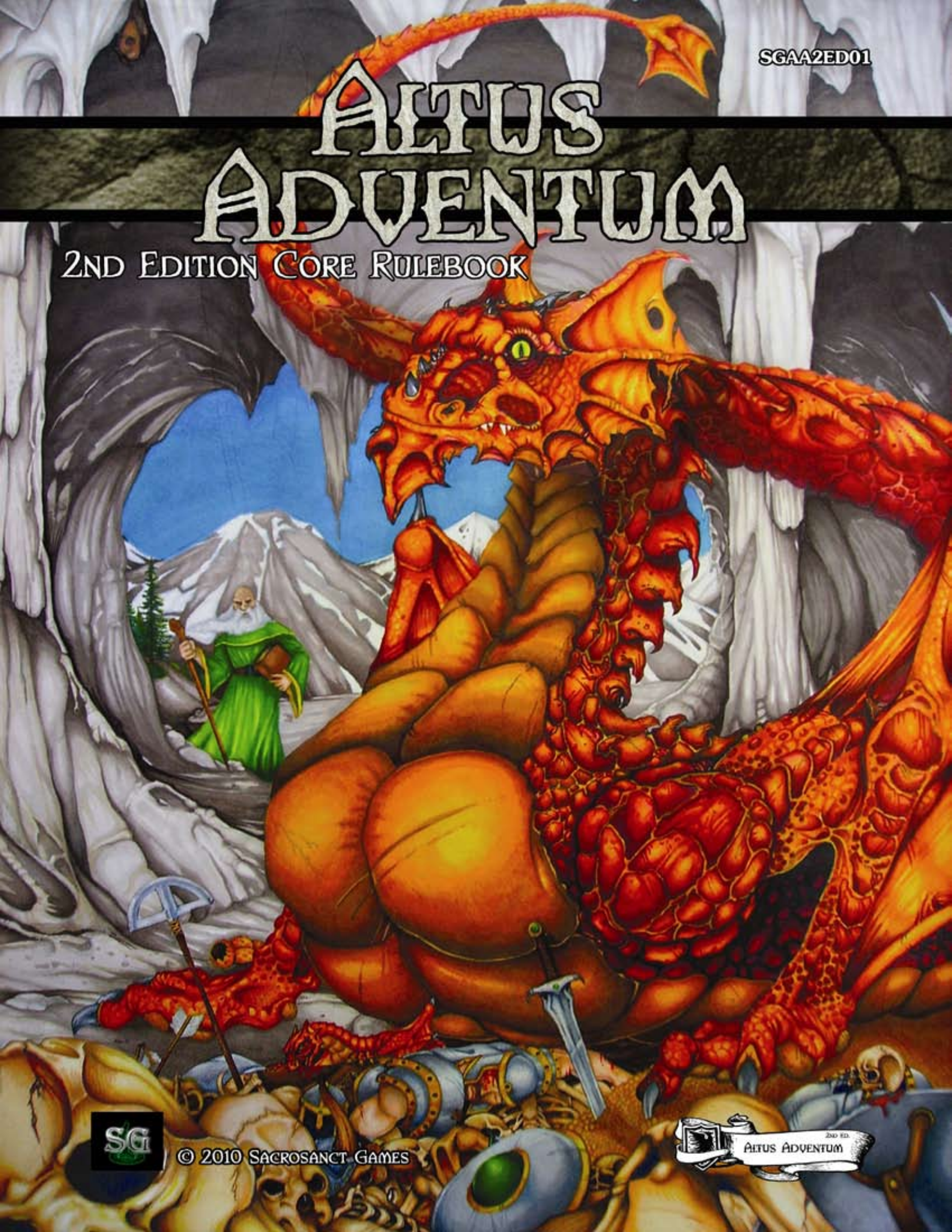


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# ALTUS ADVENTUM

2ND EDITION CORE RULEBOOK



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# ALTUS ADVENTUM

2nd Edition Role-Playing Game  
Core Rulebook



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# Forward

First off, let me offer you my thanks for showing interest in this game. Role-playing games have for decades been a tool for groups of friends to get together and have a blast playing a game where they were only limited by their imagination.

Unique to role-playing games, unlike other games, is that there isn't any set winner or "end point". RPGs can go on forever, if you so wish. They are about growing and expanding into new challenges while having fun. And in my opinion, are the most fun types of games to have been created (thanks again Gary and Dave).

Lucky for us, we currently have hundreds of variations of role-playing games of every genre. We as players have a huge choice of which game systems that appeal to our personal preferences. So why Altus Adventum?

As I mentioned, we now have hundreds of different types of games, and most of them have something unique about them. Altus is no different. I want to make very clear that I am not saying that Altus is "better" than any other game system out there. I couldn't make that claim, because what you and I think of as "better" is completely subjective, and probably wouldn't match point by point. I certainly think it's better than most, but you as the player are the ultimate judge.

What Altus is, is a game with a specific focus: to emulate "old school" gaming atmosphere with a smooth set of game mechanics that allow focus on the game flow, rather than spending time waiting for dice rolls or adding modifiers.

You'll notice I used the term "old school". And for you grognards out there, I'm sure you all rolled your eyes a bit. I say this because what "old school" is varies from person to person, and many an internet argument has raged over exactly what does and doesn't fall into old school.

So I think it's fair that I define what old school means to me, and how it impacts this game. Please note that the below is simply my opinion, and I know some people have differing opinions. I am not saying that my opinion is in any way more valid than others, but to explain how it has impacted the design of this game.

I started gaming in 1981, playing both AD&D 1<sup>st</sup> edition and Moldvay's version of B/X D&D. To me, old school was less about the mechanics or the rules, and more of the atmosphere. Beginning characters were somewhat fragile, and if you weren't careful, you would find yourself needing to roll up a new character. It was about being creative and cautious. It was about feeling a huge sense of accomplishment when those fragile characters survived and became powerful.

Treasure was abundant, and the main purpose for adventuring. It was the era of "kill them and take their stuff." Players ran their characters on exciting quests for riches and glory.

But the big one? The main thing that described old school gaming as compared to "new school?" The game is your own.

A simple sentence, but it has many attributes that fall under its umbrella. The first of which is that any rule that you don't feel makes the game more fun for you should be ignored or changed. Talk with your players and get a consensus of how you want the game to be from a mechanics standpoint, and go for it.

The second attribute is fun. This is the most important, and why we play the game. If the game is not fun based on rule or something, then get rid of it. That's why we play the game. HAVE FUN!

A third attribute is allowing player creativity to impact the outcome in the game itself. What I mean by this, is that in some games, you have a rule for everything you want to do. Want to bluff the guard? Well, if you don't have a bluff skill, you can't do it.

I don't agree with that. Even if a player does not have a skill, let them role-play it out and be creative. See what happens. In old school gaming back in the day, we made stuff up as we went along as it fit the game.

That's what I mean by old school atmosphere, and that's what I had in mind when designing this game.

The second main goal for Altus was from a mechanical standpoint. Once again, I'm not saying the mechanics in this game are better from an objective standpoint than any other game. But I feel they do make the game progress very smoothly. I'm sure all of us who have gamed for any significant amount of time can recall times where players sat there during game play waiting for their turn, perhaps building a tower of dice from boredom. Maybe that was you even.

With that in mind, I set out on creating a system where players still had a lot of flexibility to do what they wanted, but were not bogged down by lulls in play as they waited for their turn. And to be honest, I think I achieved that goal quite well.

Why a second edition? The original Altus Adventum game has been out for more than five years, and the expansion, Warriors of the Orient, out nearly as long. This second edition focuses on smoothing out several of the rules to streamline gameplay, as well as including the Warriors of the Orient expansion in its entirety. You will recognize much of the same material as in the first edition, but there are many changes to take notice of.

Some of these include guidelines on how to create your own Adventure PAKs, NPCs, and magical items and spells. You'll also find a guide on how to create your own game world, as well as walkthroughs on how to play the game.

Essentially this second edition takes what was a free role-playing game that was very rough around the edges and that had source material scattered about, and combines it into a single volume with polished rule changes and expanded material.

You may be asking yourself, "Why does the 2<sup>nd</sup> edition cost money if the 1<sup>st</sup> edition was free and has much of the same material?" That's a fair question, with a multiple part answer. Firstly, the Warriors of the Orient expansion was never free, and it is now being included in this game manual. Secondly, the first edition is no longer available. Thirdly, there are significant rules changes that warranted a 2<sup>nd</sup> edition. So while a lot of the flavor text may be the same, there are many significant changes to how the rules work. An example is the elimination of Speed Points and going towards a Reflex Rating system. I think you'll find these rules changes to not only make gameplay go by smoother, but it will offer a bit more flexibility to the players.

And of course, another reason is simply economics. While the first edition was a labor of love that I wanted to get out there so people could enjoy the game and not pay for it, the costs associated with creating and distributing an RPG are prohibitive to continue to do so. I never had the desire to make a lot of money when I created these games, and I still don't. However, the reality is that I can't do it all myself (contracting out to artists, bandwidth costs, etc), so I hope to try to recoup at least some of the costs so I can continue to put out material that you all find enjoyable as gamers. I can assure you that every single cent made off of these games goes right back into them almost immediately for a new project.

But ultimately, the purpose of this game and rulebook is to give you the guidelines as gamers to have fun. That is what is most important. Having fun. And that's my number one goal.

So enough rambling! Time for you to enjoy your new copy of Altus Adventum 2<sup>nd</sup> edition!

Roderic Waibel



1d4,1d6,1d8,1d10,1d12,1d20,1d100: Abbreviation for the amount and type of dice you would roll. For example, 4d8 would mean roll the 8-sided dice 4 times and tally the result.

Attribute, Str: Abbreviation for strength.

Attribute, Agil: Abbreviation for agility.

Attribute, End: Abbreviation for endurance.

Attribute, Int: Abbreviation for intellect.

Attribute, Lk: Abbreviation for luck.

Attribute, WP: Abbreviation for Willpower

Character: The name of the fictional character that the player is controlling during the game.

Cycle: The term used for one complete revolution around the initiative clock. One cycle is equal to one full minute.

DA: (Damage Absorption): Every creature and character is assigned a damage absorption level, referred to as DA for short. This DA level dictates how much and what type of damage each creature can withstand before dying. A more detailed explanation can be found under the *Combat* section.

DP (ADP/DDP): Short for Dice Pool. The dice pool is used for attacking and defending, and consists of a certain amount of dice depending on skill and situation. Refer to the *Combat* section for a more detailed explanation. Dice pool levels can never go below 1.

Damage Rating Level (DRL): The attack power rating used to determine damage. Please reference the *Combat* section under the Damage Rating Level chart to see what severity would be used for damage.

Experience (XP): Unlike many other role-playing games, experience is separated into four different categories: combat, stealth, mystic, and bonus. Experience points from these categories can be used to purchase additional skills. For instance, a character could use 2 combat XP to purchase *adept WG: blades*. XP from one category must be used only on skills from that same category type. The exceptions are bonus XP, which may be used to buy any skill, and skills listed under the *General* heading, which may be purchased with any type of XP point.

Experience Title: As characters progress, they become more renowned due to their deeds. This is reflected by the six experience title designations: aspirant, adventurer, veteran, hero, lord, and legend.

GM: Abbreviation for game master. The man in charge. The one responsible for running a great campaign. The hand of death. The almighty. Often susceptible to bribes.

Guild: The type of guild a character belongs to, if they so choose to take a specific career path.

Initiative Clock: A collection of 12 circles that each represents a segment of combat arranged in the format of an analog clock.

Money: Only two forms of currency are used in *Altus Adventum*: gold and silver. Other semi-precious metals may be found, but there is no set currently exchange rate on them, and they vary widely from place to place. Each character starts with 100 gold.

Actions: Some creatures get more than one action per their turn in combat. This is the number they are allowed to use.

Player: The name of the player controlling the character.

Power Rating: Power rating is a value that impacts how powerful many of the spells that your character tries to cast are. It is calculated by how skilled your character is in the various types of magic as well as his or her experience title level. The actual calculation is described in the *Magic* section.

Reflex Rating: (RR) The modifier that tells the player which segment during combat that his or her action will take place.

RPG: Short for role-playing game.

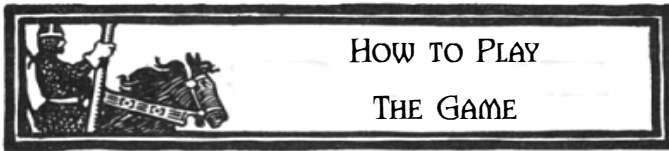
Segment: A portion of time during the combat turn in which actions are resolved and tracked. Twelve segments make up a complete cycle.

Token: This is the representation of your character on the initiative clock. Most often it is a miniature, but can be anything as long as it's identifiable to the unique character it represents.

Token counter: For actions that take longer than 12 segments, you will need a token counter.

Turn: The time period in which each participant completes an action.

Species: The humanoid species of the character. Standard species allowed for characters are the typical 'good' species, such as humans, elves, dwarves, and gnomes. Advanced players, with GM approval, may also choose to play the more savage of the humanoid species, such as orcs, goblins, and the like.



If you're an experienced player of role-playing games, then the concept of much of what you read here will already be familiar. However, if you're new to role-playing games, you may have questions as to what exactly is entailed in the game. What is your role as a player? A GM?

Essentially a role playing game is a game in which you as a player take on the persona, or "role" of one particular character. You essentially play out all of the character's actions as if you were telling a story.

Some things are handled mechanically, such as combat rules, but for the most part, your character acts out as you want them to. Think of it as an advanced form of pretend that we did when we were little. The same way you pretended to be a cowboy or a knight is how you would assume the role of your character within the game.

Unlike those games of pretend, however, we don't really make the rules up as we go where everyone is a player in the story. Some rules are made up on the fly, but in the case of role playing games, there's the Game Master, or GM for short. Essentially the GM is the one who is telling the main story that you take part in. The GM has all of the behind the scenes information and makes all the judgment calls on rules. They facilitate the game, and are usually pretty experienced role-players.

In the following section, we'll walk through how a typical game session might unfold, step by step. The specifics of how combat is resolved will not be broken down into fine detail as those will be explained later on in the manual and I don't want this section to get bogged down with too many technical terms.

In this session, the GM and three players get together to play the game. The GM has all of his information laid out and accessible and is prepared to start the adventure. Each of the players has their respective characters, pencils, and dice. They are good to go and ready to start themselves.

Player A is playing Ranthor the Dwarf, a strong warrior who left his homeland in search of fame and fortune. Player B is playing Shiandra the Elf, a mysterious dabbler of magic. And Player C is playing Nomar, a human street urchin who has a knack of getting himself out of sticky situations.

GM: None of you know each other previous to today. What brings you together are the ramblings of an old drunkard in the Golden Griffon tavern the night all three of you happened to be patrons. Most everyone else in the tavern laughed him off, but his stories of a great treasure being lost in an ancient crypt piqued your interests.

When the old man stumbles off to a secluded corner to continue his ramblings, each of you rise and walk over to him, sharing his table.

Player C: I take note of these other two strangers, and keep a close eye on them.

GM: OK, they notice you as well, but you each share a similar

curiosity.

When you all sit down, the old man looks at you with craze filled eyes.

"Eh! You believe me, don't you! Of course you do! You have the look of experienced adventurers."

Player B: "Slow down old man. What is this treasure of which you speak?"

Player A: "Yeah, tell me about yer treasure!" I slam my ale down on the table.

GM: The old man shirks back in fear as you slam your ale down. He rummages through his ragged clothing and pulls out an old torn map. Leaning forward, he whispers, "I have here a map to great fortune. Two days march from here lies an abandoned temple. In the crypt below there is enough gold to live on for the rest of your lives!"

Player B: "And what do you want for this map, old man?"

Player C: Wait. I ask the old man, "Why is it you have this treasure map and you haven't taken the treasure yourself?"

Player A: Good thinking, Nomar.

GM: The old man looks offended, and replies, "True, there are dangers there. Do I look like a man who could make it there by myself? No! But you three.....Yes, you three could do it. All I ask is for 10 gold for the map. 10 gold is better than none, which is what I wager I'd get if I were to try to reclaim the treasure myself."

Player A: "Bah! I'm not afraid of a few rats and bones! Give me that map!"

GM: The old man gets a grin on his face, "Rats.....bones.....heh heh....10 gold my dwarven friend, and it's yours."

Player A: All I've got is 5 gold. Say Nomar and Shiandra, how would you like to team up on this one?

Player B: Well, my teacher told me that the best way to gain magical knowledge was to search for it. I imagine that old temple might hold some magical secrets.

Player C: And I'm for more treasure. I've got 4 gold. How about you Shiandra?

Placer B: I've got 6 gold. Let's pool our money together. We can get the map and gets some extra supplies for the journey.

Player A: Ok, we give the old man his 10 gold, do we get the map?

GM: With a shriek of glee, the old man takes your money, hands over the map, and immediately excuses himself to the bar where he orders some potent ale. What do you guys do now?

Player C: First thing I do is look at the map. What do I find?



GM: As you unfurl the old map, it looks like a crudely drawn map with a marking that looks like a temple. Judging by the markings, you figure it to be about two days walk from here.

Player B: Ok, let's leave guys. I want to head to the market and get some extra supplies: torches, provisions, that sort of thing. Then we'll head off to bed and get a good night's sleep.

GM: Ok, the rest of the day goes by uneventfully and you get all of your errands done. The next morning you all wake up, gather your gear, and head out. The hot sun bakes down on you even this early into the morning, and dust fills the air.

Player C: Great. Did we bring a lot of water?

Player B: Yes. We have plenty. Or we should if things go well.

GM: After you leave the confines of the town, the thick forest surrounds you almost immediately. The good thing is that the thick cover provides a lot of shade from the heat, but the bad thing is that travel is slow and dangerous.

By the way, what is the order in which you are marching?

--Players talk a bit----

Player A: I'll go first, since I'm the best armed. Then comes Shiandra in the middle and Nomar bringing up the rear.

GM: Ok. The day, while hard travel, goes by uneventfully. Towards evening you find a clearing to make camp.

Player C: I start on the fire, and I'll take first watch.

Player A: And I'll take 2<sup>nd</sup> watch. That leaves Shiandra for final watch.

---GM rolls dice on the wandering encounter table-----

GM: Ranthor, midway through your watch you feel like you're being watched. Make a luck check for me.

Ranthor: (rolls eyes) Great. What do I need to roll? And can I wake up my friends?

GM: Roll the percentage dice, and tell me if you got below your luck. That will depend on whether you could wake your friends in time.

Placer C: Too bad it wasn't on my watch, I have really high luck.

Player A: Yeah. Me? Not so much. (rolls) I got a 68, and my luck is 35, so I missed.

GM: Before you can wake your friends, two creatures leap out of the dark shadows of the thick woods. At first glance they appear to be about the size of hairless dogs, except that they have six legs ending in razor sharp claws, and their heads resemble a bat's head.

Player A: Do I have time to heft my axe?

GM: Yes.

Player A: I heft my axe and yell my battle cry, hoping to wake my friends.

GM: Your axe goes on a reflex rating (RR) of 8, and these guys are much faster. Your cry does wake your friends, but it will take 6 segments to fully wake, so on segment 6 you can declare your actions Shiandra and Nomar.

GM: Both of these creatures attack you Ranthor, as you seem to be the biggest threat. And they go on 4. Roll to defend.

----GM rolls to attack for the first creature and Player A rolls his defense. Then the GM rolls for the second creature and the dwarf rolls his defense for that attack---

GM: Based on our rolls, one of the creatures hits you (rolls dice on the damage table). You suffer a minor wound.

Player A: A minor wound? That's all! Ranthor laughs it off and swings his mighty axe.

GM: Well, before you can do that since you go on 8, Shiandra and Nomar get to declare their actions on segment 6.

Player B: As I see the creatures attacking, I ready a spell.

GM: Which spell?

Player B: I combine a spark and breeze rune spell. That means I go on 10.

Player C: And I throw my dagger. I would go on 9.

GM: Ok, it's segment 8 now. Both Ranhor and the creatures go on this segment. But you can go first Ranthor.

---Ranthor rolls to attack and the GM rolls to defend. The attack hits. Ranthor rolls for damage---

Player A: Ah-ha! A deep wound! Take that you foul creatures.



GM: (the creature can't take deep wounds) Your axe cleaves right through the creature like butter. Blood spurts from its severed arteries as it squirms in death throes.

Player A: (fist pumps)

GM: Now it's the remaining creature's attack. (rolls attack and Player A rolls defense). Another hit! (rolls for damage). A moderate wound Ranthor.

Player A: Ok, now these are starting to hurt a bit.

GM: Nomar, I believe it's your turn.

Player C: Ok, I throw my dagger at the remaining creature. (dice are rolled and compared) I hit! (rolls for damage). A moderate wound.

GM: Your dagger strikes home, and the creature is noticeably hurt, but it's still up.

Player C: Damn!

Player B: My turn. My spell goes off and an emblazoned rune streaks towards the target (rolls dice). A hit! (rolls damage). Another moderate wound.

GM: Well, that was enough to destroy the creature as it falls to the ground, smoldering.

Player B: Ranthor, you were injured, correct?

Player A: Yep. I'm OK, but I could be better.

Player B: I have the first aid skill. I attempt to bind each of his wounds.

GM: Roll the dice against your skill.

Player B: Both successes! Ranthor, both of your wounds are reduced by one category.

Player A: That means my minor wound disappears entirely, and my moderate wound becomes minor. Thanks Shiandra!

GM: The rest of your night, in fact the rest of your journey goes by uneventfully. Midday on the third day you finally find the ruined temple. Vines and undergrowth cover the entire crumbling building.

Player C: I search around the building, looking for an entrance.

GM: After a few minutes, you find an opening into the temple. (GM makes a secret luck check for Nomar and it's a success). You are lucky Nomar, for you find a tripwire across the entrance before you trip it.

Player C: Phew! Can I disarm it?

GM: You can try. Roll against your skill

Player C: Everyone stand back. (rolls dice). I made it barely.

GM: Ok, you successfully disarm the trap without it going off.

Player B: Great job Nomar!

Player C: OK, I'm definitely taking extra time now to search for any more traps before we proceed.

GM: Ok. You find no more traps as you descend into the darkness of the entrance.

Player C: I light a torch before entering.

GM: Ok. After about fifty feet, the passage ends to a flat wall. Inscribed upon the wall is: "Here lies the tomb of Elgrab." (secretly rolls another luck check for Nomar and fails, not noticing that this is another trap).

Placer C: Elgrab? Have any of you heard that name before?

GM: Before any of you can answer, as soon as Nomar says "Elgrab", the wall fades into nothingness. A dark room is on the other side. Suddenly a bright flash of light streaks from within the room. Each of you make a luck check.

---players roll---

Player A: I made it.

Player C: So did I.

Player B: Sighs. I did not. What happens?

GM: The bolt of light hits you for a (rolls) severe wound.

Player B: Oh no! I can't take severe wounds!

GM: Shiandra falls to the floor unmoving, a smoldering waft of smoke coming from her chest.

Player A: I quickly examine her!

GM: Unfortunately Shiandra appears to be dead.

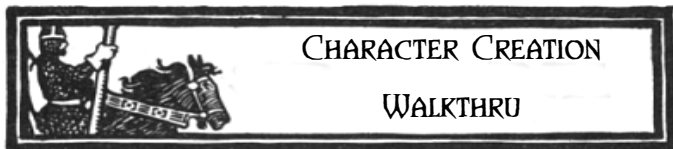
Player C: Damn that Elgrab! If I find him he's dead!

Player B: Well, what now? I don't want to quit playing.

GM: You don't have to. Roll up another character. Perhaps Ranthor and Nomar will come upon a prisoner within the crypt....

.....

And that's an example of how a typical gameplay session may happen. This is just the beginning of course, as the party would explore the crypt and hopefully find magical items and treasure—and exact revenge on Elgrab.



The purpose of this section is to show you an example of how a completed character sheet would look once you've completed character creation. Many of the areas on the character sheet might not make sense to you at this point because they haven't been explained yet. So why include this section this early in the manual if that's the case?

The answer comes down to ease of use. Rather than have this section buried somewhere in the middle of the manual where it might not be easy to find when you need it, I'm including it early in the manual, so if you need to use it as a guide, it will be easy to find.

That being said, I will try to explain things so that you can easily see how a character is created without needing to read the subsequent appropriate sections first, but you may feel free to skip this section and come back once you've read the other sections in the book.

When creating a character, the first thing you need to do is decide what type of archetype you want to play. Often this comes from inspiration from literature or the movies. A warrior like Conan perhaps? Maybe rogue woodsmen like Robin Hood? Or perhaps a wizard? The choices are vast, and it is the first step in creating your character. And the hardest.

*Joe decides that he wants to play a warrior type, like Sir Lancelot.*

Once that's done, the rest is pretty easy. If you don't already have a name for your character, you can choose one at any time. And while creating a background isn't necessarily, it often makes the game more enjoyable if you work with your GM to create one.

The next step is to decide what species you want your character to be. This was probably already done when you figured your archetype, so it should be easy. Note down your species type, and any modifiers to attributes or special abilities as described in that species description.

*Lancelot was human, and Joe wants his Character Marcus to be human as well. He notices that there are no modifiers to attribute scores for being human, but he does start with two extra XP points.*

Once that is done, choose your character's sex, age, height, and weight. Most characters start out as Aspirants, so you would note that title in the XP Title section of the character sheet.

*Joe does just that on his sheet.*

Next comes your attributes. Using one of the methods outlined in the attribute section, tally your results in the appropriate section of your character sheet. Include any modifiers that you may have had from your species and then note any bonuses you would get for having high or low attribute scores.



*Joe rolls 5d20 for each attribute and assigns them as such: Str 64, End 55, Luck 38, Agil 58, WP 49, and Int 36. He looks at the attribute charts and notes any modifiers that those scores have.*

After that comes choosing skills. On the back of the character sheet, you will find a section for this.

*Joe looks at the skills section, and knows that he has 7 points in which to buy skills (5 from his Int score, and a bonus 2 for being human). He chooses leatherworking as his background trait (no point cost) and novice weapon focus for broad sword, novice weapon group for thrown weapons and large blades, first aid, light armor, novice shield, and the ability to speak another language (elf). Because he did not choose any types of magic, his starting PR would be 1.*

*He notes each skill's percentage of success, and notes the starting ADP/DDP and DRL modifiers for his weapon based skills.*

The final step is getting all of your equipment. As noted in the Common Terms section, each character starts with 100 gold. Using these funds, buy all of the equipment you want and can afford, and keep record on your sheet of how much is left over.

*Joe spends his money on equipment, leaving him 4 gold and 7 silver remaining. He lists his weapons on the front page and the rest of his equipment on the back page. In the weapons section, he completes the rows by looking at the weapon description and applying any modifiers from skills he has learned. In this example, you'll note how his DRL is higher for his broad sword than his throwing daggers. This is because he has the focus skill in broad sword while he only has a general weapon group skill for his daggers.*



Player Name: James Smith

Character Name: Marcus DeFranc



Species: human (+2 XP points)

Guild: none

Weight: 195

Age: 21

XP Title Level: Aspirant

Height: 6'1"

Str: 64 DRL bns +1  
 Agil: 58 DP Bns -  
 End: 55 DA Lvl 5  
 Int: 36 Skills 5 Skl Bns -2%  
 WP: 49 Luck: 38  
 Movement: 8

Bonus XP  
 Combat XP  
 Stealth XP  
 Mystic XP  
 Total XP

Gold 4

Silver 7

Gems&Jewels

Weapon Type	ADP	DDP	DRL	RR
broad sword	3	3	8	6
nov wpn fec	1		1	
Bns Wpn				
Bns Skill				
Bns Skill				
Str Bns Attribute			1	
Bns Other				
shield Bns Other			1	
Total	4	4	10	6

Weapon Type	ADP	DDP	DRL	RR
2ea T. Dagger	3	3	4	4
Bns Wpn				
Bns Skill				
Bns Skill				
Str Bns Attribute			1	
Bns Other				
shield Bns Other			1	
Total	3	4	5	4

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Ammo  
 00000 00000 00000  
 00000 00000 00000

Armor Types

hard leather

Shield +DDP

light wooden shield

+1



## Wounds

	Base	+Armor	Threshold =Total	Taken
Mnr	4	2	6	
Mod	3	2	5	
Deep	2	1	3	
Svr	0	1	1	

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26	+1 d20

	DRL Level	Minor	Moderate	Deep	Severe
no additional wounds  *For DRL 10-35, if a natural '20' is rolled, roll again and add a severe wound	1	1-18	19-20	-	-
	2	1-16	17-19	20	-
	3	1-15	16-18	19-20	-
	4	1-14	15-17	18-19	20
	5	1-13	14-16	17-18	19-20
	6	1-10	11-14	15-17	18-20
	7	1-8	9-12	13-15	16-20
	8	1-6	7-10	11-13	14-20
	9	1-4	5-8	9-12	13-20
	10*	1-2	3-6	7-10	11-20
	11	1-2	3-4	5-8	9-20
	12	1	2-3	4-7	8-20
	13	1	2	3-6	7-20
	14	1	2	3-5	6-20
	15	1	2	3-4	5-20
+1 severe wound	16	1-10	11-14	15-17	18-20
	17	1-8	9-12	13-15	16-20
	18	1-6	7-10	11-13	14-20
	19	1-4	5-8	9-12	13-20
	20	1-2	3-6	7-10	11-20
	21	1-2	3-4	5-8	9-20
	22	1	2-3	4-7	8-20
	23	1	2	3-6	7-20
	24	1	2	3-5	6-20
	25	1	2	3-4	5-20
+2 severe wounds	26	1-10	11-14	15-17	18-20
	27	1-8	9-12	13-15	16-20
	28	1-6	7-10	11-13	14-20
	29	1-4	5-8	9-12	13-20
	30	1-2	3-6	7-10	11-20
	31	1-2	3-4	5-8	9-20
	32	1	2-3	4-7	8-20
	33	1	2	3-6	7-20
	34	1	2	3-5	6-20
	35	1	2	3-4	5-20

Body Diagram Chart

Wound tracking, tattoos, etc



## Equipment

pack		
7 days/rations		
1 waterskins		
1 flask/oil		
bedroll		
6 torches		
tinder box		
blanket		
shirt & pants		
soft leather boots & belt		

## Skills

	nov/ad/sk/adv/mstr		nov/ad/sk/adv/mstr
WG, large blades	● ○ ○ ○ ○		○ ○ ○ ○ ○
WG, thrown weapons	● ○ ○ ○ ○		○ ○ ○ ○ ○
first aid	○ ○ ○ ○ ○		○ ○ ○ ○ ○
light armor			
nov shield			
language, elf			
weapon foc, broad swrd			

## Spells and Other Abilities

Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____

Notes



The fantasy realm of Altus Adventum allows players to choose from several different playable species. You might be more familiar with the term 'races', but the term species is used because each group is biologically different and cannot interbreed with another species.

Of the species, players may choose to have their character be an elf, human, gnome, halfling or dwarf. Advanced players may also choose some of the other humanoid species, if the GM allows. Each of these species has their own benefits, attribute modifiers, culture, and physical body types that make them so unique, as well as attribute modifiers that are common to that particular species, regardless of the country of origin.

Cultures and physical appearance can vary widely even within the same species, depending on the area of the world in which that culture survives. For instance, an elf from the northern forests may live in a permanent tribal community, whereas an elf from the south might interact often with surrounding countries and cultures, living in great cities.

## Elf

Qui'La Fa watched the orc woodcutter party as they lazily trod through the sacred growth. He had kept watch on this group for the last few hours, hidden from sight within the thick undergrowth of the forest. He had heard rumors that the orcs were near the elvish forests, and now that rumor had been confirmed. Judging by this party, the orcs were intent on clearing out some of the oldest and most sacred trees in the wood.

The leader of the orc party, a rather brutish and foul looking creature, seemed to be searching for just the right tree. He intently examined only the largest of the trees, and seemingly not finding a satisfactory one, kept moving deeper into the forest.

Qui'La Fa was alone, but he couldn't wait much longer. Soon the orcs would find their tree and commit an act of savagery against the sacred wood. Finding a place of refuge, the slender elf began to apply the traditional battle paint that all elves of his tribe donned prior to battle. He then strung his ash bow and readied his arrows.

After a few brief moments, the agile elf easily caught up to the lumbering orc party. The leader was again examining a tree, and by its apparent delight, had found one to his liking. He ordered two orc saw wielders forward to start work.

Before the orcs could raise their saw against the tree, Qui'La took action. He quickly let loose two arrows, each striking home on an orc saw-man. As both creatures fell to the ground, the remaining orcs quickly overcame their surprise.

The orc leader brandished his huge, pitted battle axe, and ordered the remaining three orcs into the direction of where the shots came from, hoping to catch the ambusher.

But Qui'La had made these woods his home for a hundred years, and he would not be easily caught. With extreme skill and agility, he evaded detection from the oncoming orcs, and circled around to their flank. Again he let loose two quick volleys. These arrows also made their marks, and again dropped their targets.

With a roar of rage, the orc leader charged the area where the elf lay. The last orc decided to flee the battle, running in terror

from whence it came.

As the orc leader charged, Qui'La let loose two more arrows in rapid succession. The first arrow struck the orc in the abdomen, and the second arrow pierced the orc's thigh.

The orc leader let out a scream of pain and anger, but kept charging, his axe raised. There was only time for one more shot, and Qui'La made it count. As he said a brief prayer to the goddess of hunting, he let his final arrow fly. The projectile zipped through the air in a straight arc, piercing the orc through the eye. The creature stopped its charge for a moment, and then it too fell to the ground in a lifeless heap. Qui'La had done his duty.

The most well known (and seen) of the fairy races, elves are a species that long ago broke off from the shackles of technology and embraced the natural world. Whether elves make their homes deep within forests, in mountain caves, or even in the tundra, their basic philosophy remains the same.

Elves value the natural world highly and every aspect of their life is around maintaining a healthy balance with their environment, wasting nothing. Their homes are built in a way that seems to meld naturally with the environment around them.

Occasionally elves have been known to travel to larger human, gnome, or dwarven cities, but these are rare and are almost always merchants who trade elven crafts for raw materials.

Elves typically stand around five feet tall and weigh 110 pounds. They have very fine features, and can live to be several hundred years old. Depending on the culture and climate, hair and skin tone can vary widely.

An elf character is blessed with infrared sight (the ability to see different levels of heat) and excellent hearing. An elf will also have the following modifiers towards their attributes: -10 strength, +12 agility, -5 endurance, and +5 luck.





## Gnome

Dergirimas slammed the ancient book down in disgust, creating a large cloud of dust. He had been searching for this ancient text for over two years, losing friends and companions who could not survive the journey. Now that he had the book in his possession, he couldn't translate the ancient rune etched in the cover. Without drawing the proper counter-rune, the book would not open, and he was fast losing patience.

"Hurry up!" Urged his last remaining companion, a henchman named Borin. "I can hear the demon coming, and you do not pay me enough for this."

"Sssshhhhh!" Hissed the gnome mage. "I've almost got it." He hastily worked. Just a few minutes longer.

The scratching sounds could be heard getting louder and louder from the dungeon halls. Borin readied his sword, already dripping with the putrid blood of minor demons.

"Got it!" Shouted Dergirimas. The mystic book flung open, the runic writing shimmering in a greenish glow. Just at that moment, the horrific demon appeared at the room entrance. The creature easily stood over 7 feet tall, smoldering bile dripping from its fanged mouth. Boils and tattered hair covered its thick hide, and the creature's glowing eyes seemed to burn the soul.

Borin screamed in a suicidal war cry, charging the hellish beast. With snake-like movement, the demon whipped its tail forward, piercing the poor human through the chest, almost severing him in two.

Dergirimas quickly drew a series of runes in the air; the order had to be perfect or disaster would follow. As soon as he finished the last rune, the hovering writing shot forth towards the demon. As soon as the runes touched the scaled skin, they exploded in a brilliant green light. The demon screamed in rage as the light quickly enveloped him. In a matter of moments, all that remained of the creature was a pile of dust.

Dergirimas nodded to himself in satisfaction. This book was well worth the sacrifice.



Gnomes are small folk, standing only about three and a half feet tall and weighing less than 65 pounds. Gnomes tend to have larger facial features than other races, with very prominent noses and ears. They are very status driven, and prefer finer clothing and jewels.

Gnomes are also the leading species when it comes to experimentation in both magic and technology. Extremely inquisitive and intelligent, gnomes are masters at harnessing the magical energies around them.

A player who chooses the gnome species will have the following modifiers to his attributes: -15 strength, -5 agility, and +15 to intellect. Gnomes are inherently magical, and thus gain a bonus +10 to any willpower check when trying to resist a magical effect.

## Human

Marcus quickly looked around him, eyeing the bodies of the fallen lying in twisted poses. He hadn't known what had overtaken him, and he did not remember the battle that had just taken place. All he did remember was that he was tremendously overmatched when the bandits sprung their ambush.

Glancing now at his own body, he discovered that he had not come out unscathed either. Blood dripped from several wounds, but the huge barbarian did not feel them. Like so many of his clan, as soon as he was engaged in battle and wounded, a fierce battle-rage leapt from his inner being, turning the man into a savage killing force. Now that the last bandit had fallen, he was able to regain his sense of control, awareness, and unfortunately, pain.

Humans are the most common species, and range in appearance from pale, husky bodies, to tan, thin figures. Think of all the variations to the human species we have now. They all exist in the game world as well.

One thing common among most humans are that they are the most expansionist of the species, and always seem to be finding ways of extending their territory. Humans are also the shortest lived, with an average lifespan of 50 years without magical assistance. This is largely due to the harsh conditions in which they make their homes.

Humans are also one of the only species to be found almost everywhere on the continent. While most live in the kingdom of Shorlorn, they are found everywhere, including the Horde Lands. These humans are often merchants, mercenaries, lone trappers, or slaves.

If you choose to play a human, be aware that they do not have any modifiers to their attributes like other species. Instead, humans will begin the game with two bonus experience points. They can use these to either spend on a skill or save them for later use.

## Halfling

"Form up!" yelled Hendrick, commander of the third infantry company. The hundred or so halfling warriors behind him immediately snapped to attention and formed a shield wall.

"Forward," Hendrick paused for just a brief second, raising his banner. "March!" The wall of steel shields and barbed spears began a slow and steady march toward the army of goblin raiders advancing down the hill.

Approaching the halfling formation were hundreds of disorganized goblin barbarians. Hoots and hollers rang from within the horde as they thought they had an easy victory. After all, they outnumbered the halflings nearly 3 to 1.

As the goblins charged down the hill in chaotic fury, they met the halfling formation head on. The shield wall and protruding spears immediately decimated the entire front rank of goblins with no sign of breaking.

"Hold the line!" screamed Hendrick above the uproar.

The goblins continued their mass assault and continued to die in large numbers. The halflings were better armed and armored, and most importantly, were better disciplined.



In most forms of literature, halflings are diminutive, pudgy humanoids who love to eat and cause mischief. But certainly a species that engages in that behavior wouldn't survive long in a dangerous world. That is why I am of the belief that a creature like a halfling--a creature of short stature that is at an immediate disadvantage--could only survive as a species if they were able to overcome these challenges.

It is for this reason that most halflings are not chubby food loving partiers who live in hovels. Rather, they are incredibly organized and disciplined almost to the point where people think they are ruthless.

Halflings excel at two professions more than any other species: soldier and assassin. Centuries of oppression have toughened the halfling species to one that doesn't have the luxury of playing games or enjoying feasts. They spend most of their time training for war. Every halfling male is drafted into the military at a very young age. In fact, the halfling culture strongly resembles that of the ancient Spartans. They had to take this approach in order to survive.

Due to this mindset, all males in a halfling community are required to spend 10 years of military service as soon as they are of age. Those males who do not possess the skills to be

in the military are sent to other professions, which may include mages, farmers, or merchant guilds. Those who show exceptional qualities in all attributes may be drafted into the assassin guild. Regardless, all halfling communities view mandatory service to the community as an obligation for the first 10 years after coming of age.

The physical appearance of a halfling is what you might expect at first. They stand at about three feet in height, and weight between 60 and 100 pounds. But the similarities end there. Halflings are very lean or heavily muscled for their height, have stone cold expressions, and prefer pragmatism over luxury in every aspect of their life, from homes to clothing. The typical halfling lifespan is 150 years.

A halfling town or city is built to maximize efficiency with a strong area of defense if attacked. Even a small town will have defensive structures in place, and their army is especially skilled to work with the same efficiency.

A player who chooses the halfling species will have the following modifiers affect his attributes: -10 strength, +5 agility, +10 willpower, and -5 intellect. In addition to these modifiers, whenever a halfling is fighting next to allies that he is familiar with, he will gain a +1 bonus to his ADP and DDP.

#### Dwarf

The old dwarven soldier Elias sensed something was wrong. He had stumbled upon this ancient secret passage during one of his patrol duties. After his shift ended, his curiosity led him down this old tunnel, long since forgotten by the dwarven clan.

Thick dust covered the tunnel floor, and the walls were roughly cut, unlike the refined dwarven work found in the main passageways. In fact, Elias doubted that this tunnel was created by dwarves at all.

He had been exploring this tunnel for several hours, although he had lost track of time completely. It was just now that he heard the clicking sound coming from further down. He couldn't gauge the distance accurately, but could tell that the sound was fast approaching.

There was no time to run, as he guessed he was a few miles deep in the tunnel. All he could do was ready his trusted war mace for battle. Just as he set himself in a defensive stance, a huge creature that had the torso of a man but body of a scorpion emerged from the blackness.



Dwarves are short, approximately four feet tall, but are very dense-- weighing up to 250 pounds. Most dwarven men wear long beards and often incorporate designs such as braids or jewelry into the beards as a sign of fashion. Dwarves can also live up to 200 years.

Regardless of where one is born, one common aspect of all dwarves is that they are very clannish and loyal to their own kind.

During the great migration several hundred years ago, the dwarves made their home in or near the Spire Mountain, where they broke into two separate nations. One clan lived within the mountain itself in large underground cities and outposts. The other became sailors and fisherman, making their home in cities along the coast. Both nations have maintained good relations, as often they are called upon to help the other in fighting invaders.

A player who chooses a dwarf as his or her species will gain night vision (see clearly in moonlight) and will have the following modifiers towards their attributes: +5 strength, +7 endurance, -14 agility, +5 willpower, and -3 luck. Dwarves will also receive a bonus +10 to their luck checks when trying to resist poisons or disease.

## Optional Species

The following species are included as playable for characters as long as the GM agrees, as they are not traditionally played. It is strongly recommended that these species only be allowed for character use by experienced GMs who can easily maintain game balance.

Bugbear: +14 strength, -7 agility, +15 endurance, -7 intellect, and -10 to luck.

Goblin: -12 to strength, +8 to agility, -12 to intellect, -10 to willpower, and +10 to luck.

Lizard Folk: +7 strength, +12 agility, -8 endurance, -15 intellect, and +4 luck.

Merfolk: +5 agility, and -4 endurance.

Ogre: +20 strength\*, -5 agility, +15 endurance, -25 intellect, and -8 to luck.

Orc: +6 strength, +7 endurance, -10 intellect, and -3 luck.

Redcap: -14 strength, +12 agility, -10 endurance, +3 intellect, and +9 luck.

Troglodyte: +6 strength, +2 endurance, -7 intellect, and -3 luck.

\*If strength is greater than 100, then strength becomes "bestial" (see *Creature Catalog*) and will confer a +5 bonus to DRL.





There are six main attributes: strength, agility, endurance, intellect, willpower, and luck. Each one of these affects the character in some way, from providing a combat bonus, to being able to take more damage, to having a better chance of avoiding sticky situations, etc. Each species may have a modifier towards the roll result, as outlined in the species description.

To determine your attributes, you have one of three choices:

- For a broad range of attributes with a high chance of getting a very high or very low number, you can roll 1d100 six times and assign the results in any order you choose.
- For a good mix of averages with the possibility of extremes, you can roll 5d20 six times and assign them in any order you choose.
- The third option for a good set of averages, but with little chance of rolling really high or really low, you can roll 10d10 six times and assign them in any order you choose.

Regardless of which option you choose, once you are completed with rolling up your attribute, you gain an additional 15 points to distribute to any attribute your choose. Your characters are, after all, better than the average person. The only limitation is that no adjustment can raise a score above 100, as that is the highest possible score for a humanoid character.

#### Strength

Strength defines the physical power of the character; how much he or she can lift, extra damage in melee combat, and how much he or she can carry (see Encumbrance). The Damage Rating Level bonus is added to the base Damage Rating Level rating for the character's melee weapon. For example, a character with a strength of 92 and a broad sword will add a +3 to her weapon's DRL of 8, for a total DR of 11.

Strength	DRL bonus
1-10	-3
11-35	-2
36-40	-1
41-60	0
61-80	+1
81-90	+2
91-99	+3
100	+4

#### Agility

Agility measures the quickness and nimbleness of the character. The character may also add a modifier to the dice pool when attacking or defending, as well as receiving a modifier to all skills that have agility as the primary attribute.

