 25 - 30 - 40 - 45 for recognizing and 15 points higher for learning and inscribing. In order to learn and inscribe a spell, the skill value must be higher than the spell DL. In case only a few points are missing, make a solitary skill check and add it to the skill. If that is high enough, the wizard must spend a number of days equal to how much it was missing to perform the inscription. Otherwise, one day is lost. Inscribing takes at least 1 hour.

Memorizing: The wizard can spend 1 hour of relaxation to memorize INT spells.

7.1.1 Spell Enhancements

Enhancements are modifications that casters can do to their spells in order to make them more powerful or more suited to their needs. They are unlocked by abilities of each caster class. Some abilities may automatically apply an enhancement, but some will require an additional cost as noted in the enhancement descriptions.

Not all spell enhancements can be done to any spell. The spell descriptions has what each enhancement can do and how many times the same enhancement can apply to a spell.

- Empower spell: Use more spell points in order to cast a more powerful version of the spell. The first levels of empowerment costs 1SP, the second 2 SP and the third costs 3 SP. This means that to empower thrice, 4 extra SP need to be spent. Each spell has the description of its empowerment bonuses.

- Quicken spell: Spends 1 spell point to quicken a spell by 1 AP. Can only be used once per spell and cannot quicken upkeep AP.

- Enlarge spell: Increases the area of the base spell. Can be used as many times as indicated in the description. Costs 1 SP per increase.

- Elongate Spell: Increases a spell's reach. Can be used as many times as the indication on the spell.

- Extend Spell: Increases the duration of the spell. Can be used as many times as indicated in the description. Costs 1 SP per increase.

- Concealed casting: Makes noise, light and magical aura from the casting disappear. Costs 1 spell point. Causes any knowledge test to identify the spell being cast more difficult by 10 and does not trigger any perception checks when casting from stealth.

- Ritual spell: Some spells can be done as a ritual, costing no spell points but can only be done outside of combat and takes a long time.

7.2   Wizard Spells

There are seven schools of magic: Thermodynamic, Telepathic, Necromancy, Enhancement, Chaotic, Illusion and Telekinesis
In order to prepare an arcane spell, the character must memorize it from a grimoire. There is a limit to how many spells can be memorized at once equal to 4+INT.

Thermodynamics
Charged Strike
Cost: 3 AP + 2 SP
School of magic Thermodynamic, 1
Defense: charged
Range, Area: melee, target
Empowerment: +0.5/1/2x damage
Duration: 5 turns
Description: Charges the user's hands with electricity. If an unarmed attack deals damage, it deals an extra POW electric damage.

Ice grasp
Cost: 4 AP + 2SP
School of magic Thermodynamic, 1
Defense: charged
Range, Area: melee, target

Empowerment: +0.5/1/2x damage
Duration: 5 turns
Description: Charges the user's hands with freezing energy, at the beginning of the victim's action while they are grappled, they take 5 + POW ice damage.

Explosive arrows
Cost: 2 AP + 2SP
School of magic Thermodynamic, 1
Defense: charged
Range, Area: ranged, target
Empowerment: +0.5/1/2x damage
Duration: 5 turns
Description: Charges a projectile with fire. If the arrow deals damage, it deals an extra POW fire damage.

Freezing shard
Cost: 3AP + 3SP
School of magic Thermodynamic, 2
Defense: charged
Range, Area: charged
Empowerment: +0.5/1/2x damage
Duration: 5 turns
Description: Creates a shard of freezing energy and throws it or attaches it to something. The shard attaches itself to anything it touches. It then creates a thick cold fog cloud, making anyone inside the fog blind and giving bad visibility to those trying to see inside. The shard deals 6 + POW/2 ice damage each turn for the duration of the spell.

Flamethrower
Cost: 3AP + 3SP, 3AP+3SP per proc
School of magic Thermodynamic, 2
Defense: Blast attack
Range, Area: 4.5/6m, line
Empowerment: +0.5/1/2x damage
Duration: 3 turns, sustained, concentration
Description: Creates flames from the caster's hands dealing 6+POW fire damage to all in a line in front of the caster. The flamethrower can be sustained. For every 2AP and 1 extra SP, it deals damage again and can be retargeted. Enemies need to remake their reflex defense.

Fireball
Cost: 6AP + 5 SP
School of magic Thermodynamic, 3
Defense: Blast
Range, Area: 60m, 6/7.5 m radius
Empowerment: +0.5/1/2x damage
Duration: Instant
Description: Casts a ball of fire that deals 10+POW fire damage and pushes enemies away from the center if they didn't jump away.

Cone of frost
Cost: 4AP + 4SP
School of magic Thermodynamic, 3
Defense: Blast
Range, Area: 6m, 60 degree cone
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Quickly casts a cone of cold that deals 5+POW ice damage and pushes enemies backwards. An enemy that decides to resist the push makes a strength skill check instead of reflex.

Scorching Implement
Cost: 4AP + 5SP
School of magic Thermodynamic, 4
Defense: none
Range, Area: self
Empowerment: +0.5/1/2x damage
Duration: 4 turns
Description: The wizard gives himself a fiery gauntlet that produces a sticky, flaming substance he can throw at enemies for 5+POW fire damage.

Freezing Parasite
Cost: 5AP + 5SP
School of magic Thermodynamic, 4
Defense: Defiance
Range, Area: targeted
Empowerment: +0.5/1/2x damage
Duration: 3 turns
Description: Summons a ball of freezing energy on a target who takes 5 + POW/2 ice damage per turn. The defense must be made each turn. If it crits twice, the target is paralysed for 2 turns.

Fire Snake
Cost: 5AP +6 SP
School of magic Thermodynamic, 5
Defense: Deflection
Range, Area: 15m, 1.5m radius
Empowerment: +0.5/1/2x damage
Duration: 4 turns
Description: Summons a snake of fire from the caster's hands. The snake pounces towards an area and bites an enemy, attempting to grapple it. The bite deals 15 + POW/2 fire damage. At the beginning of the victim's action for every turn it remains grappled, it takes 5 + POW/2 fire damage.

Electric fence
Cost: 5 AP + 6 SP
School of magic Thermodynamic, 5

Defense: Health
Range, Area: 9m, 4.5/6/7.5m radius
Empowerment: +0.5/1/2x damage
Duration: 5 turns
Description: Designs a perimeter where electrical tension is built up. Going through the perimeter causes 5 + POW electrical damage. It burns away 6 AP from the target if they miss on their defense.

Sustained Lightning
Cost: 4 AP + 4SP, 3AP+3SP per turn
School of magic Thermodynamic, 6
Defense: Health
Range, Area: +0.5/1/2x damage
Empowerment: 9m
Duration: sustained, concentration
Description: The caster tries to open a sustained electric arc between himself and a target, dealing POW electrical damage and stuns the target for 6 AP if they miss on their defense. If the target leaves the spell range, the spell ends. If it touches the wizard, the arc short circuits, dealing critical damage to both the caster and its target.