The dice pool shift modifier is adjusted to the character's base dice pool. For example, if a character has an agility of 85, and normally has a dice pool level of 4 when attacking and

defending, then he would shift his attack and defense dice pool by 1 level for a total of an attacking and defending dice pool of 5.

Agility	Dice Pool Level Shift	Bonus
1-10	-2	-20%
11-35	-2	-10%
36-45	-1	-5%
46-60	0	-
61-80	+1	-
81-90	+1	+5%
91-99	+2	+5%
100	+2	+10%

#### Endurance

Endurance measures the character's health and ability to perform continuous strenuous activities. Endurance also tells you how much damage your character can take before dying. This is explained in further detail in the *Combat* section of the manual on exactly how this is handled from a game mechanics standpoint.

Endurance	Damage Absorption Level
1-9	1
10-19	2
20-29	3
30-45	4
46-60	5
61-70	6
71-80	7
81-90	8
91-99	9
100	10



DA level	Minor	Moderate	Deep	Severe
1	1	0	0	0
2	2	0	0	0
3	2	1	0	0
4	3	2	1	0
5	4	3	2	0
6	5	4	2	1
7	6	5	3	1
8	7	6	4	2
9	9	7	5	3
10	10	9	6	4
11	12	10	8	5
12	14	11	10	7
13	16	12	11	9
14	18	14	12	11
15	20	16	14	13
16	22	18	16	15
17	24	20	18	17
18	26	22	20	19
19	28	24	25	22
20	Immune	26	30	25
21	Immune	Immune	35	30
22	Immune	Immune	Immune	35
23	Immune	Immune	Immune	40
24	Immune	Immune	Immune	45
25	Immune	Immune	Immune	50

## Luck

Having a high luck is very important as it may come up in the game where the character would need to rely on this attribute to survive. The most common use of this attribute is when the character will have to make a luck check. This most often occurs when the character gets poisoned, or falls down a pit, etc. The character will be asked to make a luck check against her score. If the roll is equal to or less than her score, then the check is a success. Please reference the *Combat* section for greater explanation on how attribute checks work.

## Intellect

The intellect score measures the general intelligence of a character, and may be important for your character depending on which skills she chooses. Spell casting characters would benefit to have a high intellect score, for example.

Characters with an Intellect score of less than 20 cannot learn to read or write, whereas if the score is equal to or greater than 20 are assumed to be able to read and write all languages she can speak.

The skill bonus % is the bonus percentage that you add to your base skill % roll when you attempt a skill, and # skills are the number of starting points your character has to purchase initial skills with.

Intellect	Skill bonus %	# skills
1-10	-10%	1
11-25	-5%	3
26-40	-2%	5
41-60	0	6
61-80	+2%	7
81-90	+5%	8
91-99	+10%	9
100	+15%	10

## Willpower

Whereas the intellect attribute tells you how intelligent your character is, willpower reflects the mental fortitude of the character. This is important for things like resisting certain magical attacks and staying focuses when under extreme emotional stress. There are no bonuses from a high willpower, but it is used in much the same way luck would be used.

## Movement

This rating describes how far a character can move in combat. The specifics of this rate can be a completely optional rule if you wish. The game can progress just as smoothly by using generalities determined by GM discretion.

For example, if you're not playing with minis or a map, you don't necessarily need to know that character X can move a certain number of feet. The GM can decide to impose a RR penalty to the action of the character if they decide to move a decent distance.

To continue this example, let's say Rogar is a dwarven warrior in plate armor, and Shana is an elven ranger in leather. When in combat and both Rogar and Shana declare they are charging the enemy, the GM can impose a slight penalty to Rogar's RR cost due to his smaller stature and armor.

However, if you do use minis, or are inclined to tackle combat in a more tactical approach, you can use the following rules. The table below will tell you how many feet you can move per segment. If the character has an agility score of greater or equal to 75, then an additional 2 feet can be added, and if the agility score is 95 or more, an additional 5 feet can be added.

Species	Feet moved/segment
Elf	10
Human	8
Gnome	5
Halfling	6
Dwarf	5







Possibly the most important parts of your character from a mechanics standpoint are the skills in which they are proficient in. These skills define what types of knowledge your character has, and helps also define what career path that your character has chosen. Skills are separated into four different categories: general, combat, stealth, and magic.

A character that does not belong to a guild has no restrictions to which category of skills they can learn, provided they can find a willing teacher. A character that does belong to a guild enjoys the benefit of being able to learn skills at no monetary cost to them. Reference the Guild section for examples.

### Starting Skills

Every character, when initially created, will have a starting amount of skill points determined by their intellect score, as well as one background trait that must be defined at character generation. For instance, if your character has an intellect score of 56, you would start out with 6 skill points in which you would spend on any level 1 combat, general, stealth, or mystic skills. In addition to those 6 skills, you would also start with one trait from the background category. All of these skill points must be spent at the time of character generation.

Every skill has a level assigned to it based on its difficulty rating. The skill costs the same amount of points to purchase as the level number assigned to it. I.e., a level 4 skill will cost 4 skill points to purchase.

Please note that characters must first learn the more basic version of the skill before a more advanced skill can be learned. I.e., a character must first learn novice blades before they can learn adept blades. In addition, no character can learn a skill higher than a level 1 difficulty at creation.

Characters do not need to spend all of their skill points that are awarded to them at the end of an adventure or at main stopping points; they can instead retain them for a skill that they want to purchase later.

### *Not skilled, but want to use?*

If a character tries attacking with a weapon and he has no weapon skills, he will use a base dice pool level of 1 for that attack. Note that no dice pool level can shift below level 1. A character who is not skilled in an armor type will only gain 1/2 of the benefits to WT from the armor chart.

An exception to this is weapon group skills. If a character is using a weapon from a group that he is not skilled in, then the base ADP/DDP will be 1/2 of that of the base ADP/DDP levels of the highest weapon group the character is skilled in.

That is, if Harac is skilled in *advanced WG: large blades* (base ADP/DDP: 9), and is attacking with a spear that he has no skill in, the base ADP of that spear will be 5 (1/2 of 9, rounded up). This is to account for the fact that while Harac hasn't used a spear before, he does have quite a bit of combat experience and is still somewhat effective with the weapon.

Any other skill that the character attempts will have their base percentage of success be their primary attribute for that skill type

divided by 10. Thus, a person who attempts to silent walk, with an agility of 47, will have a 5% chance of success. Keep in mind that some skills cannot be used at all if the character has not learned the skill. Many mystic skills fall into this restriction, such as the four types of magic, reading magic, etc.

### Starting Success Rate

The starting skill percentage is listed right after the skill name. I.e., the starting percentage for the *alertness* trait is intellect divided by 2. If your character has an intellect of 56, then his or her starting percentage would be 28%.

If two attributes are listed, you add them together and then divide by the number. For example, the starting percentage for metalworking would be agility + intellect then divided by 2. For you math geeks out there, this does not follow the standard order of operations. So take note.

### General Skills

General skills are all of the basic skill sets that are not exclusive to any particular guild. These skills can be learned by any character, regardless of guild affiliation or level of difficulty as long as the character has the available skill points to spend. Any skill point from any category can be used to purchase a general skill.

### Background Traits

Unlike the other skills, background traits are abilities that your character has learned from his or her life experiences and are determined when first created. A scout type of character, for instance, might have a background trait in leatherworking.

These types of skills advance in the same manner as other percentage based skills. Players choose one background trait for his or her character at creation.

Additional background traits can be learned later on at the cost of 1 bonus XP point, but at 1/2 of the normal starting percentage of success, due to it being a newly learned skill, rather than one that has been with the character for years.

### Combat Skills

Combat skills encompass the aspects of physical combat, from toe-to-toe fighting to missile weaponry. These skills are generally only taught by combat oriented guilds, although with novice level combat skills it is relatively easy to find a trainer.

### Stealth Skills

Stealth skills encompass those type of abilities that are more shady, and possibly illegal, such as lock picking and slight of hand. These skills are much more difficult to learn and find a trainer than combat skills. They are only taught by secret guilds for the most part, but can occasionally be taught by a personal trainer.

### Mystic Skills

Mystic skills include all those abilities that stress a high intellect or are magical in nature. These skills are the most difficult to learn, as tremendous training is required to manipulate the magical properties associated with them. Because of this, there are some vital restrictions to learning magic use.

Unless a character chooses a novice mental at first level, they can never spend points to learn any mental magical skills in the future, as this magic is something that the character is born with. There are a few exceptions to this, but only if the character



encounters something in her adventures that would magically grant the ability of mental magic.

Rune magic can occasionally be taught by a wandering master, but mostly it can only be taught in the local universities or mage guilds. Totem magic cannot be learned from a guild or establishment; this magical skill can only be taught by a master directly.

### Experience Point (XP) Awards

At any time the GM desires, she may award XP points to the characters. This is usually done at major stopping points or breaks in game play during a campaign. Players may use these XP points to purchase or advance in new skills.

XP points are separated into four categories: bonus, combat, stealth, and mystic. Points from each of these categories may only be used to purchase skills from the same type of category. I.e., If a character has 2 combat XP and 1 mystic XP, and they want to buy a level 3 combat skill, they cannot, as the mystic XP can only be used to buy mystic skills.

The exception to this rule is bonus XP. If the GM is pleased with the characters during their gaming session, she might award a bonus XP or two. These points can be used towards the purchase of any skill from any category. Bonus XP are usually given out for excellent role-playing or clever ideas for example.

### Munchkinism!!

**Because of the way the skill rule system is set up, it may appear that it is very easy to take advantage of the rules and max out relatively quickly on a particular weapon while ignoring other skills, which may cause significant balance issues during gameplay.**

**While there is nothing in the rules preventing this, be aware that a character who has taken this path might find themselves in a situation where all of their mastery towards one particular weapon while forgoing all other skill enhancements may backfire (hint hint).**

### Percentage Based Skill Advancement

To advance in percentage based skills, there are two options available to the character. They may practice on their own, or through GM granting.

When practicing on their own, after eight full hours of practice, the character will roll against their success rate. If the skill roll was less than or equal to their percentage, then the skill will be raised by 1% to a maximum of 5% more than when the last time they were with a trainer. If a character rolls higher than their percentage, the skill will not increase.

For instance, a character with an agility score of 62 will have a starting pick pocket score of 31%. By practicing by themselves for eight hours, and rolling less than a 32 on the d100, the character will gain 1%, for a new success rate of 32%. The character can raise this score to a maximum of 36% after five days of training. In order for this skill to rise any higher, the character must spend at least 10 hours with a trainer with a skill

percentage of at least 5% higher than the character's current percentage. After spending 10 hours in training, the character's skill 5% cap will reset to 0, allowing the character to continue to continue to improve in that skill by themselves for another 5% maximum increase.

The second way of increasing skills is through use. During a campaign, if a character uses a skill often, the GM may allow an instant increase to that character's skill %, without the character having to practice.

**For percentage based skills, it is allowable to have a skill rating go above 100%**

### Other Skill Advancement

To advance in other non-percentage skills, such as *novice weapon group—axe/club*, the character must first have the available XP points to buy the skill. Even if the character has the points to spend, they may still not automatically learn the skill; this is determined by the below chart.

A character that has not used a skill very often during game play, but wants to advance that skill anyway as soon as they have enough points, may need to go see a trainer before learning the skill. On the other hand, if a character has used a skill very often during game play, they may automatically be able to learn the next higher skill as soon as they have enough combat XP to purchase it.

For example, a character skilled in *novice pole arm* has fought almost all of his battles with his halberd. As soon as he has 2 combat XP, he may decide to purchase *adept pole arm* with no additional training required.

Skill Used	Time needed for Training
Never	1 month/level of skill
Rarely	1 week/level of skill
Occasionally	2 days/level of skill
Often	1 day/level of skill

The other limitation to learning skills is the current experience title level of the character. Certain skills cannot be learned until the character has accumulated enough total experience points to qualify for experience title level needed for that skill. This rule was created to control munchkinism as mentioned above. The below chart tells you how many total experience points must be awarded for each XP title level, and the maximum point cost of skills that can be learned for that title.

For example, you cannot learn any skill that costs 3 or more points until you have reached the experience title level of Veteran.

Experience Title	Min XP Awarded	Max Skill level
Aspirant	0	1
Adventurer	4	2
Veteran	15	3
Hero	30	4
Lord	50	5
Legend	100	n/a

There are also other ways in which a character may advance in his or her proficiency with a skill. Many times these might be one time permanent bonuses while adventuring, like drinking from a magical well that might impart a +1 bonus to all ADP or DDP rolls. Another example would be when the character progresses through the various XP titles.

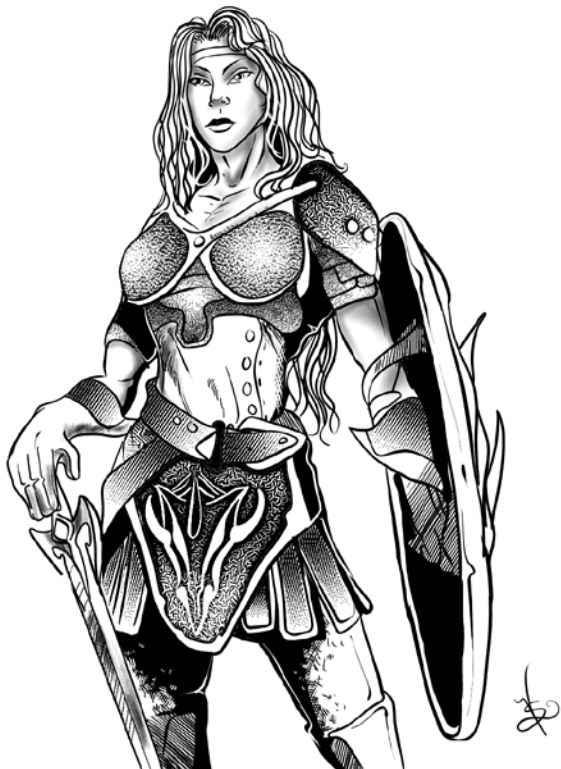
Each time a character achieves the next XP title level, he or she will gain a +1 bonus to all ADP, DDP, and DRL values. This is meant to account for when a character begins to progress towards heroic status, they naturally will become better than those who haven't adventured even if neither character has ever learned a skill in a particular specific weapon. These bonuses apply to all attacks, from weapons to spells, unless otherwise noted.

### Cost of New Skills

Characters that either do not belong to a guild, or want to learn a skill that is not offered by their guild, must first find another guild or person willing to train the character in the new skill. Most guilds are willing to do this, but at a steep fee. Below is the chart used for the average cost of learning a skill not covered by the character's guild.

Skill Level	Cost to learn skill
1	50
2	250
3	1000
4	2500
5	5000
6	10000

Of course, these prices are only a generalization. Actual costs may vary depending on the rarity of the skill learned.



### Background Trait List

Alertness (Luck)  
 Animal Identification (Int)  
 Appraisal (Int)  
 Dancing (Agil)  
 Fire Building (Int)  
 Hardiness  
 Hunting/Fishing((Agil+Int)/2)  
 Juggling (Agil)  
 Leatherworking((Agil+Int)/2)  
 Metalworking ((Agil+Int)/2)  
 Plant Identification (Int)  
 Sailing (Int)  
 Singing(Luck)  
 Slippery (Agil/2)  
 Tracking (Int)  
 Weaving (Agil)  
 Woodsman  
 Woodworking ((Agil+Int)/2)

### General Skills List

Acrobatics (Agil/2)(1)  
 Alertness (Luck/2)(2)  
 Ambidexterity (2)  
 Animal Empathy (1)  
 Animal Training (Int)(2)  
 Attribute Enhancement, novice(1)  
 Attribute Enhancement, adept (2)  
 Attribute Enhancement, skilled(3)  
 Attribute Enhancement, advanced (4)  
 Attribute Enhancement, master(5)  
 Blind Fighting, student (2)  
 Blind Fighting, master (4)  
 Companion Enh, nov (1)  
 Companion Enh, adept (2)  
 Companion Enh, skilled (3)  
 Companion Enh, adv (4)  
 Companion Enh, master (5)  
 Companion Enh, epic (8)  
 Etiquette (Int+luck)/2)(1)  
 Extra Language (Int)(1)  
 First Aid (Int)(1)  
 History (Int/2)(1)  
 Horsemanship (Agil/2)(1)  
 Iron Fortitude (2)  
 Jack of All Trades (4)  
 Leadership, novice (1)  
 Leadership, advanced (3)  
 Light Sleeper (1)  
 Navigation (Int)(1)  
 Rope Use (Agil/2)(1)  
 Smithing, novice (Int/2)(1)  
 Smithing, adept (+5%)(2)  
 Smithing, skilled (+5%)(3)  
 Smithing, master (+10%)(4)  
 Speak with Companion (2)  
 Specialist (3)  
 Spirit of the Bard (2)

Survival (Int)(1)  
Swimming (End)(1)

## Combat Skills List

Armor Proficiency (2)  
  Armor, light (1)  
  Armor, medium (2)  
  Armor, heavy (4)  
Armor Maximization, novice (2)  
Armor Maximization, skilled (4)  
Armor Maximization, master (6)  
  Backswing, novice (2)  
  Backswing, master (4)  
  Block Missiles (1)  
  Charging attack (1)  
  Counterattack (4)  
Critical Strike, improved (3)  
Critical Strike, master (5)  
Defense of Thorns (3)  
  Disarm (3)  
  Dodge, skilled (2)  
  Dodge, master (4)  
Dual Weapons, novice (2)  
Dual Weapons, advanced (4)  
Dual Weapons, master (6)  
  Fortitude, novice (1)  
  Fortitude, adept (2)  
  Fortitude, skilled (3)  
  Fortitude, advanced (4)  
  Fortitude, master (5)  
Mounted Combat, novice (1)  
Mounted Combat, expert (3)  
  Martial Arts, novice (1)  
  Martial Arts, adept (2)  
  Martial Arts, skilled (3)  
  Martial Arts, advanced (4)  
  Martial Arts, master (5)  
  Martial Arts, epic (8)  
  Missile Deflection (4)  
  Needlestorm (4)  
  Parry (2)  
  Power Attack (1)  
Roll With the Punches (4)  
  Shield, novice (1)  
  Shield, advanced (3)  
Single Weapon, novice (1)  
Single Weapon, skilled (3)  
Single Weapon, master (5)  
Siege Machine, novice (2)  
Siege Machine, advanced (4)  
Spirit of the Barbarian (4)  
  Spirit of the Hero (5)  
  Spirit of the Soldier (2)  
  Spirit of the Warrior (3)  
Two-handed Fighting, novice (1)  
Two-handed Fighting, skilled (3)  
Two-handed Fighting, master (5)  
  Weapon Breaker, novice (2)  
  Weapon Breaker, master (6)

Weapon Focus, novice (1)  
Weapon Focus, skilled (3)  
Weapon Focus, master (5)  
Weapon Group, novice (1)  
Weapon Group, adept (2)  
Weapon Group, skilled (3)  
Weapon Group, advanced (4)  
Weapon Group, master (5)  
Weapon Group, epic (8)  
Weapon General, novice (1)  
Weapon General, adept (2)  
Weapon General, skilled (3)  
Weapon General, advanced (4)  
Weapon General, master (5)  
Weapon General, epic (8)  
Weapon & Shield, novice (1)  
Weapon & Shield, adept (2)  
Weapon & Shield, skilled (3)  
Weapon & Shield, advanced (4)  
Weapon & Shield, master (5)  
Withdraw (2)

## Stealth Skills

Alter Tracks (2)  
Backstab, novice (1)  
Backstab, skilled (3)  
Backstab, master (5)  
Balance (1)  
Cheat Death (4)  
Climbing (Agil/2)(1)  
Create Poison (Int/2)(3)  
Death Immunity (6)  
Disarm Traps (Agil/2)(1)  
Disguise (Int/2)(2)  
Eavesdrop (Int)(2)  
Escape Bonds (Agil/2)(2)  
Fast Talking (Int/2)(2)  
Hiding (Agil/2)(1)  
Invisibility (5)  
Lock Picking (Agil/2)(1)  
Persuade ((Int+luck)/2)(2)  
Quickfingers (2)  
Quickstrike (3)  
Read Languages (Int)(1)  
Read Lips (Int/2)(2)  
Read Magic (Int/2)(3)  
Rogue's Luck (3)  
Shadowmeld (4)  
Shadowstrike (3)  
Silent Walk (Agil/2)(1)  
Sleight of Hand (Agil/2)(1)  
Spinning Blades (6)  
Spirit of the Assassin (5)  
Spirit of the Outlaw (2)  
Spirit of the Thief (3)  
Tracking (Int+Agil/3)(1)  
Trailing (Int/2)(1)  
Ventriloquism (Int/2)(2)  
Weightless Walk (4)

## Mystic Skills

Alchemy (Int/2)(2)  
 Arcane Grandmaster (4)  
   Arcane Master (2)  
   Channeling, novice (1)  
   Channeling, adept (2)  
   Channeling, skilled (3)  
   Channeling, advanced (4)  
   Channeling, master (5)  
   Degree, associate (1)  
   Degree, masters (3)  
 Enchantment, novice (Int/2)(2)  
 Enchantment, skilled (Int/2)(4)  
 Enchantment, advanced (Int)(6)  
   Enchantment, master (Int)(8)  
   Enhanced PR, novice (1)  
   Enhanced PR, adept (2)  
   Enhanced PR, skilled (4)  
 Enhanced PR, advanced (5)  
   Enhanced PR, master (7)  
   Gemstone, novice (1)  
   Gemstone, skilled (2)  
   Gemstone, master (3)  
 Identify Magic (Int/2)(2)  
 Magic Sense (Int/2)(1)  
   Meditation (1)  
   Mental, novice (1)  
   Mental, adept (2)  
   Mental, skilled (3)  
   Mental, advanced (4)  
   Mental, master (5)  
   Mystic Explosion (6)  
 Mystic Fortitude, novice (1)  
 Mystic Fortitude, adept (2)  
   Mystic Fortitude, skilled (3)  
 Mystic Fortitude, advanced (4)  
   Mystic Fortitude, master (5)  
   Quickspell (3)  
   Read Magic (Int)(1)  
   Reiki, first degree (1)  
   Reiki, second degree (2)  
   Reiki, third degree (3)  
   Rune, novice (1)  
   Rune, adept (2)  
   Rune, skilled (3)  
   Rune, advanced (4)  
   Rune, master (5)  
 Spirit of the Apprentice (2)  
   Spirit of the Mage (3)  
   Spirit of the Mentalist (3)  
   Totem, novice (1)  
   Totem, adept (2)  
   Totem, skilled (3)  
   Totem, advanced (4)  
   Totem, master (5)  
 Totem Enhancement, novice (2)  
 Totem Enhancement, skilled (4)  
 Totem Enhancement, master (6)

## Skill Descriptions

### Background Traits

Characters may choose one of the following traits during character generation. The base starting percentage is listed below in the chart and is based off the appropriate attribute. From this number, the character would get a one time bonus of +10% to that base starting percentage.

### Alertness

*The hairs on the back of your neck start to stand up. Something is not right here...*

Whenever something that may occur that will surprise the character, the GM will make a secret luck check for the character. If successful, the character isn't completely surprised, and will not suffer the effects of being surprised that another character would.

### Animal Identification

*Galiphar thinks that it's just a harmless mole rat. But you know differently and let him try to pick it up...*

By making a successful intellect check, the character can correctly identify normal animals.

### Appraisal

*It's time to split the loot. Good thing you're the only one who knows what the stuff is actually worth...*

If the character makes a successful intellect check, then they are able to guess the approximate value of jewels and gemstones.

### Dancing

*Short of money, you and your companions split up to try to earn some coin. At the end of the day, your pockets are full, while theirs are empty. Apparently no one wants to pay to watch someone scrounge for berries.*

This character has spent many years dancing, and can perform amazing feats with a successful skill check.



## Fire building

*The wind is howling, the chill rain is falling, and the mage is out of spells. Good thing they have you around...*

The character possesses the knowledge to start fires in very difficult circumstances, i.e., with no tinder box or flint. The character knows all the methods of fire starting, and can successfully start one almost anywhere.

## Hardiness

*What, that? That's nothing. Just a scratch. I don't feel anything.*

A character with this skill has spent their entire life exposed to harsh conditions. Because of this, they will receive a +15 bonus to any luck check required when trying to avoid the effects of poison or disease.

## Hunting/Fishing

*The big one did not get away.*

With a successful skill check, the character will have found the best location and area to hunt game or fish. This could mean that the character has found deer tracks, for instance, or has actually managed to catch a fish.

## Juggling

*The crowd was enthralled with your skill, not noticing your partner picking their pockets...*

The character is very proficient with juggling, and can juggle almost any small item.

## Leatherworking

*You've just killed the dragon. Korkf suggested saving the hide for armor. If it weren't for you, it would be ruined. Time to renegotiate your share...*

This skill allows the character to repair leather items, cure leather, and even to make basic leather items.

## Metalworking

*With Tala's uncanny ability to attract sword blades, it's a good thing you came along...*

The character has spent many years working the fine details of metal, and has skill ranging from blacksmithing to jewelry.

## Plant Identification

*Before you showed up, half the party became violently ill and suffered various other digestive "issues".*

This skill allows the character to successfully identify the type of plant that they are studying.

## Sailing

*Lost treasure on a deserted island? How do they expect to get there without you?*

A character that spends much of their life on the seas will have been skilled in the art of sailing. This may be from acting as

a crewman on a large ship to sailing a small fishing vessel. Skill checks are only required when trying to maintain control during adverse environments, like a storm.

## Singing

*The dancer thought she made a lot of money....*

The character is gifted with a melodic voice, and can sing well.

## Slippery

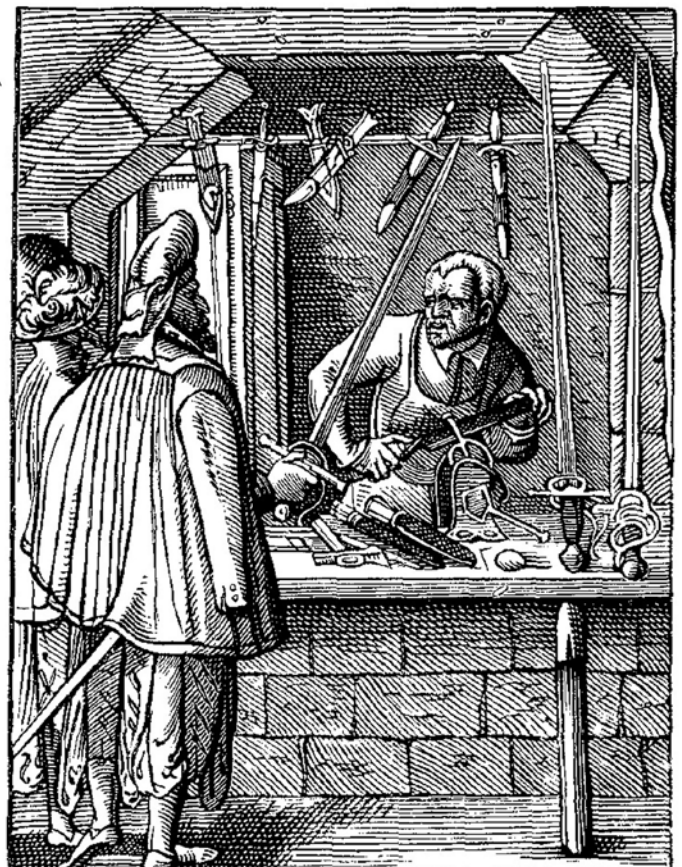
*You slipped from the grasp of one guard only to be grabbed by another—and promptly slid out of his arms as well...*

By making a successful check, the character can succeed in avoid a melee grappling attack upon him or her. This skill does not help or prevent grappling from weapons, only from unarmed combat.

## Tracking

*The bandits thought they could steal from you and escape. Little did they know...*

From spending years growing up in the woodlands, the character has learned the art of tracking. With a successful skill check, the character can follow or find a set of tracks. A new check must be made every day, and weather conditions may impose a penalty. Severe rain might give the character a -50% to their chance of success, for instance.



**Weaving**

*Mama always said to have a back up career...*

The character can weave cloth fibers into material items, and can repair torn pieces of cloth.

**Woodsmanship**

*I do not find the stench of the city appealing.*

Having spent most of their life in the wilderness, a character with this skill will receive a +10% bonus to any survival, fire starting, plant or animal identification, fishing, tracking, or hunting skill.

**Woodworking**

*As long as there are trees, I have a job.*

The character is a skilled carver and carpenter, and can make various items out of wood.

**General Skills**

**Acrobatics (Agil/2)(1)**

*Whoa! Almost got me there. Almost again! And again! Keep practicing, you'll get it!*

The character has studied gymnastics, and can perform various basic tumbles and flips with ease. A skill check is required whenever an unusual acrobatic stunt is desired to be performed, such as flipping behind an opponent and landing on one's feet. This skill will also give the character a +10 to their luck check if the check requires a physical reaction to be made.

**Alertness (Luck/2)(2)**

*The hairs on the back of your neck start to stand up. Something is not right here...*

Whenever something that may occur that will surprise the character, the GM will make a secret luck check for the character. If successful, the character isn't completely surprised, and will not suffer the effects of being surprised that another character would.

**Ambidexterity (2)**

*I must be honest with you. I am not left handed.*

This skill allows the character to fight with a weapon in either hand without suffering a penalty. If a weapon is used in each hand, this does not grant an additional attack similar to the *dual weapon* skill. The character has to choose which weapon to attack with each time his or her turn comes around. If the character wants to attack with both weapons, then he or she must learn the *dual weapon* skills.

**Animal Empathy (1)**

*Put your weapon away, this beast means us no harm.*

A character with this skill can feel the general emotions of animals that he or she is in contact with, and can share his or her basic emotions with the animal. This skill is a prerequisite to the

*Speak With Companion* skill.

**Animal Training (Int)(2)**

*Nothing up my sleeve...*

By making a successful skill check, the character can teach an animal a basic trick after one week of training. Such tricks include retrieving items, feigning sleep, etc.

**Attribute Enhancement (1, 2, 3, 4, 5)**

*Hmmm....I suddenly feel luckier!*

Each time a character learns one of the five levels of this skill, he or she will gain 10 discretionary points in which to allocate to his or her attributes.

Note that each level can only be learned once. I.e., a character cannot continue to spend 1 point to purchase novice *attribute enhancement* over and over again for each attribute. Also note that no attribute can be raised above 100.

That is, if the character learns all five levels of this skill tree, she will have spent 15 points, and will have 50 points to distribute among her attributes.

**Blind Fighting**

*I'm used to fighting in the dark.*

Student (2): A character with this skill has spent a considerable amount of time practicing fighting while blindfolded. Through enhancing their other senses, a character with this skill will only suffer 1/2 of the normal penalty when unable to see their opponent.

Master (4): Through many years of training, a character with this skill will not suffer any penalty when fighting in melee combat against an opponent they cannot see.

**Companion Enhancement (1, 2, 3, 4, 5, 8)**

*Yeah, I said his name is "Bootsy". Don't let the name fool you. He ain't no easy win...*

A companion is defined as one specific unique creature. The bonuses do not apply to multiple creatures, even if from the same species. In order for a character to create the bond with an animal so that they officially become a companion, they must spend a week together building that relationship, and no more than one companion can be had at any given time.

*Animal Training* and *Animal Empathy* are both required before these skills can be learned.

Regardless of the stats of the creature type, when this skill is learned the ADP, DDP, DA, and DRL is replaced by what the level of skill describes below.

Novice level will grant an ADP and DDP level of 3, a DA of 4, and a DRL of 6. Adept level raises these to a DP of 6, DA of 7, and DRL of 10. Skilled level raises these to a DP of 10, DA of 10, and a DRL of 13. A bonus of +5 is given to WP and luck as well. At Advanced level, these are raised to a DP level of 15, DA of 13, and DRL of 17. At master level, the DP level will be 18, DA level 17, and DRL of 20. A further +10 bonus will be given to WP and luck. At epic level, DP raises to 20 and RR is reduced by 1.

These attributes are not modified by xp title level bonuses.





### **Etiquette (Int+Luck/2)(1)**

*Pardon my barbaric friends, for they do not know any better.*

This skill simply means that the character has learned the proper mannerisms and behavior to act in a royal court. The character has studied the best ways to talk with others tactfully, and seems to be quite civilized.

### **Extra Language (Int)(1)**

*Shipalima, pyung shin chaengi.*  
*What?*

Every character starts the game being able to speak the basic language of their species. For each additional language type that they want to learn, such as orcish, goblin, human, etc..., they must spend one point to purchase this skill. A successful skill check means the character understands what is being said fluently. A failed skill check means the character can only understand bits and pieces of the conversation.

### **First Aid (Int)(1)**

*You'll feel a slight pinch...*

This skill gives the character the basic knowledge of performing first aid to a target creature. With a successful skill

check, the character can reduce the wound category of a wound received by someone who was recently wounded. If the bandages are applied within five minutes of the wound, and the attempt was successful, then the wound will be dropped by one category. Thus, a character who has received a deep wound may have that wound instead become a moderate wound if a successful first aid check was made. Note that only one attempt per wound is permitted.

### **History (Int/2)(1)**

*I seem to recall a scroll about the king's cousin's sister's brother saying there was a secret tunnel...*

The character has spent many hours studying the history that has been recorded over the years. A skill check is only required if the character is trying to remember an obscure part of history that is not well known or published.

### **Horsemanship (Agil/2)(1)**

*My butt doesn't hurt anymore on this damn beast...*

This skill allows the character to ride various types of mounts without the danger of falling off or becoming extremely fatigued. A skill check is only required when the character wants to perform a stunt.

**Iron Fortitude (2)**

*Me? I can eat anything.*

A character with this skill has exposed themselves to harsh conditions, building up a resistance to poison and disease. In game terms, a character with this skill will receive a +10 bonus to luck checks when resisting poisons and diseases.

**Jack of All Trades (4)**

*Not an expert at anything; just good at everything.*

When you character chooses this skill, they will instantly receive a +10% bonus to all known skills that they have.

**Leadership**

*Courage is not dying for you country. Courage is making the other poor bastard die for his.*

Novice (1): The character has the core values of a charismatic leader. Whenever a morale check is to be made in battle, that check will be made at a +10 bonus as long as this character is leading them.

Advanced (3): This character has qualities of the most inspiring leaders. Any time an ally needs to make a morale check, his or she will gain a +25 bonus to that check.

**Light Sleeper (1)**

*What was that!? Or that!?*

An innate ability as opposed to a learned skill, a character who is a light sleeper wakes easily to noises, smells, or other sensations that most others continue to sleep through.

**Navigation (Int)(1)**

*Are you sure we're going in the right direction?*

With a successful skill check, the character can determine their direction of travel through either the use of stars at night, or by azimuths from landmarks during the day.

**Rope Use (Agil/2)(1)**

*And this here is what I call the double whammy triple decker knot.*

The character with this skill has an intimate knowledge of knots and rope tricks. A successful skill check is required if the character is trying a trick, such as lassoing a target creature.

**Smithing (Int/2)**

*You want me to fix what?*

Novice (1): A character with this skill knows the very basics of metalworking. With a successful skill check, the character can create crude weapons and armor (-1 shift to the dice pool if used in combat), or other basic items. A failed check will go unnoticed until the character tries to use the item, where it will break.

Adept (2): This additional skill to novice smithing gives the character a bonus 5% to their base check, and allows the character to create normal weapons, armor, or items. A failed check has the

same result as in novice smithing.

Skilled (3): The character with this skill will gain an additional +5% to their base check, and with the proper materials, can create high quality weapons and armor that would essentially have a +1 bonus to DRL (for weapons) or WT (for armor).

Master (4): The most advanced smithing skill gives the character a +10% bonus to their base skill, and allows them to craft weapons and armor that is able to be enchanted by mages.

**Speak With Companion (2)**

*I understood him perfectly.*

When this skill is learned, it allows the character to communicate with his or her companion as if they spoke the same language.

**Specialist (3)**

*Me? I'm the best at this. Just watch...*

When this skill is learned, a known skill of choice will instantly receive a permanent +15% bonus.

**Spirit of the Bard (2)**

*I can't help it if they love me.*

A character with this skill has learned to play a specific type of musical instrument. The starting % is equal to the character's luck score. When playing, the character can attempt to charm other creatures by playing for them. If anyone who is non hostile towards the bard fails their willpower check, then they will become friendly to the bard. If they were hostile towards the bard, then they can make a willpower check at a +25 bonus to avoid becoming friendly.

Note that friendly does not mean they will do anything for the character or follow commands or betray orders. It just means they will become friendly.

If the willpower check succeeds, then the target will know they were the target of magic and will become hostile towards the bard. This hostility can range from contempt to all out fighting. For every experience title of the bard beyond aspirant, target creatures within earshot will suffer a -5 penalty to their willpower checks.



## Survival (Int)(1)

*I don't need anyone but myself.*

When this skill is chosen, the character has the knowledge to survive in the wild by living off the land; hunting and finding game or shelter. A successful check means the character has found enough food and/or shelter to survive for one day. For every 5 points that the character succeeded by, and additional person can be supported by this skill.

## Swimming (End)(1)

*Everyone always takes this for granted. I can't help notice how they are all drowned by now...*

This skill simply gives the character the knowledge to swim without drowning.

## Combat Skills

### Armor

*Let's just say I'm tired of being stabbed.*

Light (1): The character is allowed to wear light rated armor types.

Medium (2): The character is allowed to wear medium rated armor types. **This skill can be learned as an aspirant as long as the character has the skill points to purchase it.**

Heavy (4): The character is allowed to wear heavy rated armor types. **This skill can be learned as an adventurer as long as the character has the skill points to purchase it.**

### Armor Maximization

*If you're going to wear armor, might as well wear it right...*

Novice (2): Warriors who spend a dedicated amount of time learning the intricacies of the armor that is meant to protect them can make the armor more effective than if it were worn by just anyone.

A character who learns the novice version of this skill will gain a +1 to the wound threshold bonus in each category of the armor worn. Note that this bonus is not applicable to each piece of armor worn, but a total bonus gained whenever the character is wearing armor that covers at least the torso.

Skilled (4): An additional +1 bonus is given.

Master (6): An additional +1 (total +3) bonus is given.

### Armor Proficiency (2)

*...and fashionable...*

Armor is heavy, confining, and largely uncomfortable, especially when worn for long periods of time. When the character takes time to learn this skill, they learn how to mitigate many of these factors. In game terms, the character reduces the armor type by one category in terms of fatigue, casting spells, etc.

That is, if a character is wearing light armor and they learn this skill, then for purposes for fatigue, spell casting limitations,

martial arts limitations, etc, then the character is treated as not wearing armor at all. This does not override the armor skill requirements above. I.e., a character cannot learn this skill and wear light armor if they have not learned the light armor skill.

### Backswing

*Oh, you thought I missed?*

Novice (2): By focusing on the art of the backswing, any successful hit the character inflicts on a target will suffer one additional minor wound. This wound does not increase in severity like other normal attacks would due to things like a critical hit, or magical effects.

Master (4): Once this skill is learned, the extra damage inflicted becomes a deep wound instead of a minor wound.

### Block Missiles (1)

*I see your arrow coming with plenty of time to dodge.*

When the character learns this skill, opponents no longer gain the +1 ADP/xp title level to attack with missile weapons if the character does not have a shield or other barrier.

### Charging Attack (1)

*Stand still while I run you through, cretin!*

A charging attack is any attack in which the character is on a mount charging forward. The effects of a charge are only applicable if the attacker has ample room to gain enough speed to deliver the attack (generally 4 segments to build up speed where no other actions can be performed. Add this to the RR of the weapon used).

Charges are most commonly associated with lances, or long spears, but it is possible for a charge attack to be done with any other type of medium or larger weapon.

A successful charge attack will inflict an additional 1d4 wounds of the type rolled to the target creature.



*Horsemanship* and *novice mounted combat* are prerequisites to learning this skill, and keep in mind that the charge will carry the mount and character forward past the target by a distance equal to the movement rate of the beast being ridden.

This is important because for a rider not paying attention, the momentum might carry them into a location that he does not want to be, like over a cliff for instance.

#### Counterattack (4)

*Stop attacking so wildly, and I'll stop stabbing you.*

With this skill, if an attacking creature engaged in melee combat with the character misses its attack by 5 or more, then the character will immediately get a free counterattack against that creature.

This skill can only be used against each opponent once per cycle. That is, if the character is being attacked by 3 opponents, then a total of 3 counterattacks in that cycle are permitted (one against each opponent) regardless of how many times that opponent has attacked the character.

#### Critical Strike

*Oh, I bet that had to hurt...*

Improved (3): Whenever the character scores a critical hit, she will inflict one extra wound of the same type rolled, for a total of two additional wounds.

Master (5): Similar to improved critical strike, this skill will grant an additional wound inflicted, for a total of three additional wounds inflicted when a critical strike is rolled.

#### Defense of Thorns (3)

*Come on, if you dare...*

At the beginning of the combat encounter, if the character declares that they will be going into the defense of thorns, then any attacking creature that engages in melee with the character will have to make a luck check or suffer damage automatically at a DRL level of  $\frac{1}{2}$  the character's normal rating for the weapon they are wielding. While this mode is active, the RR of all actions will be increased by 2. Therefore, a character who is using defense of thorns and is using a sword with a RR of 5, that RR would then become 7.

#### Disarm (3)

*What are you going to hit me with now? Bad language?*

If the character succeeds in an attack, she can attempt to disarm the opponent rather than inflict damage. The opponent has an opportunity to avoid the disarm by re-rolling one dice in its DDP. The attacker does not re-roll her ADP, and if her result is still higher, then the defender will lose its weapon in a random direction from 1d8 feet away.

#### Dodge

*Missed me!*

Skilled (2): As explained in the Combat section of this rulebook, every character can attempt to dodge a blow that they know is

coming. But by spending the extra time and energy to hone this skill, the character gets to re-roll two dice in his or her dice pool, and not just one.

Master (4): By furthering this skill even further, not only does the character get to re-roll the highest dice in his pool, but he no longer needs to suffer the RR penalty associated with dodging.

Like all dodging, only one attack per cycle per xp title level can be dodged. So a veteran character can only attempt to dodge a maximum of three attacks on him per cycle.

#### Dual Weapons

*I call this one "Pain", and this one "Misery".*

Novice (2): This skill allows a character to attack with a weapon in each hand at a reduced penalty. Both attacks resolve in the segment of the slowest weapon used, and the character would only suffer a -2 adjustment to his or her ADP for each weapon.

The character also has the option of forgoing an attack with the secondary weapon and instead use it for defense. If this is the case, the character would gain a +2 shift to his or her DDP bonus as long as the weapon is being used in this way.

For example, Theron is wielding a dagger in his off hand and a short sword in his main hand. The RR of his dagger is 4 while his short sword has a RR of 6. If he chooses, he can attack with his short sword and dagger on segment 6, or he may choose to only attack with his short sword and gain a bonus +2 to his DDP level against all attacks that happen before Theron's action in segment 6.

Please note that the character must declare if he is attacking or defending with his off hand weapon when he declares his actions normally.

Advanced (4): By increasing his or her skill in fighting with dual weapons, the character can eliminate all penalties when attacking with a weapon in each hand.

Master (6): The pinnacle of dualism, a character with this skill is truly to be feared in a fight, as he now gains a passive bonus to his DDP in addition to the choice of using the off hand weapon for defense. Whenever the character is wielding a weapon in each hand, he gains a +2 bonus to his DDP for the entire combat encounter. The character can still attack with the off hand weapon, or he may increase his DDP bonus further by choosing to use the weapon for defense.



**Fortitude**

*Bah! That doesn't hurt.*

Novice (1): The character gains a permanent +1 bonus to her base DA level.

Adept (2): The character gains a permanent +1 bonus to her base DA level.

Skilled (3): The character gains a permanent +1 bonus to her base DA level.

Advanced (4): The character gains a permanent +1 bonus to her base DA level.

Master (5): The character gains a permanent +1 bonus to her base DA level, for a total of +5.

**Martial Arts**

*Weeeeeeeeeeeeeeeeeee! Betty!*

Novice (1): When a character spends a point into learning a martial arts style, he may pick from one of the styles described in the next section of this manual, or may create his own (get with the GM to hash the style out).

Adept (2): A bonus of +2 is given to ADP, DDP, and DRL. This bonus is in addition to the bonuses for gaining experience title levels.

Skilled (3): An additional +3 bonus is given to ADP, DDP, and DRL. The character is also able to successfully damage creatures who are only harmed by silver weapons.

Advanced (4): An additional +2 bonus is given to ADP, DDP, and DRL.

Master (5): An additional +3 bonus is given to ADP, DDP, and DRL, for a total bonus of +10 to ADP, DDP, and DRL. The character can also successfully damage creatures only harmed by magical weapons.

Epic (8): When epic martial arts is learned, an additional wound of the type rolled is inflicted, as well as a -1 reduction in RR costs for martial arts maneuvers.