Telepathic
Dazzling blast
Cost: 3 AP + 2SP
School of magic Telepathy, 1
Defense: Defiance
Range, Area: 12m
Empowerment: +1/2/4 AP
Duration: instant
Description: Casts a mental blast on a target's mind, attempting to disorient them making it lose 4 AP

Telepathic link
Cost: 4 AP + 2 SP
School of magic Telepathy, 1
Defense: none
Range, Area: 6m
Empowerment:
Duration: 10/20/30 minutes
Description: Creates a telepathic link with a nearby willing creature that can speak to the caster. The caster and its target can speak to each other freely for the duration of the spell or until the maximum distance of 500m is exceeded, at which point the spell breaks

Telepathic shield
Cost: 4AP + 3 SP
School of magic Telepathy, 2
Defense: none
Range, Area: self
Empowerment: +1/2/4 bonus

Duration: 1 minute
Description: Creates a mental protection around the caster, increasing its Defiance, Self Control and Concentration by 2

Curse of darkness
Cost: 5 AP + 4 SP
School of magic Telepathy, 3
Defense: Defiance
Range, Area: 9m, 4.5/6m radius
Empowerment: +2/4/8 DL
Duration: 3 turns
Description: Causes all enemies in the area to be blinded for the duration if they miss on their defense.

Grimoire Imprint
Cost: 5AP+1SP
School of magic Telepathy, 4
Defense: none
Range, Area: 15m
Empowerment: -1/2/4 difficulty
Duration: instant
Description: The wizard tries to imprint into his grimoire a spell he has seen. If used in combat, it must have been cast in the same turn. The wizard may study and learn the spell permanently later from the imprint, but the difficulty is 5 points higher.

Maddening psychosis
Cost: 4AP + 4SP
School of magic Telepathy, 5
Defense: Defiance
Range, Area: 15m, 6m radius
Empowerment: +2/4/8 DL
Duration: 3 turns
Description: Anyone that gets a miss against the spell DL sees everyone as their enemy and gets compelled to attack the closest character around.

Dominate Creature
Cost: 6 AP + 5 SP, 1 SP per turn
School of magic Telepathy 6
Defense: Defiance
Range, Area: 15m
Empowerment: +2/4/8 DL
Duration: 5 turns, sustained
Description: The wizard dominates a target that misses on their defense. The target loses the ability to control itself for the duration.

Chaos

Chaotic spike

Cost: 3 AP + 3SP
School of magic Chaotic, 1
Defense: Concentration
Range, Area: 18m, target
Empowerment: +2/4/8 DL
Duration: instant
Description: Thrusts a chaotic spike towards an opponent trying to make them lose concentration. They lose concentration on a graze or miss against spell DL.

Purge Magic
Cost: 3 AP + 3 SP
School of magic Chaotic 1
Defense: Spell DL
Range, Area: 9m
Empowerment: +2/4/8 DL
Duration: instant
Description: Make a resisted check to remove the magical effect of a spell from an afflicted targed. The DL is the same as the caster's spell DL plus whatever bonuses it had. It removes the effect on a hit or crit.

Arcane Dampener
Cost: 4 AP + 4SP
School of magic Chaotic, 2
Defense: none
Range, Area: 15m, 6/7.5m
Empowerment: +1/2/4 turns
Duration: instant
Description: Reduces the duration of all active effects from spells of level 1, 2 and 3 by 5 turns .

Interference Matrix
Cost: 3 AP + 4SP
School of magic Defiance
Defense: Chaotic, 3
Range, Area: 18m
Empowerment: 3 turns
Duration: Hurls a ball of chaotic energy towards an enemy. If they fail their defiance check, they are affected by the matrix. When afflicted, all spells will have a chance to fail equal to 50%, which will lead to the loss of the SP employed
Description:

Anti magic field
Cost: 5AP + 5SP
School of magic Chaotic 4
Defense: Defiance
Range, Area: 15m, 6/7.5/9m radius
Empowerment: +1/2/4 DL
Duration: 5 turns
Description: Creates a dome of chaotic energy that destroys 4 SP from each character per turn if they graze or miss on their defense. Additionally, any spell cast

there leaks magic, which makes them cost twice as much on miss or graze.

Purging Assault
Cost: 4AP + 5 SP
School of magic Chaotic 4
Defense: Defiance
Range, Area: 9m
Empowerment: +1/2/4 DL
Duration: 3 turns
Description: Destroys any magical effect on the target and then causes POW magical damage each turn for the duration. The effect wears off completely if the defender hits or crits on their defense.

Chaotic orb
Cost: 4 AP + 5 SP
School of magic Chaotic 5
Defense: Defiance
Range, Area: 15m
Empowerment: +1/2/4 DL
Duration: instant
Description: Hurls an orb of chaotic energy that bounces between up to 5 enemies causing either paralysis, hobble, blindness or loss of consciousness for 1 turn. Roll a d4 to decide which affects.

Illusion

Light
Cost: 3AP + 2SP
School of magic Illusion, 1
Defense: none
Range, Area: touch, 6/9m radius
Empowerment: 30 minutes
Duration: Casts a ball of light on an object you can touch
Description:

Ghostly Sound
Cost: 3AP +1 SP
School of magic Illusion, 1
Defense: Wit
Range, Area: 30m
Empowerment: +1/2/4 DL
Duration: 1 minute
Description: The wizard makes a sound propagate from a point in range that he does not need to see, but only point the general direction. The target needs to make a Wit check to try to immediately know that it is an illusion, otherwise it will react normally to the sound. The sound may be as loud as a scream.

Wizard's Double
Cost: 2AP, 3SP
School of magic Illusion, 1
Defense: Sense

Range, Area: self
Empowerment: +1/2/4 DL
Duration: 1 minute
Description: Makes one illusory copy of the caster on each of its sides. The attacker must make a sense check in order to attack the correct one. If it fails, its damage will only make one copy vanish.

Darken
Cost: 4AP + 4SP
School of magic Illusion, 2
Defense: none
Range, Area: 9m, 6/9/12m radius
Empowerment: +1/2/4 DL
Duration: 1 minute
Description: Absorbs all light that exits an area, making it completely dark for anyone on the outside that does not have infra red vision.

Wizard's eye
Cost: 6AP + 4SP
School of magic Illusion, 3
Defense: none
Range, Area: 6m +1/2/4 DL
Empowerment: 5 min
Duration: Creates one globe of energy floating in the air and one at the caster's hand. The globe is 15cm in diameter and can fly at a 9m movement speed. All the light that goes into the flying globe comes out of the other
Description:

Invisibility
Cost: 3 AP, 4 SP + 1SP per minute
School of magic Illusion, 3
Defense: none
Range, Area: self, self/1.5m
Empowerment: +1/2/4 DL
Duration: 2 minutes + sustained
Description: Bends the rays of light around the caster for the duration to make it invisible, giving +10 circumstance bonus to the stealth skill for the duration.

Mirage
Cost: 5AP + 4SP
School of magic Illusion 4
Defense: Sense
Range, Area: 15m, 10/15/20/25m radius sphere
Empowerment: +1/2/4 DL
Duration: 1 day
Description: Creates a volumetric visual illusion.

Lasers

Cost: 8 AP 6 SP + 3AP + 3 SP per proc
School of magic Illusion, 5
Defense: 500m
Range, Area: +1/2/4 DL
Empowerment: sustained, concentration
Duration: Converges the rays of light of a large light source into a single point out in the distance, causing POW fire damage to the target per proc. The path from caster to target must be a straight line and must be clear.
Description:

Blink

Cost: 3AP + 4 SP
School of magic Illusion 6
Defense: Defiance
Range, Area: 5m
Empowerment: +1/2/4 DL
Duration: instant
Description: Teleports one thing to a place in sight.

Telekinetic

Telekinesis

Cost: 2AP + 4 SP
School of magic Telekinesis, 1
Defense: Weight
Range, Area: +50/100/200 % weight
Empowerment: 30m
Duration: sustained
Description: Surrounds an object with telekinetic energy, manipulating it with the mind. The object can have maximum of 50 + 2 x POW kg and moves at a 6m move speed in any direction. In order to move the target, the caster can spend 1 AP. It can move up to 30m away from the caster without breaking the spell.

Arcane shield

Cost: 1AP + 0 SP
School of magic Telekinesis, 1
Defense: none
Range, Area: self
Empowerment: none
Duration: sustained
Description: Creates a repulsing force around the caster that spends SP instead of taking damage. Half of any attack damage can be absorbed by the shield, but every 10 damage absorbed costs 1 SP. Round up the cost if the damage is not a multiple of 6. Also increases deflection by 4 as a magical bonus while it is active.

Viscous Dome

Cost: 5AP + 5SP
School of magic Strength
Defense: Telekinesis, 3

Range, Area: self, 6/9m
Empowerment: +0.5/1/2x POW
Duration: 1 min
Description: Creates a viscous dome around the caster, granting +10 damage reduction against projectiles that cross the barrier. The dome shatters if something deals 2x POW damage in one attack. Crossing the barrier requires a strength check.

Spectral Tether

Cost: 4AP + 4SP
School of magic Telekinesis 4
Defense: Blast
Range, Area: 15m, 3/4.5/6m radius
Empowerment: +POW/2xPOW/4xPOW HP
Duration: 4 turns
Description: Creates a spectral anchor in a location. All enemies within radius are tethered to it by a chain of energy. They cannot move away without breaking the chain, which has 2xPOW HP.

Proxy Phantom

Cost: 8AP + 6 SP
School of magic Telekinesis, 5
Defense: none
Range, Area: self, 200m
Empowerment: +1/2/4x POW
Duration: 5/10 min
Description: Creates a phantasmagorical shape that can move in all directions at 3m move speed. It has 4x POW HP and takes double magical damage, but is immune to any other type of damage. The phantom can follow simple commands, but it requires 1 AP to be commanded. The wizard shares its senses with the phantom.

Telekinetic Press

Cost: 2 AP + 4 SP
School of magic Telekinesis 6
Defense: Brawn
Range, Area: 15m, 3m radius
Empowerment: +1/2/4 DL +0.5/1/2x damage
Duration: 3 turns
Description: A huge slab of energy falls on top of an area. Anyone that is inside takes 5 + POW crush damage and falls prone if they miss or graze on their defense.

Necromancy

Draining Touch

Cost: 2 AP, 2SP
School of magic Necromancy, 1
Defense: Charged
Range, Area: melee, target
Empowerment: + 0.5/1/2x poison damage
Duration: 4 turns

Description: Infects the target with a draining magic, causing POW/2 poison damage and healing half that amount yourself. Deals double damage to undead.

Black Arrow
Cost: 3AP + 5SP
School of magic Necromancy 2
Defense: charged
Range, Area: target
Empowerment: +0.5/1/2x damage
Duration: 5 turns
Description: Enchants an arrow with toxins that deals POW/2 poison damage per turn. If the arrow deals damage, the victim is infected and must make a Health check to resist the poison effect each turn.

Infuse with vital essence
Cost: 5 AP + 3 SP
School of magic Necromancy, 2
Defense: none
Range, Area: melee, target
Empowerment: +0.5/1/2x healing
Duration: 4 turns
Description: Steals away lingering vital energies from a recently deceased corpse and heals the wounds on a target, healing POW/4 life and the corresponding amount of HP per turn.

Corpse Explosion
Cost: 4AP + 3 SP
School of magic Necromancy, 2
Defense: blast
Range, Area: 60m, 4.5m
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Destroys a corpse, dealing damage equal to POW up to half the corpses total life as crushing damage.

Virulent Poison
Cost: 5AP + 4SP
School of magic Necromancy, 3
Defense: Blast, Health
Range, Area: 30m, 4.5/6m
Empowerment: +1/2/4 turns
Duration: 3 turns
Description: The wizard causes a corpse to release poisonous gas. Undead count as corpses. Anyone that is in the area at the beginning of their turn makes a health defense to avoid becoming infected by a poison that deals 4+ POW/2 poison damage per turn for 3 turns. Missing and grazing repeatedly will stack the damage up to three times.

Animate dead
Cost: 6 AP + 5SP or as ritual 1 min + 3 SP

School of magic Necromancy, 3
Defense: none
Range, Area: 9m
Empowerment:
Duration: 10 minutes
Description: Flicks a speck of consciousness into a dead body. It can only move at its normal speed when alive and attack it or grapple it. The wizard must point a new target by spending 1 AP, if the target dies, the corpse will automatically look for another. Multiple animated corpses can be commanded at once. The corpse maintains its strength and endurance, but the rest of the attributes goes to 12. The dead cannot evade or block, but still wear the armor they had when they died. If out of combat, you can try to talk to the undead. If its brain is undamaged, it may answer some questions.

Necrofire
Cost: 6 AP + 6SP
School of magic Necromancy 4
Defense: Defiance
Range, Area: 15m, 6m radius
Empowerment: +5/10/15 % damage
Duration: 5 turns
Description: Conflagrates enemies with a special flesh eating fire that increases all damage dealt directly to life by 20%. If cast on undead, deals 20% of their total HP as damage per turn

Devour life force
Cost: 5AP + 4SP
School of magic Necromancy, 5
Defense: Defiance
Range, Area: 6m, 4.5m radius
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Drains POW/4 life for each enemy in the area, recovering 1 SP for every 5 life drained.

Clone
Cost: ritual + 10 SP
School of magic Necromancy, 5
Defense: none
Range, Area: melee
Empowerment: none
Duration: 4 hours
Description: Transmutes the fresh raw materials to create a new body identical to someone else's. The body is inert and needs to be preserved or it will deteriorate.

Soul Transfer
Cost: ritual + 10 SP
School of magic Necromancy, 5
Defense: none
Range, Area: melee
Empowerment: none

Duration: 4 hours
Description: Transfers a soul into an empty body.
The effects of transmuting a human soul into different
animals is a topic up for debate.