**Missile Deflection (4)**

*The look on the "Master Archer's" face was priceless as soon as he realized that his bow was useless.*

As long as the character is aware that she is being attacked by missile weapons, she will receive a chance to make a luck check from missile weapon attacks only. This does not include siege weapons or breath weapons. If successful, the missile is deflected and won't harm the player.

**Mounted Combat**

*Hello down there, meet my sword!*

Novice (1): Any unskilled character who tries to ride a mount and hasn't devoted the time to become proficient in it will suffer drawbacks. The first is that the character may not even be able to control the mount if it becomes seriously spooked.

Secondly, the character will become fatigued very quickly, as riding a horse when you aren't used to it is the equivalent of engaging in a moderately strenuous activity (see *fatigue* rules in the *Combat* section). Finally, any attack made from the mount will result in a -4 penalty to the character's ADP roll.

If the character does learn this skill, many of these drawbacks are significantly reduced or eliminated. For one, the character no longer has a problem controlling the mount or suffering from extended fatigue. Secondly, the penalty for attacking from horseback (or any other mount) is reduced to only a -2 adjustment to the character's ADP roll.

Expert (3): Once the character learns this skill, all penalties to attack are eliminated, and the character can also get his mount to perform tricks like you see in an equestrian event. The character can also get his mount to do extraordinary feats of power and endurance, translating into a permanent, passive +10% bonus to movement rate and +2 bonus to the creature's DA level.



### Needlestorm (4)

*Ha! All you have are little daggers? Meet my great two-handed sw....urk!*

If the character has at least an adept skill in any type of thrown weapons, she may use needlestorm. When throwing daggers, darts, or any other small thrown weapon, she can attack twice every time it becomes her turn. I.e., if Shiandra is attacking with thrown daggers and has a RR of 3, on segment 3 when it is her turn, she will attack with two thrown daggers at the same time. This skill cannot be used in melee, and an ADP roll for each weapon is required.

### Parry (2)

*Thought you had me there, didn't you?*

By learning this skill, the character can declare that he will attempt to parry an attack that has already successfully landed. This can be attempted only once per cycle of the initiative clock, but allows the character to reroll his DDP roll for that attack only.

### Power Attack (1)

*Now I'm mad!*

One way you can get more force into your attack is to perform a power attack. This can be done with any weapon, and is performed by effectively "winding up" the attack to maximize power. If attempting this maneuver, the character will suffer a +4 shift to his RR.

If the attack hits, then the wound inflicted will be one category higher than what was rolled. If a severe wound was rolled, then one additional severe wound is inflicted.

For instance, a character attacking an ogre with a mace has a normal total DRL of 7 and ADP of 8, going on segment 6. She decides to power attack the ogre. She attacks on segment 10 and hits. She rolls her DRL dice and sees that normally she would have inflicted a moderate wound. Since this was a power attack, the ogre instead suffers a deep wound.

### Roll With the Punches (4)

*The ogre got a perplexed look on its face when it finally realized that its attacks weren't really doing anything.*

By learning this skill, a character can effectively prevent some or all of the damage that would normally be inflicted upon him in combat.

Once learned, the least severe wound inflicted upon the character would be ignored. I.e., if the character suffered a moderate and a severe wound, the moderate wound would be ignored.

### Shield

*No, I don't plan on being an arrow pin cushion, thank you very much.*

Novice (1): The character is allowed to use shields effectively. Naturally anyone can pick up a shield, but if they do so, will only gain 1/2 of the DDP benefit unless skilled in its use.

Armor weight requirements must still be met as well. For example, a character skilled in medium armor and shields

can wield any shield of a medium rating or lower. He cannot use heavy shields until he learns the heavy armor skill.

Advanced (3): The character with this skill will gain an additional +1 bonus to the shield's base DDP score.

### Single Weapon

*It's all about flair, son. The ladies love it!*

Novice (1) This chain of skills is only applicable when the character is fighting with a weapon in one hand while the other hand remains empty. Through dedication, the character can increase precision and defensive ability as they progress through the ranks. At novice level, the character increases both ADP and DDP by one.

Skilled (3): At skilled level, a bonus of +1 is gained to both DDP and DRL.

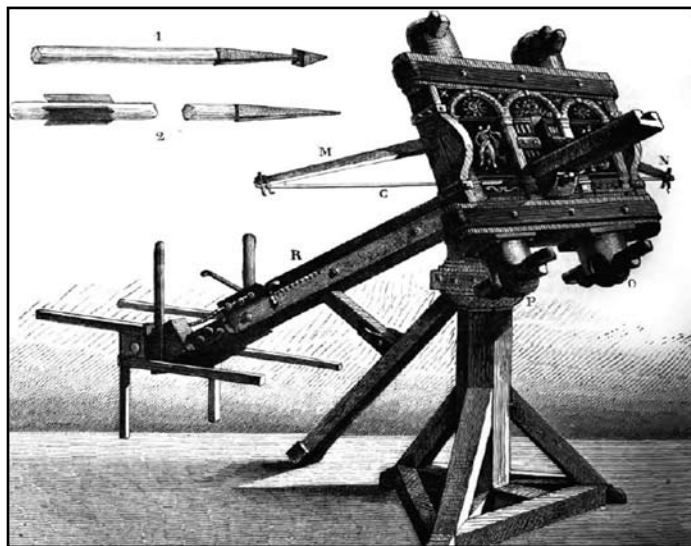
Master (5): And at master level, another +1 bonus to ADP, DDP, and DRL is gained, for a total bonus of +3 to DDP and +2 to DRL and ADP. Also at master level, the RR cost of the weapon will be reduced by one.

### Siege Machine

*Overkill? It can't be overkill. I still have boulders left.*

Novice (2): The character with this skill has learned how to set up and operate various forms of siege weaponry. If the leader of the crew manning a siege weapon has this skill, they will attack using a base ADP of 8.

Advanced (4): A person with this skill has mastered the subtleties and formulas needed to use siege machinery with the most accuracy. If the leader of a crew manning a siege weapon has this skill, then they will attack using a base ADP of 12.



### Spirit of the Barbarian (4)

*Aaarrggggghhhh! Gary smash!*

Once per day, the character may call forth the spirit of a fallen barbarian to aid him in battle. For a duration of 10 minutes, the first three wounds the character suffers will be ignored.



## Spirit of the Hero (5)

*To arms, for I am inspired!*

Once per day per experience title level of the character, she may call forth the spirit of a fallen hero to aid her in battle. For a duration of 10 minutes, she will gain a +3 bonus to her ADP, DRL, and DDP. The spirit will not work at the same time any other Spirit skill is being used.

## Spirit of the Soldier (2)

*None of your opponents thought your prayers meant much... until your sword ran them through.*

Once per day per experience title level of the character, he may call forth the spirit of a fallen soldier to aid him in battle. For a duration of 10 minutes, he will gain a +1 bonus to their ADP, DRL, and DDP.

## Spirit of the Warrior (3)

*That strike hurt a hell of a lot worse than he expected it to.*

Once per day the character may call forth the spirit of a fallen warrior to aid him in battle. This power allows the character to inflict an additional 1d4 wounds of the type rolled to the target opponent for the next successful attack only.

## Two-handed Fighting

*Bigger weapon, more strength—what's not to like?*

Novice (1): The character gains a +1 bonus to DRL and DDP.

Skilled (3): The character gains another +2 bonus to DRL

Master (5): The character reduces the RR of the weapon by 1 and increased DRL by an additional +1 bonus.

Note that the weapon used must be wielded with both hands in order for these bonuses to have effect.



## Weapon Breaker

*Did I do that?*

Novice (2): For the cost of an action at the same RR rating of the weapon the character is using, he or she may attempt to break the weapon of an opponent. The character must have a weapon equipped, and has a base 25% chance of breaking the weapon. No ADP roll is necessary.

If the target weapon is magical, it may not be broken with this maneuver unless the character's weapon is also magical. The GM may enforce a bonus or penalty depending the difference in magical strength of each weapon used.

I.e., a character who uses a magical dagger that grants a +1 bonus to ADP to try to break a magical sword that has several magical abilities, a significant penalty may be enforced.

Master (6): By continuing to focus their skills at weapon breaking, the character with this skill will gain a +25% bonus to his or her existing weapon breaking skill percentage.

## Weapon Focus

*Any fool can pick up a sword. It takes devotion to use its potential.*

Novice (1): Some characters may choose to devote an unusual amount of time in trying to master a particular weapon. This devotion only applies to a single weapon type, and not a group of weapons or even weapons that are similar.

For example, a character may choose to learn weapon focus for his two handed battle axe, but the benefits would not apply to any other weapons, included any other types of axe.

Once learned, this skill would grant the character a +1 bonus to both ADP and DRL when using the weapon. Weapon Focus can be learned for more than one weapon type if the character spends the additional points needed.

Skilled (3): By spending additional skill points and devotion, the selected weapon type that the character chose earlier will gain an additional +1 to ADP and +2 to DRL.

Master (5): The ultimate weapon mastery of a particular weapon type, this skill will grant an additional +1 to ADP and another +2 to DRL, for a grand total of +3 to ADP and +5 to DRL. The character will also decrease the RR level of the weapon by one.

These bonuses only apply to the selected weapon type chosen when the character first learned novice Weapon Focus.

**Weapon Skills:** In order to effectively use a weapon, a character must be skilled in that weapon. There are three ways you can go about this: individual specialization (the weapon focus skills above), general weapon use, or broad group specialization. Each will impact the ADP, DDP, and DRL levels uniquely.

The primary difference between *weapon group type* and *general weapons* is that the group version is more specialized towards weapons that are similar, while general weapons includes anything that can be used as a weapon, including fists, sticks, and rocks. Due to the higher specialization of the weapon group types, you will notice that the ADP, DDP, and DRL values are higher than for just general weapons. Note that the values are not cumulative. That is, you if you have *Weapon Group, adept large blades* and *Weapon General, adept*, you do not add the DP

or DRL values together. You simply take the chart that has the highest value. In this case, when attacking with large blades, you would use the *Weapon Group, adept large blades* chart and not the *Weapon General, adept* chart. The exception to this are the other weapon enhancement skills, such as *Weapon Focus*. Those skills are indeed stackable with either the *Weapon General* or *Weapon Group* skills.

**Weapon Group Types:** The following groups are available for characters to choose when learning a weapon group. Each consists of several weapons as listed in the description. Any weapon not included in a group means that the weapon is unique and requires separate skill points to learn. A whip would be an example of these types of weapons.

**Axe/Club:** all axes, maces, clubs, quarterstaff, warhammers, picks, tonfa, escrima stick, and the morning star.

**Blades, small:** all edged weapons with a blade length of less than 24". Includes sai, jitte, and other blade-like weapons. Does not include pole weapons with a blade of this length.

**Blades, large:** includes all edged bladed weapons with a blade length of 24" or greater. Does not include pole weapons with a blade of this length.

**Bow:** all types of bows

**Crossbow:** all types of crossbows. This is a FREE skill since crossbows are very easy to learn. You can continue to increase this skill like any other weapon group by spending the skill points. Only the novice skill is free.

**Ninjitsu:** This exotic group consists of the tool-weapons commonly used by the ninja. The are: kama, kusari-gama, manriki, ninja-to, shuriken, shogee, chain, blowgun, bolos, and climbing claws.

**Parry:** A group consisting of primarily defensive weapons, this category includes the sai, goa, tonfa, siam gieh gwen, chut gieh, and yuan yang yue, as well as the parrying dagger.

**Pivot:** This group consists of all weapons that are hinged or have a pivot point in their construction. They include the nunchaku, siam gieh gwen, chut gieh, manriki, chain, meteor hammer, and all flails.

**Polearms:** This group consists of all polearms and spears.

**Samurai:** An exclusive group, the samurai weapon group includes the katana, wakazashi, tanto, no-dachi, and yumi.

**Thrown weapons:** Includes all thrown versions of weapons, including axes, clubs, and daggers. Also includes darts, javelins, bolos, sling, shuriken, and spikes. Does not include spears other than the light spear.

**Weapon Proficiency levels:** There are six levels of proficiency that a character can reach with weapons: novice, adept, skilled, advanced, master, and epic. This is true for both weapon groups and weapon general skills. The below charts shows the base ADP/DDP, and DRL and bonus wounds for each level of proficiency. The bonuses in the chart are not cumulative. I.e. a master weapon group of axe/club will have a base ADP/DDP of 11, and a bonus +3 to DRL when using weapons from that group.

General Level	Base ADP/DDP	DRL
Novice	2	-
Adept	3	1
Skilled	5	1
Advanced	7	2
Master	9	2
Epic	-1 RR, +1 wound	

Group Level	Base ADP/DDP	DRL
Novice	3	1
Adept	5	1
Skilled	7	2
Advanced	9	2
Master	11	3
Epic	-1 RR, +1 wound	

### Weapon & Shield

*A shield is so much more than just a wall to hide behind.*

**Novice (1):** This skill set is used when the character is wielding a shield in his or her off hand. By devoting extra time towards this skill, the character becomes more effective in combat when armed with a shield, and may perform a shield bash maneuver.

The shield bash is a maneuver that the character may accomplish once per cycle. This may happen during any of the character's already declared attacks with his or her main weapon in the primary hand. For example, if your character has this skill and you have declared an attack that would resolve on segment 9, you could also perform a shield bash on segment 9 if you haven't already done a shield bash earlier in the cycle.

The base ADP and DRL of the shield bash is 3 for novice level.

**Adept (2):** A bonus +3 is given to ADP and DRL of the shield bash.

**Skilled (3):** A bonus +3 is given to ADP and DRL of the shield bash.

**Advanced (4):** A bonus +3 is given to ADP and DRL of the shield bash.

**Master (5):** A bonus +3 is given to ADP and DRL of the shield bash, making it a total of 15 for ADP and 15 for DRL, not counting any other bonuses.

## Withdraw (2)

*Run away!*

After the character learns this skill, he can now flee without worrying about the opponent getting a free attack on him.

## Stealth Skills

### Alter Tracks (2)

*Let them wonder how a rabbit infiltrated their compound and assassinated the baron.*

This skill allows the character to change the appearance of tracks that they may leave behind. Instead of human tracks, the character may choose to leave deer tracks instead as an example.

### Backstab

*Hurts worse from back here, don't it?*

Novice (1): If the character successfully sneaks up behind an opponent unnoticed, then the character will receive a +4 shift to his ADP level and +4 to the DRL level for only that next attack.

Note that backstabbing is only successful if the character is attacking while the target is unaware of their presence. Simply being behind the target will not grant this bonus, and some creatures may be immune.

Skilled (3): A more proficient form of backstabbing, this skill will inflict an additional wound to the target of the type rolled.

Master (5): As a further enhancement to the novice backstab skill,

a character with this skill will inflict an additional wound of the type rolled upon a successful backstab attack, for a total of 2 wounds being inflicted to the target.

### Balance (1)

*50 feet up, standing on a thin ledge outside the window, you see the duke (who had just entered a moment ago) in the room yelling at his wife. And yet you feel perfectly comfortable.*

When the character learns this skill, they have increased their sense of balance to the point where any agility check that is rolled would be done with a +10 bonus.

### Cheat Death (4)

*Thought you had me, didn't you?*

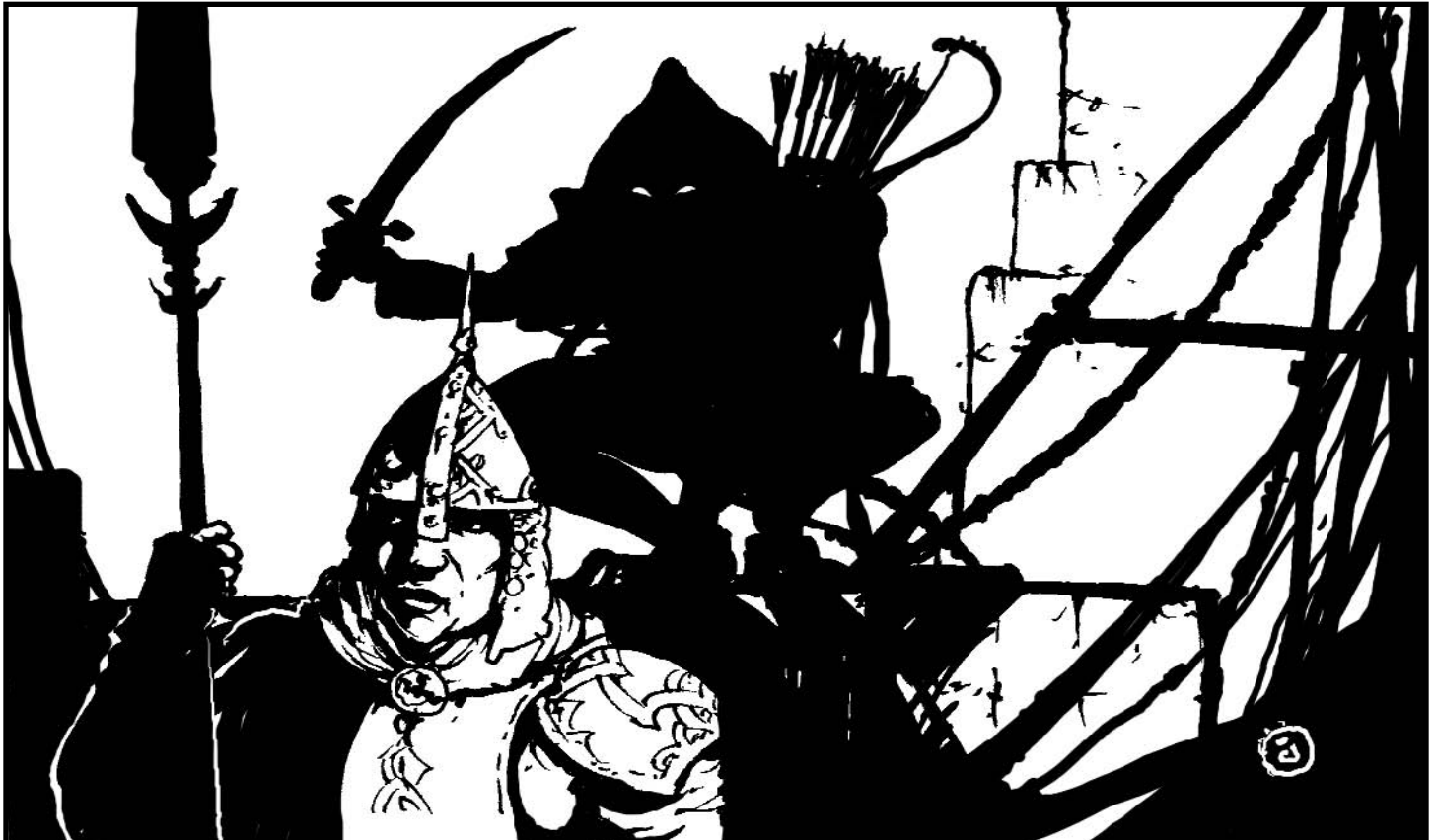
Whenever the character receives a wound that would kill him, he can attempt to reduce it. If the character makes a luck check, then the wounds he received will be reduced by two categories. Please note that if the character's threshold is already full in his wound categories, the attack may still end up escalating and killing him. This can only be done once every 24 hours.

### Climbing (Agil/2)(1)

*How the hell did you get up here?*

The character can successfully climb sheer walls and other surfaces, such as a brick wall or limbless trees. The character can move one foot for every segment passed, and must make additional checks for every 25 feet climbed.

### Create Poison (Int/2)(3)



*Whistling....*

With a successful skill check, the character can create an effective bottle of poison. Costs for materials on the black market (herbs, etc) generally run about 50 gold. Even if the skill is not successful, the materials are still consumed.

This skill also allows the character to create cure poison potions.

### **Death Immunity (6)**

*Seeing that his devastating attack had no effect, the dark knight got a really puzzled look on his face.*

An enhancement to the cheat death skill, death immunity will also help prevent a blow from killing the character. When faced with a wound that would kill them, if a successful luck check is made the attack would be completely ignored. This skill can only be used once every 24 hours.

### **Disarm Traps (Agil/2)(1)**

*Stand back...*

If a trap is discovered, the character may disarm the trap with a successful roll.

### **Disguise (Int/2)(2)**

*I'm sorry. I don't believe I know you.*

A character with this skill and the proper materials (makeup, wigs, etc) can effectively disguise her appearance to that of another person. A typical skill check is rolled if the character is remaining the same gender and species. If the character is attempting to portray a different gender, a -15% penalty is enforced. If the character is attempting to portray a different species, a -40% penalty is enforced.

### **Eavesdrop (Int)(2)**

*You'll never believe what I heard...*

The character gains the inherent ability to listen to, and discern, other conversations going around him at all times.

### **Escape Bonds (Agil/2)(2)**

*Correction. You *\*had\** captured me.*

If the character is bound, such as by chains or rope, he may attempt to escape by successfully rolling a skill check. Naturally a modifier may be applied depending on the type and quality of the bonds used (thin rope vs. heavy chain for example).

### **Fast Talking (Int)(2)**

*That's not what I meant, honestly?*

The character, with a successful skill roll, can pretty much talk their way out of any sticky situation. Note that this only works for a target that is willing to listen.



## Hiding (Agil/2)(1)

*Where did he go?*

Paired with *Silent Walk*, this skill is employed when stealth is essential. With a successful roll, the character can remain hidden in the shadows, terrain, etc. A new check must be made every cycle (12 segments). Please note that this does not hide the character's smell or sound.

## Invisibility (5)

*Now you see me, now you don't.*

An incredibly useful skill, once learned the rogue can effectively make herself invisible. This only applies to visual invisibility, and does not affect smell, thermal, or auditory factors.

If used in combat, the character gains a +4 shift to the defense dice pool in melee combat, and a +8 shift to defense against missile combat.

The character can maintain the invisibility for one minute for every ten points of endurance he or she has. I.e., a character with an endurance score of 52 would be able to stay invisible for 5 minutes. Once this time is reached, the character cannot become invisible again until he is able to rest for one full hour.

## Lock picking (Agil/2)(1)

*With his expansive experience in picking things like butts and noses, this was easy.*

With a successful roll, the character can successfully open a locking mechanism. Only one attempt on the same lock can be made the same character attempting it per hour. Modifiers to the character's chance of success also may be applied depending on the quality of the lock.

## Persuade (Int+Luck/2)(2)

*Are you really sure you want to do that?*

By making as successful check, the character can successfully use her skill of persuasion to talk down the prices of items when haggling over price. The character will get a 10% discount on all items purchased from any merchant they attempt to buy from.

## Quickfingers (2)

*You never saw that, did you?*

When the character chooses this skill, she will receive an instant +10% permanent bonus to lock picking, sleight of hand, disarm traps, and escape bonds.

## Quickstrike (3)

*Thinking themselves secure, the orc guards were completely unprepared as you unsheathed your hidden dagger and plunged it deep in the chest of one of them.*

The character can instantly bring his weapon at ready from its sheath, effectively gaining surprise on a target not ready for combat. What this means in game terms is that if the opponents aren't expecting combat and the character enacts this skill to draw his weapon and attack, he can do so with enough speed to gain the standard +2 bonus to ADP for surprise attacks.

## Read Languages (Int)(1)

*That's not what it says.*

By making a successful skill check, the character can discern enough of the writing before him to effectively translate the general subject matter.

## Read Lips (Int/2)(2)

*How do you know what they are saying? Trust me.*

The character can read the lips of a target individual from up to 50 feet away. Please note that they character must understand the language spoken in order for this skill to work.

## Read Magic (Int/2)(3)

*Didn't know I could do that, did you?*

By making a successful skill roll, the character can read magic scrolls and cast the spell effectively, even if he or she doesn't have the appropriate mystic skill. The scroll will be disintegrated upon use.

## Rogue's Luck (3)

*You choose, you're the lucky one.*

The character gains a +10 bonus when required to make any luck check.



## Shadowmeld (4)

*Not even the hounds could find you.*

This skill will grant a permanent +25% bonus to silent walk and hiding skills.

**Shadowstrike (3)**

*The look on the servant's face as you killed his master was almost worth the price of the job. Almost.*

Once per day, per experience title level, the character can remain in the shadows and effectively strike out at a target away from him. This power can attack targets up to two feet away per PR, with an ADP and DRL of the weapon the character is wielding.

In order for this power to work, the character must be hidden or invisible, and the RR cost is the same as the weapon. Once invoked, a barely perceptible shadow of the character will strike out instantly from the shadows and hit the target. Note that the character would most likely also benefit from bonuses to ADP for a surprise attack, and this also does qualify for backstab bonuses as well if the character has the backstab skill.

**Silent Walk (Agil/2)(1)**

*Didn't hear me coming, did you? Too bad for that, with my knife sticking out of your back and all.*

If the character makes a successful skill check, then they can move without making a sound. This skill is very effective when sneaking up behind someone. A new skill check must be made every 12 segments (one complete cycle).

**Sleight of Hand (Agil/2)(1)**

*Who needs a legit job when there are so many people so willing to depart with their purses...*

The character, with a successful skill roll, is able to perform sleight of hand tricks, such as picking the pockets of a target or slipping something into a target's drink.

**Spinning Blades (6)**

*The glee in the giant's eyes immediately turned to pain-filled despair as his deadly attack was turned on him.*

A last ditch effort by desperate characters, this skill can be invoked any time the character would normally suffer more than one severe wound in melee combat by a single attack. Once it is determined that the character would suffer more than one severe wound, she would invoke spinning blades.

Essentially the character would spin in a flourish of razor sharp death, weapons flashing in a blur. The character needs to roll ADP, and if successful, 1d6 additional wounds would be inflicted of the type rolled. If these wounds are enough to kill the attacker, then the character can also avoid taking the original damage that triggered this skill. Spinning Blades can only be used once per day per experience title level.

For example: Gilt is fighting a forest giant who is successful in its attack on Gilt. Damage is rolled and Gilt would take 2 severe wounds. Spinning Blades is triggered and Gilt rolls his ADP. He is successful, and rolls a deep wound for damage. He then rolls a d6 and gets a 4. The forest giant takes a total of 5 deep wounds, enough to kill the giant. Gilt avoids taking the 2 severe wounds.

Naturally this skill can only be used in melee combat, and only against a single combatant. It also bears repeating that if the character suffers more than one severe wound from different sources, spinning blades would not trigger.

**Spirit of the Assassin (5)**

*Hold on now, that's just not fair.*

If the character is successful in sneaking up upon an opponent and is successful in striking a hit, they have a 15% chance of instantly killing the opponent provided the target can be harmed by the attack normally. This skill can be increased in the same fashion as most percentage based skills.

**Spirit of the Outlaw (2)**

*And the guards thought that prayers were only for the desperate.*

Once per day per experience title level of the character, she may call forth the spirit of a fallen outlaw to aid them. For a duration of 10 minutes/cycles, she will gain a +10% to any stealth skill.

**Spirit of the Thief (3)**

*Fortune smiles upon the cautious...*

This skill will grant the character a permanent +15% bonus to silent walk, hiding, and slight of hand skills.

**Tracking (Int+Agil/3)(1)**

*We're not going hungry tonight boys...*

This skill is used when one wants to track a quarry in the wilds. With a successful skill check, the character can follow or find a set of tracks, and determine what type of creature made the tracks. A new check must be made every 1d6 hours, and weather conditions may impose a penalty. For instance, severe rain might give the character a -50% to their chance of success.

**Trailing (Int/2)(1)**

*If only people were more aware of their surroundings, I wouldn't have to keep stealing from them.*

Unlike tracking, this skill is used in urban environments. A success check must be made if the character is attempting to follow an individual without being noticed. A bonus or penalty may be assessed if the target creature is suspicious or completely oblivious of being trailed.

**Ventriloquism (Int/2)(2)**

*Wait! Did you hear that? Over there...*

The character can successfully throw his or her voice up to a distance of 20 feet away from the character, making it seem like another object is making the sound.

**Weightless Walk (4)**

*Like a moat is going to stop me.*

The character can, at will, make himself virtually weightless, allowing him to walk over water and cloud matter. Please note that a maximum additional weight of 50 pounds can be carried.



## Mystic Skills

### Alchemy (Int/2)(2)

*A pinch of this, a dash of that—you might want to step back.*

This skill allows the character to create magical potions. The character has a base chance of success equal to 1/2 of his intellect score. The character will need an alchemist's lab (approximately 10,000 gold in value if not a member of a guild), and will need all of the required ingredients. Please see the *Alchemy* section for greater detail.



THE ALCHEMIST.

### Arcane

*Don't incur my wrath. You won't like me angry.*

Master (2): A mage with this skill will inflict one additional minor wound to any target(s) he damages with a spell.

Grandmaster (4): Similar to arcane master, this skill will instead inflict one additional wound of the same type rolled to each target the caster has damaged with a spell.

### Channeling (1, 2, 3, 4, 5)

*See? All that "hand wringing" wasn't just for show. I'd accept your apology, but I bet you find it hard to speak with no face.*

Each level of channeling that the character learns will allow them to cast an equivalent level of channeling magic. I.e., *skilled channeling* (level 3) will allow the character to cast level 3 spells.

### Degree

*Some of us are smarter than others...*

Associate (1): This skill gives the character greater knowledge on mystic powers and history. The character will receive a +5% bonus to any intellect skill check.

Masters (3): This skill grants the caster a bonus +2 to any ADP, DRL, DDP rolls for his spells or powers, as well as giving the recipient of a mental spell a -10 to its willpower check for any spells cast at it by the character.

Alternatively, instead of the above bonuses, the character can enhance the spell's duration and/or range by 25%.

### Enchantment (Int/2)

*Well, how \*did\* you think your sword got made?*

The various levels of proficiency with enchantment skills allow the character to create magical items. Please see the *Enchanting Items* section for more detail.

### Enhanced Power Rating (PR)

*Oh....this is going to hurt...*

Novice (1): A bonus of +2 is granted to the character's overall PR rating.

Adept (2): A bonus of +2 is granted to the character's overall PR rating.

Skilled (3): A bonus of +2 is granted to the character's overall PR rating.

Advanced (4): A bonus of +2 is granted to the character's overall PR rating.

Master (5): A bonus of +2 is granted to the character's overall PR rating, for a total of +10.

### Gemstone (1, 2, 3)

*New Age, whatever. It works, so shut up.*

This skill allows the character to employ gemstone magic.

### Identify Magic (Int/2)(2)

*Funny how everyone makes fun of the wimpy mage, but no one wants to dare touch the unknown magic item until I do.*

By probing an item with her own magical energies, the character with this skill has a chance equal of identifying the magical qualities of an item. A missed check means that the character might think the item has magical properties that it does not. For this reason, the GM should make the roll instead of the player, so the player has no idea if it was a success or not until the item is used.

### Magic Sense (1)

*Yeah, there's magic here, but what they don't know...*

Whenever the character comes within a few feet of a magical item, she would know that the item is enchanted in some way. The properties still remain unknown, but the character would know if the item was magical or not.

### Meditation (1)

*Breathe deeply; feel the power build up inside you...*

This skill allows mages to regain the ability to cast spells at double the rate over a mage who is just resting normally.

### **Mental (1, 2, 3, 4, 5)**

*All of his buddies are watching him writhe in pain, with no clue it's me doing it.*

Similar to other forms of magic, each level of skill learned will allow the character to use the next higher level of mental magic. I.e., a character skilled in *advanced mental* magic (level 4) can cast level 4 mental spells.

However, unlike other forms of magic, this type of magic cannot be learned later on, and must be chosen at character creation.

### **Mystic Explosion (6)**

*You call that an explosion? Here, let me show you...*

Once this skill is learned, all spells cast by the mage that inflict damage will inflict one additional severe wound to any targets normally affected by the original spell.

### **Mystic Fortitude (1, 2, 3, 4, 5)**

*Who needs armor when you have magic to protect you?*

Traditionally the practitioners of magic do not encumber themselves with the trapping or armor. This typically means that such men and women are very squishy when it comes to combat. Realizing this drawback, many mages have found a way to magically enhance their toughness.

When a character learns this skill, he or she will increase his or her WT level by 1 for every level of Mystic Fortitude that he or she learns. I.e., a character who has learned master level will have gained a total of +5 to each of his or her WT categories.

### **Quickspell (3)**

*Oh, faster than your attack? Sucks to be you...*

Once learned, this skill will speed up all spells cast by the character, reducing the RR of the spell by one.

### **Reiki (1, 2, 3)**

*It's not really "magic" per se, but more spiritual.*

This skill allows the character to employ Reiki magic.

### **Read magic (Int)(1)**

*One can never have enough scrolls.*

One of the most basic skills, read magic allows the character to decipher and read various magical writings. This skill is obviously required for those wanting to learn rune magic or spells from scrolls or spell books. Unlike the stealth skill of the same name, this skill does not allow a mage to cast scroll spells from a school of magic he or she has not learned.

### **Rune/Calligraphy (1, 2, 3, 4, 5)**

*Yeah, it may look all pretty and everything, until it blows your face off.*

Each level of rune/calligraphy that a character learns will enable her to learn and cast more powerful rune combinations. Novice level allows the character to cast up to level 5 runes, adept allows up to level 10 rune spells, skilled allows up to level 20, advances allows up to level 35, and master allows up to level 50 rune spells.

### **Spirit of the Apprentice (2)**

*I bet you wish you wore armor, didn't you?*

This skill will give the caster a bonus +1 to their ADP, DRL, and/or DDP to all spells cast. Note that this does not increase the attributes of a spirit pet or other summoned creature, only direct damage spells.

### **Spirit of the Mage (3)**

*And a shield...*

This skill will give the caster a bonus +2 to their ADP, DRL, and/or DDP to all spells cast. This is not cumulative with Spirit of the Apprentice.

### **Spirit of the Mentalist (3)**

*Resistance is futile*

If the character has this skill, all willpower checks made by an opponent when trying to resist a mental spell will suffer a -10 penalty.

### **Totem/Tattoo/Origami (1, 2, 3, 4, 5)**

*No, it's not a toy. Call it that one more time and I'll have it fix that problem you have with spending too much money on harlots, if you catch my meaning.*

For each level of totem/tattoo/origami magic that is learned, the character can invoke more powerful totems.

### **Totem Enhancement**

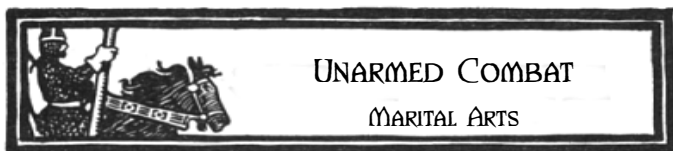
*Oh, I make sure I feed him with only the best food.*

Novice (2): Once a character learns this skill, the spirit pet will become more powerful of that character, gaining a bonus +2 to DA, ADP, DDP, and DRL.

Skilled (4): Similar to the novice version of this skill, the spirit pet of the character will gain an additional +2 to DA, ADP, DDP, and DRL, for a total +4 bonus.

Master (6): Once this version is learned, the spirit pet of the character will inflict one additional wound of the type rolled when attacking an opponent.





Martial arts, which includes all forms of unarmed combat as well as some forms of armed combat, is a disciplined style of fighting by using one's own body as weapon. Many styles have formed over the centuries, blossoming into an art form unto themselves.

Whereas there are literally hundreds of variants and styles in today's real world, only a select few, the most popular, will be available here. For those wanting to learn a different style, get with your GM to hash out the details of that style.

Each of the styles will have a brief description of the style, starting ADP, DDP, and DRL statistics, as well as starting maneuvers. Additional maneuvers can be learned by spending the appropriate XP points as listed next to the maneuver name in the tables following.

Note that characters cannot learn a maneuver unless they are skilled in the style of martial arts that teaches that maneuver, which is detailed below. Also note that the bonuses to ADP, DDP, DRL, etc in the skill description only apply to martial arts skills. I.e., the bonus you get from Chi Focus does not apply to your character's other weapon skills.

It is possible for a character to learn more than one style of martial arts. When a character does know more than one style, he must declare which style he is using in combat, and will use that style's ADP, DDP, and DRL for the attacks and defense.

Some martial arts maneuvers are percentage based skills, as opposed to an attack or defense. In these cases, skill advancement can be done the same as any other percentage based skill.



For those that do not have any particular style learned, and have not spent any XP points, he or she will have a base DRL of 3 and ADP/DDP of 1 when fighting unarmed, as well as using a base RR cost of 4. Characters do gain their normal strength bonus to DRL and DP bonus for agility when fighting unarmed.

## Using Martial Arts with Weapons

Under most circumstances, your character cannot use any marital arts maneuver while also wielding a weapon unless they have chosen the weapon skill maneuver. And even then, only the weapon type they chose can be used. The two most notable exceptions to this are Kyudo and Haedong Gumdo, which rely on the bow and sword, respectively. Neither of these two styles requires the character to devote another slot towards the *weapon skill* maneuver beyond what he has already spent to learn the weapons already (see *combat skills*).

Any attempt to use a martial arts maneuver while wielding a weapon that hasn't specifically been devoted towards that martial art will incur a -3 penalty to ADP and DDP rolls.

## Martial Arts and Armor

Naturally, wearing cumbersome armor that restricts movement would be a hindrance when trying to use your martial arts skills. For the simplicity of game play, a single rule will be enforced: in order to effectively use any martial art maneuver, only light rated armor may be worn. The exception to this are the Kyudo and Haedong Gumdo martial arts, which can still be used with any type of armor.

## Repetitive Actions

One thing to keep in mind when engaged in combat is that repetitive maneuvers are easier to predict, and your opponent will be able to dodge them more effectively. In game terms, for every consecutive action of the same maneuver being attempted, a -1 ADP penalty will be applied. Thus, on the 2nd consecutive attack using a punch maneuver, the attacker would have a -1 penalty to their ADP. On the 3rd consecutive maneuver, a -2 penalty would be incurred, and so on.

Likewise, if a character uses the same two or three maneuvers over and over again, the GM may also enforce a penalty to the attacker's ADP, or may give a bonus to the defender's DDP.

## Overbearing

Another tried and true method of unarmed combat is to try to overbear your opponent. If an attacker is attempting to overbear you, it must first roll a successful attack roll. If it is successful, you must make a successful strength check at a penalty that is determined by its weight and your maximum encumbrance percentage. I.e., if your maximum weight allowance is 200 lbs, and three 35 pound dogs are attempting to overbear you (total of 105 lbs), you would have a 48% chance of resisting the attempt, as 105 pounds is 52.5% of 200 pounds. 100 minus 52.5 equals 47.5, rounded up is 48%.

If a character has been overwhelmed, he will fall to the ground prone and must try to get back up again by making a check every 5 segments until he is successful.

Until that time is expired, all other opponents will gain a +3 to their ADP when attacking, while the character will suffer a +3 penalty to his RR cost of actions, and a -3 shift to his ADP while being overwhelmed.

## Wrestling

Wrestling is the art of close quarter grappling with an opponent. Each person constantly searches for leverage to overpower his opponent, and physical contact is almost never broken. When a character is successful in overpowering his opponent, he has a tremendous advantage and control over the opponent. This does not mean that victory is assured, for a skilled opponent may find a way to reverse the situation and become the controller instead of the controlled.

All characters, whether they are skilled in wrestling or not, have the basic skills of grappling. If two opponents find themselves in a grappling situation, the attacker will roll his ADP against the DDP roll of the defender. Whoever succeeds will have successfully gained the advantage. He will then have immobilized the opponent as well as inflicting damage according to his DRL.

Once someone finds himself at a disadvantage, all is not lost, and he may have another opportunity to break the hold. During his next action the disadvantaged person will suffer a -1 penalty to his ADP and DDP for each roll.

If a character is skilled in wrestling, he will use a base ADP and DDP of level 3, and will enjoy a +1 bonus to his DRL. The character will also start off with the *body slam* and *hold* maneuvers.

## Boxing

Boxing is one of the oldest styles of fighting; using the fists as the primary weapon to pummel the target. A character with this skill will have a base ADP of 4, DDP of 2, and a DRL of 4. The character will also start out with the *punch* and *roundhouse punch* maneuvers.

## Aikido

Aikido is a primarily defensive martial art, focusing on rhythmic maneuvers to use the opponent's strength against them rather than to use dynamic attacks. A character choosing this skill will have a base ADP of 2, DDP of 4, and DRL of 3. The character will also start out with the *dodge*, *joint lock*, and *punch* maneuvers.

## Tae Kwon Do

Tae Kwon Do specializes in dynamic kicks and a few strikes to inflict damage to the target. A character choosing this skill will use a base DRL of 5, and ADP of 3, and a DDP of 2. The character will also start out with the *front kick*, *side kick*, and *roundhouse kick* maneuvers.

## Karate

One of the most common forms of martial arts, Karate specializes in hand strikes and blocks. A character with this skill has a base ADP of 3, DDP of 3, and DRL of 4. The character will also start out with the *punch*, *arm block*, and *front kick* maneuvers.

## Kung Fu

Another popular martial art style, kung fu specializes in a good balance between pain threshold aptitude with a good variety of strikes and kicks. A character with this skill will have a base ADP of 3, DDP of 3, and DRL of 4. The character will also start out with the *arm block* and *backfist* maneuvers.

## Ninjitsu

The rarest and most secretive form of martial arts, ninjitsu

specializes in stealth and ingenuity of weapons use. This style focuses on keeping a low profile, and is much less flashy than Tae Kwon Do or Kung Fu. Because of this, the character must have a very good reason to learn this secretive style, as finding a teacher is near impossible.

A character that is skilled in ninjitsu will have a base ADP of 3, DDP of 3, and DRL of 3. They will also have the starting maneuvers of *climbing* and *front kick*.

## Jujitsu

A combination of grappling and striking, jujitsu specializes in defensive throws and immobilization maneuvers. A character with this style will have a base ADP of 3, DDP of 3, and DRL of 3. The character will also start out with the *throw* and *fall* maneuvers.

## Kyudo

Kyudo is the martial art focusing on archery. Before a character can spend points towards learning this maneuver, he must have first learned novice weapon group, bows. Additionally, before some individual maneuvers can be learned, the character may have to advance this skill even further, which will be detailed in the maneuver description.

A practitioner of Kyudo spends many long hours a day constantly honing his skill with the bow, raising the comfort level so high that the bow seems to be an extension of the character's body. While Kyudo masters have no equal in archery, they do not focus all this time on target practice. Rather, the goal of Kyudo is one of spiritual ascension—to become one with the bow. This is why Kyudo is a martial art, as opposed to a generic combat skill.

However, in spite of this, ADP, DDP, and DRL progression for the bow goes up according to the weapon group skill, and not in alignment with the martial arts skill.



## Haedong Gumdo

Haedong Gumdo is a martial arts style that focuses on sword maneuvers, primarily with the katana, no-dachi, or wakazashi. It is a favorite style of samurai.

Many are probably more familiar with Kendo than with Haedong Gumdo. The two styles are very similar, but the reason Haedong Gumdo is used instead of Kendo is because Haedong Gumdo was more designed for combat use, while Kendo was designed more for sport use. Haedong Gumdo also has more spinning maneuvers included in its style.

A character choosing to learn this style will start with the *overhand chop* and *iajitsu* maneuvers. Like Kyudo, ADP, DDP, and DRL progression follows the weapon group skill chart.

## Maneuvers by Style

The following describe which maneuvers can be learned for each style. Along with the maneuver name, in parentheses are the amount of xp points needed to learn the maneuver. C=combat, S=stealth, and M=mystic.

### Aikido

- Block, arm (1 C)
- Block, leg (1 C)
- Blurring Dodge (3 C, epic)
- Break Hold (1 C)
- Chi Focus (1 M)
- Chi Mastery (3 M)
- Counterattack (2 C)
- Deflect Arrows (2 C)
- Dodge (1 C)
- Fall (1 C)
- Iron Will (3 M)
- Joint Lock (1 C)
- Leg Sweep (1 C)
- Mass Fortitude (5 C, epic)
- Nerve Strike (3-5 C)
- Palm Strike (2 C)
- Punch (1 C)
- Side Step (4 C)
- Spinning Defense (3 C, epic)
- Throw (2 C)
- Weapon (1 C)

### Boxing

- Block, arm (1 C)
- Dodge (1 C)
- Fall (2 C)
- Iron Fist (1-5 C)
- Jab (1 C)
- Mass Fortitude (5 C, epic)
- Punch (1 C)
- Roundhouse Punch (1 C)
- Uppercut (1 C)
- Weapon (1 C)

## Haedong Gumdo

- Arrow Block (1-6 C)
- Blade Storm (5 C)
- Chi Focus (1 M)
- Deflect (1-6 C)
- Deflect Arrows (2 C)
- Iajitsu (1 C)
- One with the Sword (5 C, epic)
- Overhand Chop (1 C)
- Quick Chop (4 C)

### Jujitsu

- Block, arm (1 C)
- Block, leg (1 C)
- Break Hold (1 C)
- Chi Focus (1 M)
- Chi Mastery (3 M)
- Counterattack (2 C)
- Dodge (1 C)
- Fall (1 C)
- Front Kick (2 C)
- Grapple (1 C)
- Great Throw (3 C)
- Headlock (1 C)
- Instant Stand (1 C)
- Iron Fist (1-5 C)
- Iron Will (3 M)
- Joint Lock (1 C)
- Leg Sweep (1 C)
- Mass Fortitude (5 C, epic)
- Mighty Throw (3 C, epic)
- Punch (1 C)
- Reversal (1 C)
- Throw (1 C)
- Weapon (1 C)

### Karate

- Back Kick (1 C)
- Backfist (1 C)
- Block, arm (1 C)
- Block, leg (1 C)
- Break Hold (2 C)
- Chi Focus (1 M)
- Chi Mastery (3 M)
- Counterattack (2 C)
- Crushing Blow (1 C)
- Death Touch (6 C, epic)
- Fall (1 C)
- Front Kick (1 C)
- Instant Stand (2 C)
- Iron Fist (1-5 C)
- Iron Will (3 M)
- Knife Hand Strike (1 C)
- Leg Sweep (2 C)
- Mass Fortitude (5 C, epic)
- Palm Strike (3 C)

Punch (1 C)  
 Roundhouse Kick (1 C)  
 Shattering Blow (3 M, epic)  
 Wall Walk (3 C)  
 Weapon (1 C)  
 Whirlwind Block (3 C, epic)

### Kung Fu

Backfist (1 C)  
 Block, arm (1 C)  
 Block, leg (1 C)  
 Break Hold (3 C)  
 Chi Focus (1 M)  
 Chi Mastery (3 M)  
 Counterattack (2 C)  
 Deflect Arrows (2 C)  
 Fall (2 C)  
 Front Kick (2 C)  
 Instant Stand (1 C)  
 Iron Fist (1-5 C)  
 Iron Skin (2 C)  
 Iron Will (2 M)  
 Knife Hand Strike (1 C)  
 Leg Sweep (2 C)  
 Levitation (3 M)  
 Mass Fortitude (5 C, epic)  
 Palm Strike (2 C)  
 Punch (1 C)  
 Roundhouse Kick (2 C)  
 Spinning Kick (2 C)  
 Steel Cloth (4 C, epic)  
 Steel Skin (4 C)  
 Wall Walk (1 C)  
 Weapon (1 C)

### Kyudo

Blind Shot (1-3 M)  
 Chi Focus (1 M)  
 Double Shot (2 C)  
 Focus Aim (1-3 C)  
 Long Shot (1-3 C)  
 Riding Shot (1 C)  
 Slaying Shot (4 C, epic)  
 Snap Shot (4 C)  
 Strike (1-3 C)  
 Triple Shot (3 C)  
 Triple Shot, master (5 C)

### Ninjitsu

Block, arm (1 C)  
 Block, leg (1 C)  
 Break Hold (2 C)  
 Chi Focus (1 M)  
 Chi Mastery (3 M)  
 Climbing (1 S)  
 Counterattack (2 C)  
 Deflect Arrows (2 C)

Dodge (1 C)  
 Entangle (3 C)  
 Fall (1 C)  
 Front Kick (1 C)  
 Instant Stand (1 C)  
 Invisibility (3 M)  
 Iron Will (3 M)  
 Leap (1 C)  
 Leg Sweep (2 C)  
 Mass Fortitude (5 C, epic)  
 Punch (1 C)  
 Supreme Catch (4 C, epic)  
 Throw (2 C)  
 Trackless Step (1 S)  
 Wall Walk (2 C)  
 Waterwalk (3 M, epic)  
 Weapon (1 C)  
 Weapon Catch (2 C)

### Tae Kwon Do

Back Kick (1 C)  
 Backfist (1 C)  
 Block, arm (1 C)  
 Block, leg (1 C)  
 Break Hold (2 C)  
 Chi focus (1 M)  
 Chi Mastery (3 M)  
 Counterattack (2 C)  
 Fall (2 C)  
 Front Kick (1 C)  
 Hammer Kick (1 C)  
 Instant Stand (2 C)  
 Iron Fist (1-5 C)  
 Iron Will (3 M)  
 Leap (1 C)  
 Leg Sweep (2 C)  
 Mass Fortitude (5 C, epic)  
 Palm Strike (3 C)  
 Punch (1 C)  
 Roundhouse Kick (1 C)  
 Snap Kick (1 C)  
 Spinning Kick (1 C)  
 Wall Walk (3 C)  
 Weapon (1 C)

### Wrestling

Back Breaker (1 C)  
 Bear Hug (1 C)  
 Body Slam (1 C)  
 Grapple (1 C)  
 Headlock (1 C)  
 Iron Fist (1-5 C)  
 Iron Will (3 M)  
 Mass Fortitude (5 C, epic)  
 Punch (1 C)  
 Reversal (1 C)  
 Weapon (1 C)



## Maneuver Descriptions:

**Arrow Block:** This skill allows the character to deflect incoming arrows with his sword. The DDP bonus granted applies to all arrows or similar small missile weapons targeted towards the character. It is a passive skill and applies as long as the character is wielding her sword.

Novice arrow block costs one combat XP point and grants a +1 DDP bonus, skilled arrow block grants an additional +2 DDP bonus and costs two combat XP points, and master arrow block grants an additional +3 DDP (total +6) and costs three combat XP points to learn (total cost: 6 XP points).

**Back Breaker:** This skill is performed by lifting the opponent high in the air and bringing them down, smashing their back on the character's knee. If successful, the maneuver will give a +4 bonus to the base DRL of the style, as well as stunning the character for 3d10 segments if he fails his endurance check at a -10 penalty. Keep in mind that the character must be strong enough to lift the opponent off the ground and into the air for this skill to work. This skill has a RR cost of 7.

**Back kick:** This maneuver allows the character to strike out behind them without having to turn around to attack. Because of this, the RR is one lower for this maneuver as the character does not need to change their orientation for the attack. The back kick will also strike at a +1 DRL bonus over the base style score.

**Backfist:** This strike is done by having your fist up on the opposite side of your ear, and bringing it back and down upon the target area. This is an unconventional attack, and may catch your opponent off guard.

**Bear Hug:** By making a successful attack, the character can grasp the opponent in a powerful hug. Before damage is rolled or any other effect is enforced, the opponent has a chance to break the bear hug. If the opponent's strength is greater than the character's, they must still make a strength check to see if they can break free at a bonus of the difference in strength. If the person attempting to break a bear hug is weaker than their opponent, then they will have to make a strength check at a penalty equal to the difference between the opponent's strength. The RR cost of these strength checks is 5.

I.e., if a character with a strength of 47 is being held by an opponent with a strength of 67, then they would have to make a strength check at a -20 penalty in order to break the hold, needing to roll equal to or below a 27. If the stronger character was the one trying to break free, they would have a +20 bonus to their strength check.

For every 6 segments that the opponent is in the bear hug, they will continue to take damage automatically.

**Blade Storm:** A deadly attack, the blade storm skill allows the character to attack all melee opponents within a 10' radius. This action must be declared, and has a RR cost of 6. This skill costs 5 combat XP points to learn. The attacker needs only roll ADP once, but each defender can roll his or her DDP.

**Blind Shot:** Before learning this maneuver, the character must have at least *skilled* WG: bows learned prior. By spending one combat



XP point towards this skill, the character has learned to focus his Chi into visualizing the arrow hitting the target. This translates into the character suffering only  $\frac{1}{2}$  the penalty when firing blind or unable to see the target. If the character spends an additional two combat XP, they can reduce this penalty completely.

**Block, arm:** The arm block is one of the basic defensive maneuvers. If the character attempts to block at a cost of +1 RR to her already declared action, she will receive a +2 bonus to her DDP level for that attack only. This skill can only be used to block other unarmed attacks, as trying to block a sword with your forearm might not have the best results for you.

**Block, leg:** The leg block is another one of the basic defensive maneuvers. Unlike the arm block above, this skill will raise the DDP by 3 for that attack only, but has a RR penalty of +3 to the action the player declared previously. This skill can only be used to block other unarmed attacks.

**Body Slam:** Similar to the back breaker, this maneuver is performed by lifting the opponent high in the air, and bringing them down, smashing them into the ground. A successful attack results in a +3 bonus to the attacker's DRL, as well as having a chance of stunning the target for 2d10 segments if they fail their endurance check. Keep in mind that the character must be strong enough to lift the opponent off the ground and into the air for this skill to work. The RR cost of this action is 5.

**Break Hold:** If a character with this maneuver has been the target of any type of hold, lock, or grappling maneuver, they may automatically attempt to break free by re-rolling her DDP for a second chance. This is done immediately after the attacker succeeds in the hold, but before a result is enforced.

**Chi Focus.** Powerful mental focus has allowed the character to channel his inner energy into his existing martial arts maneuvers. When engaged in combat, the character will gain an additional +1 to their ADP and DDP rolls for any martial arts maneuver. This is a passive skill.

**Chi Mastery.** The ultimate form of Chi control, this skill costs three XP points to learn. This skill will extend the character's power to that beyond of her actual body, allowing the character to block and deflect weapons even with his or her hands or feet without worrying about harm to the body. A further bonus of +1 to DDP is gained for these block attempts. This skill is an enhancement to the arm and leg block skills, and is useless if the character does not know at least one of those other skills.

**Climbing:** A character with this skill has practiced the art of climbing difficult surfaces such as stone walls and limbless trees. The base starting percentage for this skill is equal to the character's agility score. The character can move one foot for every segment passed, and must make additional checks for every 25 feet climbed.

**Crushing Blow:** Not really being an attack, this maneuver is used to break wood, brick, and stone objects. The character can break 1" of wood or 1/2" of brick per experience title level.

**Deflect:** Similar to arrow block, this skill allows the character to deflect incoming melee attacks with her sword. Novice deflect costs one combat XP to learn and will grant a +1 DDP bonus. Skilled deflect costs two combat XP points and will grant an additional +1 DDP bonus, and Master deflect will cost three combat XP points and will grant an additional +1 DDP for a total +3 DDP bonus. This is a passive skill.

**Deflect Arrows:** Through constant practice, the character has become fast and focused enough to literally deflect incoming objects such as arrows, daggers, and darts. The base percentage of success is equal to 1/2 of the character's agility score, and an attempt must be made with each incoming missile.

**Dodge:** Unlike the other dodge skills, this one is passive. If the character chooses this skill, they will receive a +1 bonus to his or her DDP against all attacks.

**Double Shot:** By spending two combat XP points towards this maneuver, the character can fire two arrows simultaneously without penalty to hit or damage. This maneuver does increase the RR of the attack by 2 however, and both arrows must be aimed at the same target. Only one roll is needed to attack.

**Fall:** By mastering how her body falls and hits the ground, a character with this maneuver has learned to minimize the damage taken from falling. Any character with this skill will not suffer damage from falls of 10' or lower per XP title level, and all other damage will have the DRL reduced by half.

**Focus Aim:** By focusing Chi, the character can increase her ADP by a +1 bonus. An additional two combat XP points will raise this to a total of a +2 bonus.

**Front Kick:** The most basic of all kicks, the front kick will give a +2 bonus to the attacker's base DRL rating if successful. A front kick has a RR of 5.

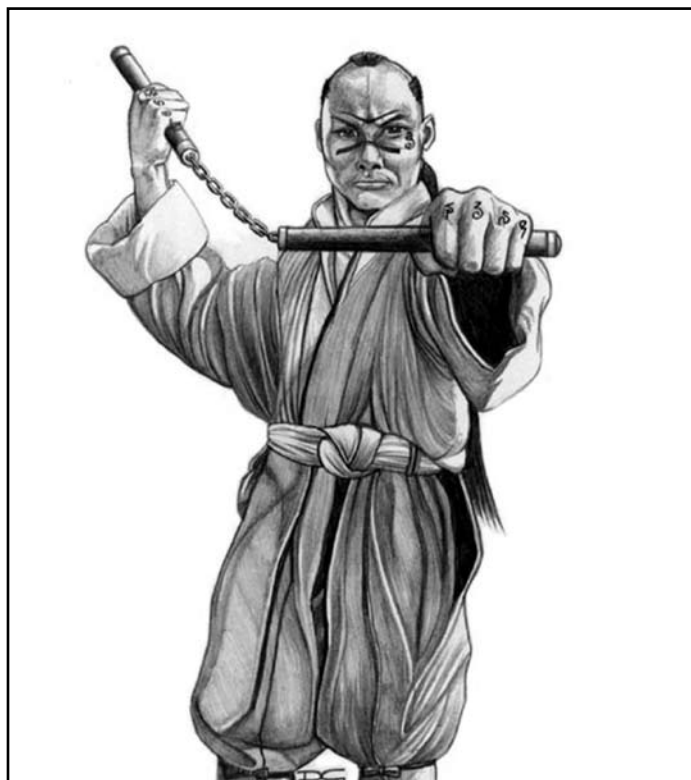
**Grapple:** This is the most basic form of unarmed combat, being simple wrestling and grappling maneuvers. All characters, whether they are skilled in wrestling or not, have the basic skills of grappling. If two opponents find themselves in a grappling situation, if the attacker succeeds in an attack, he will have successfully gained the advantage. He will then have immobilized the opponent as well as inflicting damage according to his DRL.

Once someone finds themselves at a disadvantage, all is not lost, and he may have another opportunity to break the hold. Every 5 segments, the disadvantaged person can attempt to break free, but will suffer a -1 penalty to their ADP and DDP for each roll.

If a character spends the XP point to learn this maneuver, then they will gain a +1 bonus to their ADP and DDP when engaged in grappling.

**Great Throw:** An improvement over the throw maneuver, this skill allows the target to be thrown twice as far as normal, with a +1 bonus to the attacker's ADP roll. This maneuver has a RR cost of 4.

**Hammer Kick:** Another unorthodox style of a kick, this maneuver is accomplished by bringing the foot high over the character's head, and bringing it smashing straight down upon the target. This maneuver gives the character a +1 bonus to her ADP and a +1 bonus to their base DRL. The RR cost of this maneuver is 5.



**Headlock:** By making a successful attack at a RR cost of 4, the attacker has managed to get the target into a headlock. Before damage is rolled or any other effect is enforced, the opponent has a chance to break the headlock. If the opponent's strength is greater than the character's, it must still make a strength check at a -10 penalty to see if it can break free.

For every 6 segments that the opponent is in the headlock, it will continue to take damage automatically. It does, however, have an opportunity of attempting to break before damage is assessed on each of the 6 segments.

**Instant Stand:** This skill allows the character to stand from a prone or kneeling position much faster than normal, effectively only having a RR cost of 2 to accomplish.

**Iajitsu:** The act of a "quick draw", this skill allows the character to instantly unsheathe her weapon without suffering a penalty to her RR that otherwise might be enforced.

**Invisibility:** The pinnacle of a ninja's success, this power will allow the character to become invisible for as long as she maintains concentration. No other action may be performed while maintaining invisibility, but the character is aware of her surroundings. This invisibility is absolute and will conceal the character from all scrying attempts, including thermal, auditory, and smell.

**Iron Fist:** There are five levels of iron fist: novice, adept, skilled, advanced, and master. Each skill costs one more combat xp point than the previous one, so in order to learn master iron fist, it would cost the character 15 total combat xp points. Like other skills, the lesser versions need to be learned before the more advanced version can be. Each level of this skill will grant a +1 bonus to the DRL bonus of the character with unarmed attacks. This DRL bonus is not applied to weapons.

**Iron Skin:** By building up a resistance to bludgeoning damage through repetitive beatings, the character with this maneuver has become much more resistant to bludgeoning attacks, effectively making him immune to minor wounds caused by blunt attacks.

**Iron Will:** A character with this skill has learned to focus her mind, and maintain a tremendous amount of discipline. In game terms, any willpower check that is made to resist any mental affecting power will have a +10 bonus.

**Jab:** The jab attack is a quick strike that shoots forth at an exposed area of the target. While not inflicting any additional damage, it's a fast attack that can be used to catch the opponent off guard. This maneuver has a RR cost of 3.

**Joint Lock:** When the character has a target in a joint lock by making a successful attack at a -2 penalty to their ADP and a RR cost of 5, they can successfully grasp one of the target's limbs in a secure hold that puts pressure on one of the pressure points. By exerting even just a little force, the character can cause immense pain to rush through the target, effectively immobilizing them. Any attempt to break the hold (RR cost of 5) must be made at a -2 shift to the victim's DDP. While in a lock, the character may at any time attempt to break the wrist or ankle of the target, which is accomplished by making a strength check at a +10 bonus. Please

note that breaking the joint of a larger, thick-boned creature may have an additional penalty.

**Knife Hand Strike:** This strike is done by having the hand in an extended position, using the side of the palm to strike the target. It's a quick attack, although not to terribly powerful. This skill has a RR cost of 3.

**Leap:** A character with this maneuver can leap 10' in any direction front or back, or 5' up from a standing position at a RR cost of 3. From a running start, they may leap up to 25' and 10' high at a RR cost of 5.

**Leg Sweep:** If a successful attack is made, the target must make a successful agility check or they will fall to the ground. This skill has a RR cost of 4.

**Levitation:** By concentrating, the character can levitate herself at a rate of 1' per segment. The character must maintain concentration, and cannot take any other action lest they fall.

**Long Shot:** By spending one combat XP point towards this maneuver, the character can increase the effective range of her bow by 10%. An additional one Combat XP and one Mystic XP will increase the range by 25%.

**Nerve Strike:** One of the most difficult Aikido maneuvers to learn, the nerve strike is capable of bringing the largest opponent to their knees. If the character makes a successful attack with a RR cost of 5, the target must make an endurance check at a -5 penalty or they will be unable to move for 2d10 segments. The character may spend 1 additional combat XP point to increase the penalty to -15, or two additional combat XP points to increase the penalty to -30.



**Overhand Chop:** A basic swordsmanship skill, this maneuver will grant the character a +4 bonus to his DRL at the cost of increasing the RR of the attack by 2. The character declares this maneuver before rolling to attack.

**Palm Strike:** This strike is done by hitting the target with the flat of the palm. In addition to inflicting damage, any successful attack may also push the target back 2d4 feet if they fail an agility check. This skill has a RR of 4.

**Punch:** This is the most basic of strikes, known to even unskilled fighters. If the character spends a point in purchasing this skill, they will attack with a +1 bonus to their ADP and DRL. The RR cost of this skill is 4.

**Quick Chop:** This maneuver, costing four combat XP points to learn, will lower the RR of the sword by one.

**Reversal:** If a character finds themselves on the receiving end of a hold, lock, or grapple maneuver, they may attempt a reversal if they know this maneuver. The character may attempt to re-roll their DDP one time only. If successful, not only have they avoided the hold, but they have instead got the opponent in a hold.

**Riding Shot:** If the character already is skilled in adept bows, and spends a Combat XP point, they will learn how to fire the bow from horseback without penalty.

**Roundhouse Kick:** Another common kick, this maneuver is accomplished by swinging the leg up in a half arc towards the target. A successful hit will give the attacker a +3 bonus to the base DRL of the style. The RR cost of this skill is 6.

**Roundhouse Punch:** This punch is accomplished by swing the arm around in an arc. This grants more power to the punch, translating into a +2 bonus to the base DRL of the style. The RR cost of this skill is 5.

**Side Step:** A character with this maneuver has learned to anticipate attacks better and is much harder to hit. This translates into a permanent +2 bonus to their base DDP level.

**Snap Shot:** By spending four Combat XP points, the character can fire his bow much faster than normal, effectively decreasing the RR of the bow by one.

**Snap Kick:** A very unorthodox kick, this maneuver is accomplished by bringing the foot across the leg, then suddenly snapping it up and forward, usually on the opposite side that the target is expecting. This translates into a +2 bonus the ADP level of the style, and has a RR cost of 5.

**Spinning Kick:** This kick is done by spinning around completely in a circle, building power along the way. In game terms, this offers a +5 bonus to the DRL of the style. This maneuver has a RR of 7.

**Steel Skin:** A more powerful version of iron skin, steel skin will reduce all damage from bludgeoning weapons by one category instead of only minor wounds. Iron skin is a prerequisite to learning this skill, and an additional 4 XP must be spent to learn it.

**Strike:** By spending one Combat XP point, the character has learned to better hit sensitive target areas, effectively increasing the damage potential of the arrow by +1. By spending an additional two combat XP points, this is increased by +2, for a total bonus of +3 to the arrow's DRL.

**Throw:** By making a successful attack, the character has grasped the target and can throw them in any direction up to 10' away. This maneuver has a RR of 5.

**Trackless Step:** Once the character has learned this maneuver, he no longer leaves any tracks in his wake if he so chooses.

**Triple Shot:** Before spending the three Combat XP points to learn this maneuver, the character must first be skilled in *advanced bows* and already know *double shot*. Once this maneuver is learned, the character can fire three arrows at once, at penalty of +3 to the RR cost of the attack. Each arrow must be aimed at the same target.

**Triple Shot, Master:** By spending five additional Combat XP points to enhance the character's triple shot maneuver even further, the character can hit a different target with each arrow fired as long as the targets are all within a 35 degree arc from each other. The attacker needs only roll one ADP for all three arrows, but each defender may roll his or her DDP. This skill also only increases the RR by 2.

**Uppercut:** A powerful punch, this maneuver gives the attacker a +1 bonus to their ADP and DRL of the style used, at a RR cost of 5.

**Wall Walk.** This maneuver allows the character to literally run up a vertical surface. Up to five feet per XP title level can be ran before the character will fall. Often this maneuver is used in combination with a flip to land behind a pursuing attacker.

**Weapon:** For every point spent on this skill, the character will be able to use a chosen weapon while at the same time being able to use martial arts without hindrance. A character without this skill cannot wield a weapon and use martial arts at the same time without suffering a -3 penalty to ADP and DDP rolls. Haedong Gumdo and Kyudo users get this skill for free.

**Weapon Catch:** A character with this skill can attempt to catch a weapon that is attacking them. First, the character must have beaten the attacker's ADP roll with their DDP roll. Once that has been determined, the character will have a base percentage equal to 1/2 of their agility to catch the weapon. If they succeed doing that, they may make a standard agility check to disarm the attacker. If the either agility check fails, they will automatically suffer damage from the attack.

## Epic Maneuvers

True martial arts masters have reached the level of mastery to achieve truly remarkable feats. Included below are epic maneuvers that may be learned by characters once they

have achieved legendary status by spending the xp point cost.

**Spinning Defense.** Once this maneuver is learned, the character will enjoy a bonus +2 to their DDP against all melee attacks.

**Blurring Dodge.** Similar to spinning defense, this maneuver will instead grant a +4 bonus to the character's DDP against all missile attacks. Spinning defense must be learned before this maneuver can be learned.

**Mass Fortitude.** Through constant conditioning, the character has built his resistance to wounds up to such a level that the most severe wound taken from a single attack is reduced by one category. Only the most severe wound from each separate attack is affected in this way.

For example, if your character suffers 2 severe wounds from one attack, he or she instead suffers 1 severe and 1 deep wound.

**Waterwalk.** By spending the cost of three XP points of any type, the character will have gained the ability to walk on water at will.

This power does not expire. The character can carry an additional 30 pounds of weight in addition to his or her own body weight.

**One with Sword:** The ultimate Haedong Gumdo maneuver, this skill can only be learned when all other Haedong Gumdo maneuvers have already been learned, and costs 5 combat XP.

This maneuver will raise the wound category of all wounds inflicted by the chosen weapon by one. For example, a character learns this skill for her katana and a deep wound is rolled for damage. The opponent will instead suffer a severe wound. If a severe wound is rolled, the character will inflict an additional severe wound instead of elevating the wound past the severe category.

**Mighty Throw.** The ultimate throw maneuver, this skill will allow the character to throw up to 100 pounds per experience title level up to a distance of ten feet per experience title level. This maneuver has a RR of 5.

**Shattering Blow.** By enhancing their ability to break boards and bricks, a character with this maneuver will be able to crush up to one foot of wood or six inches of stone per experience title level. If used in combat as an attack, this power will grant a +4 to the DRL rating of the martial arts style at the cost of increasing the RR by two.

**Death Touch:** A rare maneuver known only the most dedicated karate masters, the death touch is a focus of energy channeled into one single attack. If successful, the attack will kill the target if they fail to make an endurance check. Even if they succeed, they will still take damage equal to the base DRL of the style +3. This skill cannot be learned until the character has learned all of the other karate maneuvers, and has a RR cost of 12. This skill is also only effective against living creatures of no more than three times the size of the martial artist.

**Whirlwind block.** Once the character learns this maneuver, she will enjoy a +2 bonus to her DDP against all unarmed attacks directed towards her.

**Steel Cloth.** A character with this maneuver has learned to twirl and snap a length of cloth as such a high rate of speed that it seems to have the hardness of steel. Any length of cloth from 6'-10' long and 1'-5' wide can be used in a twirling or snapping motion to either cause damage to a target or block missile attacks. If used to block missile attacks, the character's DDP will raise by 4 against

all missiles within range of the cloth. The base DRL of this weapon is 3, and has a RR of 6 when used as a weapon.

**Slaying Shot:** This maneuver can only be learned after the character has learned all other Kyudo maneuvers as well as *Advanced WG: Bows*. By spending the two Combat XP and two Mystic XP points to learn it, the character can kill a target with one shot.

This maneuver has a RR cost of 15, as the character needs the time to gain mental focus. If the arrow hits, the target must make a luck check or instantly perish.

**Entangle.** When the ninja learns this maneuver, he will gain a +4 bonus to his ADP when attacking with any weapon designed to entangle an opponent.

**Supreme Catch.** Once this maneuver is learned, the character will receive a +2 bonus to his DDP and a +25% to the initial agility check when attempting to catch a weapon (see weapon catch in the core rules), and a +15% bonus to his agility check when attempting to disarm the attacker.





Galenar stepped forward past his fellow party members in short, measured steps. The small party faced a band of several slobbering ghouls, who were slowly making their way up the weathered cobblestone towards the trapped adventurers.

"Galenar!", shouted Torin. "Where are you going? Stand behind us, so we can protect you!" Torin raised his sword and tried to grab Galenar.

Galenar whipped his head back and glared at the dwarf. Usually a very kind man, Torin was taken aback by the stern, determined look on Galenar's face. "I know what I'm doing. And besides," Galenar said, "you don't want to be caught in the blast."

Torin was reluctant to let go, especially as the hunched, decayed undead made their way even closer. But the blue light that started to emanate from within the folds of Galenar's cloak made him step back.

The deep, throaty chant was very loud as Galenar closed his eyes and began to concentrate. Within moments, he raised his arms skyward and his chanting increased in volume. Blue and green swirling light began to weave its way around his body in a rhythmic dance of magic.

The ghouls hesitated only a moment, but realizing that they were mere yards from their living prey, they greedily crept forward.

At that moment a sudden blue flash of light shot from within Galenar's robes and enveloped the ghouls. The party members had to close their eyes from the bright light, and when they opened them a moment later, all that was left of the ghouls were several piles of rancid ash that littered the cobblestone.

Altus Adventum offers players a choice of several distinct forms of magic styles to learn: totem, mental, rune, channeling, Reiki, origami, tattoo, calligraphy, and gemstone. Each form of magic is unique in the way it's called forth, and each form may have it's own unique powers. This isn't always the case, however. Calligraphy is almost identical to Rune magic in effect, and Tattoo magic is almost identical to Totem magic. The reason for the difference is cultural. Calligraphy and Tattoo magic is practiced the Lands of the Orient, while Rune and Totem is more common on Algerian.

Characters may choose to specialize in any form of magic, or to dabble in all forms. As long as there is a teacher available, there are no restrictions as to what forms of magic a character may study with the exception of mental. With mental magic, it must be learned at initial character creation unless some unusual event happens that grants the character with mental powers.

For game balance, the restrictions and requirements to cast the spells should be used in the game. However, like many other rules in this manual, you may have the casting costs rules as optional and decide not to use them without adversely affecting game balance too much. For example, for channeling and mental magic, you can forgo the fatigue cost and armor restrictions for casting spells if you choose. Be forewarned that even though this is optional, you should come up with some sort of house rule to keep balance.

## Power Rating

Quite often you will find in the spell description something along the effect of, "This spell lasts 1d4 cycles/minutes per power rating level of the caster." What this means is that the power rating score of the character will have an impact on the potency of spell's effects for many of the spells in this manual.

Power rating itself is calculated based on how skilled a character is in addition to the experience title level of that character. In order to determine your character's power rating (PR), you would add the skill level that your character has with channeling, totem (including tattoo and origami), rune, (including calligraphy), and mental magic to the experience title level of your character.

For example, Belnar is skilled in adept channeling (level 2), novice rune (level 1), and is an adventurer (level 2). Belnar's total PR would be 5.

## Spell Fatigue (spell limitations)

Casting spells is both mentally and physically taxing, and a mage cannot cast them over and over again without limit. For channeling, mental, and rune magic, fatigue plays a factor and a character will be limited in the number of spells he or she can cast before needing to rest. Totem, Reiki, and Gemstone magic do not have these limitations, but are limited in different ways as is described within those magic styles' descriptions.

In the chart below, you can see how many PR points it will cost to cast each spell for channeling, mental, and rune magic. PR cost is a bit of an inaccurate label, as when your character casts spells, he doesn't actually lose PR points. Rather, his PR rating lets you know how many spells he can cast before becoming too fatigued to cast any more. As far as the effectiveness of spells, the maximum PR rating is always used.

It is also worth noting that the PR rating is not a separate pool for each type of magic. That is, if your character has a PR of 5, that 5 is the maximum number of points for all styles of magic combined. So if your character is an Adventurer with a PR of 5, he would not be able to cast two level 2 channeling spells (4 points total) and two level two mental spells (4 points total) because that would be a total of 8 points.

PR Cost						
Magic Style	Asp	Adv	Vet	Hero	Lord	Lgd
channeling lvl 1	2	1	0	0	0	0
channeling lvl 2	-	2	2	1	0	0
channeling lvl 3	-	-	3	2	1	0
channeling lvl 4	-	-	-	3	2	1
channeling lvl 5	-	-	-	-	4	3
mental lvl 1	2	1	0	0	0	0
mental lvl 2	-	2	2	1	0	0
mental lvl 3	-	-	3	2	1	0
mental lvl 4	-	-	-	3	2	1
mental lvl 5	-	-	-	-	4	3
rune lvl 1-5	2	1	0	0	0	0
rune lvl 6-10	-	2	2	1	0	0
rune lvl 11-20	-	-	3	2	1	0
rune lvl 21-35	-	-	-	3	2	1
rune lvl 36-50	-	-	-	-	4	3



## Resting

The way to regain the ability to cast spells again is to rest. This can be done through normal resting, or by using the meditation skill. For every hour spent resting, the character will gain 10% of his PR points back, standard rounding rules apply. Meditation doubles this rate.

That is, if Yarnol spends two hours resting, he will gain 3 PR points (2.6 rounded up) back. If he spends the same time meditating, he will gain 5 PR points (5.2 rounded down) back.

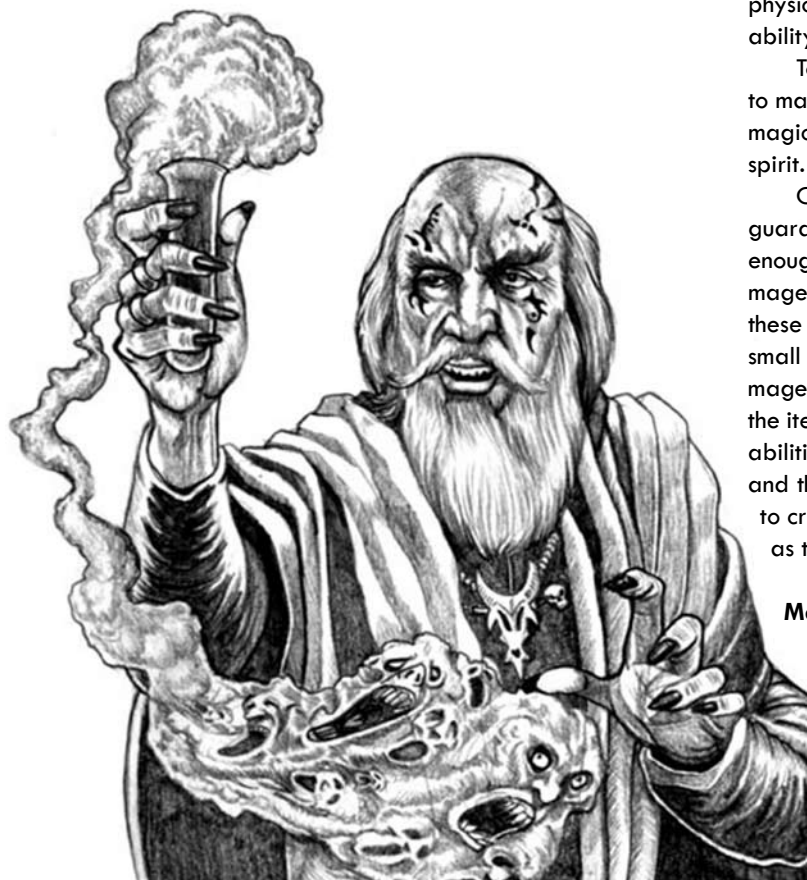
## Magic Scrolls

Magical scrolls are extremely important for two reasons: they provide a way for mages to cast spells without suffering fatigue (absolutely critical to aspirant mages), and they allow mages to teach other mages how to learn them.

Anyone with the read magic skill can make an attempt to cast a spell from a scroll, but cannot learn it unless they have a high enough skill in the appropriate level of magic needed. Also note that only channeling and rune magic may be used this way.

In order to create a scroll, the character must already know how to cast the spell. It then takes one full uninterrupted hour to inscribe one spell to a scroll. The materials needed to create a scroll range between 5 and 100 gold, depending the difficulty of the spell being inscribed.

Scrolls read to invoke the magic will disappear once read. Scrolls read as a learning tool do not disappear. The typical RR cost for reading a scroll is 5 plus 1 for every level of skill mastery of the spell. I.e., When reading a level 3 channeling spell off of a scroll, the total RR cost would be 8. And if reading a level 9 (requires level 2 rune magic) rune spell off a scroll, the RR would be 7.



## Long term effects of magic use

One of the side effects of using magic long term is that the magic will become part of the caster. This change is very slow and sometimes unnoticeable, but there is a change nonetheless.

The change depends on the type of magic used, and is up to the GM as to what the change would be. It is recommended the change be creative, but not too powerful. Some examples are:

A master of totem magic might develop a special bond with their spirit pet, forming a tattoo of the pet on their body, and thus no longer needing the actual totem to call forth the power. Alternately, the totem master might start to undergo slight physical changes to mirror their pet. I.e., a totem master with a bear spirit pet might get bulkier and become very shaggy and unkempt.

A master necromancer might have the ability to permanently have an icy touch, and will kill any small creature that comes in contact with the mage.

A master fire mage might be able to conjure minor amounts of flame at will, and might develop a resistance to fire.

## Overview of the Magic Styles

### Totem Magic

Some view totem magic as a very primitive form of magic but none can dispute the versatility that this gives the character. Users of totem magic believe that they can capture the spirits of various creatures in small totems that can then be used to invoke the beneficial power of the creature type.

Totem magic can be invoked by anyone skilled enough to call forth the power regardless of armor worn or any other physical hindrance. The only requirement is that the character must have physical contact with the totem that she wishes to invoke, and the ability to vocalize the calling.

Totem magic is separated into levels of mastery, from novice to master. Characters not skilled in the appropriate level of totem magic do not have the ability needed to call forth the totem spirit.

Creating new totems is a very difficult task and closely guarded secret. First of all, the mage must have learned a high enough level of skill to use the totem's desired powers. Next, the mage must spend a lot of time creating the totem itself. Generally these totems are carved out of wood, ivory, or stone, and are small enough to fit on one's hand. Once the totem is created, the mage must spend 24 straight hours in a secret ritual to enchant the item. The power desired must be similar to the animal's natural abilities. Once the ritual is completed, the totem is given a name and the caster may use the totem. For example, a mage wanting to create a totem that enhances their agility might use a monkey as the totem animal.

### Mental Magic

More commonly known as psychic powers, mental mages utilize their brain power to achieve the desired effects. Unlike other forms of magic, mental mages must be born with this skill. Thus any character that does not choose mental novice as a starting skill can never learn mental magic. This is especially important for players to understand if they are interested in learning magic styles.

There are very few limitations when trying to cast a mental spell. The character can wear any armor, and even be immobilized. The only requirements is that the character must be of high enough skill to cast the spell, and the character must have a clear mind in which to invoke the power.

The success of mental magic is largely influenced by the willpower attribute. Having a high score in willpower will make it much easier to be effective using mental magic as many of the spells require the opponent to make a willpower check.

### Rune Magic

Mages of this style of magic have mastered the art of creating runes and glyphs to invoke their magical powers. Rune magic is split into two main groups of magic: durational, and instant. Durational runes are those that are drawn, carved, or etched onto an item that empowers that item as long as the runes remain. Instant runes are runes that are generally drawn in the air to create an instant magical effect.

There are a few notable restrictions a mage must follow when trying to invoke a rune spell. The first, is that they must have sufficient skill in which to cast the spell. The second, because runes must be drawn exactly, is that the character must have free range of motion with their arms and hands and have a minimum agility of 50. Any form of binding or anything else that restricts movement of the hands (like gloves or armor) will often cause the rune spell to fail.



### Channeling Magic

Channeling magic is the form of magic that most people are familiar with. Mages proficient in this style channel magical energies around them with incantations and somatic gestures to achieve a desired spell effect. Experienced channelers are some of the most powerful mages to exist.

Similar to rune magic, a mage casting a channeling spell must not only have free range of motion with their hands and arms, but

they also must have complete vocal ability as well in order to cast the spell. Because of the wide range of motion the caster must perform when channeling magic, the mage cannot wear any armor heavier than light. All heavier armor is simply too cumbersome to cast spells effectively.

### Eastern Magic

Unlike traditional western magical arts which are known for their flamboyancy, dramatic effects/visuals, and immediate results, eastern magic is more subtle and spiritual in nature. Magic is treated as an art form in the orient, usually incorporating either natural beauty (gemstones) or created beauty (origami, tattoos, or calligraphy).

This is not to say that the magic styles described in the core rulebook are not practiced or found in the Orient, but the styles presented below are an addition or a modification to the magic. They are in fact more common and easier to learn from a teacher as opposed to traditional rune, totem, or channeling magic.

The most significant change that you will notice from western magic to eastern magic is that with gemstone and Reiki, there are no lists of spells that the character learns. Instead, the character learns the particular style, gaining knowledge in all aspects of the magic, and becomes more powerful in that knowledge as they progress.

Once the character learns the basic style of gemstone magic, they have the knowledge to use all types of gemstones that have a magical effect, rather than having to spend XP points to learn each effect. Instead, the effect of gemstone magic will become more powerful as the character spends XP points towards the style.

### Gemstone

Gemstone magic is one of the most common forms of magic, and is one of the most easy to find a teacher to learn. The magic works by focusing the inherent magical properties of various stones to cause a desired effect to a creature. The stones are either worn, placed on, or placed around the creature in a specific arrangement that only the gemstone magician knows. Once this is done, the magical properties will begin to work.

For permanent jewelry items, the magical powers are only granted if the character wearing the item is skilled in gemstone magic.

By spending one mystic XP point, the character will learn the basics of gemstone magic, and each stone will have the effect as described below. By spending an additional two mystic XP points, wounds will heal two times faster, protections will double, and any bonuses to ADP, DDP, DRL, or DA will be increased by 1 as well. By spending an additional three mystic XP points, permanent items created (like a necklace, etc) can confer their power to anyone wearing, regardless if she is skilled in gemstone magic.

i.e., by spending a total of six mystic XP points towards gemstone magic and creating a hawk's eye pendant, the item will confer a +2 bonus to DDP when worn, and anyone can wear it and gain the bonus.

It must be noted that each individual stone must be put in place by a gemstone mage, and each stone can only have one power. You cannot have a single stone that grants you more than one power at any given time, and you cannot receive the benefits of more than one stone at a time either.

## Addiction—Malachite/Peridot

If someone wants to fight an addiction such as alcoholism or drug dependency, they may have a gemstone mage fashion a necklace with one of these two stones. Basic gemstone knowledge will work for smoking or alcohol, while addictions such as heavy drugs will require at least a gemstone mage who has spent three total mystic XP points towards the style.

## Aging—emerald/boulder opal

By fashioning a necklace with both of the above stones worth at least 1000 gold each, the character can slow the effects of aging. The percentage of reduction is equal to 5% per PR of the caster when they make the necklace. Thus, a character with a PR of 16 would slow the aging process of the wearer by 80%.

## Allergy—bloodstone, hematite

If a person wears a piece of jewelry fashioned with one of these stones, they will become 25% more resistant to a particular allergy. This piece of jewelry will only work for one specific type of allergy, and multiple pieces would need to be fashioned for multiple allergies.

## Assertiveness—Tiger's Eye

When the crushed powder of this gemstone is mixed with wine and drunk, it will grant a bonus +1 to the drinker's ADP and DRL for one hour.

## Bleeding—Malachite/Bloodstone

By surrounding a creature with five of these stones, any bleeding will stop, and wounds will begin to close. As long as the creature is surrounded, they will begin to heal and all wounds will be reduced by one category for every hour spent in the circle.

## Bleeding—sapphire

A much more potent magical stone, jewelry fashioned out of a sapphire worth at least 2000 gold will have the same effect as the bloodstone or malachite. But since the magic comes from a sapphire, it is much more powerful, and thus more mobile than trying to have the creature surrounded by stones.

## Blood Purifying—Garnet/Ruby

By placing ten garnets on the creature lined up in a row, the gemstone mage can effectively cure any poison from a

creature. If the character uses a ruby worth at least 1000 gold, he may fashion a piece of jewelry that when worn, will make the wearer immune to poison.

## Broken Bones—Topaz/Selenite

The power of these stones may be used to knit and repair any broken bones. The creature must lie on its back, and the gemstone mage must lay 15 stones on the creature from head to toe. The bones will begin to heal themselves at the rate of one small bone such as a finger in one hour, and one large bone such as a femur in 2d4 hours.

## Burns—Boji Stones/Chrysocolla

If surrounded by a ring of five stones, the creature will begin to heal any burn wounds at the rate of one category reduction per hour. If the stones are worn as jewelry, they will grant the character a +5 bonus to luck checks when trying to resist a wound caused by heat.

## Communication—Amazonite

If a person is wearing a piece of jewelry containing this stone, they will be able to speak, read, and write a foreign language. Each language requires its own piece of jewelry.

## Courage—Charoite/Sunstone

When crushed, mixed with liquid, and drunk, this stone will grant the character immunity from fear for one hour. When worn as jewelry, the character will gain a +5 bonus to any checks when resisting fear.

## Fatigue—Barite/Red Calcite

When worn as jewelry, these stones will reduce the effects of fatigue by 10%.

## Hearing—Lapis Lazuli

If the character is wearing a pair of earrings fashioned out of these stones, she will have her hearing increased by 25%. This can be very useful in hearing faint noises, but can also be harmful when the character is exposed to loud noises.

## Intellect—Imperial Topaz

When wearing a headband, tiara, or crown with these stones imbedded, the character will receive a bonus +5 to her intellect score.

## Muscle Aches—Diopside/Jadeite

If the character is surrounded by 12 of these stones while lying down, he will lose any aches and pains in his muscles in 10 minutes. If worn as jewelry, the character can wear armor for twice as long as normal before feeling the effects of muscle pain.

## Protection—Amber/Hawk's Eye

Any friendly creature to the mage who is within a circle of these stones will be granted a +2 bonus to their DDP rating. Any creature wearing a piece of jewelry with these stones will receive a +1 bonus to their DDP rating. The effects of this power are not stackable. The character only gains the benefit from either one piece of jewelry or from the circle, not both.



### Psychic Development—Azurite/Iolite

Any creature wearing a headband, tiara, or crown with these gems will gain a +5 bonus to any willpower checks when using mental magic, and any target of a mental spell from said character will receive a -5 penalty to its WP check.

### Sight—Obsidian/Jade/Topaz

Any creature wearing a piece of jewelry made from any of these stones will gain a 25% enhancement to his or her sight including range and detail.

### Smell—Hessonite Garnet

Any creature wearing a piece of jewelry with this stone will have his or her sense of smell increased by 25%.

### Telepathy—Selenite/Apophyllite

If a character is wearing a headband, tiara, or crown with this jewel, she will be granted the ability of telepathy up to a range of 100 feet.

### Vitality—Garnet/Sunstone

When worn as a piece of jewelry, these stones will grant a +1 bonus to the DA level of the wearer.

### Warming—Ruby/Garnet/Zincite

Any character wearing a piece of jewelry with any of these enchanted stones will be immune to cold.

## Reiki

Reiki is the art of using one's personal chi to send healing magic through the body. It's a very simple form of magic, and only encompasses the healing power. It cannot be used for harm.

There are three degrees of Reiki. The first degree is learned when the character spends one mystic XP point. When the character spends an additional two mystic XP points, they will achieve the second degree, and by spending an additional two mystic XP points (total of 5), they will achieve the third degree.

The differences in degree are thus: A first degree will be able to heal themselves and others through touch. A second degree will be able to heal others at a distance of 10 feet per XP title level, and a third degree will be able to pass along the knowledge to others and can teach them Reiki.