Enhancement
Sharpen
Cost: 3AP + 2SP
School of magic Enhancement, 1
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: instant
Description: The wizard magically sharpens a blade,
but the edge wears of quickly in normal quality gear.
Adds +4 damage to slashing and piercing weapons as
a physical bonus. This bonus scales with weapon size.
The effect lasts for 4 hits or 4 projectiles.

Arcane Aim
Cost: 1 AP + 2 SP
School of magic Enhancement, 2
Defense: charged
Range, Area: self
Empowerment: +1/2/3 ACC
Duration: 1 min
Description: Adds magical bonus to your ranged
ACC equal to 3 for the duration on the spell.

Elemental Bulwark
Cost: 3 AP + 5SP
School of magic Enhancement, 2
Defense: none
Range, Area: melee, target
Empowerment: +0.5/1/2x damage reduction
Duration: 1 minute
Description: Enhances a shield to magically fend off
damage, increasing fire, ice and lightning damage re-
ductions by POW/2.

Arcane Intellect
Cost: 4AP + 3 SP
School of magic Enhancement 4
Defense: none
Range, Area: self
Empowerment: +1/2/4 Intellect
Duration: 1 minute
Description: Temporarily buffs the caster's intellect
by 4

7.3   Divine spells

Clerical spells are divided in domains, which are: Protection, Life, Valor, Death, Luck, Mind, Light. Clerics have access to the spells from the domains related to their divinity.

Blessing
Cost: 4AP + 2 SP
School of magic depends ,1
Defense: none
Range, Area: Divine 5
Empowerment: self, 6m
Duration: none
Description: 1 min
Gives All allies +2 magical bonus to the attribute favored by the deity.

Life

Healing touch
Cost: 3AP + 3 SP
School of magic life, 1
Defense: none
Range, Area: melee, target
Empowerment: 0.5/1/2x healing
Duration: 3 turns
Description: Touches a target and floods it with divine energy, applying a magical heal over time effect of POW/2 HP per turn over 3 turns.

Blessed Sleep
Cost: 6AP + 3SP
School of magic life, 2
Defense: none
Range, Area: melee, 12m radius
Empowerment: +0.5/1/2x healing
Duration: 1 rest
Description: Blesses the sleep of everyone in the area for the night, allowing everyone to heal 100 % better and recover twice as much fatigue.

Beacon of Vigor
Cost: 6AP + 5 SP
School of magic life, 3
Defense: none
Range, Area: self, 3m radius
Empowerment: +0.5/1/2x healing
Duration: 3 turns
Description: The cleric Infuses itself with holy energy of life, pulsing with healing energy as the spell is cast and then every turn at the beginning of the cleric's action for the duration, healing POW/2 HP to everyone in the area.

Deep Healing
Cost: 6 AP + 6SP
School of magic life 3
Defense: none
Range, Area: melee, target
Empowerment: +0.5/1/2x healing
Duration: 3 turns
Description: Heals a character's damaged life and the HP corresponding to it. Heals POW/4 points of life per turn and removes the same amount of bleed

Healing pulse
Cost: 1AP + 4SP
School of magic life 4
Defense: none
Range, Area: 9m, 12/15/18m radius
Empowerment: +0.5/1/2x healing
Duration: instant
Description: Releases a powerful pulse of reinvigorating energy over an area, healing 5 + POW for everyone in the area

Revivify
Cost: ritual + 6 SP
School of magic life 5
Defense: none
Range, Area: touch
Empowerment: none
Duration: instant
Description: Performs a 1 hour ritual to revive a creature the cleric can touch as long as the body has enough parts to be repaired and the soul still lingers nearby. The target is revived with 10 life.

Beacon of life
Cost: 6AP + 4SP, 3AP + 3SP per proc
School of magic life, 6
Defense: none
Range, Area: self, 4.5m radius
Empowerment: +0.5/1/2x healing
Duration: 3 turns, sustained
Description: The cleric infuses itself with holy energy of life, pulsing with healing energy as the spell is cast healing POW/4 life to everyone in the area.

Valor

Prayer against fear
Cost: 3AP 2 SP
School of magic Valor, 1
Defense: none
Range, Area: self, 6m radius
Empowerment: +2/4/6 to bonus
Duration: 1 min
Description: Improve the defense against effects that cause fear by 6

Smite
Cost: 3AP + 3 SP
School of magic valor 1
Defense: charged
Range, Area: target, melee
Empowerment: +0.5/1/2x damage
Duration: 5 turns

Description: Charges the weapon with divine energy, unloading it on an enemy as POW magical damage whenever the attack deals any damage. This damage cannot be defended and deals the same amount of damage, regardless of the success.

Holy weapon

Cost: 4AP + 4 SP
School of magic valor, 2
Defense: none
Range, Area: self
Empowerment: +1/+2/+3 damage
Duration: 1 min
Description: Enhances a weapon with divine energy, giving it a magical +3 damage.

Godly martial prowess

Cost: 5 AP + 5 SP
School of magic valor 4
Defense: none
Range, Area: self
Empowerment: +1/2/3 ACC
Duration: 1 minutes
Description: Gives the cleric a total of +3 ACC magical bonus, but disables spell casting for the duration or until disabled.

Trial of Valor

Cost: 8AP + 6 SP
School of magic valor 5
Defense: none
Range, Area: 15m
Empowerment: none
Duration: 1 minute
Description: Creates a ghostly clone of an enemy that fights it to the death. The ghost is identical to its counterpart, but the maximum any attribute can be is the cleric's power.

Unstoppable Resolve

Cost: 5 AP+ 5SP
School of magic valor 6
Defense: none
Range, Area: 6m, 6m radius
Empowerment: none
Duration: 1 minute
Description: Does not allow any ally affected by this fall unconscious unless they die.

Protection

Armor of faith

Cost: 3AP+3SP
School of magic protection, 1
Defense: none
Range, Area: self
Empowerment: +1/2/3
Duration: 5 minutes

Description: Improves the caster's armor, adding 3 bonus deflection to armor.

Divine Protection

Cost: 3AP+4SP
School of magic protection, 1
Defense: touch
Range, Area: melee, target
Empowerment: +1/2/3 health and defiance
Duration: 1 min
Description: Increases one character's health and defiance by 3 as magical bonus for the duration

Warding seal

Cost: ritual+3SP
School of magic protection 2
Defense: Blast
Range, Area: melee, target
Empowerment: +0.5/1/2x damage
Duration: 1 day
Description: Wards an item or door. A password is required in order to open the seal. The seal is a glowing symbol. If someone attempts to remove the seal by force, it explodes dealing 8 + POW fire damage to the trespasser.

Guardian Angel

Cost: 5AP + 4SP
School of magic protection 3
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: 1 hour
Description: Touches a target and assigns a mote of energy to protect it. If the target falls unconscious, it will spawn a ghostly angel to protect it. It absorbs physical damage, but uses the spiritual energy of the target to do so. In effect, it consumes 1 SP to absorb 10 HP .

Prayer of Protection

Cost: 4AP + 5SP
School of magic protection 4
Defense: none
Range, Area: self, 9m radius
Empowerment: +1/2/3 Health and Defiance
Duration: 1 min
Description: Buffs all characters in the area to have a +3 magical bonus to Health and Defiance

Shield of faith

Cost: 4 AP + 6 SP
School of magic protection 5
Defense: none
Range, Area: self, 6m radius
Empowerment: +0.5/1/2x damage
Duration: 1 minute
Description: Creates a dome of holy energy that

protects anyone. All Defiance checks get +4 to succeed. The shield absorbs up to 4x POW damage of any type that is directed at characters inside. The shield has 0 deflection and all attacks always hit. It moves with the cleric, but the cleric wherever it goes like an aura.

Holy deflection
Cost: 6AP + 4SP
School of magic protection 6
Defense: none
Range, Area: Divine 40
Empowerment: 6m, 4.5m radius
Duration: +1/2/4
Description: 1 minute
Buffs everyone in the area to have 3 magical bonus to deflection

Mind

Defensive Senses
Cost: 3AP+3SP
School of magic mind, 1
Defense: none
Range, Area: melee, target
Empowerment: +1/2/3 self-control and wit
Duration: 1 min
Description: Increases one character's Self-Control and Sense by 3 as magical bonus for the duration

Calm emotions
Cost: 2AP+2SP
School of magic mind, 1
Defense: Self Control
Range, Area: 9m, target
Empowerment: +1/2/4 DL
Duration: instant
Description: Calms one creature down if they get a miss in their defense. Removes rage effects. Gives the character a chance at diplomacy.

Plague of Confusion
Cost: 4AP + 3SP
School of magic mind, 2
Defense: Self Control
Range, Area: 9m, target
Empowerment: +1/2/4 DL
Duration: 3 turns
Description: The cleric assaults someone's mind and leaves a chaotic virus that interrupts the flow of thought. If the target hits or crits in the defiance check it goes away unscathed, otherwise it stays confused for the duration of the spell and the plague jumps to the nearest victim.

Polygraph
Cost: 4AP + 3SP, +1 SP per 5 minutes
School of magic mind, 3
Defense: Self Control
Range, Area: 9m, target

Empowerment: none
Duration: 5 min, sustained
Description: Attunes to a target to identify when they are lying. It can try to resist, but if it does, the cleric will know it did. If the spell succeeds it allows the cleric to add CHA to any Wit checks against the target or anything related to it.

Expose the Enemy
Cost: 4AP + 4SP
School of magic mind, 3
Defense: none
Range, Area: self, 6m radius
Empowerment: none
Duration: 1 minute
Description: Gives people in the area special attention to the battlefield, allowing them to remember how many actions enemies have taken and what are their status effects. In effect, players can ask how many AP an enemy has. Also gives a +4 in knowledge checks to identify a spell that is being cast.

Mental probe
Cost: 2 AP + 4SP
School of magic mind, 3
Defense: Self Control
Range, Area: 6m, target
Empowerment: +1/2/4 to DL
Duration: 1 minute
Description: The cleric can force itself into seeing memories from its target. The memories that show up must be in the target's stream of consciousness, so it needs to be convinced or coerced into to showing the relevant memories.

Mental palace
Cost: 2 AP + 4SP
School of magic mind 3
Defense: none
Range, Area: self
Empowerment: none
Duration: 10 minutes
Description: The cleric is able to remember anything that is in his memory, getting +10 to any knowledge check. Additionally, it can remember every detail of anything that it can perceive in the duration of the spell.

Mental binding
Cost: 4AP + 5 SP
School of magic mind 5
Defense: Defiance
Range, Area: 15m
Empowerment: +1/2/4 DL
Duration: 4 turns
Description: Completely binds a creature's mind, paralysing it completely for the duration if the creature gets a miss on its defense. The creature can remake the

defiance check every turn.

Torment
Cost: 5 AP + 4SP
School of magic mind 6
Defense: Wit
Range, Area: 15m, target
Empowerment: none
Duration: until wakes
Description: Infects an unconscious target in range with a terrible and extremely realistic dream, which keeps the victim asleep until it notices it is a dream by getting a hit or crit in a Wit check. They can retry to wake up every hour.

Light

Holy Light
Cost: 2AP+2SP, +1SP per duration
School of magic light, 1
Defense: none
Range, Area: self, 9/12/15m
Empowerment: none
Duration: 10 minutes
Description: The cleric's chest lightens up brightly, illuminating an area

Blinding Light
Cost: 3AP+4 SP
School of magic light, 2
Defense: none
Range, Area: 15m radius
Empowerment: +6/12/24 m
Duration: 3 turns
Description: The cleric's forehead shines brightly blinding anyone that looks at the light. Any targeted action against the cleric will get -4 ACC.

Revealing light
Cost: 4 AP + 4SP
School of magic light, 3
Defense: none
Range, Area: self, 9/18m
Empowerment: +2/4/8 to bonus
Duration: 5 min
Description: A bluish light emanates from the cleric, revealing all kinds of mysteries and invisible things. Gives everyone the ability to use Spot to see something invisible and adds a +4 bonus to find magically concealed things.

Searing Light
Cost: 5AP + 5SP
School of magic Blast
Defense: light 4
Range, Area: 15m, 6m radius
Empowerment: +0.5/1/2x damage
Duration: 3 turns

Description: Creates a torrent of light that showers an area dealing 4 + POW fire damage to anyone that starts their turn in the area

Divine suns
Cost: 4 AP + 4 SP
School of magic light 5
Defense: Deflection
Range, Area: 30m
Empowerment: +2/4/8 globes
Duration: 1 minute
Description: Creates 4 globes of searing fire. At the clerics command, these balls of energy can be deployed to chase down an enemy as projectiles. When they hit, they deal 8 + POW/2 fire damage each. They can be deployed individually or as a group, make a single test for each group.

Astral Travel
Cost: ritual + 7SP
School of magic light 6
Defense: none
Range, Area: self
Empowerment: none
Duration: instant
Description: Allows the cleric to transform its body into light and travel through the net of divine energy, materializing at any temple of its divinity

Luck

Mend object
Cost: 3 AP + 2SP
School of magic luck 1
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: instant
Description: Mends something without leaving traces of it ever breaking. The object must be in the proper position for the mending to work. Magical objects may not be affected properly.

Amazing Visage
Cost: 3 AP + 4SP
School of magic luck 3
Defense: none
Range, Area: melee, target
Empowerment: +1/2/3 to charm and bluff
Duration: 1 hour
Description: Makes someone physically more beautiful by adjusting little details in the face and body. The effect wears off at the end of the duration. The target receives +2 to charm and bluff.

Divine Luck
Cost: 6AP + 6SP
School of magic luck 6

Defense: none
Range, Area: 6m, 6m radius
Empowerment: none
Duration: 1 day
Description: 3 characters in the area are affected by this. They can add the result of a d6 roll to the result of any check once. Can choose to add this after the initial result has been disclosed.