All degrees of Reiki can perform the following magic skills regardless of degree:

### Heal body

For every ten minutes spent focusing on the body, the target creature will have 1d4 wounds of the character's choice reduced by one category. Only second degree characters can do this to deep wounds, and only third degree Reiki can heal severe wounds.

### Purge Toxin

By spending time focusing the healing energy, the character can neutralize any poison or disease from the target creature. Poisons are cured within 10 minutes, and diseases are cured within one hour. Only third degree Reiki can cure magical diseases such as lycanthropy.

## Heal Spirit

By spending an hour focusing, the character can cure a target creature of mental afflictions. Third degree Reiki can perform this skill in half of the normal time.

## Origami

Origami is treated the same way as totem magic in the core rules. The only difference is that the totems are made from paper rather than carved from wood, ivory, or stone. It is learned and advanced the same as totem magic.

## Tattoo

Tattoo magic is treated much like traditional totem magic. The biggest difference is that the mage calls the totem power forth from various tattoos he has had placed on him. Obviously there is no need for the caster to carry animal totems, which is a clear advantage. However, creating a tattoo totem is more time consuming, and is clearly identifiable to others. The biggest restriction, however, is that in order for a tattoo totem to be called forth, it must be exposed. Naturally this limits the wearing of armor and other clothing that would cover the tattoo.

Novice tattoos are between 1"-3" in size and take approximately an hour to be placed on the caster.

Adept tattoos are between 3"-5" in size and take approximately two hours to be placed on the caster.

Skilled tattoos are between 5"-8" in size and take approximately five hours to be placed on the caster.

Advanced tattoos are approximately 10 inches in size and take approximately twelve hours to be placed on the caster.

Master tattoos are one foot in size and take approximately 24 hours to be placed on the caster.

In all cases, only a tattoo mage skilled enough to call forth the totem can successfully place a tattoo. It is recommended that the player keeps a note of the location of where each tattoo is located at. Using a front/back silhouette on the character sheet is excellent for this purpose.

## Calligraphy

Calligraphy is the art of the written word. To the calligraphy mage, it's much more than putting down a symbol to convey a message of a word or object. To them, it's about forming something of beauty and purpose. The calligraphy mage has learned the art of going above even this beauty into creating something that has a tangible power.

In terms of game play, calligraphy is treated the same in all aspects of rune magic in the core rules with the exception that the caster must have a vial of ink and brush on them. Once the symbol is finished, it spring off the page (if applicable) and be treated as a typical rune from the core rules.

Because of the nature in which calligraphy magic is invoked, casters of this magic do not suffer the draining of energy like casters of traditionally rune magic suffer. Therefore, a rune mage of calligraphy can cast spell after spell, as long as they have ink and something to write on.



## Channeling Magic

Of the different types of magical arts, channeling is the most common. It can be cast without the need of any other specific items unlike totem magic, it is easier to invoke the spell effect unlike rune magic, and it can be learned by anyone unlike mental magic. It's for these reasons that finding a master to study under is more easily accomplished.

Channeling is not without drawbacks however, as not only is a user limited to the spell types by the level of experience they have in the skill, but they are also limited in how they can invoke the powers of these spells. Channeling spells are some of the most powerful spells in a wizard's repertoire, but have some of the harshest restrictions. In order to effectively channel the magical energies around them, casters of this magic must be able to make incantations and elaborate semantic gestures.

Because unhindered range of motion is required, a mage cannot cast any channeling spell while being bound in any way or if encumbered in any armor heavier than light rated. All channeling spells have a base RR of 5 unless otherwise noted.

### Level 1 Spells:

#### Create Water

This spell allows the caster to create one quart of pure water per channeling skill level of the character. Thus a caster skilled in advanced channeling can create up to 4 quarts of water with this spell.

#### Dispel Magic

When this spell is cast, any targeted durational spell cast by a user with a lower PR than the character will be dispelled.

#### Drowsy

When this spell is cast, the mage chooses up to as many targets equal to their channeling skill level up to a range of 100 meters. Each target selected must make a willpower check or immediately fall asleep for 3d6 minutes or until woken up.

#### Energy Whip

This spell creates a 15' long tendril of magical energy to appear in one of the caster's hands. This eerily glowing whip will remain until dispelled, and can be used in combat with a base DRL of 8. The base ADP and DDP of the whip is equal to the highest ADP/DDP level of an existing weapon skill that the caster already possesses.

#### Grasping Plants

This spell will cause the vegetation within the area of effect to begin to move and grasp any surrounding objects. The plants will be successful in stopping any creature that does not make a strength check for 5 segments. As long as the creature remains in the area, it will need to make a strength check every 5 segments in order to move successfully.

If there are larger plants, such as trees, a penalty to the strength check may be enforced. The caster can enchant a 5' radius area per channeling skill level up to a range of 15 meters away per channeling skill level.

#### Heat Object

When invoked, this spell will allow the caster to choose one item per channeling skill level (up to 200 lbs per item) to heat up. The item(s) chosen will begin to heat at a rate of 10 degrees F every segment to a maximum temperature of 200 degrees. This spell will last as long as the caster maintains concentration.

If used on armor that is being worn, the creature wearing the armor will suffer 1 minor wound per segment that the armor remains heated as soon as the armor reaches a temperature of 160 degrees.

#### Light

One of the simpler spells, this power creates a small globe of light in the palm of the caster. The light has the brightness of a torch, but does not emit heat. The globe of light will remain for 1d4 hours, or until dispelled by the caster.

#### Magic Shield

When this spell is cast, a 3 foot wide magical shield will appear in front of the caster. This shield will move on its own accord to help block attacks directed at the mage, and does not need the mage to concentrate for its upkeep. The shield, often appearing as transparent with a slight glow, also does not need the caster to wield it, allowing both arms of the caster to remain free.

While in effect, this shield will raise the base DDP of the caster by 1 point for a duration of 1 cycle per caster PR.



Mo'ordacai The Chaotic





## Minor Illusion

The caster may create any visual illusion of up to 10 feet in height/width/depth per experience title of the character. This illusion will be visual only, with no auditory, thermal, or smell to it whatsoever. The caster must maintain concentration during the entire duration, or the illusion will fade.

The illusion also cannot affect any object physically or cause harm by itself.

## Spike Shower

Upon completion of this spell, the caster conjures one large spike for every 3 PR to appear hovering in front of them. The spike(s) will then streak towards a selected target up to 30 feet away, attacking with an ADP of 3 and DRL of 4. Each spike will disappear at the end of the attack, and only one ADP roll is rolled for all of the projectiles.

## Wall of Fog

When the caster completes this spell, they will create a wall of fog 5' long, 5' tall, and 1' thick per PR of the character. This wall will block the vision of any creature trying to peer through the wall, including heat and infrared vision. The spell will last for 1d4 minutes per PR level, or until dispelled. The wall can be created in any orientation up to 50 yards away from the caster.

## Level 2 Spells:

### Create Minor Item

This spell allows the caster to create one mundane simple item. The item created must weigh no more than 10 pounds, and cannot have any moving parts. Examples of items created are chairs, glasses, rocks, cloth, etc. Items such as a sword or armor may be created, but they will be of poor quality, and will suffer a -2 shift to its base DRL or WT values.

Any item created in this way also will decay within 1 hour, and thus food created will only temporarily sate the hunger pangs; it will not offer nourishment.

### Dagger Shower

An improved version of spike shower, this spell will create one dagger for every 3 PR of the character to appear. These daggers will streak towards a target up to 75 feet away, attacking with an ADP of 6 and DRL of 6, and only one ADP roll is rolled for all of the projectiles.

### Darkness

When the mage casts this spell, a globe of darkness will envelope an area 15' in diameter up to a range of 100 feet away. This darkness will be absolute, and no light will be able to penetrate it. The duration for this spell is equal to 2d8 minutes.

### Energy Bolt

When the mage invokes this spell, a bolt of magical energy will shoot forth towards a target of choice up to 100 meters away. The bolt has a base ADP of 3 +1 for every two PR levels of the character and a base DRL of 6 +1 for every five PR levels.

Thus, a veteran character with a PR of 8 would have a base ADP of 9 and DRL of 9 (including bonuses for xp title level).

## Feast

This spell will enable the caster to create one full meal per channeling skill level of the character.

## Levitate

This spell allows the character to levitate at a rate of 5' per segment, with an additional weight of up to 200 pounds. The caster must maintain concentration or the power will fail.

## Silence

This spell has a range of up to 5 meters per caster PR, and has a radius of five feet. When completed, it will block any sound from entering or leaving the radius. Silence will last 1d4 segments per PR level.

## Steel Skin

When this spell is cast, the skin of the caster will take on a shimmering metallic hue. Lasting for 1d10 cycles before being dispelled, this spell will increase the wound threshold of each category by one.

## Stone Fist

The caster can cause a large arm and fist to sprout forth from any rock or earthen source up to a range of 75 feet away. This arm is three feet long, and can be used to grasp or punch a target. In either case, the attack will be a success with a base ADP of 6. If grasping, the fist will have a strength rating of 75. If punching, the fist will have a DRL of 7.

## Wall of Brambles

When the caster completes this spell, a large wall of thorny brambles will be created. The wall will be 5'x5'x5' per PR level of the character, and can be created in any orientation up to 50 yards away.

Any creature caught in the brambles or that tries to move through the wall will suffer a moderate wound every 4 segments they are exposed, and movement is limited to 1/2 of normal. The wall will last indefinitely or until destroyed or dispelled.

## Level 3 Spells;

### Acid Mist

The caster can create a cloud of acidic fog 15' radius by 2' thick per channeling skill level of the character, and can be created up to 50 yards away. This cloud is heavier than air, and will sink in a depression. Any creature in this cloud will suffer damage equal to a DRL of 8 for every 2 segments of exposure. The cloud itself will last for 1d4 +1 minutes per channeling skill level of the caster.

### Adamantine Skin

When this spell is cast, the skin of the caster will take on a shimmering metallic hue. Lasting for 1d10 cycles before being dispelled, this spell will increase the wound threshold of each category by two. Wounds taken will be from this bonus first. This spell is not cumulative with steel skin.



#### Blade Shower

Another improved version of spike shower, this spell will conjure 1 two foot long blade for every 3 of the PR of the caster. The blades will streak towards a designated target(s), attacking with an ADP of 8 and DRL of 10, and only one ADP roll is rolled for all of the projectiles.

#### Create Major Item

This spell is almost identical to create minor item, with the exception than the item will last for 2d4 months before decaying, and any weapon or armor created in this way will be the same quality of normal weapons and armor.

#### Enhanced Magic Shield

A more powerful version of magic shield, this shield will also move behind the caster if needed, offering protection of a bonus +4 to the caster's DDP while in effect. This spell will last for 2d10 minutes on its own without caster concentration, or for indefinitely with caster concentration.

#### Flight

This spell allows the character, plus all normally carried equipment, to fly in any direction up to a movement rate of 50 feet per segment. This spell will last for 10 minutes per channeling skill level of the caster.

#### Meld Plants

This spell allows the caster to alter the shape of vegetation into any desired shape. Up to one plant the size of a 20' tree can be shaped per channeling skill level of the character.

#### Minor Blizzard

This spell will create a blizzard of hail and snow to begin

to pelt an area of up to 50' in diameter, at a range of up to 100 meters away. The blizzard will last for as long as the caster maintains concentration. Any creature caught in this blizzard is blinded by the snow and must make a successful agility check or fall to the ground. It is also impossible to effectively use a missile weapon or cast a spell when caught in a blizzard.

#### Moderate Illusion

This spell is similar to the minor illusion spell, with the addition of including an auditory aspect. These illusions are much more believable, and any creature that takes illusionary damage will act as if the damage was real. If the character 'dies' from illusionary damage, they must make an endurance check or die for real. Even if they make the check, they will become unconscious for 2d10 segments. All illusionary damage is immediately healed after a battle is finished, or as soon as the character realizes that the illusion is false. However, a character must make an intellect check if involved in combat with an illusion to believe it is false, even if someone else tells them that it's an illusion. A bonus or penalty to this check may be enforced depending on GM discretion.

### Level 4 Spells:

#### Crystal Skin

This spell will change the caster's skin to take on a diamond-like appearance. This spell will reduce the category of the first 5 wounds taken by one. This spell is not cumulative with adamantite or steel skin.

#### Dome of Shielding

When the caster completes casting this spell, a translucent dome of energy 15' radius will surround the caster. All within the dome will be protected from any item trying to enter the dome. The wall of energy works both ways, preventing any item or spell from entering or leaving the dome while in effect. The only thing that the wall will let through is air. This spell will last for as long as the caster maintains concentration.

#### Energy Ball

When this power is invoked, a glowing ball of energy will shoot forth towards a target area of up to 100 meters away. Once it reaches its destination, the ball will explode in a flash of magical energy. All creatures caught within the radius must make a successful DDP roll or suffer full damage.

This spell has an ADP, DRL, and blast radius in feet equal to the PR of the caster. Experience title level bonuses do not apply.

#### Fire Shower

This spell will create a shower of dripping flame to rain down on a target area. The area of effect is 30' radius with a range of 150 meters. Any creature in this area will have to defend against a base ADP of 13, and if struck, will suffer damage equal to an DRL of 10 + 1 for every 2 PR levels of the caster. This spell will only last one segment, but will ignite any flammable object in the area.

#### Ice Shower

Similar to the blizzard spell, with all of the same effects, this spell also has some terrifying additional properties. This spell as

a diameter of up to 75' and can be cast out to a range of up to 150 meters. In addition to the blinding effects of a blizzard, this spell also rains down sharp ice shards that have an ADP of 10 and an DRL of 9. Any creature in this shower must defend every 3 segments or take damage. This spell will last until the caster ceases concentration.

## Illusion, Major

This spell is similar to the other illusion spells, with the addition of having thermal and smell aspects. These illusions are much harder to disbelieve, and the character must make an intellect check at -15 in order to successfully disbelieve them. Note that the character must have a reason to attempt to disbelieve the spell, such as someone else telling them it is false.

## Lightning Storm

This spell will call down 1 lightning bolt for every 5 PR level of the character to strike a target creature. The caster can select a target within a 1 mile radius as long as the target is within visual range. Each bolt will have a base ADP of 13 and will inflict damage equal to a DRL of 11.

## Meld Stone

This spell allows the caster to shape stone into any desired shape. Up to a 2'x2'x2' block of stone per caster PR level can be shaped with this spell. 10% of the stone can be shaped every segment.

## Shadow Summoning

Unlike the various illusion spells, any creature created by this spell will actually have a semblance of realism to it. The caster may create any known creature of up to 10' long/tall per caster channeling skill level. This creature will look exactly the same as a real version of itself, but will be half as powerful (in regards to DRL, ADP, DA lvl, and DDP), and is controlled by the caster.

Concentration is not necessary to maintain this spell, which will expire in 2d10 minutes. ADP, DDP, and DRL bonuses for XP titles do apply.

## Shapechange, Minor

This spell allows the mage to transform their body into that of another object. Any object may be chosen that is up to 100 lbs in weight for every channeling skill level of the caster. The caster cannot change their shape into that of another creature, and this spell will last for only 2d10 minutes.

## Shower of Swords

The ultimate improvement over spike shower, this spell will create one sword for every 3 PR of the caster. Each sword can attack a separate target up to 125 feet away, streaking towards them with an ADP of 12 and DRL of 10. Like all the other spells of this family, the swords disappear once the segment is over, and only one ADP roll is rolled for all of the projectiles.

## Summon Weather

This spell must be cast outside. Within 1d6 minutes, the weather will begin to change to that of the caster's desired type. Thus, a caster can change a sunny day into an overcast and rainy day. This power will last for 5 minutes per PR of the caster before the weather will revert back to its normal type.

## Teleport

This spell allows the mage, and all the items carried by the mage, to instantly be transported to another location. This spell is instantaneous (RR 1), but the target location must be within sight of the mage when the spell is cast.

## Tornado

This spell will create a tornado 2' wide by 50' tall for every channeling skill level of the character. The tornado can be controlled by the caster to move at a rate of 25 with a range of up to one mile. The tornado has a SDRL rating of 2 and can lift 100 pounds for each channeling skill of the caster. Thus a master channeler can create a 10'x250' tall tornado that would lift up to 500 pounds and would have an SDRL of 10.

## Level 5 Spells:

### Acid Rain

The caster must spend a full 10 minutes of continuous casting to call forth this spell. When completed, this terrifying spell will cause the sky above to cloud over in a dark greenish maelstrom. 1d4 minutes after completion, the acid will begin to rain down, scorching anything it touches. The acid rain cloud will cover an area 1 mile radius, and will last for 10 minutes per PR or until dispelled. Organic living plants will begin to wilt and will be destroyed after 2d4 minutes. Wood and leather will begin to deteriorate, becoming fully destroyed after 2d10 minutes. 1" thick Stone will last 1 hour before being destroyed, and metal 1/4" thick will last 1 hour before being destroyed. Any creature coming in contact with this rain will suffer a minor wound each minute of continuous exposure.

### Flame Tornado

Upon completing this spell, the caster will create a spinning vortex of flame 30' tall and 5' wide. This flaming tornado can be controlled by the caster with a movement rate of 10' per segment, up to a distance of 100 yards. Any flammable object caught in the path of this tornado will instantly burst into flame, and any creature will suffer damage equal to a DRL of 1 per PR of the caster if he successfully hits with an ADP of 15. This spell will last 5d10 segments.

### Hurricane

This devastating spell requires four straight hours of channeling to invoke. Once the invocation is complete, the caster will collapse from exhaustion for 2d10 minutes, unable to move. Even after this time has expired, the character cannot cast another spell for 2d4 hours.

When the spell is complete, the clouds will begin to darken and churn with violent energy. Soon after (1d4 minutes), a large funnel will begin to appear. This funnel will be 100 yards wide by 1 mile high. The winds generated by this spell will reach over 100 mph, and the funnel will travel at a rate of 50 for a duration of 2d8 hours. The damage is up to the GMs discretion, but should be disastrous.

### Lightning Strike

In order for this spell to be effective, it must be done outside in overcast weather. For the entire duration of the spell, once every 4 segments, the caster may call forth a lightning strike from the heavens to hit a target. The target can be anywhere within a 1 mile radius as long as it is within sight of the caster. When the strike is called down, the target must defend against an ADP of 5 plus 1 per two PR levels of the caster, and if hit, will suffer damage equal to an DRL of 1 per PR level. The duration of this spell is for as long as the caster maintains concentration, with a bolt striking every 4 segments after initial casting. Each bolt also has the standard PR cost associated with it.



### Mass Teleport

This spell is similar to the teleport spell, with the exception that the caster may teleport two extra individuals per XP title level. The caster can also teleport an unlimited distance away, as long as they can visualize their destination. This is usually done from memory, or by looking at a picture of the location.

### Shape Change, major

Unlike it's lesser companion spell, this spell allows the caster to change their shape into that of any object or creature. The caster will have all of the physical abilities of the object or creature that they change into, but not magical abilities like casting spells, dragon's breath, undead abilities, or magic resistance. Additionally, the DA level and WT of the character will remain the same and not change to that of the creature. However, ADP, DDP, and DRL will change to that of the creature.

Duration of this spell is 1d4 hours, or until dispelled. The caster can reform back to his or her natural shape at will, but in order to change into another shape, even if the duration hasn't passed, requires a new spell to be cast.

### Summon Army

When this spell is cast, a horde of spectral forces will materialize to serve the caster. 1d10 Soldiers will be summoned per PR level of the caster. Each soldier will have the following attributes, and will remain for 1d4 hours: ADP: 5 DRL: 8 DDP: 4 DA: 6, RR: 6. The ADP, DDP, and DRL levels are not modified by experience title level like other spells may be.

### Raise Dead

When this spell ritual is completed, which takes 1d4 hours, the target creature will be risen back to life. The target must have not been dead longer than 1 day per PR level of the caster, and the body must still be present. Once the creature has been raised, they will remain in a coma for 1d4 hours before waking. It will take an additional day of rest per day that they were dead for them to be back at full strength.

### Tsunami

The casting of this spell will take 1 full hour of uninterrupted casting to complete. Once it is finishes, the ocean or lake waves will begin to swell, and within 2d10 minutes, a huge tidal wave will roll into the coast. The wave will be 250 yards long and 50 feet high. The effect of this spell is up to the discretion of the GM, but should be devastating to any small coastal town.

## Mental Magic

The main benefit to using mental magic is that the character does not need any type of verbal or somatic action to call forth the power. The character simply needs to be able to concentrate on their power to invoke it. The main drawback is that the character cannot perform any other actions while actively engaged in performing a psychic ability. A huge benefit to mental magic is that unless otherwise noted in the power description, all mental magic has a RR of 5.

### Willpower Checks

Many mental magic spells will require the target make a willpower check or they will suffer the effects of the spell. Normally this is done like any other attribute check. However, if the spell they are resisting is coming from a mental mage, the target may suffer a penalty depending on the willpower of the caster, as illustrated below:

Mage's Willpower	Target's modifier
1-25	+20
26-40	+10
41-50	+5
51-70	0
71-80	-5
81-90	-10
91-99	-15
100+	-20

## Level 1 Powers:

### Anticipate Attack

This power will enhance the senses of character, allowing them to better avoid oncoming attacks. The caster does not need to maintain concentration, and will receive a benefit of +1 to their DDP rolls for the entire duration. The effects of this spell will fade after 2d4 minutes.

### Cell Repair

When this power is invoked, the caster can heal wounds inflicted upon others or herself. The mage must maintain concentration throughout the entire process in order for the wound to be healed. Each use of this power has a RR cost of 8, and will reduce the severity of a wound by one category.

### Comprehend

For the duration of this spell, the caster can understand and speak any humanoid language they choose. This spell will last 1 hour per experience title of the character.

### Enhance Attribute

By focusing willpower, the character can literally enhance their strength or agility to superhuman levels. When the character channels this power, they may either increase their strength or agility by 2d10 points for a duration of 2d8 minutes.

### ESP

This power allows the mage to read the thoughts of a target creature. The caster must be able to understand the same language of the victim in order to be most effective. There is no range to this power, but the caster must be able to have visual contact with the target. This spell will last 1 hour per experience title of the character.

### Guide Strike

The character will use this power to enhance their combat ability, raising their ADP rolls by +1. The spell does not require caster concentration, and will last for 2d4 minutes before expiring.

### Manipulate Fire

By concentrating, the character can manipulate the movements of flame to seem to dance in any desired direction. Any flame source may be manipulated, but the caster cannot move the source itself. The caster can also cause the flame to lash out. The size of the flame whip depends on the size of the source fire. A torch or small campfire can be used to create a flame whip of one foot or so. This is up to the GM discretion. This power will last as long as the caster maintains concentration.

### Minor Suggestion

When the mage invokes this power, he selects a target creature to be a victim. The victim is allowed to attempt to make a willpower check to avoid the spell effect. If the check fails, then the victim will be subject to the full effects of this power, as long as the victim can understand the suggestion that is being placed in its subconscious.

This spell allows the caster to plant one simple one-sentence suggestion into the subconscious of the target. The target isn't



required to go through with this suggestion if it is completely outrageous, such as a suicide order, but will think that the suggestion is a good idea, and will generally follow through with the order. Common suggestions are having the target leave the area, or unlock a door, or sit down, etc.

The target must be within visual contact with the caster in order for it to be a valid target.

### Resist Hunger

Unlike other psionic powers, this power does not need to maintain the concentration of the caster. However, for every 1d4 hours, the mentalist will suffer the corresponding amount of fatigue points as dictated by her experience title level.

While the caster maintains this power, they are immune to the effects of hunger. However, once they cease to maintain the upkeep, they will be twice as hungry as normal. Also note that this spell will not eliminate the body's need for nutrients; it only eliminated the physical feeling of being hungry.

### Resist Fire/Ice

While the caster maintains this spell, they are protected against all forms of fire or ice (can be switched at the RR cost of the spell). This protection will reduce any damage that the character may have received by one category.

This spell does not need the caster's concentration in order to maintain upkeep. However, for every 1d4 hours, the mentalist will suffer the corresponding amount of fatigue points as dictated by her experience title level.

## Level 2 Powers

### Clairvoyance

This power allows the caster to see through the eyes of a target creature as if they were his own. The caster cannot control the target in any way, and cannot see through their own eyes while maintaining concentration. The target creature cannot tell if

they are being used by the caster. This power has a range of 10 miles and lasts 1 hour per experience title of the character.

#### Cure Minor Disease

This spell can cure a naturally occurring disease, such as a cold, flu, leukemia, etc. This power cannot cure any disease that in magically inflicted upon a character.

It is up to the GMs discretion on how long it will take of the caster concentrating to successfully cure a disease, but a good rule of thumb is one hour for a cold, and one day for something more severe, like leprosy.

#### Fortitude

While maintaining this spell, the caster does not suffer the effects of physical fatigue. This spell does not require the caster's concentration, but they will suffer the fatigue point cost once every 2d4 hours of maintaining this spell.

As soon as the caster stops maintaining this spell, they will be extremely tired and must rest 1 hour for every hour that they maintained the spell.

#### Leap

By focusing their mental energy into physical energy, the caster can use this power to leap great distances. The character will be able to leap 5' in any direction per experience title level of the character.

#### Speak with Animals

This power is very similar to the comprehend power, only it allows the caster to communicate with animals.

#### Stop Missile

Through sheer concentration, the caster can focus their energy to stop oncoming missiles. The character is able to stop one spear sized, or two arrow sized missiles per experience title level in mid flight once these missiles come within a 20' radius of the character. The caster must have visual contact with each missile in order to effectively stop it.

This power is invoked as soon as the missile is launched and the character knows it is coming. The previously declared action of the character is increased by 2, and the fatigue point cost is assessed immediately.

#### Telekinesis

This power allows the caster to move objects with her mind. Depending on the character's experience title, they may be able to move heavier objects with a greater speed and range of those less experienced. For every minute that this power is maintained, the caster will suffer fatigue loss.

An aspirant character may move up to 5 pounds at a rate of 10 feet per segment up to a range of 50 meters.

An adventurer may move up to 55 pounds at a rate of 20 up to a range of 75 meters.

A veteran may move up to 250 pounds at a rate of 35 up to a range of 100 meters.

A hero may move up to 1000 pounds at a rate of 50 up to a range of 150 meters.

A lord character may move up to 2500 pounds at a rate of 75 up to a range of 200 meters.

A legend may move up to 5000 pounds at a rate of 100 up

to a range of 500 meters.

If used on a creature, that creature is allowed a willpower check to resist the spell.

#### Telepathy

This power allows the caster to communicate with another creature via thoughts. The caster and the target must be able to understand the words being transmitted in order for this power to work, similar to as if they were communicating with words.

There is no range for this power, but the target must be within visual contact of the caster. This spell will last 1 hour per experience title of the character.

### Level 3 Powers:

#### Anti-spell barrier

To cast this spell, the caster must focus all of her energy and maintain a high level of concentration. While in effect, this spell will create an aura of shimmering energy in a 10' radius around the caster. All and any spells that try to enter this sphere will instantly be dispelled and will not penetrate as long as the mental mage makes successful willpower checks for each spell.

#### Cell Manipulation

This power allows the caster to change the physical shape of one of their limbs to that of any non-mechanical object, such as changing a hand to that of a sword or claws for instance. This power will last for 1d10 segments per XP title level.

#### Cell Repair, Moderate

Similar to the level one version of the same name, this power allows the caster to heal wounds a bit more efficiently. By concentrating for a RR cost of 10, this power will reduce up to 4 wounds of a target creature by one category.



## Charm Mind

Similar to the suggestion spell, this power instead makes the target creature think that the caster is a good friend. The spell is not an order, like suggestion, but since the creature views the caster as a friend, it may be willing to do favors for the caster.

This spell does not require the concentration of the caster, although upkeep cost must still be made every hour. The victim is also allowed to attempt a willpower check to avoid this power.

## Earth to Mud

This power will change a targeted area of soil or rock to thick mud. One 10'x10'x2' deep area can be transformed per experience title level of the caster. Any creature trying to cross this mud or is in the area of effect when it is completed, must make a strength check or be unable to move for 2d6 segments.

## Haste

This power will decrease the RR of all actions of the character by one for a duration of 1d10 segments per experience title level.

For example, a hero caster invokes this power. For a duration of 4d10 segments, all of his actions will have the RR rating decreased by one.

## Iron Will

This power allows the caster to make any willpower check with a bonus +15 to their roll while the caster maintains this spell. The power does not require concentration, but will drain fatigue points every hour of being maintained.

## Slow

The opposite of haste, this spell will increase the RR cost of a target creature by 2 points. This spell will last for one minute per experience title of the character, and does not need the caster's concentration in order to maintain upkeep. Targets do get a willpower check in order to try to resist the effects.



## Speak with the Dead

In order to invoke this power, the caster allows themselves to fall into a trance. While in this trance, they are able to contact the spirits of the dead, and if the spirits are willing, to have an astral conversation with them as if they were still alive. These spirits are only heard by the caster of this spell. This spell will last 1 hour per experience title of the character.

## Stop Assailant

This power allows the caster to stop a target creature in its tracks using sheer mind power. The target is allowed a willpower check in order to avoid this spell, but if it fails, it will be unable to move for one segment for every 3 PR rating. At the end of this paralysis, the target must re-declare its action. This power has a RR cost of 2.

## Level 4 Powers

### Cell Repair, Advanced

The most potent version of cell repair, this power allows the mage to reduce all wounds of a target creature by one category at a RR cost of 12.

## Choke

This terrible power allows the caster to force another creature to start choking. The target must be within visual range and 100 meters of the caster. If the victim fails its willpower check, it will begin to suffer one severe wound for every 2 segments that the caster maintains upkeep. The cost is made at every 6 segments, but does not require caster concentration.

## Control Animal

For the duration of this spell, if the animal fails its willpower check, it will be under the complete control of the caster.

This spell has a range of up to 100 meters, and the caster must maintain concentration for the duration. This spell will last 1 hour per experience title of the character. Note that only naturally occurring animals can be affected; monstrous creatures are unaffected.

## Energy form

When the caster invokes this power, they can cause the molecules of their body to move so fast that any physical wound they suffer will be reduced by one category. This spell does not need the caster's concentration, and will last 1d6 segments per experience title level of the caster.

## Flight

When this power is invoked, the caster can defy the laws of nature and take flight into the air. The character can fly at a movement rate of 50 for a duration of 1d4 hours. The caster does not need to maintain concentration for this spell, can carry weight equal to what he or she can normally carry.

## Major Suggestion

This spell is a much more powerful version of the lesser spell of the same name. If the target fails its willpower check, it must obey the order directed by the caster, as long as the order takes place within two minutes of the spell being cast.



## Paralyze

If a target creature fails its willpower check at a -10 penalty, it will be paralyzed and unable to move. The spell does not require concentration, and will only drain the caster of the appropriate fatigue points at the start of every new day. This spell is maintained for as long as the caster wants to pay the daily cost, but the target does get a willpower check at the start of each new day.

The caster can attempt this power to any creature within visual contact of the caster.

## Level 5 Powers:

### Control Monster

This spell is very similar to control animal, but it is effective against creatures that are not natural, such as a mantichore or minotaur.

### Control Mind

The most powerful mind control spell, this power allows the caster to control a target creature as though they were a puppet. The target does get an opportunity to make a willpower check, albeit at a -10 penalty. If the check fails, then the target will helplessly be at the caster's whim for the entire duration of the caster maintaining concentration.

### Cure Magical Disease

This power is similar to the cure normal disease spell, but it will cure any disease that the target may be suffering from, including lycanthropy.

### Multiple Target

This spell allows the caster to target multiple creatures instead of the normal one target when concentration is required. The number of targets the caster can select is unlimited as long as range requirements are met and the character understands that fatigue loss will occur for each target selected. This spell itself does not cost any additional fatigue points to maintain; once learned it is a permanent factor.

For example, a lord character targets three individuals for a paralyze spell that normally costs 2 points to cast. The total cost of this spell would be 8 points. 2ea for the three targets for the paralyze spell, and 2 points for this spell itself.

### Explode

By concentrating for one complete cycle per 100 pounds of matter, the caster can mentally agitate the molecules of an object fast enough that the object will explode. If used against inanimate objects, any creature within a fifteen foot radius will have to defend against an ADP of 15 or suffer shrapnel damage equal to a DRL of 15.

If used against a live creature, the creature does get a chance to resist by making a successful willpower check with a +10 bonus. Failure means....well...yuck.

### Mind Jack

By increasing the point cost of a power by 2 points, the mentalist will be able to significantly increase the effects of a following spell. Range, duration, area of effect, and number of

targets are doubled, ADP, DDP, and DRL are increased by 4, and willpower checks made by targets will suffer an additional -10 penalty.

This 2 point addition must be paid every time the normal cost of a power is paid. For instance, if you normally paid 1 point every hour for maintaining a spell, you would pay 3 points every hour instead.

## Regenerate

This power will allow the caster to regenerate a lost limb or body part on a target creature. The creature must still be alive in order for this power to work. For regenerating small body parts, such as fingers or toes, the spell will only take 1d4 minutes to complete. For larger body parts like an arm or leg, the spell can take a full hour or longer to regenerate the limb. This spell will last 1 hour per experience title of the character.

## Rune

Rune magic is one of the most versatile and studied forms of magic in the realms. A clever and imaginative player and GM can come up with hundreds of combinations of rune magic spells. The only limitation is imagination alone.

Runes are separated into elemental categories of fire, water, air, earth, and life. These individual runes are then either used by themselves, or most often in conjunction with other runes to create a magical effect.

One of the most beneficial aspects of rune magic is that there is no limit to the amount of spells a mage may cast other than level limitations. The main drawback to rune magic is that it is very time consuming to cast.



A single rune will have a RR cost of 2. For each additional rune added to the spell, the RR goes up by 2. I.e., a rune spell that includes 3 separate runes would have a RR cost of 6.

Rune magic is also unique in that there are no real set effects that the magic will invoke. A rune mage creates more powerful spells by placing together various combinations of basic runes. This gives the player a tremendous amount of flexibility, but should be discussed between the players and GM beforehand in order to reduce any discrepancies of interpretation.

As stated earlier, runes are also categorized into durational, and instant. An instant rune is a spell that has an instant effect that does not last longer than one segment. A durational rune spell is any spell that has an effect that lasts longer, as explained in the rune description. Unless otherwise noted, durational runes will typically last for 1 hour before being worn off.

If an instant and durational rune are combined together, ALL runes will remain until the longest durational rune in the set is completed.

I.e., if you have an instant spark rune combined with a durational breeze rune, the spark rune will remain and not get "set off" until the breeze rune completes it's duration or strikes a target. Sometimes the practical application of this rule may become a murky gray area. During these times, it is up to the GM's discretion on how the spell will react.

When a character first learns rune magic, they will begin with 1d4+1 level 1-3 runes that he or she has learned. Learning rune magic is very difficult, as the runes drawn have to be exactly as taught, or the rune will have no magical effect. Also because of this, it is nearly impossible for the character to use rune magic if they are being jostled or are moving. They cannot be cast while engaged in physically strenuous activity, like melee combat.



It usually takes a student one full day of studying a rune per level of difficulty to memorize that rune so they can use it in the future. This time frame is a one time cost, and doesn't need to be repeated after the rune is initially learned.

Rune spell level difficulty is determined by adding up all of the individual rune difficulty levels. Thus, a mage casting a rune spell that involves two level 1 and one level 3 rune, will have an overall spell level of 5.

Unless otherwise noted, all rune spells used in combat will have an ADP of 3 for level 1-5 spells, an ADP of 5 for level 6-10 spells, an ADP of 8 for level 11-15 spells, an ADP of 11 for level 16-20 spells, and ADP of 14 for level 21-30 spells, and a base ADP of 16 for any spell higher than level 30. This ADP level is modified by XP title level similar to weapons.

Example of Rune combinations:

A mage combines a spark, breeze, and burst rune to send a burning rune out towards a target at a movement rate of 30, up to 100 feet away. When the rune gets to its target, it explodes in a 5' radius of flame. All creatures in that radius will have to defend against an ADP of 3, or suffer damage according to the die result of a DRL of 4. The three runes involved give the total spell a difficulty of level 4, with a RR of 6.

A hero caster wants to combine a spell focus rune (lvl 10), icicle (lvl 4), and gust (lvl 6) rune to create a spell of level 20 difficulty (RR 6). The icicle will travel towards its target at a rate of 50 up to 100 yards away, shattering on impact with an ADP of 14. If the icicle hits, it will inflict two wounds equal to a DRL of 10.

An aspirant combines a heat rune with an illuminate rune for a spell that has a difficulty of level 2, and creates a rune spell on the ground that emits both light and heat, remaining until dispelled or disturbed.

**Breeze (air-durational) lvl 1**

This spell creates a force of air that travels away from the caster at a movement rate of 10 feet per segment, up to a distance of 100 feet. This rush of air is enough to blow out small sources of flame, such as a candle or torch, but not enough for a campfire.

**Cold (air-durational) lvl 1**

When this rune is completed, it emits a wave of cooling air that lowers the temperature within a 5' radius by 10 degrees Fahrenheit.

**Heat (fire-durational) lvl 1**

Similar to the cold rune above, when this rune is completed, it instead emits heat, raising the temperature of everything within a 5' radius by 10 degrees Fahrenheit.

**Illuminate (fire-durational) lvl 1**

This rune, when drawn upon an object, begins to illuminate with an magical light that will as bright as a lit torch. This rune lasts one day, or until erased. It emits not heat.

**Poison Resistance (life-durational) lvl 1**

When this rune is drawn upon a creature, they become much

more resistant to toxins and poisons. Any luck check rolled while this rune is in effect against poison will be made with a +10 bonus. The rune will last for 1d6 hours or until wiped off.

#### Spark (fire-instant) lvl 1

This basic fire rune, when drawn in the air, begins to appear as if it is alight. The flame is generally 6" in height, and can be grasped by the caster to be used to set things alight, or if used in combat, inflict damage with an DRL of 4.

#### Protection (air-durational) lvl 2

In order for this rune spell to be effective, the caster must create a large circle of these runes. The circle must be complete, and takes an average of 1 hour per 10' radius of the circle to create. Once completed, any creature that passes through this circle will set off an audible alarm.

#### Bloodsign (life-durational) lvl 2

This power is invoked when the caster draws the rune upon a weapon using a creature's blood. Once the rune is complete, the weapon will receive a +1 bonus to its base DRL and the wielder's ADP whenever it is used against the species of the blood type used. This rune will last for 5d10 combat segments before wear and tear make the rune unusable.

#### Caster's Mark (life-durational) lvl 2

This rune can be drawn on any object, and will remain invisible until the original caster wills the rune to become visible. This rune will last indefinitely until ruined or drawn over.

#### Burst (air-instant) lvl 2

This spell will cause any other rune(s) combined with it to burst in a 5' radius, afflicting all within the area of effect with the effects of the other runes involved.

#### Nature's Touch (earth-durational) lvl 3

When this rune is drawn upon a creature, they will have their natural healing rate doubled as long as the runes are intact. These are sensitive runes, and may lose their effectiveness from simple blurring if the creature sweats a great deal, is washed, wrestled, etc.

#### Moisten (water-durational) lvl 3

Whenever this run is drawn upon a container, it will disappear and one quart of water will appear inside the container.

#### Open (earth-instant) lvl 3

This rune will cause any locked container or door to become unlocked once drawn on the container or door. This rune will not unlock magically locked objects if the caster who put the lock spell on has a higher PR than the character.

#### Lock (earth-durational) lvl 3

The opposite of Open, this rune will lock any container or door once the rune is inscribed. The rune will last until the object is opened.

#### Icicle (water-instant) lvl 4

This rune, once drawn in the air, will immediately become solid ice with sharp edges. If used in combat, it will strike with a base

DRL of 8, but will shatter once the first successful hit is struck.

#### Blaze (fire-instant) lvl 5

Much like Spark, this rune will begin to be engulfed in flame once drawn, up to 1 foot in height. It too, may be used to set things alight, and if used in combat, will have a base DRL of 7.

#### Gust (air-durational) lvl 6

A much more powerful rune than breeze, a gust rune will blow away from the character at a movement rate of 20 feet per segment up to 100 yards away. This force of wind is powerful enough to blow out small campfires, or knock over unsecured items weighing up to 5 pounds.

#### Fire Resistance (fire-durational) lvl 6

This rune, when drawn upon the forehead of the creature, will reduce all wounds to that creature of a heat nature by one category. Thus, a person with this rune suffers a deep wound caused by a dragon's breath. Instead of the deep wound, he would only suffer a moderate wound. This rune generally lasts a few hours through moderate exercise, and can be drawn upon any creature.

#### Ice Resistance (water-durational) lvl 6

This rune acts much the same as fire resistance, only it lessens wounds caused by cold.

#### Lightning Resistance (air-durational) lvl 6

This rune acts much the same as fire resistance, only it lessens wounds caused by electricity.

#### Harden (earth-durational) lvl 6

When drawn upon any object, this rune will raise the hardness of the object by about 50%. Glass becomes less breakable, leather becomes less resilient, etc. If drawn upon armor, this will effectively raise the base WT benefit of the armor by 1. This rune will last one cycle/minute per PR of the caster.

#### Create Water (water-durational) lvl 7

When this rune is drawn upon any container, it will begin to fill with drinkable water. Only five gallons can be created at any given time.

#### Free Movement (air-instant) lvl 7

When drawn upon a target creature, this rune grants them the ability to move unhindered in water, as well as being immune to entrapment devices such as a spider's web. This rune will generally last for one hour or until wiped off.

#### Comprehend (earth-durational) lvl 8

Any creature with this rune drawn upon them will be able to instantly comprehend and speak any language.

#### Seeking Rune (life-durational) lvl 8

Whatever runes are combined with this spell will unerringly seek out a specific target designated by the caster. The rune will last for one hour or one mile, whichever is reached first. For example, a caster combines this rune with a gust and a blaze rune and calls out a target a few hundred yards away. The rune combination spell will then seek out the target, even if it tries

to flee or hide, striking it with 100% accuracy. No DP roll is necessary.

#### Cure Poison (earth-instant) lvl 9

When this rune is drawn upon any poisoned creature, they will be instantly cured.

#### Contingency (life-durational) lvl 10

When this rune is combined with other runes, it will delay the spell effects of those runes until a certain contingency is reached. The contingency order must be no more than 10 words long. A sample contingency could be "Detonate when an orc passes over."

The contingency rune will last until set off or destroyed. Many of these runes are carved, prolonging their effective duration.

#### Spell Focus (life-instant) lvl 10

This rune may have one or more enhancements to a rune combination. When combined with other runes, it will either raise the ADP, DDP, or DRL of a spell by 2 as well as inflicting an additional wound of the type rolled, or it will double the duration, or double the resistance effects of other runes combined with it. This bonus is in addition to the what the overall ADP, DDP, and/or DRL would be due to adding a level 10 rune into the overall spell difficulty.

#### Flight (air-durational) lvl 11

Any object that has this rune drawn upon it can be controlled by the caster to move in any direction or altitude. The object can weigh up to 25 pounds per PR of the character, and will move at a rate of up to 20 feet per segment. Thus, a veteran rune mage can lift an object up to 150 pounds to fly in any direction.

#### Create Food (earth, durational) lvl 11

When drawn upon a small container no larger than a breadbox, this rune will cause the container to fill with any type of food that the caster wishes. Multiple runes cannot be drawn upon a container more than once per day.

#### Gale Force (air, instant) lvl 11

A much more powerful version of the wind runes, gale force will blow away from the caster at a movement rate of 50 feet per segment up to 300 yards away. Any object weighing less than 75 pounds will be blown over if caught in the wind, and any creature trying to move towards the caster weighing less than 300 pounds will have its movement rate halved.

#### Explode (air-instant) lvl 12

This rune, when combined with other runes, will cause the spell effects to explode in a 2' radius per PR of the character. I.e., a lord rune mage with a PR of 11 combines this spell with the blaze and gust runes. When the blaze rune reaches its target, it will explode in a 22' radius, causing damage to all within that area.

#### Lightning strike (air-instant) lvl 13

This rune must be drawn outdoors in order for it to work properly. Once completed, the rune will streak towards the clouds, causing them to darken dramatically. After 6 segments, a lightning bolt will strike down at a targeted creature by the caster, up to 500 yards away. This lightning bolt will have a bonus +1 to ADP

for every 2 PR of the caster, and will have a DRL of the PR level.

For example, a lord rune mage skilled in advanced rune magic with a PR of 12 completes this rune, and 6 segments later, a lightning bolt will strike down at a vampire that the mage has targeted. The mage would roll to hit with an ADP of 17 (base 8 + 6 for the PR + 3 for xp title level), and if successful, would roll damage with an DRL of 15 (base 12 + 3 for xp title level).

#### Rain Storm (water-durational) lvl 13

This rune must also be drawn only while outdoors. When completed, it will streak to the sky and cause clouds to begin raining. This rain will cover an area 10 meters in diameter for every PR of the caster, for a duration of one hour.

#### Protection From Wounds (life-durational) lvl 15

Any creature with this rune drawn upon them will have the first 1d4 wounds received ignored for as long as the rune remains. The duration of this rune is 1 hour before fading, but it can be wiped off earlier. Multiple runes of the same type cannot be used on the same creature.