Death

Decaying touch
Cost: 3 AP+2SP
School of magic death, 1
Defense: touch
Range, Area: melee, target
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Deals POW/2 magical damage to the target and cancels that much healing from active healing effects on the target, deals twice as much damage to undead.

Cause Fear
Cost: 4AP + 4SP
School of magic death, 2
Defense: Self Control
Range, Area: 9m, 6/7.5m radius
Empowerment: +1/2/4 to DL
Duration: 3 turns
Description: Causes enemies in the area to become afraid if they miss or graze on the test.

Curse of decay
Cost: 4 AP + 3SP
School of magic death, 3
Defense: Spell DL
Range, Area: 9m, 4.5/7.5m radius
Empowerment: +2/4/8 DL
Duration: 4 turns
Description: Stops any healing effect from working in any target in the area. The defenders use the healer's spell DL as their skill value to defend. Healing wear off on a graze or miss.

Anchor soul
Cost: 5AP + 4SP
School of magic death 4
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: 3 days
Description: The cleric anchors the soul of a creature to an object, not allowing it to pass. Can be done to the souls of creatures dead for up to 10 minutes. If the soul is still present, resurrection is possible, but the soul will wither away in 3 days without a body.

Death curse
Cost: 5AP + 6 SP
School of magic death 5
Defense: Defiance
Range, Area: 15m
Empowerment: +1/2/4 DL
Duration: 4 turns
Description: Lowers Self Control, Defiance and Health by 6 if they graze or miss and stops any healing effects from taking effect.

Reap Life
Cost: 6 AP + 7 SP
School of magic death, 6
Defense: Defiance
Range, Area: 9m, target
Empowerment: +0.5/1/2x damage
Duration: 1 turn
Description: Deals POW/2 magical damage to life if they graze or POW to life if they miss. Then deals damage to life equal to all the missing life they have as magical damage.

7.4   Druid spells

Druid spells are different from wizard and cleric spells in a few ways. They are very terrain dependant. A druid cannot make it rain in the desert if there is no water to condense. It cannot make a dust cloud inside a clean room because there is no dust and it cannot create fruits if there is no fruit bearing tree to enchant to produce some. Druids will have a different skill set depending on where they are, because of that, they are more generalist casters.

Druid spells are divided into domains. They are mountain, forest, sea, underground, desert, tundra and shamanistic.

Forest

Hasten Blossoming
Cost: 4AP + 2SP
School of magic forest, 1
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: 5 minutes
Description: Makes a plant mature faster. The plant will go through its stages of development very quickly, draining nutrients and water from the earth and bearing fruit if it can. The amount of food generated depends on the plant.

Bark skin
Cost: 4AP +4 SP
School of magic forest, 1
Defense: none
Range, Area: melee, target
Empowerment: +1/2/4
Duration: 5 minutes
Description: The druid's skin grows a layer of tree bark around it, giving 3 damage reduction.

Haunt tree
Cost: 4AP+3 SP
School of magic forest, 2
Defense: none
Range, Area: 9m
Empowerment: +2/4/8 attack bonus +2/4/8 grappling bonus
Duration: 10 minutes
Description: A tree becomes alive and grows thorny flexible branches that attempt to grapple everyone that stands close. The tree's attack bonus is +25 and grappling bonus is +25. The tree can grapple any number of creatures at a time as long as they are in reach of its branches. It deals 15 slashing damage any time someone grazes or misses in a grappling test against the tree. The druid can end the spell prematurely.

Blinding Spray
Cost: 4AP + 4 SP
School of magic forest 3
Defense: Blast, Health
Range, Area: melee, 4.5m radius, 180 degree arc
Empowerment: +1/2/4 DL
Duration: 3 turns
Description: Squirts an acid cloud that burns anyone's eyes painfully. If they cannot pass a Health test, they will be blind for the duration. Alternatively, they can try to escape with a reflex to leave the area.

Insect Swarm
Cost: 5 AP + 4 SP
School of magic forest 3
Defense: Blast
Range, Area: 12m 4.5/6m radius
Empowerment: none
Duration: 1 minute
Description: Summons a huge amount of magical pheromones in the form of a purple fog on top of your enemies, causing nearby insects to swarm over anyone that had any contact with the fog, causing at least 5 poison damage per turn to anyone that is covered by the pheromones. May cause special insects to attack. Does nothing if there are absolutely no insects nearby.

Path of the wild
Cost: 4AP + 4 SP
School of magic forest 3
Defense: none
Range, Area: self, 6m radius
Empowerment: none
Duration: 1 hour
Description: Opens a path in the woods and closes it up afterwards. Anyone trying to track the group will get +10 DL increase.

Tree House
Cost: ritual, 5 SP
School of magic forest 4
Defense: none
Range, Area: target
Empowerment: +2/4/8 cubic metres
Duration: up to 5 minutes
Description: Takes a tree or a seed and makes it grow to have hollow space enough inside to serve as a room. The spell's effect is permanent, but it takes the spell duration to shape the tree. The space inside is equal to 6 cubic metres, but it can be increased by empowering the spell. Each empowering generates 2 extra cubic metres.

Vine prison
Cost: 6AP + 5 SP
School of magic forest 5
Defense: none
Range, Area: 30m, 6/9m radius
Empowerment: +1/2/4m
Duration: 1 minute
Description: Encircles a perimeter in the forest with

thick vines, trapping anyone inside. A section of the wall large enough for a medium creature to pass has 100 HP. The wall is a maximum of 4m high or as high as the largest tree trunks. The vines resist anyone trying to climb the wall, making a climbing attempt have a DL of 35 and another +5 for every meter above 3.

Forest Avatar

Cost: ritual +7 SP
School of magic forest 6
Defense: none
Range, Area: self, 1km
Empowerment: none
Duration: 1 minute
Description: The druid's soul leaves its body and possesses trees in the spell's radius. It can cast any spell while inside a tree. Any physical and poison damage taken will damage the tree, but magical damage affects the druid and deals double damage. Attacking as a tree is possible and damage depends on the size of the tree. Larger or smaller trees follow the creature size progression and use POW as the attribute for damage instead of STR.

Sea

Extract Water

Cost: 4 AP + 2 SP
School of magic sea, 1
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: 30 seconds
Description: Draws humidity from the air or a object touched and directs it somewhere, which could be a recipient. The amount of water extracted equals to 1L per POW. Could be less in a very dry place.

Relentless wave

Cost: 2AP + 2 SP
School of magic sea 1
Defense: Blast, Strength
Range, Area: melee, 6m radius 60 degree cone
Empowerment: +2/4/8 DL
Duration: instant
Description: Releases a wave of energy like a wave in the sea. The opponents get pushed with a DR equal to 2x POW. The center of the cone gets a DR bonus of +POW.

Call Wave

Cost: 5AP +4 SP
School of magic sea, 3
Defense: Blast, Strength
Range, Area: 60m, semicircle 9/12m radius
Empowerment: +2/4/8 DL
Duration: instant
Description: Pulls a wave from a body of water. It

hits everyone that is still in the area and attempts to pull them into the water with a pull action that cannot be evaded. The closer they are to the water, the higher the DL. The semicircle must start at the edge a body of water, if someone is at the edge, the DL is POW, while for anyone in the middle is 2x POW and for those at the center the DL is 3x POW.

Magical gills

Cost: 6 AP + 5 SP
School of magic sea 4
Defense: none
Range, Area: self, 6m radius
Empowerment: none
Duration: 10 minutes
Description: Creates a sphere of magical nurturing surrounding the druid that supplies oxygen directly to the bodies of all inside.

Rain

Cost: 10 AP + 6 SP
School of magic sea 4
Defense: none
Range, Area: 100m, 45m radius
Empowerment: none
Duration: 10 minutes
Description: If there are enough clouds, the druid converges them to a location and makes it rain there, making everything wet.

Call lightning

Cost: 8AP + 5 SP
School of magic sea 5
Defense: Health
Range, Area: 100m
Empowerment: +0.5/1/2x damage
Duration: instant
Description: As long as there are enough clouds, the druid can call down a lightning strike at a designated point. The lightning deals 15 + POW electrical damage and stuns the victim for 6 AP on a crit. This counts as blast damage.

Bellow of the Deep

Cost: 5AP+6 SP
School of magic sea 6
Defense: Defiance
Range, Area: 15m, 3/4.5m radius
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Fills the body of any creature composed of water with the pressure of the deep sea. This deals 10 + POW crushing damage that ignores damage reduction to the victims. This counts as a penetrating attack.

Mountain

Jagged Path

Cost: 4 AP + 3 SP
School of magic mountain, 1
Defense: none
Range, Area: melee, 9/12m 60 degree cone
Empowerment: none
Duration: instant
Description: Causes any rock surface to become jagged, becoming DL 25 difficult terrain and dealing 6 piercing damage per square traversed at normal speed. Falling prone in one of these deal 12 piercing damage.

Shape Rocks

Cost: 5AP +3 SP
School of magic mountain 2
Defense: none
Range, Area: touch, 10m radius
Empowerment: none
Duration: 18 seconds
Description: Transforms 1 cubic metre any rock the druid can touch to any shape. The shaping is too slow and weak to cause any direct damage, so trying to cover a live opponent with stone can only be made if the target is immobile for 3 turns. The shaping starts at the druid's hand and extends up to maximum range.

Touch of rust

Cost: 2AP +3 SP
School of magic mountain 2
Defense: charged
Range, Area: touch
Empowerment:
Duration: 3 turns
Description: The druid touches a piece of metal and it quickly oxidizes back to its natural form. The touch needs to be continuous for the duration of the spell, therefore, the druid must be grappling. If the druid can hold the grapple for a full turn, the enemy loses 2 to all damage reductions.

Stone worm

Cost: 3AP + 4 SP
School of magic mountain, 3
Defense: Blast
Range, Area: self
Empowerment: +0.5/1/2x damage
Duration: 3 turns
Description: The druid summons a worm that travels under the ground towards the closest enemy starting from the druid. It always travels in a straight line and in the direction of the closest enemy producing spikes from the earth that damage it by 4 + POW crushing damage and has a chance to stun for 5 AP on crit if they miss on a Health check with the same DL. The worm travels a maximum of 15 m.

Landslide

Cost: 5AP + 5 SP
School of magic mountain 4
Defense: Blast
Range, Area: 60m
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Creates tremors in a location. One turn later, causes a landslide that deals crushing damage on anyone that fails a reflex saving throw and burying them under the earth. The damage varies depending on the surface, but it should be 20 to 50 crushing damage.

Stone Grenade

Cost: 4AP+5 SP
School of magic mountain 5
Defense: Blast
Range, Area: 30m, 4.5m
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Makes a stone explode causing 5+ POW crushing damage and forcing all to be pushed away from the center. Can only be escaped with reflex if the spell had been identified with the proper knowledge skill.

Stone wall

Cost: 3AP +6 SP
School of magic mountain 6
Defense: Blast
Range, Area: melee 15/21/27m of wall
Empowerment: +0.5/1/2x damage
Duration: instant
Description: The druid smashes the ground making a large slab of stone jut from the ground violently hitting all caught in its path. All hit by the wall take 10 + POW crushing damage and fall prone if they graze or miss on a balance check. The wall can have whatever shape the druid wants and it has 3m in height.

Underground

Soften Earth

Cost: 4AP+4 SP
School of magic underground, 1
Defense: none
Range, Area: 6m, 6m radius
Empowerment: +2/4/8 DL
Duration: instant
Description: Soften any earth to make it muddy, then sticks chunks of it to creature's legs. This is considered difficult terrain DL equal spell DL.

Poisonous Spores

Cost: 5AP + 4 SP
School of magic underground 2
Defense: Blast, Health
Range, Area: 18m, 6/7.5m radius
Empowerment: +2/4/8 damage
Duration: 8 turns

Description: Bursts of venomous gas come out of the floor triggering a reflex check to get out of the area or become poisoned. Poisons anyone that begin their turn inside the poison area and fails the Health check, dealing 10 poison damage per turn for 3 turns. staying inside the gas will reset the poisoning.

Carrion Weed
Cost: 6AP + 3 SP
School of magic underground 2
Defense: none
Range, Area: self, 30m radius
Empowerment: none
Duration: 1 minute
Description: The druid enhances the weed and grass on the floor to speed up the cycle of life and drain energy from the dead. Each time a size 2 or larger creature dies, the druid recovers 25% of the creature's total HP and 2SP. The effect triggers the exact moment the creature dies.

Embrace of the Earth
Cost: 5AP + 4 SP
School of magic underground, 3
Defense: none
Range, Area: self, 15/21/27m radius
Empowerment: none
Duration: 5 minutes
Description: Enchants the earth or sand under the druid if there is any. When an ally falls unconscious, vines sprout from the ground pulling it inside the earth if there is any earth nearby. The vines carry the character 1.5m under the surface at a fast speed. The spell heals by 10HP per turn and keeps the character breathing. Once awake, the character can choose to be cast out of the earth, but it takes 4AP to do so. If the spell is dispelled while somebody is underground, the healing stops and the characters start to suffocate.

Pit Trap
Cost: 8 AP + 5 SP
School of magic underground 4
Defense: Spot
Range, Area: 6m, 3m radius
Empowerment: +1/2/4 meters deep
Duration: instant
Description: Creates a pit trap at a location. Victims must hit or crit on a Spot check or fall into the pit. The pit is 4 meters deep.

Infect
Cost: 6AP + 6 SP
School of magic underground 5
Defense: Health
Range, Area: 30m, 4.5m radius
Empowerment: +1/2/4 DL
Duration: 3 turns
Description: Releases a paralysing parasite into the

air and directs it to a group of enemies. It weakens the ones that miss or graze on a Health check on the first turn, then it stuns for 5 AP from enemies that miss or graze a second turn and on the next turn it paralyses everyone that misses or grazes a third Health check for 3 turns.