#### Immovability (earth-durational) lvl 17

When this rune is drawn upon a target creature, and they remain in contact with the ground, they cannot be moved against their will. No force can lift, push, or pull the creature. It should be noted, however, that if a large force runs into the character, inertia will still have an effect, and can be disastrous for the character. An unwilling target does get a willpower check to avoid the spell.



#### Freeze (water-durational) lvl 18

When this rune is placed upon an object, it will instantly become frozen solid. Any object weighing up to 10 pounds per PR will be affected. If used upon a creature (an ADP roll based on unarmed combat is required), they may attempt a willpower check at a +10 bonus to resist the magic, but if it fails, it will instantly perish as no creature can survive its organs being frozen. If used upon non-living creatures (golems, undead, etc), the spell will not kill them, but they will be frozen solid.

#### Tornado (air-durational) lvl 18

When completed, this rune will instantly turn into a swirling tunnel of air. The tornado will have a radius of 5' per PR, and will move any desired direction at a rate of 20 feet per segment, up to 500 yards away. Any object weighing less than 50 pounds per caster PR level will be picked up into the air. Thus, a legend mage with a PR of 14 would create a tornado 70' radius, picking up any object 700 pounds or less. This spell will last 1 minute per PR of the character.

#### Snowstorm (water-instant) lvl 19

This rune, when completed, will instantly turn into a blizzard of snow up to 10' radius per PR level. Any creature caught in the storm will become blinded and may lose their footing if a luck check is not made.

#### Regenerate (life-durational) lvl 20

Any creature that has this rune on them will heal from wounds much faster than normal. All minor wounds are healed after one minute, moderate wounds will reduce to minor in 5 minutes, deep will reduce to moderate in 30 minutes, and severe wounds will reduce to deep in 1 hour.

Using these guidelines, a severe wound would completely heal in 1 hour, 36 minutes as it reduces down to nothing.

This rune will also grow back lost limbs, and will remain on the character for 2d6 hours. Only one regeneration rune can be used on a creature per day.

#### Inferno (fire-instant) lvl 21

This rune will turn into a 4' tall ball of fire, and any creature coming in contact with it will suffer damage equal to a DRL of 18.

#### Rune Trap (any-durational) lvl 22

When the caster draws this rune upon the ground, she must then decide what elemental effect the rune trap will have: fire, ice, electricity, or negative energy. This rune will last until some creature crosses over it, at which point it will explode in the type of elemental magic selected. This explosion will be in a 5' radius, and will have an DRL of 20.

#### Flesh to Stone (earth-durational) lvl 23

Any creature that has this rune drawn upon them must make a luck check, or be permanently turned to stone.

#### Stone to Flesh (earth-durational) lvl 23

The cure to the above spell, when this rune is drawn upon a stone creature, the creature will revert to its normal fleshy self.

#### Life Drain (life-instant) lvl 24

Any creature struck by this rune will suffer damage equal to an DRL of the caster's PR rating. Once the damage is inflicted, the caster will heal wounds of the exact type inflicted, if applicable. For example, a legend rune mage with a PR of 12 has suffered a deep and two moderate wounds. She casts this rune and successfully hits a creature using her ADP level for unarmed combat. She rolls damage in accordance with an DRL of 12, and inflicts a moderate wound upon her target. She then immediately erases one of her own moderate wound tally marks.

Note that this healing does not roll up. I.e., if the caster had suffered a deep wound and inflicts a moderate wound to the target, the deep wound would not be healed and the caster wouldn't receive any benefit.

The spell does roll down, however. I.e., if the caster has suffered a deep wound only and inflicts a severe wound to the target, then the deep wound would be healed.

#### Slaying Rune (life-instant) lvl 25

A powerful negative energy magic, if the caster is successful in striking a creature with this rune using his ADP for unarmed combat, the creature must make a willpower check or instantly die.

#### Golem (earth-durational) lvl 26

These runes are used to animate golems as described in the Creature Catalog. Construction will take one week per DA level of the golem created, and costs approximately 10000 gold to complete. Once created, the golem will obey simple commands from the caster only.

#### Permanency (life-durational) lvl 30

When combined with other temporary rune effects, this rune will make those effects become permanent. I.e., a permanency rune combined with a protection rune will grant the recipient a permanent reduction in wound categories. Please note that this spell is not stackable with the same runes. Using the example above, a caster could not cast multiple protection runes on someone to keep reducing their wounds.

#### Shapechange (all-durational) lvl 31

This rune, when drawn upon the caster, will change the caster and all of her gear into a desired elemental form: water, vapor, flame, earth, or blood. This effect will last for up to one hour, but the caster and GM may want to be careful when this spell is used. A flame form will probably combust any object that the player touches, a vapor form won't allow the character to pick up objects, etc. Also note that once a form is chosen, it cannot be changed into another form.

#### Earthquake (earth-instant) lvl 32

This rune will create a rip to open in the earth, destroying any structure caught in its path. This fissure will be 25 yards long and 10 feet wide and deep per PR. Thus, a legend rune mage with a PR of 15 would create an earthquake 375 yards long by 150 feet wide and 150 feet deep.

#### Soul Trap (life-permanent) lvl 40

This extremely powerful rune was designed to make the caster semi-immortal. When the rune is drawn upon a gem of

no less than 1000 gold in value, the caster's soul will be instantly trapped inside the gem. The caster can still control the body with no noticeable change as long as the gem is within 5' of the body at all times. Once the gem is separated by more than 5 feet, the body will become inanimate. The caster's soul will still be in the gem, and will still be conscious of the outside world, but will be unable control the host body.

While in the gem, the caster will be immune to the pain and trauma effects of all types of physical damage. The character could literally take 100 arrows to the chest and still act with little noticeable effect other than having 100 arrows sticking out of him. The body will still take the damage, however, and severe wounds, such as a broken limb, will still be a hindrance. I.e., if the body suffers a broken leg, then the body will have its movement reduced accordingly.

However, the character will suffer no damage. It must be noted however, that the body will heal wounds at one half the normal rate. Players must keep this in mind. Even though their character will still be alive in the gem, the body may be mutilated, which would cause quite a reaction in public, naturally. The only way to kill the character is to destroy the gem, which can withstand damage equal to a DA rating of 15 before shattering.

The other notable ability of this spell is that the caster can 'jump' bodies if his original body is destroyed. I.e., if the host body is destroyed or mutilated, the caster has the choice of jumping into another body. The victim of the new body must be within 10 feet of the gem, and is entitled a luck check to avoid being taken over. If the jump does not succeed, no further attempts may ever be made to that target.

If the jump is successful, then the character will take over the new body as if it were their own. The character's strength, endurance, and agility attributes will be that of the new body, while skills, intellect, and luck will remain that of the original character's.

## Totem/Tattoo/Origami

There are two main ways to invoke totem magic, but both involve the use of small carvings of a totem creature, tattoo, or origami figurine (depending on the style of totem magic being used). The first type is the actual summoning of the creature spirit itself, which manifests into a semi-transparent version of it's normal creature appearance. The second type is calling forth aspects of the animal spirit to give a magical benefit to the caster.

In order to invoke these powers, the caster holds forth the totem they want, and will call forth the name of the totem they hold or they will touch the appropriate tattoo. Each totem, when created, will have a specific name given to it, and totem mages will treat this new item with the same reverence as they would an actual valued animal. Totem casters strongly believe that in order for them to continue to use the animal spirit's power, they must respect the totem.

The duration and number of times a particular totem can be called forth varies on the power level of the totem, and as described by the spell effect.

Regardless of the actual totem style (totem, origami, or tattoo), the RR cost to activate the magic is 2 unless otherwise noted.

## Novice Totems:

### Armadillo

The armadillo totem, when called forth, will cause the caster's skin to begin to shimmer and appear slightly scaled. This power will absorb one wound of each category before being dispelled, but can only be called forth once per day.

### Bull

The powerful bull totem will grant a bonus of +10 to the caster's strength score. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

### Curse

This totem most often appears as a simple carving or doll of the person that the character wants to curse. The basic curse is a level 1 totem, although the effects of the curse are limited by the character's skill in totem magic.

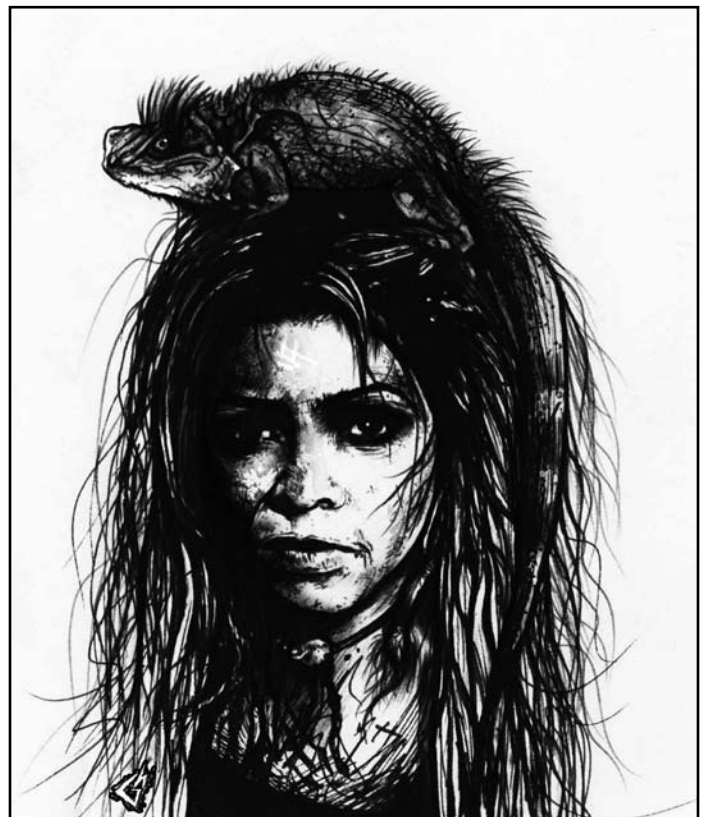
For characters skilled in level one totem magic, a typical curse might be one that reduces a particular attribute by 1d4 points temporarily, or may cause unsightly blemishes on the victim's skin.

Characters skilled in level 2 totem magic might be able to curse someone to suffer -1 to either their ADP, DDP, or DRL for a limited time period.

Characters skilled in level 3 totem magic may invoke a curse that strikes down the victim with illness for a limited time period. This illness cannot be fatal, but will incapacitate the victim.

Characters skilled in level 4 totem magic can reduce an attribute by 2d20 points, or make the target suffer a -3 to either ADP, DDP, or DRL, or invoke a curse that can either hideously disfigure the victim for long periods of time.

Characters skilled in level 5 master totems can invoke a curse that will in some way bring about the targets death within 1d4 weeks.



Note that all curses will cease to exist or can be prevented by the caster's death. In addition, a curse can be removed by a totem mage of an equal or higher skill as the original casting mage. This totem takes one hour to invoke.

#### Fox

The wily fox totem will grant a +10 bonus to the character's luck score when called forth. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

#### Gecko

This totem power will grant the caster the ability to climb walls like a gecko. The caster's fingers and toes will become super sticky for a duration of 2d4x10 minutes. The character will be able to climb any surface that isn't greased. The gecko totem can be called forth up to five times daily.

#### Monkey

When invoked, the monkey totem will grant a bonus 10 points to the caster's agility. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

#### Mule

This totem will grant a bonus +10 to the character's endurance score when invoked. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

#### Owl

The owl spirit will grant the caster a bonus +10 to their intellect score. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

#### Rabbit

When the character invokes the power of the rabbit, they will be empowered with a great leaping ability. For 1d4 hours, the character can leap up to 25' in any direction. This power may be called forth twice per day.

#### Raven

The raven totem, when called forth, will change into an animate bird and will follow the mental commands of the caster. This bird can travel up to 1 mile away in any direction, and be called forth or dismissed at any time. The caster can also see through the bird's eyes at will, but cannot see through their own eyes at the same time.

#### Spirit pet

This power is one that calls forth a spirit form of the creature to act as a companion to the caster. The animal appears just like their normal animal description, except that they have no color and are semi-transparent. The animal can be of any natural species. The attributes for this animal, regardless of species, are as follows: DA: 3 ADP: 3 DDP: 4 DRL: 3 RR: 6. These attributes are not modified by experience title level bonuses.

The spirit animal can be called forth and dismissed at will, but if the spirit form is killed, then the totem will forever be destroyed. If the spirit animal spends a full 24 hours in totem form, then all of its wounds will be healed.

#### Wolf

The power of this totem grants the caster a base 75% of successfully tracking a creature(s). Please note that weather conditions may help or hinder this percentage. The power can be called forth ten times a day, and will last for one hour before fading.





## Adept Totems

### Bear

The mighty bear totem will grant a +15 bonus to the caster's strength score. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

### Cactus

When this power is invoked, a 6' tall cactus will instantly spring from the ground. A resourceful character might use this totem power as a source of water when no other can be found, or may create a wall of spines to prevent passage.

### Cheetah

This totem will hasten the character, granting them a movement rate of double what is normal as well as reducing the RR by one category of all actions. It will last for one hour, and can be called forth two times a day.

### Dolphin

When called forth, this totem allows the caster to be able to move in water as easily as air. This totem will generally last for 1d4 hours.

### Dove

When the power of the dove is called forth and the totem is pressed against a wound, it will instantly heal that wound if it is of a deep category or less. The power of the dove can only be called forth five times a day.

### Gargoyle

When this power is invoked, the caster's skin will appear stone-like in texture. Flexibility remains the same, and the caster will be granted a +2 bonus to her DDP. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

### Griffon

When invoked, this totem will cause a pair of feathery wings to sprout forth from the caster's back. The caster can fly at a movement rate of 25 with their body weight and gear only. This power will last for one hour, and can be called forth four times a day.

### Housecat

When this power is called forth, the caster has the ability of night vision, similar to a dwarfs. The character can see in dimly lit darkness almost as well as in normal light. This power can be called forth at will, and will last 2d10 minutes before fading.

### Lion

This powerful hunter, when invoked, will grant the caster a bonus +2 to their ADP while the spell is in effect. This power can be called forth at will, but will last only 2d4 minutes before fading.

### Mandrake root

When this power is invoked, any man-sized or smaller plant that the totem touches will be revitalized to full health. This power can be called forth at will.

### Maple leaf

This power grants the caster the ability to speak with plants as if they were intelligent creatures. The power can be called forth at will, and will last one hour before fading.

### Snake Charm

The power of the snake charm will grant the caster with hypnotizing eyes. Any creature that comes in eye contact with the caster must make a luck check or be charmed, viewing the caster as a friend and ally. This charm will last 2d6 minutes, and can be called forth at will.

### Sparrow

This totem power allows the caster to speak with animals as easily as they could with member of their own race. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

### Spider

When the power of the spider is called forth, the caster's bite becomes poisonous. The caster is, of course, immune to this poison. Whenever a successful bite attack (ADP = PR) is made against a target, that target must make a successful luck check or suffer from the effects of the poison. This power can be called forth five times a day, and will last 1d6 minutes before fading.

### Spirit, familiar

Similar to the pet spirit totem, this power will call forth a spirit representative of the animal species. It can be of any normal animal species, with typical attributes as follows: DA: 5 ADP: 7 DDP: 7 DRL: 5 RR: 6. The totem acts and heals in all other ways as a pet spirit.

### Tiger

When the power of the tiger is invoked, the caster's hands will change to claws, and if used in combat will have a base ADP/DDP of the caster's PR, RR of 4, and DRL of 4+caster's PR.

### Trout

When this power is invoked, it will allow the caster to breathe underwater as they would normally. This power lasts for 10 minutes per caster PR, and can be called forth three times a day.

### Unicorn

The majestic unicorn totem, when called forth and touched to any body of water, will instantly purify the source to 100% pure water. The amount purifies is equal to 10 gallons per PR of the caster.

## Skilled Totems

### Animal shape

When this power is invoked, the caster and all of their belongings will take the shape of the animal totem. Any normal, non-magical animal can be used up to the size of a cow. This power can be called forth at will and last as long as the caster desires. The WT, ADP, and DDP will remain unchanged, but DRL will change to that of the animal type.

## Mole

This totem will change the arms and hands of the caster into those of a giant mole. These claws can be used to attack (DRL 5), but their main purpose is for digging. While in effect, the caster can dig through sand at a rate of 10' per minute, dirt at 5' per minute, and hard clay at 2' per minute. This spell will last for 2d10 minutes before wearing off.

## Pegasus

When the power of this mythical beast is called forth, the caster will gain the ability of flight. The caster, plus up to 500 pounds of additional weight can fly at movement rate of 50 for a duration of ten minutes per caster PR. This power can be called forth five times a day.

## Reaper

When this power is called forth, a visage of death will appear for that segment. Any creature within 50 feet who sees this visage will have to make a luck check or flee in terror for 1d6 minutes. This power can be called forth once per day.

## Reptile

When this small lizard totem is called forth, the caster can regrow any lost limbs that might have been severed. The caster has to be alive, of course, for this to work. The limb will instantly begin to grow back, and will become usable after one week.

## Salamander

The power of the salamander totem will enable the character with complete immunity to fire and heat, including a dragon's breath. This power will last for 2d10 minutes, and can be called forth up to four times daily.

## Sapling

When the sapling totem is invoked, a small, fruit bearing tree will instantly sprout from the ground, fruit ripe ready to eat.

## Snake

When the snake totem is called forth, the caster gains the ability to spit poison up to a distance of 30 feet. If the attack is successful (base ADP=PR), then the target must make a luck check or suffer the effects of the poison. This power has an RR of 5.

## Spirit Companion

The next higher level in the animal spirit category, this totem can be any creature, and will have the following attributes: DA: 7 ADP: 10 DDP: 10 DRL: 9 RR: 7.

## Tortoise

As long as this magical totem is worn, the creator (and only the creator) will gain a +2 wound threshold to each category much in the same way armor works.

## Treant

This power allows the caster to control the movement of plants. Grass can sway and grasp, trees can uproot and move, etc. The chart below will give a good idea of how much vegetation can be manipulated by experience title. This totem can be called forth at will, and will last as long as the caster maintains concentration.

XP Title	Vegetation
Veteran	10'x10' patch of tall grass and vines
Hero	15'x15' small shrubs
Lord	20'x20' small trees
Legend	25'x25' large trees

## Viper

Unlike most totems, this is a continual power for as long as the totem is worn. While wearing a viper totem, the character is totally immune to poison.

## Yeti

The partner to the salamander totem, the yeti totem will grant the caster complete immunity to cold and ice. This power will last 2d10 minutes, and can be called forth up to four times daily.

## Advanced Totems

### Angel

When this power is called forth, any totem power called forth directly after it (the caster's next action), will instead be granted to a target creature instead of the caster. For instance, on segment 5, a druid uses this totem and focuses it on her buddy. On segment 7, she invokes the turtle totem. Her buddy would then become immune to non-magical weaponry instead of her.

### Basilisk

When this power is invoked, the caster gains the ability to petrify any creature that she touches. If a successful attack is made (base ADP=PR), and the target fails its luck check, then it will be paralyzed for 1d10 weeks. This power can only be called forth twice a day.

### Dragon

When the spirit of the dragon is invoked, a 6" diameter ball of fire will shoot forth from the totem up to a distance of 100 yards. Any creature hit by this ball of flame (ADP=PR, RR 6) will suffer damage in accordance with an DRL equal to the PR of the caster. This power can be called forth a number of times per day equal to the experience title level of the caster.

### Elephant

When the power of the elephant is called forth, the caster can control the actions of nearby animals. Approximately 1000 pounds of animals can be controlled per caster PR level at any given time. The power will last for 1d6 minutes per PR level of the caster, and this power can be invoked up to five times a day. While maintaining control, the caster cannot perform any other actions. Any creature within 100 yards can be controlled.

For example, a legend character with a PR of 13 can control 13,000 lbs (roughly 10 riding horses or 6 draft horses) for 1d6x13 minutes.

### Porcupine

When the porcupine power is called forth, the character will instantly sprout long and sharp spines. Any creature engaged in

melee combat with the caster will suffer a minor wound every segment automatically. This power will last 2d4 minutes and can be called forth at will.

## Spirit, Connected

Like the other spirit totem powers, this totem can be of any normal or magical creature up to the size of an elephant. Typical attributes are: DA: 10 ADP: 13 DDP: 13 DRL: 12 RR: 7.

## Tortoise II

This is almost exactly like the tortoise totem spell above, except that it grants a +3 bonus instead.

## Turtle

When the power of the great and sturdy turtle is called forth, the caster will begin to glow in a faint green light. During the duration of the spell, the caster will be invulnerable to any non-magical weaponry. Natural attacks, from animals for instance, may still harm the caster. This power can be called forth four times a day, for a duration of 1 minute per PR of the caster.

## Wyvern

As the character invokes this totem, large leathery wings and a serpentine tail begin to sprout from their body. The wings enable the character to fly at a movement rate of 20, and the tail will end in a huge poisonous barb. The barb will have a DRL of 8, and will inflict poison to any creature that it hits. The character attacks with an ADP equal to his PR with this power, which will last for as long as the caster desires. The RR of this power is 6.

## Master Totems

### Creature shape

Similar to animal shape, this power allows the caster to change themselves and all of their belongings into the shape of any creature. The caster takes on any special natural abilities of that creature as well as ADP, DDP, and DRL (WT remains unchanged). This power can be used at will, but has an RR of 12 and will last only for one hour. This totem can only be created from the bone (or blood for tattoo) of the creature to be used.

## Gorgon

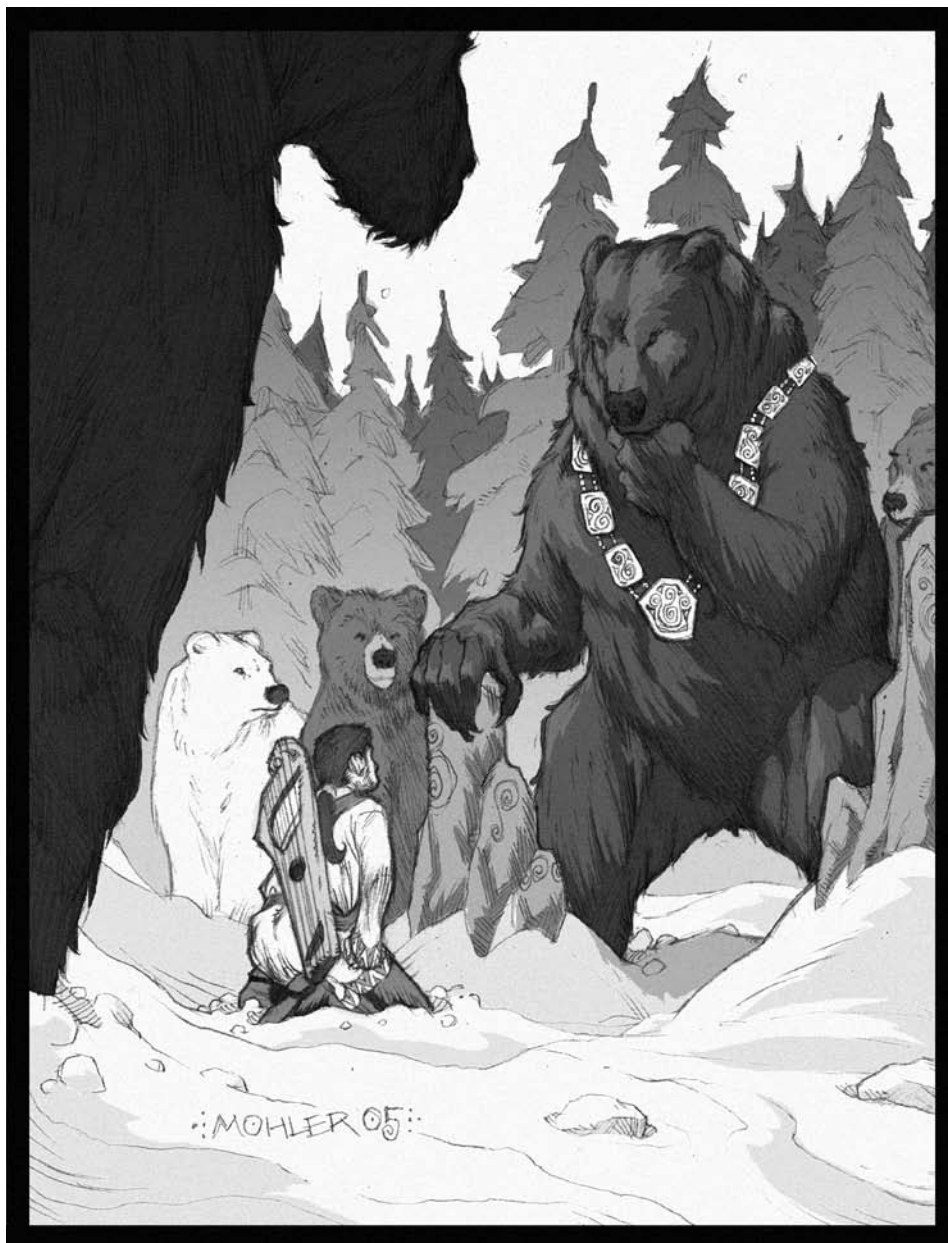
When the caster invokes this power, their gaze becomes deadly. Any creature that makes eye contact with the character, if within 50 feet, must make a luck check or be turned to stone. This power can be called forth four times a day, and will last 1d10 minutes before fading. Creatures turned to stone will remain so for 2d4 months. This power has an RR of 6.

Note that in the chaos of combat, there is a risk of allies making eye contact with the character as well. Every 6 segments that this power is in effect, every participant in the target zone must make a willpower check. Those who declare they are taking extra precaution to avoid an accidental eye contact will suffer a -4 penalty to all ADP rolls.

## Holy Symbol

This power will grant the character an immunity to poison, disease, and any other power that would cause instant death such as a gaze or stoning attack. This power does not protect against any physical damage. This power does not need to be called forth. As long as the totem is worn, it will offer this protection.

This power also will not retroactively heal any damage or cure any disease; it must be activated before the damage is taken.



### Juggernaut

This totem power will grant the character a significant bonus to their fighting skills. The character will instantly gain a temporary bonus of +5 to their ADP, DDP, DRL, and +3 to each WT category. This power will last 2d6 minutes and can be called forth up to three times a day. All wounds suffered will be taken from the bonus WT first. Bonuses due to experience title levels do not apply to this spell.

### Manticore

When called forth, the manticore totem will animate and shoot 1 spine for every 4 PR of the caster towards a target up to 50 feet away. The caster would roll to hit with an ADP level of 1 per PR, and if successful, each spine would inflict damage equal to a DRL of 10. The RR of this power is 6.

Thus, a caster with a PR of 9 would shoot 2 spines with an ADP of 9. Bonuses for experience title level do not apply to this spell.

### Phoenix

The power of the phoenix will raise any one creature back to life from the dead. The creature can only be dead for less than one month, and cannot be completely destroyed. When the creature is brought back to life, they will be in a completely normal and healthy state. This power can only be called forth once a week.

### Spirit, sacred

The most powerful of the spirit totem, this totem can be of any creature, and will have the following attributes: DA: 13 ADP: 15 DDP: 16 DRL: 15 RR: 6.

### Wyrn

This draconic totem will call forth the corporal spirit of a dragon. The dragon type is determined by the totem type. I.e., a swamp dragon totem will call forth a swamp dragon spirit.

The spirit dragon will be completely tangible and will seem to be an actual creature, possessing all stats of an actual dragon at half of the normal strength. This creature will obey the commands of the person who called it forth, and will remain for 1 day before being sent back to the spirit world, where it cannot be called upon again for one week. If the dragon is killed while in corporal form, the totem will also shatter. If the totem is a tattoo, then it will become a scarred mess.

## Alchemy

In the middle ages, men and women who were called wizards and witches didn't actually have the ability to cast spells like you find in many role-playing games. Rather, they were chemists; experts in the natural world and how chemicals reacted that made it seem like magic to the average person of the time. These were alchemists.

While alchemy isn't technically magic, it is a mystic skill usually only practiced by mages and their ilk as they share a lot of the same interests and traits.

Additionally, since this is a fantasy world after all, many of the potions created will have magical effects because the alchemist

has access to fantastical ingredients not found in our world.

Once a character learns alchemy (a skill they must learn from a teacher over a time period of several weeks at least), they have the basic skills of alchemy and would have a starting base percentage of success equal to what is described in the skill description.

In the skill description, it mentions needing a very expensive lab in order to work. This is true for most creations, but not necessary for the most basic or easiest potions. It's really up to the GM to make that determination.

It should be noted that even after training, a new alchemist might not know all of the various recipes for potions and salves that exist. In fact, some recipes are highly guarded secrets. A typical new alchemist will only know the recipes that fall under the common category. Rarer recipes can be bought, stolen, or found on adventure. Below are just some examples of recipes, but feel free to come up with our own. Note that the cost listed in the description does not include the materials needed to make it. Those are other costs that incurred during the process.

### Common Recipes

Healing salve

Pain medication

Sleep potion

Hangover remedy

Poison

Holy water

Strength

Endurance

Intellect

Luck

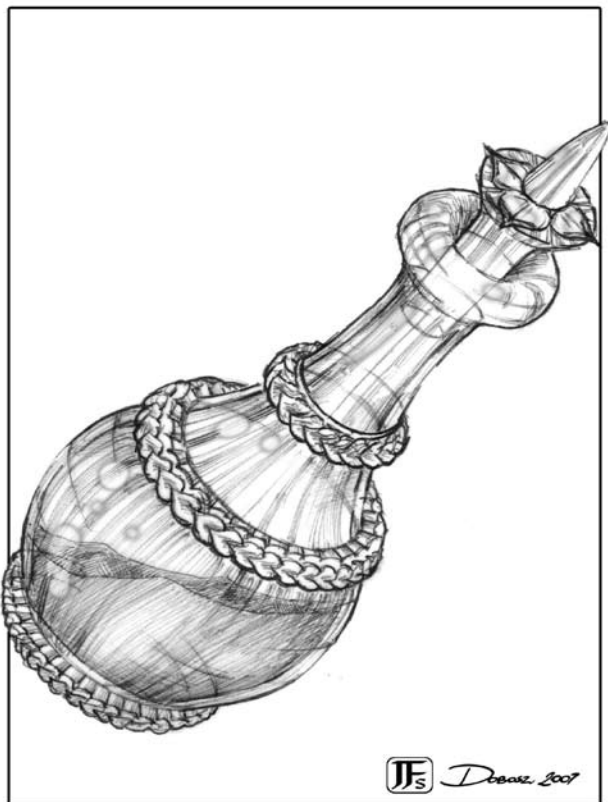


Rare Recipes  
 Flying potion  
 Disease Cure salve  
 Invisibility potion  
 Giant growth potion  
 Shrinking potion  
 Love potion  
 ESP potion  
 Hallucinogenic  
 Monster control

Very Rare Recipes  
 Regenerating potion  
 Lead to gold  
 Black powder  
 Greek fire  
 Poison gas  
 Dragon control

## Alchemy Descriptions

**Black Powder:** Requires saltpeter, sulfur, and charcoal. One pound requires one week and 50 gold in costs to prepare. Specific uses and effects from a stats perspective is up to GM discretion, but generally cannons and firearms do not exist yet in this world. Black powder technology is extremely primitive and in its earliest stages.



**Disease Cure Salve:** Requires penicillin and royal jelly from giant bees. Takes one day to make each application. Upon rubbing into the skin, the disease will begin to lessen. The rate of cure depends on the severity of the disease. Does not cure magical diseases.

**Dragon Control:** Requires the blood of the dragon type wanting to be controlled, blueberry extract, and red wine. Takes one week to create one dose. If dragon fails willpower check at a penalty equal to the PR of the drinker, it can be controlled for 1d4 hours.

**Endurance:** Requires bull urine. Takes one day to make at a cost of 25 gold. For a duration of 2d20 minutes, user does not suffer from fatigue.

**ESP Potion:** Requires brain fluid from a creature that has mental magic capability. Takes two weeks to manufacture one dose. Enables the drinker to read the thoughts of anyone within a 50' radius for a duration of one hour.

**Flying Potion:** Requires powdered griffon or hippogriff feather, the blood of a bat, and brandy. Takes four hours to create one dose. When drank, the potion grants the character the ability of flight for 1 hour at a movement rate of 40.

**Giant Growth Potion:** Made from the tears of a giant and taking a week to prepare, this potion will cause the drinker to grow to 2x of his or her normal size. Only the body is changed, and equipment is not affected. The potion lasts for one hour per dose, and any unwilling participant is allowed a willpower check at a -20 penalty to resist the change.

**Greek Fire:** An incredibly secret recipe that makes oil act similar to napalm today. The oil becomes sticky and will burn even when exposed to water. It takes one full week to manufacture each flask at a cost of 10 gold.

**Hallucinogenic:** Made from various plants. When taken, it causes the user to experience various hallucinogens similar to if they took modern day LSD. Each dose takes a full day to manufacture at the cost of 75 gold. The hallucinogens last for 2d10 minutes.

**Hangover Remedy:** A very common and sought after potion, this is made from royal jelly and garlic. It only takes a few minutes to make each dose at a cost of 2 gold.

**Healing Salve:** Made from royal jelly and aloe, this salve acts the same as the arcane item of the same name. It takes a full day to make each dose, at a cost of 10 gold.

**Holy Water:** Made from water purified by a holy man, garlic, and tears from a pure female. This water will cause damage to any undead, demon, or devil. Each flask of water will have a DRL of 15 to these creatures, and may have splash damage.

**Intellect:** Made from the pituitary glands of an ape. When drank, it will raise the intellect attribute of the drinker by 20 points for a duration of 1 hour. Each dose takes a month to make at the cost of 100 gold.

**Invisibility Potion:** Made from the saliva of a chameleon and the brain of a hummingbird. Takes a week to make each dose. Each dose will render the drinker invisible for a duration of 2d10 minutes.

**Lead to Gold:** The holy grail of alchemy. Major ingredient is lead, but several other chemicals are also needed. On the market, these chemicals cost 100 gold for every 110 gold you can make. The scarcity of the chemicals is why this process isn't used very often. In addition, the process to change one kilo of lead to gold takes a full month.

**Longevity:** Highly sought after by the elderly, these potions will make the drinker become younger by 10 years for each potion drank. This potion takes a month to make, and requires the brain of a tortoise and the blood of a demon.

**Love Potion:** Another very popular potion, this is made from rose petals, lavender, vanilla extract, and honey. It takes one week to create one dose at the cost of 30 gold. Unless the drinker makes a successful willpower check, they will fall in love with the first person they see. There can be modifiers based on the appearance and/or history of the two people. I.e., if two people hate each other and one of them takes a love potion, they may have a bonus to his or her willpower check.

This potion will have a duration of 1 day before wearing off.

**Luck:** Made from grinding a rabbit's foot with the nectar of plants at a cost of 25 gold and one week's worth of preparation, this potion will raise the luck attribute of the drinker by 10 for a duration of 1 hour.

**Pain Medication:** Made in the form of either a potion or a pill, these are created from various plant extracts. Each one takes one full day to create. When taken, it eliminates the pain from injury. Each dose lasts 1 hour.

**Poison:** Made from various natural poisons (snakes, spiders, box jellyfish, etc), a single application takes a full day to make at the cost of 10 gold. These act like normal poisons from the source type they were harvested from.

**Poison Gas:** Unlike a typical poison as described above, this is actually a grenade weapon that explodes in a 10' radius of poison gas. It takes a week to manufacture, and is made from cockatrice glands.

**Regenerating Potion:** Made from the ground up teeth of a dragon mixed with the blood of a gecko, this potion will begin the regrowing process of lost limbs or other body parts. A pound of flesh can be regenerated every day once taken. Each dose takes a month, and will last for 1d4 days.

**Shrinking Potion:** Made from the tears of a mantichore and taking a week to prepare at the cost of 100 gold, this potion will cause the drinker to shrink to 10% of his or her normal size. Only the body is changed, and equipment is not affected. The potion lasts for one hour per dose, and any unwilling participant is allowed a willpower check at a -20 penalty to resist the change.

**Sleep Potion:** Made from the stinger of a giant wasp, this potion will cause the drinker to fall into a deep sleep for 2d10 hours. An unwilling participant will have to make a willpower check at a -20 penalty in order to resist the effects. The potion takes a full day

to make at the cost of 10 gold.

**Strength:** Made from the heart of a giant, this potion will increase the strength attribute of the drinker by 20 points for a duration of 1 hour. The potion takes one week to make.

## Enchanting

In a fantasy world, magical items are just as big of a staple as the characters themselves. Magic items are the representative of the very same treasure that all adventurers seek. It's not the gold or gems—those are forgettable. It's the mystic items that enabled the heroic warrior to vanquish the arch foes that are etched in legend.

So how did these items come to exist? Someone had to create them at some point, right? That's where enchanters come into play. The enchanting skill tree allows the character to create magical items and empower them with powers that make them items of legend.

However, there are limitations, naturally. A novice enchanter simply does not have the skill or resources to enchant an item with an epic style power. Enchantments are broken down into four different categories, which match the four different levels of skill: novice, skilled, advanced, and master. The chart below tells you what kind of enchantments and how many can be placed on each object.

	Novice	Skilled	Advanced	Master
Nov	1			
Skilled	2	1		
Adv	2	1	1	
Master	2	2	1	1

From the chart above, a character skilled in novice enchanting can place one novice level enchantment on an item, whereas a master enchanter can place 2 novice, 2 skilled, 1 advanced, and 1 master level enchantment on an item.

While that may sound like a lot, it should come as no surprise that there are additional restrictions. The first of which is that the item must be of the highest quality. The second is that the mage needs to make a successful enchantment check for EACH ability they are enchanting. Failure of even one of them means the item is rendered useless.

And finally, the process is both lengthy and costly. Each novice power takes a week to complete and costs 100 gold. Skilled powers take two weeks and cost 500 gold. Advanced powers take a full month and cost 1000 gold. And master enchantments take two months and cost 10000 gold to complete.

In addition, enchantments of the same type are not stackable. I.e., you cannot enchant a sword with a novice +1 to ADP enchantment as well as a skilled +2 to ADP enchantment for a total +3 to ADP power. You must pick one or the other.

If you've already read through some of the arcane item descriptions later in the manual, you'll notice that not all characters can use magical items until they reach a certain XP title level. The items are simply too powerful for the characters to invoke the

powers until the characters themselves become more powerful.

So how does this impact enchanting? Well, you need to know what type of characters can utilize an item that you've just enchanted.

Aspirant characters can use items that have one novice enchantment on them. Adventurer characters can use items with multiple novice enchantments, veterans can use items that have up to one skilled enchantment while heroes can use items with multiple skilled enchantments. Lords can use items with advanced enchantments, and legend XP title characters can use items with master enchantments.

Below are several examples of enchantments to give you a good idea of what types of powers would fall under what types of needed skill. But these are not by any means all you can do. I suggest that you work with your GM to come up with other creative enchantments.



## Novice Enchantments

**ADP Bonus:** The item grants a +1 bonus to ADP when used.

**Attribute Bonus:** This item will grant a bonus +5 to any one attribute as long as it is held, worn, or used. The attribute type is determined upon creation, and is not stackable with any other item that would enhance the same attribute. Only the highest bonus would be used.

**Comfort:** An enchantment typically made towards garments and armor, this power allows the wearer to wear the item in relative comfort. The weight and bulk do not change, but the item is much more comfortable to wear than what you would normally think. For example, a mail suit with this enchantment might be as comfortable to wear as a heavy sweater.

**Detection:** An item with this enchantment is empowered to detect one certain specific thing. This can be gold, gems, traps, a specific monster or species, etc. Only one thing can be chosen, and whenever the subject gets close to the item, it begins to vibrate and/or hum, depending on what the enchanter desired when making it. The maximum range for detection is 50'.

**DDP Bonus:** A +1 bonus to DDP is permanently granted when the item is worn, held, or used.

**DRL Bonus:** A +1 DRL bonus is empowered onto the weapon.

**Healing, Minor:** An item with this enchantment can heal all minor wounds and up to five moderate wounds per day.

**Heat/Cold:** Upon command, the item will either raise or lower the temperature in a 10' radius by 25 degrees. The item can only do one, and not both powers.

**Imbue Magic:** This enchantment allows the mage to allow the item to cast one level 1 channeling spell once per day. The effects are as in the spell description. Anyone who knows the command word can use the item.

**Light:** This enchantment allows the item to glow as bright as a torch whenever the command word is spoken. No heat is emitted, only light.

**Quality:** The item is enchanted to look like it was made by the best smiths. Typically this increased value by 5x.

**Skill bonus:** During enchantment, the mage must declare what skill the bonus is going to be applied to. If successful, the item will grant a +5% bonus to that skill whenever it is worn, held, or used.

**Species Slayer:** During the enchanting process, the mage identifies a certain creature or species type, such as orc, elf, wolf, vampire, etc. When the weapon is enchanted, the weapon then has a +2 bonus to DRL when used against that species.

If a member of the species touches the item, it will cause no harm but the creature or person will feel extremely uncomfortable.

**Unbreakable:** An item with this enchantment becomes unbreakable by any non-magical attack or weapon.

**Unlimited Ammo:** Enchantments of this type are typically placed upon bows and crossbows, although it can be placed on more unusual weapons such as blowguns. When the item is enchanted, the user does not need to reload the weapon with another arrow, bolt, or dart. As soon as the weapon is drawn, another missile magically appears.

Note that this enchantment does not confer any additional bonuses to the weapon's ADP, DDP, DRL, or RR.

**Wound Threshold:** This enchantment, usually cast on armor, will raise the wound threshold (WT) rating of that item by +1.



## Skilled Enchantments

**ADP Bonus:** a +2 bonus to ADP

**Attribute Bonus:** This item will grant a bonus +10 to any one attribute as long as it is held, worn, or used. The attribute type is determined upon creation, and is not stackable with any other item that would enhance the same attribute. Only the highest bonus would be used.

**Bottomless Pack:** One of the most sought after magical items of adventurers and merchants alike, this enchantment will magically enhance the capacity of any type of container. The container will not change in shape or size, but will be able to store 5 times as many items as a normal un-enchanted one can. In addition, the weight of items placed inside the container is reduced by 10 times while it is inside.

**Create Water:** This enchantment allows the item to create one gallon of water once per day. It does not create a container for the water, and thus it's most common for these enchantments to be case upon containers themselves.

**Cure Poison:** Up to five times per day, this power will instantly cure a target of poison.

**DDP Bonus:** A +2 bonus to DDP is permanently granted when the item is worn, held, or used.

**Dispel Magic:** An item with this enchantment allows the wielder to dispel any magical effect that may be on a person or item, such as paralysis, a curse, etc. If the magic effect was placed by a more powerful source than the character, then the character must make a willpower check in order for the dispel to work.

**DRL Bonus:** A +2 DRL bonus is empowered onto the weapon.

**Extra Moderate Wound:** Weapons with this enchantment will inflict one extra moderate wound in addition to any other wounds inflicted for that attack.

**Healing, Moderate:** Items with this enchantment can heal all minor and moderate wounds, and up to 5 deep wounds per day.

**Healing, Wound Reduction:** An item with this power can reduce one wound taken by one category. This power can be used three times per day.

**Imbue Magic:** This enchantment allows the mage to allow the item to cast one level 2 channeling spell once per day. The effects are as in the spell description. Anyone who knows the command word can use the item.

**Levitate:** For a total duration of one hour per day, this item will allow the character to levitate at a rate of five feet per segment.

**Skill bonus:** During enchantment, the mage must declare what skill the bonus is going to be applied to. If successful, the item will grant a +10% bonus to that skill whenever it is worn, held,

or used.

**Species Slayer:** During the enchanting process, the mage identifies a certain creature or species type, such as orc, elf, wolf, vampire, etc. When the weapon is enchanted, the weapon then as a +3 bonus to DRL and a +1 bonus to ADP when used against that species.

If a member of the species touches the item, it will cause no harm but the creature or person will feel extremely uncomfortable.

**Returning:** When an item has this enchantment, it will automatically return to the thrower like a boomerang. Naturally this is highly valuable to throwing weapons that may have other enchantments on them as well.

**Telepathy:** The item wearer/user the ability to communicate with others via telepathy. Note that a shared language must still be present in order for the communication to be effective, and the maximum range is 100 feet.

**Wound Threshold:** This enchantment, usually cast on armor, will raise the wound threshold (WT) rating of that item by +2.

## Advanced Enchanting

**ADP Bonus:** a +3 bonus to ADP

**Attribute Bonus:** This item will grant a bonus +15 to any one attribute as long as it is held, worn, or used. The attribute type is determined upon creation, and is not stackable with any other item that would enhance the same attribute. Only the highest bonus would be used.

**Create Food:** This enchantment will allow the item to create five pounds of edible food once per day of various types (meat, fruit, etc)

**DDP Bonus:** A +3 bonus to DDP is permanently granted when the item is worn, held, or used.

**DRL Bonus:** A +3 DRL bonus is empowered onto the weapon.

**Extra Wound:** Unlike the moderate wound enchantment, this power allows one extra wound of the same type rolled to be inflicted upon the target.