Desert

Scorching blast
Cost: 2AP +3 SP
School of magic desert 1
Defense: Blast
Range, Area: melee, 6m radius 60 degree cone
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Under the sunlight, the druid focuses the scorching sun dealing POW fire damage.

Dust Cloud
Cost: 4AP +4 SP
School of magic desert, 2
Defense: none
Range, Area: 30m, 15m radius
Empowerment: none
Duration: 1 minute
Description: Swirls of wind pull earth and sand from the ground making a large dust cloud, making anyone inside blind, but also very hard to see from the outside.

Strong Wind
Cost: 4AP + 4 SP
School of magic desert 2
Defense: Brawn
Range, Area: self, 9m radius, 30m in length
Empowerment: +1/2/4 DL
Duration: 5 turns
Description: Pushes the wind in one direction. Any projectiles going against the wind or perpendicular to it get -4 ACC. Anyone trying to walk against the wind current must hit or crit on a brawn check or be pushed back.

Sand cutter
Cost: 4AP + 3 SP
School of magic desert, 3
Defense: Deflection
Range, Area: self, 3m radius
Empowerment: +1/2/4 instances
Duration: 3 turns
Description: Slices anyone that crosses the perimeter with a high pressure sand slash, dealing 2x 12 slashing damage.

Heat ward
Cost: 4AP + 4 SP
School of magic desert 3
Defense: none

Range, Area: self, 6m radius
Empowerment: +4/8/16 hours
Duration: 8 hours
Description: Protects the caster and all around it against heat exposure by adding +10 to any roll to resist exposure.

Sun lance
Cost: 6AP+4 SP
School of magic desert 4
Defense: Blast
Range, Area: 100m, 4.5m radius
Empowerment: +0.5/1/2x damage
Duration: instant
Description: Causes sun rays to converge on one location, burning everything inside and dealing 10 + POW fire damage to everyone inside. Requires it to be day.

Sand coffin
Cost: 6AP + 6 SP
School of magic desert 5
Defense: Brawn
Range, Area: 30m
Empowerment: +1/2/4 DL
Duration: 5 turns
Description: Attempts to cover a size 4 or smaller creature with sand, paralysing and suffocating it for 1 turn if they miss or graze on their defense. The effect is reapplied every turn until the end of the duration. Requires large amounts of sand.

Red Devil
Cost: 8AP + 7 SP
School of magic desert 6
Defense: Reflex
Range, Area: self, 12/15m radius
Empowerment: +0.5/1/2x damage
Duration: 1 minute
Description: The druid provokes a storm of of hot air and sand that swirls around him and damages everything. An area around the druid is unaffected, the druid can change the inner circle's radius each turn. Moving in the storm is considered (spell DL) difficult terrain. Anyone caught in the storm at the end of their action takes POW fire damage and another 6 slashing damage if there is sand around.

Shamanistic

Charm creature
Cost: 4AP + 3 SP
School of magic shamanistic 1
Defense: Self Control
Range, Area: 9m
Empowerment: +1/2/4 DL
Duration: 2 minutes
Description: Magically charms a beast even during combat, allowing someone that has speak with animals to attempt to charm or bluff against the animal with a +5 to its skill check.

Spirit medicine
Cost: 6AP + 2 SP
School of magic shamanistic 1
Defense: none
Range, Area: melee, target
Empowerment: none
Duration: 1 night
Description: Empowers a creature's sleep for a night, allowing it to rest 100% better.

Numb senses
Cost: 3AP + 3 SP
School of magic shamanistic 2
Defense: none
Range, Area: 6m
Empowerment: +2/4/8 concentration
Duration: 1 minute
Description: Makes a target tougher by numbing its senses and extending the body's limits. Increases Concentration by 6.

Healing wisps
Cost: 5 AP + 4 SP
School of magic shamanistic 3
Defense: none
Range, Area: self, 9m radius
Empowerment: +2/4/8 wisps
Duration: 1 minute
Description: Generates 5 wisps of healing energy that fly around the area. Any time anyone in the area takes damage, one wisp fuses with the wound, healing them by POW HP.

Life Detection Totem
Cost: 6AP + 4 SP
School of magic shamanistic 4
Defense: none
Range, Area: melee
Empowerment: none
Duration: 8 hours
Description: Detects any life within 500m and shows its general location. Can also sound an alarm if something walks into the perimeter without any magical effect to conceal them.

Spirit Antidote
Cost: 4AP+5 SP
School of magic shamanistic 4
Defense: none
Range, Area: self 4.5m radius
Empowerment: +2/4/8 Health
Duration: 1 minute
Description: Increases Health by 4 against poison effects for the duration and increases poison DR by 5.

Regeneration

Cost: 6AP + 8 SP
School of magic shamanistic 5
Defense: none
Range, Area: 9m, 6m radius
Empowerment: +0.5/1/2x life
Duration: 8 turns
Description: Heal 2 life per turn in all the affected

Energising totem

Cost: 3 AP + 4SP
School of magic shamanistic 5
Defense: none
Range, Area: melee, 6m radius
Empowerment: none
Duration: 5 turns
Description: Relays energy from the environment and distributes among those near it, giving 1 temporary SP per turn to everyone in range for the duration.

Tundra

Freeze Water

Cost: 4AP + 4 SP
School of magic tundra 1
Defense: none
Range, Area: 15m, 15 spaces
Empowerment: +10/20/40 spaces
Duration: instant
Description: Freezes the water in an area. A puddle becomes slippery, therefore DL 25 difficult terrain. A sheet of ice 10 cm thick is created on a water surface, but additional layers can be placed if there is enough water. Anyone drenched in water takes 10+POW ice damage.

Ice Hail

Cost: 5AP + 4 SP
School of magic tundra, 2
Defense: Blast, Deflection
Range, Area: 30m, 6/9m
Empowerment: +2/4/8x instances
Duration: 4 turns
Description: The druid freezes the water in the sky, if there is any, creating shards of ice that rain over the battlefield causing 4x 8 crushing damage to anyone caught in the storm each turn. To avoid damage, characters have to leave the area or block with a large shield or larger.

Frost ward

Cost: 4AP + 4 SP
School of magic tundra 3
Defense: none
Range, Area: self, 6m radius
Empowerment: +4/8/16 hours
Duration: 8 hours
Description: Protects the caster and all around it against from cold exposure by adding +10 to any roll to resist exposure.

Northern Lights

Cost: 6AP + 4 SP
School of magic tundra 4
Defense: none
Range, Area: 500m
Empowerment: none
Duration: 1 minute
Description: Draws or writes a simple, blurry message in the sky that can be seen for 50 km.

Herald of frost

Cost: 8AP + 7 SP
School of magic tundra 6
Defense: Blast
Range, Area: self, 12/15m radius
Empowerment: +0.5/1/2x damage
Duration: 1 minute
Description: The druid provokes a storm of frigid air that swirls around him and freezes everything. An area around the druid is unaffected, the druid can choose this inner radius. Moving in the storm is considered difficult terrain. Anyone caught in the storm at the end of their action takes POW ice damage and an additional 6 if they are wet.