**Flight:** This enchantment allows the wearer/user of the item to fly for up to two hours per day at a rate of 50.

**Healing, Greater:** This power will heal up to 10 wounds of any type per day.

**Intelligent Item:** An item enchanted with this becomes an intelligent sentient item with an intellect score of 4d20. The item can communicate with its owner via telepathy at will. Note that these items have their own personality, and may not agree with the actions of its owner. Naturally this can cause all sorts of problems if in a situation like combat. The advantage is that often these items can help the owner in many other ways.

**Imbue Magic:** This enchantment allows the mage to allow the item to cast one level 3 channeling spell once per day. The effects are as in the spell description. Anyone who knows the command word can use the item.

**Stone to Flesh:** This power, when called forth, will change a creature who was turned to stone back into a living creature.

**Species Slayer:** During the enchanting process, the mage identifies a certain creature or species type, such as orc, elf, wolf, vampire, etc. When the weapon is enchanted, the weapon then has a +4 bonus to DRL and a +2 bonus to ADP when used against that species.

If a member of the species touches the item, it will cause no harm but the creature or person will feel distracting pain.

**Speed:** A weapon with this enchantment will have its RR reduced by one.

**Spell Immunity:** This item will protect the wearer/user from hostile spells. Any level 1 channeling, totem, mental, and up to level 5 rune spells will be ignored completely. All level 2 channeling, totem, mental, and up to level 10 rune spells can be ignored if the character makes a successful willpower check.

**Wound Threshold:** This enchantment, usually cast on armor, will raise the wound threshold (WT) rating of that item by +3.

## Master Enchanting

**ADP Bonus:** a +4 bonus to ADP

**Attribute Bonus:** This item will grant a bonus +20 to any one attribute as long as it is held, worn, or used. The attribute type is determined upon creation, and is not stackable with any other item that would enhance the same attribute. Only the highest bonus would be used.

**DDP Bonus:** A +4 bonus to DDP is permanently granted when the item is worn, held, or used.

**DRL Bonus:** A +4 DRL bonus is empowered onto the weapon.

**Epic Healing:** Up to 2 times per day, this power will heal all wounds, poison, disease or curse to a target creature.

**Life Drain:** A weapon with this sinister enchantment will drain the life from an opponent. With each successful hit to an opponent, the wielder will heal one wound of the type inflicted upon the target or lower. I.e., if a deep wound is inflicted to the target, a deep, moderate, or minor wound would be healed to the character, whichever wound would help the most. Only one wound is healed this way per attack even if the character has inflicted more wounds to the target.

**Imbue Magic:** This enchantment allows the mage to allow the item to cast one level 4 channeling spell once per day. The effects are as in the spell description. Anyone who knows the command word can use the item.

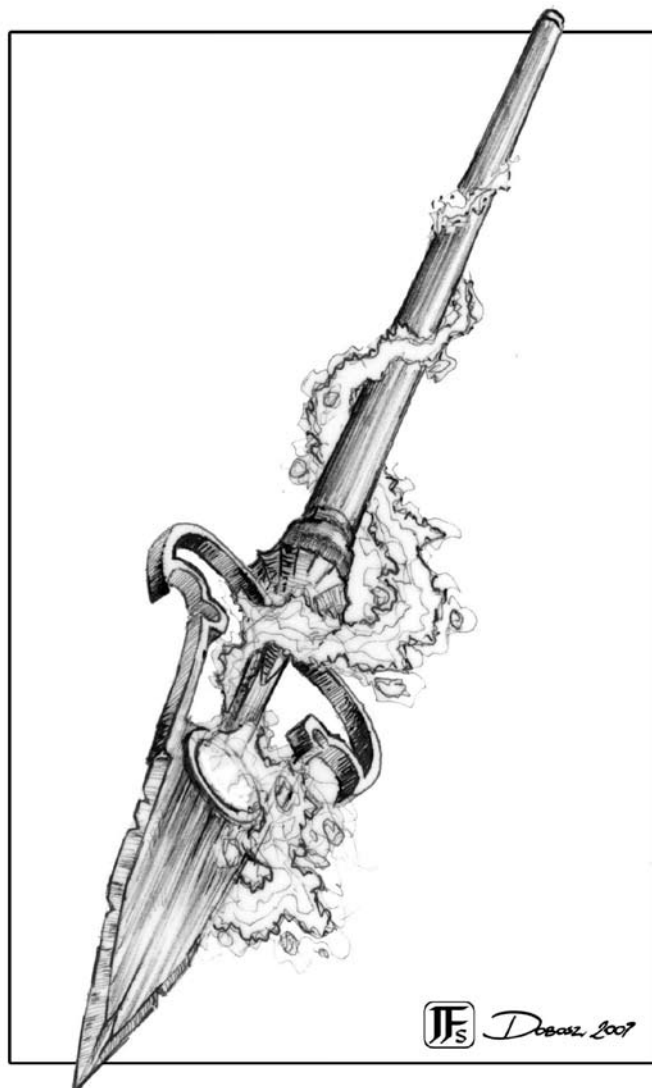
**Resurrection:** Once per day, this item can bring back the dead to life. The resurrected person is still unconscious for a full day, but will be healed of all wounds. If used against an undead, it will instantly slay it if it fails its willpower check.

**Sever Limb:** A weapon with this enchantment will sever a limb on the target creature any time that the attacker beats the defender's DDP roll by 5 or more. Damage is always maximum in this case and does not need to be rolled. The limb severed can either be by random chance, or by GM discretion.

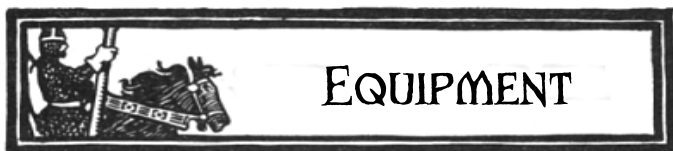
**Species Slayer:** During the enchanting process, the mage identifies a certain creature or species type, such as orc, elf, wolf, vampire, etc. When the weapon is enchanted, the weapon will then instantly slay any creature of the type chosen if it fails to make a willpower check.

**Teleport:** Once per day, the character and whatever he or she can carry can teleport up to any distance as long as the character has been there previously.

**Wound Threshold:** This enchantment, usually cast on armor, will raise the wound threshold (WT) rating of that item by +4.







All new characters start with 100 gold

Containers	Cost (gp)
Chest, large wooden	15
Chest, small wooden	8
Flask/empty	2
Flask/oil	5
Pack, large	11
Pack, small	6
Pouch, large	2
Pouch, small	4 sp
Sack	3
Saddlebags, large	25
Saddlebags, small	13
Waterskin	1

Clothing	
Belt	1
Bodysuit	5
Boots, small hard	3
Boots, small soft	5
Boots, tall hard	7
Boots, tall soft	9
Cloak, cotton hooded	5
Cloak, cotton	4
Cloak, fur hooded	11
Cloak, fur	8
Cloak, holocaust	9
Coat, jacket	6
Coat, winter	12
Gloves, hard leather	3
Gloves, soft leather	4
Hat	8 sp
Robe	7
Shirt	2
Trousers	2
Vest, cloth	3
Vest, leather	5

Livestock	
Cat, domestic	4
Cat, exotic	2500
Chicken	4 sp
Cow	25
Dog, guard	15
Dog, small domestic	9
Donkey/mule	30
Horse, draft	100
Horse, riding	175
Horse, war	550
Ox	30
Pig	7

Adventuring Supplies	Cost
Antidote	15
Bedroll	3
Bit&bridle	10
Blanket	4
Blanket, winter	7
Candle, 1 hr	5 sp
Chalk, 6"x1"	9 sp
Hammer, small	2
Journal, 15 pgs	10
Lock pick set	15
Lock, basic	5
Lock, well made	15
Pen and inkwell	7
Rations, 7 days	10
Rope, 50' length	5
Saddle blanket	5
Saddle	25
Shovel	4
Spike, metal 5 ea	6
Spike, wooden 5 ea	1 sp
Spyglass	35
Tent, 2 man	10
Tent, 4 man	18
Tent, 8 man	30
Tinder box	3
Torch, 5 ea	1
Twine, 100' length	2
Wax, 6 oz	2
Whetstone	2

## Pre-Made Adventuring Packs

### Pack A 40 gp:

Small Pack  
 Shirt, trousers, small soft boots, belt, hooded cloak  
 7 days rations  
 2 waterskins  
 blanket  
 5ea torches& tinderbox

### Pack B 100 gp:

Large Pack  
 Shirt, trousers, tall hard boots, belt, hooded cloak  
 soft leather gloves, jacket coat  
 winter blanket  
 14 days rations  
 2 waterskins  
 5ea torches & tinderbox  
 whetstone  
 50'rope  
 4ea pieces of chalk  
 5ea small metal spikes  
 small hammer  
 2ea large pouches  
 2 man tent

## Equipment Descriptions

Unless you're a weapons and armor historian, some of the weapons and armor used in this manual may seem foreign to you. What's the difference between a rapier sword and an estoc? What's the difference between a hauberk and a mail suit? These pieces of arms and armory will be explained here below.

The Orient provides some very unique and highly crafted types of equipment. Oriental weapons and armor are included in the weapon and armor tables along side of western weapons and armor with no distinct separation of the two. However, it should be noted that in your game world, the chances of finding Oriental weapons or armor in a Western themed game setting are very slim. The reverse is also true.

While not prohibited, it is highly recommended that you do not combine the two unless there is a very good reason for the exception. The reason for this is that Oriental armor, with the technology advances in creating it, were generally more effective than western armor. An armor made out of folded paper and laminate offers similar protection as plate mail, but at a much lower cost and is much lighter. So if you combine the two cultures together into one, there may be balance issues.

While Oriental weapons and armor aren't specifically identified as such in the tables, you can get a pretty good idea if it is from the Orient by the name and description.

As mentioned in the Common Terms section at the beginning of the book, new characters start with 50 gold in which to buy their gear.

## Armor Descriptions

### A note on how armor affects skills:

Obviously someone who is trying to be stealthy while wearing a full suit of gothic plate armor isn't going to be as successful as someone who is clad in soft dark clothing, all things else being equal.

The following is just a guideline to use, as it is impossible to quantify every potential scenario into a modifier. The rule of common sense will have to apply here.

Light rated armor will confer a -10% penalty to all skills with agility as the primary attribute. Medium armor will confer a -25% penalty, and heavy armor will confer a -50% penalty. Carried shields will confer an additional -10% penalty on top of the type of armor worn. The exception to this is to the *silent walk* skill. In this case, the penalties are doubled, as armor is just too loud to be used effectively.

It goes without saying that armor played a vital role for anyone who planned on going into battle. Even a minor piece of armor was used if available, because armor helps protect you from damage. These are pretty obvious observations.

In this section are several types of armors that were used in medieval history, both from Europe and from Asia. It doesn't include every type of armor used, but does cover the most common.

From a simple standpoint, armor is broken down into four different categories: light, medium, heavy, and shields. This

categorization matches the skills needed to learn to wear each type effectively (see SKILLS section).

With the exception of shields, all the other types of armor give the character a benefit of being able to withstand more damage before dying. Shields help the character avoid the blow from landing by increasing the DDP level of the shield bearer.

It is worth explaining just how armor affects the wounds a character can take. On the surface, the theory that armor will help absorb hits and reduce the damage makes complete sense. The trick is how this is handled from a mechanical standpoint in the rules.

You may have noticed that without armor, your character can withstand a certain number of wounds based off of his or her damage absorption level. You will have also noticed that certain armor types will grant bonuses to each of those categories. The armor itself doesn't make the character tougher, but it is a way of accounting for how the armor reduces the severity of wounds that your character may have taken.

As a general rule, pieces of armor cannot be worn over each other to gain additional benefits unless it makes sense. I.e., a character won't be able to wear a studded leather suit underneath a mail suit and get the benefits of both. That's just too unwieldy. Additionally, a full suit of plate mail armor already has a chain suit underneath, so you wouldn't get any addition benefit by wearing another suit of mail.

However, characters can wear multiple suits of armor for additional benefit if they so choose and it makes sense. In fact, most of the Oriental armor in the list below is actually individual pieces there were designed to be worn with other pieces. In this case, you can combine the benefits. For example, you could wear both a Do and a Haidate and gain the total benefit to your character's wound threshold.

You may be asking yourself, "If a breastplate is just as hard as a full suit of plate, how come the wound threshold benefit is so low?"



The answer to that question is that the breastplate only covers part of the body, and not all strikes in combat will land where the protection is. So for simplicity's sake, the bonus given takes into account that not all strikes will hit the armor, so it all averages out in the end.

In the chart below, you will see the armor type, the cost in gold to purchase it in a normal market, and size rating (light, medium, or heavy), and the bonus it gives to your wound threshold in each of the wound categories. I.e., an armor that gives a 2/2/1/1 bonus to wound threshold means you can take two extra minor and moderate wounds, and one extra deep and severe wound while wearing the armor.

**Barding:** Barding is armor that is created with the purpose of being worn by mounts, most commonly horses. The prices in the chart reflect barding for a horse sized creature. The price may go up or down depending on the size of the actual mount.

**Do:** The breastplate of a suit of armor, the do is made up either of lacquered leather or a metal plate molded to cover the torso.

**Do-Maru:** A common armor among standard foot soldiers, Do-Maru is made from lacquered leather scales or small metal plates that are laced together with lacquered cord. It is similar to Oyoroi with the exception that it is more form fitting and flexible, but does not offer any arm protection, as it consists of only a do and kusazuri.

Armor Type	Cost	Rating	Wound Threshold Bonus			
			Minor	Moderate	Deep	Severe
Barding, leather	150	L	2	2	1	1
Barding, mail	1250	M	4	4	3	2
Barding, plate	5000	H	8	6	5	4
Do	50	M	2	2	2	2
Do-Maru	85	M	4	4	3	3
Haidate	30	M	2	2	1	1
Haramaki	60	M	4	4	3	3
Helm, Great	75	H	1	1	1	1
Helm, Kabuto	80	H	1	1	1	1
Helm, Medium	35	M	1	1	1	0
Helm, Skullcap	5	L	1	1	0	0
Kote	15	L	1	1	0	0
Kusazuri	35	M	2	2	1	1
Leather, Hard	15	L	2	2	1	1
Leather, Soft	20	L	2	1	1	0
Leather, studded	35	M	3	3	2	2
Mail, Full Suit	175	M	5	5	4	3
Mail, Hauberk	150	M	4	4	3	3
Mail, Scaled	70	M	4	3	3	2
Oyoroi	350	H	8	6	4	4
Padded	10	L	1	1	0	0
Plated	500	H	8	6	5	4
Plated, Gothic	1500	H	10	8	6	5
Shield, Great	45	H		+3 DDP		
Shield, Light	15	L		+1 DDP		
Shield, Medium	25	M		+2 DDP		
Sode	30	L	1	1	1	1
Suneate	25	L	1	1	0	0
Tekko	15	L	1	0	0	0
Tousei-Gusoku	1500	H	10	8	6	5

**Haidate:** The haidate is a skirt of armor that is made up of leather scales and cord that is lacquered to form flat plates. It is used to protect the upper legs of the wearer.

**Haramaki:** A similar suit of armor to the Do-Maru, this armor is made up of larger leather plates laced together with cord and then lacquered for toughness. It too only consists of a do and kusazuri, and is more common among lower class soldiers. The biggest difference between this and a Do-Maru is that this suit of armor does not include protection to the upper back.

**Helmet:** All helmets, regardless of size, are designed to help protect the wearer's head from damage. Helmets offer best protection from slashing type weapons, but unless they are padded effectively, they offer little protection against bludgeoning weapons.

Small helms, also called skull-caps, are little more than a metal cap that covers the top and back of the head. The WT bonus listed only applies to minor and moderate categories. Medium helms extend this protection to cover most every part of the head except the eyes, nose, and mouth. Great helms cover the entire head, and are complete with visors. With added protection comes added cost. Skull caps have no disadvantage to them, but medium helms limit the hearing of the wearer by half of normal. Great helms not only limit hearing, but they also dramatically limit sight to a narrow tunnel vision capability.

**Kabuto:** This is the popular helmet worn by many warriors into battle. It covers the entire head and is fashioned to resemble demons or monsters to inspire fear in battle.

**Kote:** The kote is a hardened leather guard that covers the arms of the wearer.

**Kusazuri:** Fashioned the same as the haidate, this armor also protects the groin of the wearer.

**Leather, hard:** Hard leather armor often consists of a shirt and sections to protect the thighs and arms of the wearer. This armor is made by boiling leather in oil to give it a rigidity aspect that helps protect the wearer, but limits the flexibility somewhat. It is also not very silent when worn.

**Leather, soft:** Unlike hard leather, soft leather is made almost just like a normal suit of clothing, and is very soft and supple, making it very quiet when worn.

**Leather, studded:** This suit is similar to hard leather, except that there are many metal studs riveted into the leather to give it added protection.

**Mail, full suit:** Mail consists of two main sections: a padded undergarment and a mail outer garment. The mail itself is made from small, interlocking metal rings fashioned into a full hooded shirt and leggings. It is one of the more common types of armor for professional soldiers who can afford it. This armor is heavy, and reduces the agility of the wearer by -5.

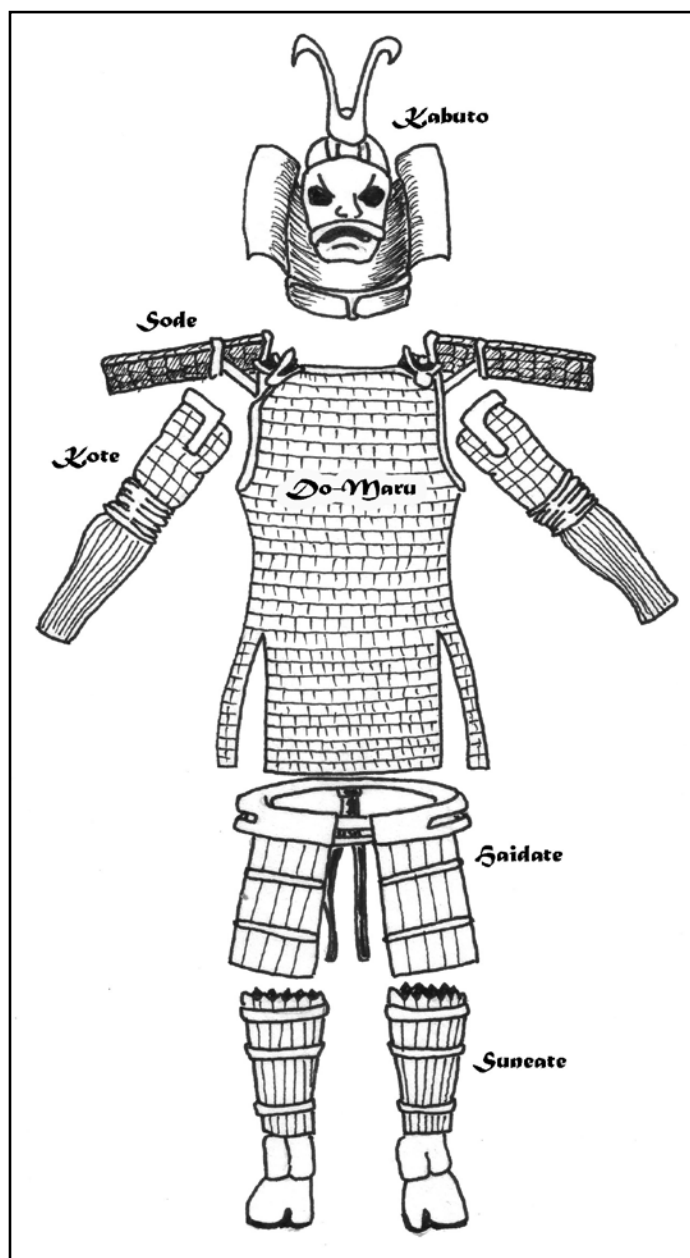
**Mail, Hauberk:** Similar to a full suit, the hauberk only consists of a tunic over padded armor. It does not offer protection to the lower arms or legs.

**Mail, Scaled:** This suit of mail consists of a full suit of leather armor with a coat of tightly woven metal scales over the top of it. Metal scales are the most common, but some primitive areas may use shells or wood plates (only 1/2 bonus), while some ornate suits have been made using coins or jade.

**Oyoroi:** One of the most well known styles of armor, Oyoroi is a full suit consisting of a do, sode, kote, and kusazuri. The armor covers all areas of the body except head, hands, lower legs, shins, and feet.

The Do is generally metal, but the rest of the armor is generally made up of small leather scales that are lacquered to add toughness. An entire suit weighs about 65 pounds, is boxy to wear, and not very form fitting. This suit will reduce the agility of the wearer by 10 points.

**Padded:** Padded armor consists of two layers of cloth quilted together with padding between them. The armor is common among squires or poor soldiers, and is comfortable to wear. It is





warm, and effectively raises the body temperature of the wearer by 10 degrees, making it favored in colder climates.

**Plate:** A suit of plate armor is expensive, and usually only worn by the wealthy soldiers or knights. It consists of a suit of padded armor underneath a mail suit, which in turn is underneath a suit of interlocking metal plates. The metal plates cover and protect the entire body except the head. This armor reduces the agility of the wearer by -10.

**Plate, Gothic:** Gothic plate armor is made much the same as regular plate, except that it is often tailor made to fit perfectly to the wearer. This gives it the advantage of offering better protection while reducing the agility penalty of the wearer by only 5 points.

**Shield:** The shield was possibly the first form of protection that man invented. They are easy to make, and offer fair protection. Shields come in all sizes and shapes, and are most often made from either wood or metal. Unlike armor, which helps the character absorb damage, the shield is used expressly to help avoid being hit in the first place. Therefore, unlike armor, there is no DA bonus when using shield. Rather, shields offer a bonus to the character's DDP level.

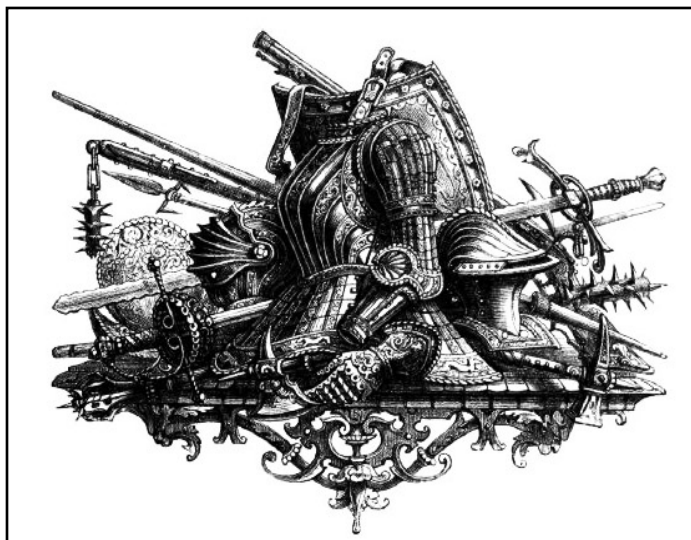
**Sode:** A sode is a shoulder guard, usually wide and flat that is strapped to each shoulder, being constructed of lacquered leather and cord.

**Suneate:** This pair of guards are used to protect the shins of the wearer, and are made from lacquered leather.

**Tousei-Gusoku:** The most elaborate set of armor, this was prized among samurai. It's a very form fitting suit of armor crafted much the same as other suits with metal or leather scales weaved together with cord and then lacquered.

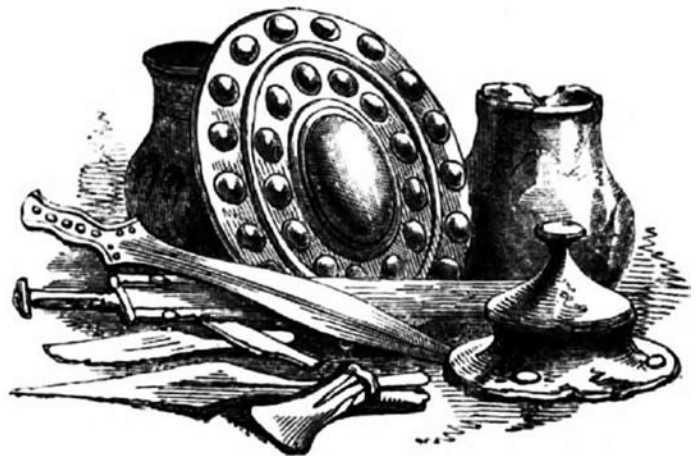
Tousei-Gusoku also offers full body protection, being constructed of a do, kabuto, sode, kote, tekko, kusazuri, haidate, and suneate pieces.

**Tekko:** The tekko are a pair of gauntlets.



## Weapon Group: Axe Club

Weapon	Cost	RR	DRL
Axe, 1-handed	7	6	8
Axe, 2-handed	12	8	14
Axe, Bearded	17	9	16
Axe, Throwing	5	4	4
Club, 1-handed	1	6	6
Club, 2-handed	4	8	8
Escrima Stick	5	5	6
Mace, Footman's	10	6	8
Mace, Light	5	5	6
Morning Star	10	6	8
Pick	7	7	9
Quarterstaff	4	6	6
Tonfa	3	4	4
War Hammer, 1-handed	5	6	6
War Hammer, 2-handed	10	8	12
War Hammer, Gutentag	15	9	16



## Weapon Group: Blades, large

Weapon	Cost	RR	DRL
Sword, 2-handed	15	8	14
Sword, Bastard	15	6	8 or 10
Sword, Broad	10	6	8
Sword, Claymore	15	7	12
Sword, Estoc	45	6	11
Sword, Falchion	10	7	8
Sword, Gou	12	6	8
Sword, Katana	500	5	10
Sword, No-Dachi	50	8	14
Sword, Saber	10	6	8
Sword, Scimitar	10	6	8
Sword, Gwo Juan Do	10	6	8

**Weapon Group: Blades, small**

Weapon	Cost	RR	DRL
Dagger	5	4	4
Dagger, Parrying	10	4	4
Foa Huen	8	5	6
Knife	3	3	2
Sai	5	4	4
Sickle	5	5	5
Sword, Ninja-to	15	5	6
Sword, Short	7	5	6
Sword, Wakasashi	150	4	7
Tanto	15	3	4
Woo Diep Do	5	5	6
Yuan Yang Yue	8	5	6

**Weapon Group: Bows**

Weapon	Cost	RR	DRL
Arrow, Bodkin	2s	-	-
Arrow, Broadleaf	2s	-	-
Arrow, Standard	1s	-	-
Bow, Longbow	75	6	8
Bow, Shortbow	25	6	8
Bow, War	100	6	10
Bow, Yumi	150	6	10

**Weapon Group: Crossbows**

Weapon	Cost	RR	DRL
Bolt, Large	2s	-	-
Bolt, Small	1s	-	-
Crossbow, Heavy	50	12	8
Crossbow, Light	25	9	6
Crossbow, Repeating	150	5	6

**Optional Rule For Missile Weapons**

- \* When being attacked in melee combat and your character is wielding only a bow, sling, crossbow, blowgun, dart, or shuriken, the attacker gains a +1 to ADP per experience title level to its attack.
- \* When attacking a target that does not have a shield or similar item with a small missile weapon (dagger, dart, sling, bow, crossbow, shuriken, spike), gain a +1 bonus to your ADP per experience title level.

**Weapon Group: Ninjitsu**

Weapon	Cost	RR	DRL
Blowgun	5	6	1
Bolos	3	5	-
Chain	8	6	2
Climbing Claws	15	3	3
Kama	5	4	4
Kusari-gama	10	4	4
Manriki	3	2	1
Shogee	5	5	3
Shuriken	1	3	2
Sword, Ninja-to	15	5	6

**Weapon Group: Parrying**

Weapon	Cost	RR	DRL
Chut Gieh	15	4	6
Dagger, Parrying	10	4	4
Sai	5	4	4
Siam Gieh Gwen	8	5	6
Sword, Gou	12	6	8
Tonfa	3	4	4
Yuan Yang Yue	8	5	6

**Weapon Group: Pivot**

Weapon	Cost	RR	DRL
Chain	8	6	2
Chut Giah	15	4	6
Flail, 1-handed	8	5	7
Flail, 2-handed	12	7	12
Manriki	3	2	1
Meteor Hammer	15	8	12
Nunchaku	5	4	5
Siam Gieh Gwen	8	5	6



**Weapon Group: Polearm**

Weapon	Cost	RR	DRL
Lance, Heavy	50	10	20
Lance, Light	20	8	15
Polearm, Bill	10	5	7
Polearm, Glaive	15	8	12
Polearm, Halberd	15	8	10
Polearm, Kwan Do	10	8	12
Polearm, Monk Spade	15	8	12
Polearm, Naginta	25	7	12
Polearm, Partisan	15	8	12
Polearm, Pudaio	15	8	12
Polearm, Shang Chi	15	6	8
Polearm, Sythe	17	10	15
Polearm, Trident	15	6	8
Polearm, Yut Yuch Ar Chian	16	8	12
Spear, Ahlspiess	12	6	9
Spear, Long	12	6	9

**Weapon Group: Samurai**

Weapon	Cost	RR	DRL
Bow, Yumi	150	6	10
Polearm, Naginta	25	7	12
Sword, Katana	500	5	10
Sword, No-Dachi	50	8	14
Sword, Wakasashi	150	4	7
Tanto	15	3	4

**Weapon Group: Thrown**

Weapon	Cost	RR	DRL
Axe, Throwing	5	4	4
Bolos	3	5	0
Chakram	5	5	5
Dagger, Throwing	5	3	3
Dart	2	3	2
Javalin	5	5	5
Shuriken	1	3	2
Spear, Short	5	5	6
Spike, Throwing	2	2	1

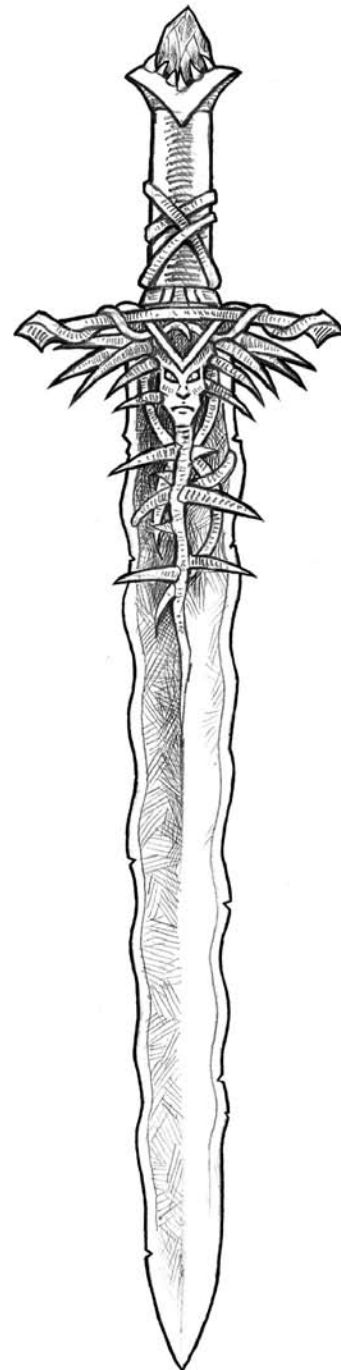
**Unique Weapon**

(not part of a group)

Weapon	Cost	RR	DRL
Caltrops*	5sp	-	1
Sling**	2sp	6	3
Whip**	10	5	3

\* Does not require a weapon skill, and DRL does not go up like other weapons

\*\* requires either *Weapons, General*, or a devoted WG: *weapon name*, in order to use effectively



## Weapon Descriptions

**Arrow, bodkin:** These arrows are designed to help penetrate armor, and are made with narrow iron heads that come to a sharp point. When used against armored opponents, this weapon gives a +2 bonus to the DRL level.

**Arrow, broadleaf:** Also called war arrows, these arrows have heavy, broad arrowheads that are designed to inflict as much tissue damage as possible. Against unarmored opponents, this translates into a +2 DRL bonus. Because of their weight, they have reduced range, effectively reducing the range for bows by 25%.

**Arrow, standard:** These are your typical hunting arrows. The arrowheads have slight broadening to help prevent them from falling out of their target.

**Axe, bearded:** Made famous from the House Carls of the middle ages, these great axes stand over 5 feet in height, with a huge single bladed axe blade. They are two handed weapons, and while they deal out massive damage, they are very hard to wield, requiring a minimum strength of 70.

**Axe, one-handed:** The most common type of battle axe, these axes are only about 3' in length and are light enough to be wielded in one hand.

**Axe, throwing:** Throwing axes are lightweight, single bladed axes that are no more than a foot and a half or so in length. They can also be wielded in melee combat.

**Axe, two-handed:** A slightly larger version of the one-handed axe, these axes are generally 4-5 feet in length, with either a one or two-bladed head. They are designed to be wielded in both hands, but a character may be able to wield this axe in one hand if they are over 6'5" and have a strength score of at least 85.

**Blowgun:** An ancient weapon that is still in use by many primitive tribesmen, the blowgun is a long tube approximately three feet in length and an inch in diameter. Most blowguns are made either from bamboo, metal, or any other hollowed out piece of material. The darts for this weapon are up to six inches in length, and resemble long, thin rods of metal or a sharpened spine with a tuft of feathers or cloth at the back end. In many cases, these darts are also coated with poison, as the dart itself doesn't inflict much damage.

**Bolos:** Bolos are made from three or four pieces of 2' long rope with one end of each rope being tied around a heavy weighed object, such as a rock. The other ends of the ropes are all tied together. This weapon is then used by whirling it to gain momentum before being thrown at a target. The main purpose of this weapon is entangle and trip up a target as opposed to causing damage.

If a successful hit is made to a target, they must make a successful agility check with a -5 penalty for every point the attack was a success. If the check failed, then the target has its legs entangled and cannot move. If the target was moving when

struck, it will fall to the ground. For example: A character attacks a charging orc with bolos. He rolls his ADP and beats the orc's defensive roll by 4. The orc must make an agility check at a -20 penalty or fall down in a tangled heap. Note that bolos are only effective on creatures weighing less than 500 pounds.

**Bolt, large:** Also called quarrels, these items are similar to arrows but shorter and thicker.

**Bolt, small:** Also called quarrels, these items are similar to arrows but shorter and thicker.

**Bow, longbow:** Long bows are approximately five or six feet in length, giving them greater range than their shorter cousins. Longbows have a maximum effective range of 300 meters, and require a minimum strength of 60 to wield effectively.

**Bow, shortbow:** These bows are only three or four feet in length, and have a much shorter range than their longbow counterparts. They are much easier to carry in cramped spaces, however. Shortbows have a maximum effective range out to 100 meters.

**Bow, war:** War bows are made from composite material that is often laminated, giving the bow much greater strength than other bows. Because of this strength, they do require a minimum strength of 50 to be able to draw the weapon. War bows have a maximum effective range of 200 meters.

**Bow, Yumi:** What sets the yuri apart from a traditional western longbow is that the grip is located about  $\frac{3}{4}$  of the way down the length of the shaft. This allows the bow to be fired from horseback or from a kneeling position. Yumi bows have a maximum effective range of 300 meters, and are a high status weapon. They are meticulously created out of bamboo laminate, and are of excellent quality.

**Caltrops:** Caltrops can come in many variations, but the general description of these items is that they are approximately 1"-2" in height, with four opposing pointed ends. Think of them like a four-sided dice. No matter how you toss them, a pointed end will be pointed upward.

Caltrops are used by either tossing or laying them in an area to prevent or slow down movement through that area. 20 caltrops can cover a 5'x5' area effectively. Any unsuspecting creature entering that area must make a luck check or they will find themselves stepping on one. Until the caltrop is removed, the person will have their movement rate dropped by 75%.

Each minute that a caltrop remains in a creature's foot will also have a 5% chance of crippling the creature. Crippled creatures will heal after two full days of rest, and will only be able to move at 10% of their rate while crippled.

**Chakram:** These weapons are flat rings with the outside edge sharpened to a razor sharp edge. They are used for throwing by spinning on a finger and then thrown forward.

**Chain:** Mostly used as an improvised weapon, the chain is simple a length of heavy metal links between three and five feet in length. This weapon often has a heavier weight at either end, and is used to entangle opponents.

**Chut Gieh:** This weapon is constructed of seven sections of metal or wood, each approximately 8" in length, connected by a link of chain. This offers the weapon great flexibility, and is deadly in the hands of a skilled master.

**Climbing Claws:** These tools are fashioned by having a metal strip that slips over the hand of the wearer, with small curved metal spikes protruding from the palm area. While primarily used to assist in climbing (a +15% bonus is added when using them), they may also be used in combat when the need arises. If the character is skilled in the weapon catch maneuver, wearing a pair of these will also grant a +2 bonus to his DDP and a +25% to the initial agility check for the catch maneuver. These do not give a bonus to an attempted disarm.

**Club:** Clubs are the most basic of weapons, and can be found almost anywhere and are made of almost anything: bone, wood, stone, etc. They are bludgeoning weapons that are favored by primitive tribes that don't have access to make more sophisticated weapons.

**Crossbow:** Crossbows are an advancement over regular bows in that once the bolt is drawn, it does not need to be fired immediately. A character can 'aim' a crossbow much like they aim a modern firearm. The biggest reason why armies started using crossbows over standard bows is because crossbows only need a few minutes to train the user, while a skilled archer with a regular bow might have practiced for years.

Large crossbows have a maximum effective range of 100 meters, while small and repeating crossbows have a maximum effective range of 50 meters. One of the biggest benefits of the crossbow is that you can keep a bolt loaded without adding any stress to the wielder, unlike bows. If a bolt is already loaded and drawn, the RR cost of the weapon will be only 4 for that attack only. From that point, the normal RR cost is used as it factors in the time spent loading and winding the weapon.

**Crossbow, repeating:** This weapon is used in the same way as other crossbows, but has a magazine mounted on top that holds up to a dozen small bolts. A lever that cocks the bowstring also re-chambers another bolt automatically.

**Dagger:** Slightly larger than knives, daggers are a favored backup weapon of soldiers who find themselves in close quarters where longer weapons cannot be used.

**Dagger, parrying:** Parrying daggers are unique in that the cross-guard of the weapon is designed to help entrap other weapons. These guards are longer and curve upward in the direction of the blade itself to aid in this task. A parrying dagger will add a +1 bonus to the character's DDP when used.

**Dagger, throwing:** These weapons appear as normal daggers that are balanced for throwing.

**Escrima Stick:** An escrima stick is basically a three foot long shaft of wood that is hardened and often decorated. The sticks are often used in pairs, where attacks can be made very rapidly to inflict severe damage.

**Flail, one-handed:** Flails are made up of 2' long shafts, with a ball and chain attached at the end. Originally designed for threshing grain, they have been found to be very effective against an armored enemy.

**Flail, two-handed:** Larger versions of the regular flail, these weapons have a shaft of over 4 feet in length and generally have two or more balls attached to chain. In order to be most effective, the flail must be in constant movement, as it is hard to achieve momentum once it is lost.

**Foa Huen:** Another unique and exotic weapon, the Foa Huen is a flat circular disk with one section wound in leather or cord to act as a handle. Along the opposite sharpened edge there are protruding blades.

**Javelin:** Javelins are short, lightweight spears. They cannot effectively be used in melee combat, and are designed for ranged attack.

**Kama:** Initially a farm tool, the kama has a small sickle-like blade at the end of a three foot handle of wood.

**Kusari-Gama:** Basically this weapon is a kama with a 3-10 foot length of chain attached at the base of the handle, ending in a heavy weight. This weapon is extremely versatile in the hands of a skilled fighter, as the chain can be used to entangle and grasp an opponent while the kama it brought down on the immobilized opponent.

**Lance:** Lances are long, heavy spears that are used by men on horseback for charging attacks. They can come in different sizes and types, but all are vicious weapons when used appropriately.

**Mace:** A mace is a weapon that consists of a metal weight attached to a 2-3 foot long handle. The weight is typically a ball or a diamond shape, and weights roughly two pounds. These are actually fairly lightweight weapons, and are often used while mounted.

**Mace, Footman's:** The much larger version of the standard mace is approximately 4 feet long with a heavier warhead. As the name implies, these are used primarily by foot soldiers.

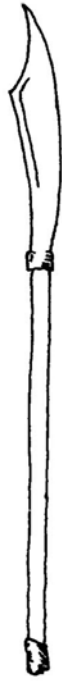
**Manriki:** This easily concealable weapon is nothing more than a foot or two length of small chain with a weight at each end. It is primarily used to throw at a target to entangle their feet, but is small enough to be used as a garrote as well.

**Morning star:** Similar to maces, a morning star is different in that the metal ball is adorned with spikes.

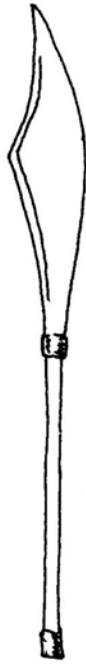
**Net:** Not meant to inflict any harm, nets are used to entangle an opponent. They are used much in the same way as bolos. The main difference is that a net can still be held and used in melee combat where bolos cannot. This allows the wielder to somewhat control the opponent.



Yut yueh ar chian



Kwan Do



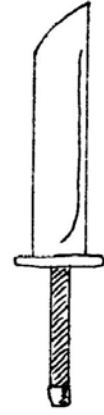
Gwan Do



Monk Spade



Shang Chi



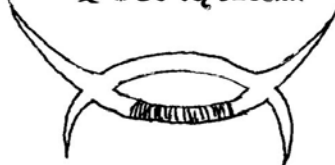
Woo Diep Do



Gou



Foa Huen



Yuan yang yue



Sai



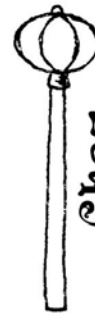
Shuriken



Ninja-to



Nunchaku



Choa



Katana

**Nunchaku:** A weapon made famous by Bruce Lee, the nunchaku is a pair of foot long wooden handles connected by a few inches of chain or twine. The weapon can be spun at great speed, and can deliver severe blows to a target by a skilled fighter.

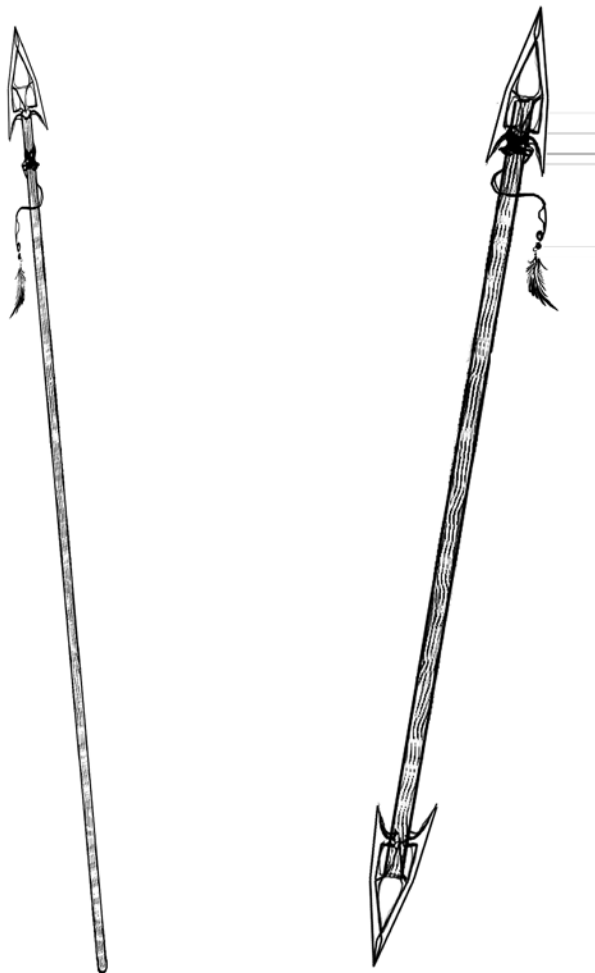
**Pick:** Military picks are very similar to civilian counterparts. They consist of a large spike on the end of a wooden shaft that is designed to penetrate armor. If used against as target in mail or plate armor, a +2 bonus to DRL is given.

**Pole arm, bill:** Bill pole arms have large axe-like blades atop an 8' or longer pole. The top of the blade comes to a point, making the weapon useful as a chopping or piercing weapon.

**Pole arm, bill hook:** Bill hook pole arms are much shorter than you normal pole arm. The shaft is only between 4 and 5 feet long, ending with a multi-functional blade. One side of the blade is curved like an axe, with a long spike at the top which can be used for piercing and a reverse hook spike on the opposite side used for hooking the joints of plated armor.

**Pole arm, glaive:** The glaive is a long, broad axe-type blade atop an 8' or longer pole.

**Pole arm, halberd:** Possibly the most popular, and versatile pole arm, the halberd has an axe-like singular blade on one side, a hook spike on the other side, and a penetrating spike at it's top. This versatile blade combination sits atop an 8' pole.



**Pole arm, Kwan Dao:** This weapon has a large, wide crescent blade attached to an 8' pole, which is effective in delivering devastating blows.

**Pole arm, Monk Spade:** A favorite among martial artists, this weapon has the head of an axe rotated 90 degree upward at one end of a four or five foot long shaft, and a bladed crescent or heavy weight at the other.

**Pole arm, Naginta:** One of the more popular oriental pole-arms, the naginta has a long, curving, wide blade at the end of a six foot or so shaft.

**Pole arm, Pudao:** A hybrid between a huge broad scimitar and a pole arm, this weapon has a three foot long wide, curved blade atop a three foot long wooden handle.

**Pole arm, partisan:** A partisan is very similar to a very large spear. A wide, long spear type point sits atop an 8' pole.

**Pole arm, scythe:** Originally a farmer's tool to harvest wheat, the scythe is a devastating weapon that is often associated with the grim reaper. The wooden shaft is about 5 or 6 feet long with a slight 'S' curve. The blade itself is approximately 4 feet long that curves out perpendicular with the shaft.

**Pole arm, Shang Chi:** Also known as the Chinese halberd, this weapon has a double edged reverse crescent shaped blade as well as a wavy bladed spike protruding from the tip of the head.

**Pole arm, trident:** Made famous from the Greek god Poseidon, the trident has also been a favorite weapon of gladiators. The weapon consists of a three prong spike head atop a 5' pole.

**Pole arm, Yut Yuch Ar Chian:** This weapon has a huge crescent shaped bladed atop a long shaft, forming a 'U' shape with the inner edges sharpened.

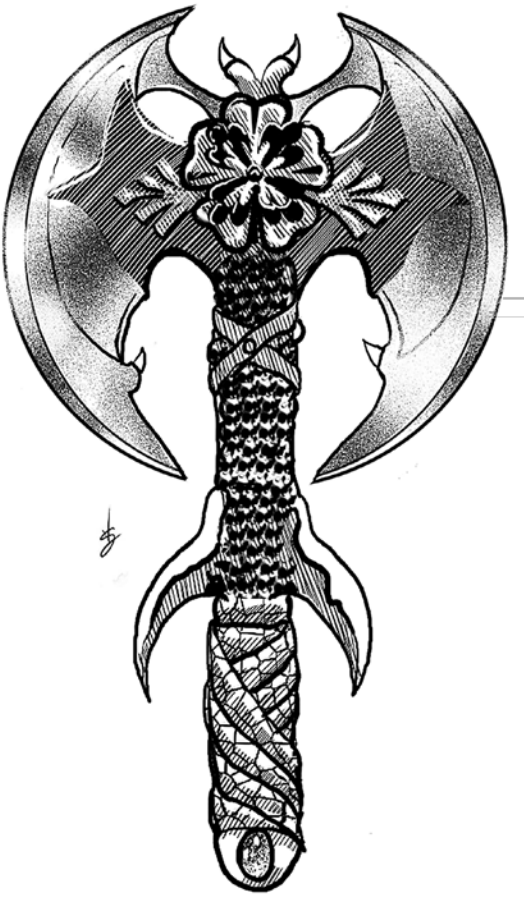
**Quarterstaff:** Another easy weapon to fashion, the quarterstaff is a five or six foot long shaft of thick, sturdy wood, such as oak.

**Sai:** Often used in pairs, sai are dagger-like weapons that have long prongs at the hilt that are used to catch and deflect weapons. The blade is a sharp spike with no edges running the length like traditional daggers. A sai will grant a +1 bonus to the character's DDP when being used in melee combat against weapons.

**Siam Gieh Gwen:** Constructed of three sections of wood, each two feet in length and an inch and a half in diameter connected by several links of chain, this weapon is used similarly to nunchaku. A skilled fighter can use this weapon to effectively block and attack with much greater efficiency over a standard staff, as the 3-piece staff requires less room to operate.

**Sickle:** Another weapon that gets its origins from farming, the sickle is a 'C' shape blade with a handle on one end, with the inner side of the blade sharpened.





**Shaolin Meteor Hammer:** A very basic, yet effective weapon, the Shaolin hammer is nothing more than a standard mace or hammer head tied at the end of a 10' long rope or chain. This allows the weapon to be employed in much tighter quarters than a traditional two-handed hammer would, while allowing equal or greater force by whirling the cord to build momentum.

**Shogee:** More of a tool than a weapon, the shogee is a long chain about 30' in length with an iron ring at one end, and a hook and blade at the other end.

**Shuriken:** Shuriken, also known as "throwing stars", are discs of metal with sharpened, pointed edges around the diameter, ensuring a point hits the target when thrown. Another form of shuriken are throwing spikes.

**Sling:** A very cheap, yet effective missile weapon is the sling. Herders have used this weapon for ages to hunt small game, but the weapon is also very dangerous in the hands of a skilled warrior.

**Spear, ahlspiess:** The ahlspiess was designed to help eliminate the defensive problems of using a spear in melee combat. The bottom half of the weapon is a 4 foot long shaft of wood, but the top half is a 3 foot long sharpened shaft of metal that ends in a sharp point. There is a guard where the metal is connected to the wood to help deflect weapons. This weapon is designed to be used with two hands, and the long shaft of metal was integrated to eliminate the breakage that a normal spear might have in an encounter of melee combat.

**Spear, long:** The long spear, about 8'-10' in length, was never designed as a missile weapon. A desperate soldier might be able to throw it effectively about 30 feet or so, but any range outside of that and the weapon is too heavy. Instead, the weapon is designed to be used as a first strike melee weapon, or to keep the opponent at bay.

**Spear, short:** Similar to the long spear, this weapon has a 6" pointed blade atop a 4'-5' shaft of wood. This weapon can be used with one hand in melee or it can be thrown up to a short distance.

**Sword, bastard:** Also known as the hand-and-a-half sword, the bastard sword has a blade the same size and shape of a broad sword, but the handle and hilt are longer, allowing the weapon to be used with either one or two hands. If used with both hands, then a bonus +2 to DRL is applied.

**Sword, broad:** This is the most common sword associated with soldiers or knights. It is a one-handed weapon that is primarily used for piercing, but it can also be used as a slashing weapon as well.

**Sword, claymore:** The claymore is similar to a bastard sword, but the blade is slightly wider. This sword is usually wielded with two hands, but a character with a strength score of at least 70 can wield it with one hand.

**Sword, estoc:** The estoc is basically a two-handed rapier. The blade itself is very long and narrow, and is an excellent piercing weapon. The light weight and use of both hands also makes this weapon excellent for parrying.

**Sword, falchion:** The falchion sword was designed to combine the slashing ability of a sword with the chopping ability of an axe. The blade is only about 3 feet long, but it is wide and heavy, making it excellent against mailed armors.

**Sword, Gou:** This unusual sword has a four foot blade with a curved hook at the end, and a bladed crescent acts as a hand guard over the handle. Often a long spike also protrudes from bottom of the grip. This weapon is effective at blocking and disarming opponents, conferring a +1 bonus to ADP or DDP when attempting these maneuvers.

**Sword, Gwo Juan Do:** This weapon is the oriental version of the scimitar, but what makes it unique is the long sash attached to the pommel and 9 iron rings riveted to the back edge of the blade.

**Sword, Katana:** The most romanticized, and most famous of oriental weapons is the katana. These curved swords are highly prized, and generally are only owned by the elite warriors of a nation. The process of crafting a katana (folding metal several hundred times) and the care taken when creating it make it a very deadly and extremely costly weapon. The razor sharp blades have a single curved edge, and are balanced perfectly.

The katana can be used with both hands or with one hand, depending on the user's preference.

**Sword, Ninja-to:** The favored weapon of the ninja, this short sword at first glance resembles a shortened katana with a straight blade. The function of this weapon is much greater than that however. For example, often the sheath is hardened and hollow, allowing it to be used as either a latter rung or breathing tube. The hilt is often wide allowing it to be used as a stepping prop, and often a hidden dagger may be found in the handle itself.

**Sword, No-dachi:** Basically the two-handed version of the katana, the no-dachi has a five foot long blade and must be wielded by both hands.

**Sword, rapier:** The rapier is a favorite weapon among duelists and those who favor quick sword combat. The blade is very light and narrow, allowing the wielder to have great maneuverability with the weapon.

**Sword, saber:** The saber, or cutlass, is a favorite weapon among horsemen and pirates. The blade is curved and heavy, allowing it to be a very effective slashing weapon.

**Sword, scimitar:** The scimitar has a 4' long curved blade that makes it a very good slashing weapon. It is often favored by the desert people.

**Sword, short:** Another very common sword among rogues and soldiers alike, the short sword is a relatively inexpensive weapon that is quite reliable. It is really a mix between a dagger and a broad sword, allowing decent reach while being easy to maneuver in close combat.

**Sword, Two-handed:** A two handed sword is simply a larger version of the broad sword requiring two hands to wield effectively, hence the name.

**Sword, Wakazashi:** The partner to the katana, the wakazashi is similarly made, but the blade is only about 18 inches long, as opposed to the three foot length of the katana.

**Tonfa:** A tonfa is a wooden club with the grip protruding at a right angle from the shaft. This allows the weapon to spin easily to block and counter attack with greater efficiency.

**Tanto:** This razor sharp knife is made very similar to the wakazashi and katana. It has a single edge on a slightly curved blade, and is very well crafted.

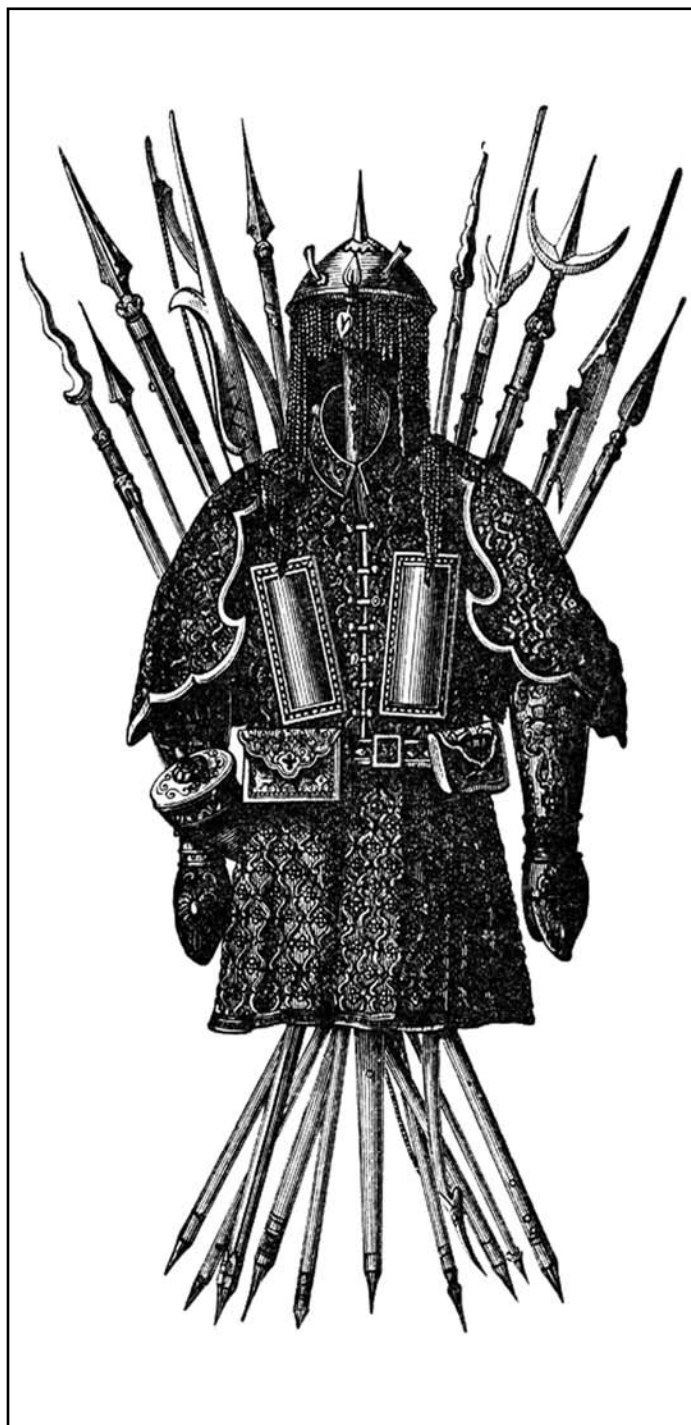
**War-hammer, gutentag:** The gutentag, which means 'good day' in dwarven, is a huge two-handed war hammer that has long spikes protruding from its heavy warhead. It is very heavy and unwieldy, requiring a minimum strength of 70 to utilize properly.

**War-hammer:** Contrary to many fantasy illustrations, war hammers are not generally made up of a huge block of steel atop a handle. In reality, the war hammer itself more resembles a giant claw hammer. The head is relatively narrow, with a hooked spike at the other side of it. The face of the hammer is not flat, but grooved to help the hammer bite into the armor as opposed to deflecting off of it.

**Whip:** Often associated with ranchers, the whip is a 30' or so long cord of tightly wrapped leather. The head of the weapon travels so fast that it literally breaks the sound barrier when it snaps.

**Woo Diep Do:** These weapons are not much longer than a dagger, but the blades are wide and broad, having a single sharpened edge.

**Yuan Yang Yue:** This unique weapon is fashioned with two metal crescents overlapping each other. The center of one of the crescents is wound in leather to act as a handle, while the remainder of the weapon is sharpened. Overall length of the weapon isn't much larger than a dagger, but is equally deadly.



COURAGE





Pilan's eyes stung as a mixture of sweat and blood seeped into them. Through his blurred vision he tried to focus on the three goblin attacker, who circled him with malicious glee.

The young man had just been accepted into the Shorlorn Warrior's Guild, and to prove himself, he was sent to scout a rumored goblin camp. Only now did he realize he was a fool to try to do it himself. Pride was always his weakest trait.

As the goblins continued their slow circle, cackling and giggling with an evil glee, Pilan shifted himself into a defensive stance. Even though he was outnumbered three to one, and wounded to boot, the goblins knew enough to be wary of a human in a full mail suit, brandishing a large, ornate battle mace.

Seconds passed as if they were hours, the entire time both parties cautiously eyed each other, searching for any advantage.

Suddenly Pilan's labored breathing caused him to lose focus for a brief moment. Just a second, but that was enough for the impatient goblins.

All three of the creatures lunged at the human like rabid animals; rusty and pitted swords rose for a fatal blow. Unfortunately for the goblins, Pilan was no inexperienced fool that the goblins were used to ambushing. With amazing grace and speed for one who was clad entirely in heavy mail, Pilan deftly dodged the first goblin. In the same fluid movement, the new warrior swung his mace in a high arc, bringing down upon one of the vile creatures. The goblin immediately fell to the ground in a lifeless heap, its head crushed like a melon.

The third goblin lunged and slashed with its sword, which clumsily deflected off Pilan's armor. Not stopping his momentum, the warrior continued his spin and sank his mace into the side of the third goblin. A sickening crunch could be heard as the goblin also fell to the ground, ribs smashed.

As Pilan turned to face the first goblin that he dodged, he could see the cowardly creature fleeing into the dark wood.

"Heh." He thought to himself. "These creatures weren't so bad af..."

Pilan's statement was cut short by several sharp pains penetrating his back. He fell to his knees, making a half turn to see what had hit him. As he glanced behind him, he saw three more goblins with bows, ready to launch another volley into his body. His last thought before the next set of arrows hit was that pride had always been his greatest weakness.



## Overview

Sooner or later, a character will find himself locked in a life and death combat struggle with some dangerous opponent. Because combat is such a large part of most RPGs, as it is with Altus Adventum, this section will go over the rules of combat engagement. It's relatively easy to learn, and after you become comfortable with the system mechanics, you will find the combat segment flowing easily so as to not disrupt the game flow.

Combat is broken down into two time frames: a segment and a cycle. A segment is broken down into 12 per cycle, and lets you know when in combat your character will be resolving his or her turn.

A cycle is 12 segments long and typically represents one minute of combat.

### Initiative and the Reflex Rating

You've been adventuring for a little while, and you are faced with your first combat encounter. So what now? Who goes first?

This is where the reflex rating rules comes into play. The Reflex Rating essentially tells you at what point during the combat cycle that everyone's turn takes place by using the initiative clock to track.

Quite simply, the lower number of the RR cost, the faster you can perform that action. For example, an action with a RR cost of 4 means that from the segment in which you declare your action, it would resolve 4 segments later.

The segments are tracked on what is called the initiative clock. This is a series of twelve circles formed in a larger circle, and resembles the hours found on an analog clock, hence the name. A full cycle of the clock represents one minute of game time. This is important to note for things like durational spells that last X amount of minutes.

On this clock, you would have a token (most often a miniature) that you would use to track where exactly you are on the clock.

This might initially seem pretty complicated, but it's actually very easy in practice.

*Don't have tokens or a print out of the initiative clock?*

The game can be played without these if you do not have them. All you would need to do is keep track of the segments on a piece of paper. For the player, it's pretty easy. Just jot down which segment your character goes on. Scratch out the previous number and write the new one as soon as you complete an action.





# Initiative Clock

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12

11

1

## Common Modifiers

**Reckless attack:** ignore highest dice  
**Dodge:** +2 RR, reroll one dice  
**Aiming:** +2 RR, +1 of the highest die type

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26+	+1 d10

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### Initiative Clock

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12

Common Modifiers

Reckless attack: ignore highest die  
 Dodge: +2 RR, reroll one die  
 Aiming: +2 RR, +1 of the highest die type

DP Level	Die Used	DP Level	Die Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+4d12
4	4d4	17	2d10+2d12
5	2d6+d8	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+4d20
8	2d6+d8	21	2d12+4d20
9	4d6+d8	22	2d20
10	3d8	23	2d10+2d20
11	4d8+8d10	24	2d12+2d20
12	3d8+d10	25	3d20
13	2d10	26+	+1 d10

1 2 3 4  
5 6 7 8  
9 10 11 12

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Step 1: Combat Starts

Step 2: Participants declare actions.  
 Archer will shoot an arrow (RR 6),  
 Ogre will attack (RR 9)

### Initiative Clock

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12

Common Modifiers

Reckless attack: ignore highest die  
 Dodge: +2 RR, reroll one die  
 Aiming: +2 RR, +1 of the highest die type

DP Level	Die Used	DP Level	Die Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+4d12
4	4d4	17	2d10+2d12
5	2d6+d8	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+4d20
8	2d6+d8	21	2d12+4d20
9	4d6+d8	22	2d20
10	3d8	23	2d10+2d20
11	4d8+8d10	24	2d12+2d20
12	3d8+d10	25	3d20
13	2d10	26+	+1 d10

1 2 3 4  
5 6 7 8  
9 10 11 12

9

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Step 3: Archer resolves attack on segment 6 and declares next action (RR 6) and moves token appropriately

Step 4: Ogre attacks on segment 9 and when resolved, declares next action (an attack for RR of 9), and moves token ahead 9 spaces

### Initiative Clock

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12

Common Modifiers

Reckless attack: ignore highest die  
 Dodge: +2 RR, reroll one die  
 Aiming: +2 RR, +1 of the highest die type

DP Level	Die Used	DP Level	Die Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+4d12
4	4d4	17	2d10+2d12
5	2d6+d8	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+4d20
8	2d6+d8	21	2d12+4d20
9	4d6+d8	22	2d20
10	3d8	23	2d10+2d20
11	4d8+8d10	24	2d12+2d20
12	3d8+d10	25	3d20
13	2d10	26+	+1 d10

1 2 3 4  
5 6 7 8  
9 10 11 12

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### Initiative Clock

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12

Common Modifiers

Reckless attack: ignore highest die  
 Dodge: +2 RR, reroll one die  
 Aiming: +2 RR, +1 of the highest die type

DP Level	Die Used	DP Level	Die Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+4d12
4	4d4	17	2d10+2d12
5	2d6+d8	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+4d20
8	2d6+d8	21	2d12+4d20
9	4d6+d8	22	2d20
10	3d8	23	2d10+2d20
11	4d8+8d10	24	2d12+2d20
12	3d8+d10	25	3d20
13	2d10	26+	+1 d10

1 2 3 4  
5 6 7 8  
9 10 11 12

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For the GM it's a bit more complicated. I suggest creating a sheet that has a series of numbers from 1 to 50 or so. As you go through the combat encounter, make a mark or a note (like the Character's first initial) on each of the segments coming up with the character's actions. As you progress, just check off each segment that passes.

### The Combat Turn

Now that you know what the reflex rating and initiative clock is, you need to understand how it is applied in the context of the combat encounter with multiple participants.

At the very beginning of the combat encounter, every participant will declare what they plan on doing for their first action. This establishes a basic order or action as described in the RR rules above. Note that this does not necessarily mean that the action you declared for your character will necessarily remain that way. It just means that in the majority of situations, this will be the case.

When combat starts, every participant starts at the top of the clock and declares their actions. Most often than not this will be some sort of attack or movement.

Each of these actions will have a RR cost associated with it, and each participant moves their token forward a number of circles in a clockwise motion that equals the RR cost of action.

For example, when combat starts you decide that your character Thorg will attack an orc. The RR cost of Thorg's sword is 5, so you would move Thorg's token ahead 5 spaces to the 5 o'clock hour. As combat progresses through the circles, when it gets to segment 5 is when Thorg would resolve his attack.

If this sounds a bit confusing, there will be more detailed examples below, with a visual reference.

RR ratings of common actions:

Throwing object: 4

Standing up: 8

Kneeling: 5

Drinking potion: 5

Reading scroll: 10

### Really long action?

What happens if through various adjustments, your action would have a RR cost of 12 or more? This could be confusing as when you move your token 12 or more spaces, you end up right where you began on the initiative clock. In order to account for things like this, as well as durational effects (like temporary paralysis, spells, etc), you will use what is called a token counter. A token counter can be a cardboard chip, plastic chip, or any other flat disc-like thing that would fit underneath your character token. Pennies or small poker chips work great. Each token counter represents one whole turn of 12 segments.

Let's say you are on segment 5, and you want to engage in an action that has a RR cost of 14. When you move your token 14 spaces, you would come full circle and pass segment 5 again, ending up on segment 7. What you would do is place a token counter below your token on segment 7. Once segment 7 is reached in the combat cycle, you would remove the token counter but you would not resolve your action until you came full circle

again back to segment 7—a full 14 segments after your initial action declaration on segment 5.

Most often you won't encounter this in the vast majority of declared actions. The token counters most often come up with spells or other temporary effects.

### Changing a Declared Action

The time will come when you've declared an action, and another action will resolve before you got a chance to complete your turn and you'll want to change what you were planning on doing. The rule for this is very simple:

At any time, during any segment, you can change what you wanted to do and declare a new action. The RR cost of that new action will be added to whatever segment that is currently being resolved in the combat turn.

Let's say that Thorg would normally resolve his attack on segment 7. On segment 4, a comrade kills the wolf that was within melee range of Thorg. Thorg decides he will change his action from attacking with his sword to throwing his javelin at another wolf attacking a friend. The RR cost of the javelin is 5, so he adds 5 to the current segment of 3, making him resolve his javelin attack on segment 8.

### Holding Your Action

There may be a situation where the action you are taking is so slow that your opponent could resolve multiple actions before you get your chance. And a wily opponent may try to exploit the rules to dart in, attack, and dart out of range all before your turn. And they plan on to keep doing this over and over, essentially not allowing you to attack.

You have an option available to you. You can hold your action for as long as you want past the initial RR cost, and when you do decide to resolve it, you would go first in that segment.

So let's say your opponent darts in, attacks, and darts out before you can attack. Instead of increasing your RR even further by moving to attack them, you hold your action until their next action to dart back in. As soon as they are within melee range, you can attack first.

Note that you cannot do any other actions while holding your current one. Think of it like holding your weapon at ready the entire time.

### Hitting an Opponent and Dice Pools

Now that you know when you get to act, how do you know if you hit your opponent in combat? Every participant in combat will have a dice pool. The attacker will use their attacking dice pool, and the defender will use their defensive dice pool, naturally. Both parties will roll all of the dice in their pool, and will then compare their highest dice against each other. If the attacker has the higher number, then the attack succeeds; if the defender has the highest number, then the attack fails. If both the highest numbers are equal, then the next highest numbers in each of the pools is used. If these numbers are equal, then the process continues until either one number is higher, or one party runs out of dice to use. If both parties have the same number of dice in their pool, and all numbers are the same, then the defender will win by default.



## Dodging

Every participant in combat knows how to dodge basic attacks if they so choose. If the defender is aware of the attack, she may declare that she is dodging after the dice pool rolls are already rolled. When this is declared, the character will increase her current action by a RR of 2 in order to be able to reroll any one dice in her DDP that she just rolled.

For example, an orc is attacking Aeila on segment 5. Aeila's normal action would resolve on 6. The orc rolls its ADP (2d6 +1d4) and gets a 5, 4, 2. Aeila rolls her DDP (2d6+1d4) and gets a 4, 2, 1. She declares that she will dodge the orc's attack. She moves her action from segment 6 to segment 8, and rerolls one of her dice. The new d6 result is a 6, so she is successful in dodging the orc's attack.

Note that only one attack per cycle per xp title level can be dodged. So if Aeila is an adventurer, she could only try to dodge two attacks per cycle.

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26+	+1 d10

## Reckless Attack

At any time, a character can declare that he is attempting a reckless attack. A reckless attack reduces the RR cost of the attack by one, but when the character rolls his ADP, the highest dice showing is ignored and not counted.

## Aiming

Similar to dodging, every combatant can choose to spend a little extra time to try to gain a bonus to hit. For every +2 shift to the RR cost of the attack, the character can add another dice of the highest type to his ADP.

That is, if ADP includes a d10 and 2d8, you may declare that you're aiming. If you add +4 to your RR, you would add another 2d10 to that pool when you attack. If you add only a +2 shift to RR, then you would add only 1d10.

## Missile Weapons in Melee Combat

Because of the way the combat mechanics work in *Altus*—with weapon skill factoring into ability to defend against attacks—a special rule is used when dealing with missile weapons. It is much harder to defend against melee attacks with a bow, sling, or dart than it is to defend against those attacks with a sword or axe.

Because of this, whenever you are attacking an opponent in melee combat who is wielding a bow, crossbow, shuriken, sling, dart, or other similar weapon, you would gain a +1 to your ADP per experience title level.

Conversely, this goes both ways. That is, if you are shooting an arrow at a target, it is much harder for them to deflect an arrow with their sword than it is for them to deflect an oncoming blade attack. That's why shields were invented.

Therefore, if you are attacking a creature with a small missile weapon (arrow, dagger, dart, sling stone, etc) and they do not have a shield or other similar method of defense, you would gain a +1 to your ADP per experience title level for your attacks.

## Figuring Damage

So how much damage, if any, is taken by the target? First off, you must have hit your target, as described above.

Damage is calculated by using an Damage Rating Level, or DRL score. Each form of attack has a base DRL score assigned to it, and you would add any modifiers (for strength or magical weapons for example) to this base score (note: this step is usually done before any combat takes place, and rarely changes).

Once you have determined your overall DRL with a weapon, you would reference the Damage Rating Level Chart to see what wound you would inflict by the number rolled on a d20. It is strongly suggested that you note the final DRL level next to each of your character's weapons for easy reference.

When you have successfully hit your opponent, you then roll a d20 and reference that number with the chart below.




Damage Rating Level Chart

	DRL Level	Minor	Moderate	Deep	Severe
"no additional wounds  *For DRL 10-35, if a natural '20' is rolled, roll again and add a severe wound"	1	1-18	19-20	-	-
	2	1-16	17-19	20	-
	3	1-15	16-18	19-20	-
	4	1-14	15-17	18-19	20
	5	1-13	14-16	17-18	19-20
	6	1-10	11-14	15-17	18-20
	7	1-8	9-12	13-15	16-20
	8	1-6	7-10	11-13	14-20
	9	1-4	5-8	9-12	13-20
	10*	1-2	3-6	7-10	11-20
	11	1-2	3-4	5-8	9-20
	12	1	2-3	4-7	8-20
	13	1	2	3-6	7-20
	14	1	2	3-5	6-20
	15	1	2	3-4	5-20
+1 severe wound	16	1-10	11-14	15-17	18-20
	17	1-8	9-12	13-15	16-20
	18	1-6	7-10	11-13	14-20
	19	1-4	5-8	9-12	13-20
	20	1-2	3-6	7-10	11-20
	21	1-2	3-4	5-8	9-20
	22	1	2-3	4-7	8-20
	23	1	2	3-6	7-20
	24	1	2	3-5	6-20
	25	1	2	3-4	5-20
+2 severe wounds	26	1-10	11-14	15-17	18-20
	27	1-8	9-12	13-15	16-20
	28	1-6	7-10	11-13	14-20
	29	1-4	5-8	9-12	13-20
	30	1-2	3-6	7-10	11-20
	31	1-2	3-4	5-8	9-20
	32	1	2-3	4-7	8-20
	33	1	2	3-6	7-20
	34	1	2	3-5	6-20
	35	1	2	3-4	5-20

\*\* For DRL ratings higher than 35, add one severe wound for every 2 additional DRL.

## Taking Damage

So how much damage can your character take before dying? The system used in Altus Adventum specializes in a damage severity system, as opposed to the traditional hit point system used in many other role-playing games. This system is separated, by severity, into: minor, moderate, deep, and severe wounds. How much of each wound type a character can take is rated on a damage absorption (DA) level. Each character will use this damage absorption level to keep track of their wounds they've taken and how many they can take (threshold). This chart may look like this on your character sheet:



Minor: 2	Moderate: 2	Deep: 1	Severe: 0
/			

This chart means that your character can take 2 minor wounds, 2 moderate, 1 deep, and 0 severe hits before dying. In the above example, the character has taken one minor wound already.

Here's the tricky part. At first glance, it seems that your character would perish only when all categories have the tally marks equal the DA level for that particular wound filled. This isn't a very realistic way to handle damage, as it doesn't make sense to have you character continue to take severe hits, but as long as they have an open slot under the minor category, they will continue to live.

Instead, this is how you will correctly use the DA chart. Whenever you take a wound, you place a tally mark in that category. Once you have placed more tally marks then you have wounds available, you would instead place a tally mark in the next highest category. I.e., say you can take 2 moderate wounds. On the 3rd and subsequent moderate hits that your character takes, you would place a tally mark under the deep category, as the moderate category is already full.

If you cannot go any higher in the categories, then your character will perish. For example, let's say your character can take 1 severe wound and 2 deep wounds. During a fierce battle, your character takes a severe wound and two deep wounds, filling your threshold. The next severe or deep wound will kill your character, since the 3rd deep wound would automatically be a severe wound, which would in turn escalate further to a fatal wound.

Please note that this means your character can die from a lesser wound if that wound puts them into a category that they do not have any more tally marks left. Let's say your character takes a deep wound, leaving that category at 0. Your character then takes 3 moderate wounds, and you only have 2 slots for tally marks under that category. Since you've reached 3, you would add the third mark under Deep. However, since this would give you 2 total marks under Deep, and you don't have any available slots in either deep or severe, your character would die as the wound would be escalated above severe.

## Damage Absorption

Ok, I got it so far, but how much damage can my character take? Reference the below chart to determine the damage absorption level that your character will start with based upon your endurance score (see Attributes). There are ways to increase your character's damage absorption level, such as purchasing fortitude skills or find a magical artifact that will increase this.

Damage Absorption Level Chart

DA level	Minor	Moderate	Deep	Severe
1	1	0	0	0
2	2	0	0	0
3	2	1	0	0
4	3	2	1	0
5	4	3	2	0
6	5	4	2	1
7	6	5	3	1
8	7	6	4	2
9	9	7	5	3
10	10	9	6	4
11	12	10	8	5
12	14	11	10	7
13	16	12	11	9
14	18	14	12	11
15	20	16	14	13
16	22	18	16	15
17	24	20	18	17
18	26	22	20	19
19	28	24	25	22
20	Immune	26	30	25
21	Immune	Immune	35	30
22	Immune	Immune	Immune	35
23	Immune	Immune	Immune	40
24	Immune	Immune	Immune	45
25	Immune	Immune	Immune	50

## Armor and Wound Threshold

By now you've also read how armor can increase the amount of wounds in each category that your character can take. For example, by wearing hard leather armor, your character would be able to increase the wound threshold by two points in both minor and moderate wounds, and by one point in each of the deep and severe categories. You will notice that on the character sheet there is an area in the Wound Threshold section to account for this.

It is important to keep track of the difference in your wound threshold due to your DA level and due to armor because you need to know what your threshold is if your character finds himself in combat without his armor.

**Note:** Removing and putting on a new suit of armor does **NOT** mean that your character gains back all of the damage the old suit had taken.

### Why?

Think of the mechanics as a way to represent what armor does (deflects attacks, absorbs impact, etc). It would be too complicated to try to factor all of this into a fast moving system, so it is important to get into the mindset of how the benefits of armor translates into the game mechanics from an abstract perspective.

While it may appear that the armor itself actually is taking the wounds for you, it is instead a representation of how the armor helps prevent or reduce the wounds that your naked body would otherwise be prone to. This is why, when you replace a suit of armor with another, you don't get back all of the available wounds from the new armor. Instead, you get the difference.

If you remove armor and your character has taken more wounds than his or her base DA can withstand, he or she does not die. Rather, you adjust the wounds taken to equal the amount in the WT category until a new suit can be worn.

### Example 1:

Your character is wearing a suit of mail that grants a WT bonus of 4/3/2/2 to his or her DA. After a few battles, your character has suffered wounds equal to 3/2/1/1, leaving your armor's threshold at 1/1/1/1. Later you come upon a suit of magical mail that has a WT of 5/4/3/3, so you decide to put that on instead. You immediately subtract the wounds you have taken from that new WT, which leaves you with 2/2/2/2 available.

While this may seem counter intuitive, keep in mind that it is built into the mechanics as a way to balance the fact that healing (through normal or magical means) impacts ALL wounds your character has taken, including those affected by armor.

That is, to continue the example above, if your character drinks a healing potion that cures all minor and moderate wounds, it would cure the 3 minor and 2 moderate wounds your character has received. This would result in your armor going from 2/2/2/2 to 5/4/2/2. Like I said, a bit abstract. But it does have a purpose.

### Example 2:

Your character has a base WT of 5/4/3/1 and wears a suit of studded leather that grants a 2/2/1/1 bonus. This gives your character a total WT of 7/6/4/2. During battle, your character has taken 2 severe wounds. Later on your character removes the armor. Initially, that would mean that he has taken 2 severe wounds but can only take one when looking at his base WT. Instead of killing your character, you would simply put 1 wound taken in the severe category (equaling your base WT), and ignore the other one until you put on another suit of armor down the road. In that case, you would note it as explained in example 1 above.

## Critical Strike

Occasionally in battle, an attack may inflict a wound that is much more severe than what would normally be rolled. This often happens when a weapon finds a weak point in armor, or the attacker is much more skilled than the defender. In this case, the attack would qualify as a critical strike.

In order for an attack to be considered a critical strike, the attacker must have beaten the defender's dice pool by five or more. I.e., if the highest dice in the attacker's ADP is a 12, and the highest dice in the defender's DDP is a 4 (a difference > 5), then the attack would be a critical strike.

If a hit qualifies as a critical strike, then the target would suffer one additional wound. For instance, if you succeeded in scoring a critical strike and rolled a deep wound for damage, the target would instead suffer 2 deep wounds instead of just one.

This rule is cumulative. I.e., if the ADP roll beats the DDP roll by 10-14, then two additional wounds are inflicted, and so on.

## Resting and Healing

Most types of physical wounds can be healed through natural resting. The main drawback for this is the amount of time it takes for the body to heal the wounds. First, a character must be in a comfortable environment for their body to heal, such as a bed. A character trying to rest by sleeping on uneven ground with no padding will not heal any of their wounds.

If a character is resting in a comfortable environment, they will heal at a following rate (note that 1 day = 24 hours):

Wound Type	Rest time needed
Minor	wounds healed after 8 hours
Moderate	wounds reduced after 1 day
Deep	wounds reduced after 2 days
Severe	wounds reduced after 3 days

That is, in order to heal a severe wound completely, assuming the character is in a comfortable environment, a total of 6 days 8 hours would have had to pass.

## Willpower Checks

As mentioned earlier in the book, your character may have to make a willpower check at some point during the adventure. There are two types of scenarios in which a willpower check will probably be needed. The first is when trying to resist a mental magical attack. The second is when your character might face extreme emotional stress.

The first is pretty easy to know when to make the check because it will be explained in the mental magic spell description. The second scenario is more of a gray area and is up to the GM's discretion on when it might occur. An example may be an inexperienced adventurer facing his first giant. The GM may make the player roll a willpower check or flee in terror.

## Surprise

Occasionally it may occur that the characters will either be the victims of a surprise attack, or be participants in surprising another group. The GM will actually determine whether or not a group is surprised or not by weighing in many factors that could apply.

If a group is surprised, all actions during the first cycle taken by the surprised group are increased by four RR points. The attackers will also gain a +4 bonus to all ADP rolls for that initial cycle.

Please keep in mind that some characters might have alertness or some other ability that would reduce or eliminate this bonus if they are attacked. Again, GM has complete discretion on how to handle each individual situation.

## Optional Rule: Encumbrance

A character cannot expect to wear heavy armor, six weapons, and a full pack without getting tired or suffering an agility penalty. This section will outline the penalties and address the encumbrance rule.

As a general rule, a character can carry their strength score in pounds without suffering any penalty. From 1x to 2x their strength score in weight carried will suffer a 10% penalty to their movement rate and a temporary 10 point loss in agility while the weight is carried. From 2x to 3x their strength score will incur a 50% movement penalty and a 30 point loss in agility while the weight is being carried, as well as having every action increase by 1 RR point. No character can carry more than 3x their strength score measured in pounds.

## Cover

If the target is behind cover when being attacked by missile weapons, the attacker would suffer a -1 penalty to his or her ADP for every 10% of the target's body is behind cover.

## Poison & Disease

Poison is used by many creatures, and the occasionally unscrupulous character, to overcome their opponents. The chance of a character encountering a poison wielding opponent during her career is likely. If a character is successfully struck by a poisoned weapon, then she must make a luck check. If successful, then she will only suffer 1d4 minor wounds. If unsuccessful by less than 15, then the character will suffer a moderate wound every minute for 3d10 minutes or until neutralized or dead. If unsuccessful by 15 or more, then the character will suffer a deep wound every minute until neutralized. Thus, if a character with a luck score of 66 is struck by a scorpion, and his luck roll is a 92 (a difference of more than 15), then that character will suffer a deep wound every minute until he is either cured or dead.

Occasionally, it is also possible for a character to contract a disease through their adventures as well. Once a character gets a disease, they will lose 1d4 endurance and strength points per day until either healed, or they die. The most common way to cure a disease is through magical means, or by visiting a temple healer.





## Weapon at Ready

Oftentimes you will find that the characters will have their weapons in a ready position; sword drawn, arrow notched, etc. In these situations, when combat starts, the characters' first attack action will have an RR bonus of -2 to the speed of the weapon.

I.e., if Garlor the elf has an arrow nocked and enters combat, the RR cost of his attack would be 2 less than normal for that first attack only. Note that the RR cost can never go below 1.

## Multiple Weapons

If a character chooses to attack with multiple weapons (i.e. a weapon in each hand, or attacks with a weapon in her off hand), she will suffer a -4 shift to her ADP for each attack and weapon used. A character with the ambidexterity skill or dual weapons skill will have this penalty reduced as per explained in those skill descriptions.

The advantage for attacking with a weapon in each hand is that the character will be able to attack more frequently than if he or she had only one weapon.

In game terms, and for simplicity, both of the attacks would resolve in the segment in which the character's slowest weapon would resolve. I.e., if the character is armed with a broad sword (RR: 6) and dagger (RR:4), then both attacks would resolve in segment 6.

Naturally this is a huge advantage as long as the character is willing to live with the penalties. It should be obvious that two handed or very large weapons cannot be wielded one in each hand.

## Entanglement

If an attack succeeds, the target must make an agility check at a -5 penalty for each point they failed or it will become entangled. I.e., an attack that beats the defense by 4 would enforce a -20 penalty to the target's agility check.

A stationary target will have to make another standard agility check (no penalty) or fall down. A moving target will have to make an agility check at one half of its agility rating or fall to the ground.

Depending on the material used for the weapon, and the strength of the target, it may take several segments in order for the target to free itself. Even longer if the attacker continues to pull the target.

## Blind Fighting

Not being able to see your target may significantly affect your ability to hit it. Blindness, darkness, invisibility, or any other number of factors can affect your character's ability to be successful in combat.

When engaged in melee combat, the attacker will suffer a -1 penalty to his or her ADP for every 20% that his or her visibility is limited by. For missile combat, the character would suffer a -1 penalty for every 10% reduction in visibility.

For example, Shu Li is fighting in a darkened forest at night with only 20% visibility due to the darkness (80% reduction). She would suffer a -4 to her ADP rolls when fighting in melee combat and a -8 penalty to her ADP roll when fighting with missile weapons. A character fighting in complete darkness, against an invisible creature, or totally blind would suffer a -5 penalty for melee combat and a -10 penalty for missile combat.

## Optional Rule: Flanking

Attackers who are attacking from the side or behind the target will gain a tactical advantage. This usually occurs when an opponent is surrounded by multiple foes.

If a character is attacking the side of an opponent, he or she will gain a +1 bonus to ADP. If the character is attacking from behind, the bonus is increased to +2. Note that this skill is cumulative with the *backstab* skills.

Please note that some creatures will be immune to flanking due to their very nature of awareness or their physical construction.

## Called Shots

There will be a time when a player wants to target a specific body part. They may be a head shot, a hand grasping a weapon, etc. Because there are so many different scenarios, GM discretion and collaboration with players will be needed.

As some guidelines, a typical penalty to hit an area the size of a basketball would be -4, while trying to hit a head or hand may incur a -8 penalty to ADP.

For attacks like a head shot where a target might not have armor, you may want to have the attack inflict double wounds. Again, these are just guidelines to be used as suggestions. The ultimate choice is what works for you.





### Cannot Be Hurt?

Occasionally you may find that your character or the opponent cannot be hurt by your normal attacks. This could be because of armor or skills they have that might absorb all of the damage that the attacker could possibly inflict. Because this covers a lot of gray area, GM discretion may come into play often on how to handle this.

For example, if Bruno can absorb one wound from every attack, and is fighting orcs who can only inflict one wound per attack, then there isn't really any point in rolling. Typically Bruno will be a hero or higher, and therefore, like true heroes, shouldn't be at risk when fighting a lowly orc. However, overbearing rules may still apply, so Bruno shouldn't think he can just go wading into a horde of orcs and come out unscathed.

### Mounted Combat

Any attack that a character makes while mounted, such as horseback, will suffer a penalty to his or her ADP. A typical penalty for someone attacking from horseback that isn't trained is -4. A character may spend one Combat XP in horsemanship to reduce this penalty to -2, and three additional combat XP to eliminate the penalty completely.

### Optional Rule: Helpless targets

Sooner or later, it will come up in your campaign that an opponent becomes helpless. This includes paralyzation, induced sleep, or being bound, to name a few. The rules for this are a bit counter intuitive as the alternative is a poor gaming experience.

That is, initially you may think that a helpless target should be able to be killed instantly, as the attacker can just walk up and slit their throat or something. Since rules work both ways for monsters and PCs alike, having an experienced PC die this way can be very frustrating.

Therefore, to add some survivability to those helpless targets, the following rule should be implemented:

The defender will have a base DDP level of 1, plus the standard bonus for xp title. I.e., a hero character would have a DDP of 5. Damage will be whatever is rolled, plus an additional 1d6 wounds.

Still devastating, but not instantly fatal. Of course, this rule is also up to complete GM discretion.

### Falling Damage

One of the more unglamorous ways for a character to take damage, and even die, is by falling. For every foot fallen above 5 feet, the character will suffer damage equal to a DRL of 1. For instance, a character falling 16 feet would suffer damage equal to a DRL of 11 (16'-5' = a difference of 11'). If the character makes a successful agility check, they will have the wound types reduced by 1 category.

### Optional Rule: Broken Limbs

For every severe wound that the character suffers, they will also suffer a broken bone. The bone type and severity is up to the discretion of the GM.

### Siege Weapons

Siege weapons such as a catapult, ballista, or trebuchet use a slightly different damage rating than the standard DRL. These weapons are much larger, and any typical direct hit by a siege weapon will generally instantly kill whoever it struck. Because of their large size, siege weapons use a SDRL rating (Siege Damage Rating Level). For purposes of rolling damage, the SDRL rating uses the same chart as a standard DRL weapon would. I.e., a weapon with an SDRL rating of 10 would refer to the same DRL chart that you would for your standard weapons. Depending on the size of the creature struck, however, the damage they suffer may be much more severe.

Target Size	Effect
1-10 feet tall/long	Make luck check or die. If luck check succeeds, suffer +1d4 severe wounds.
11-25 feet tall/long	Make luck check or suffer +1d4 severe wounds. If luck check is made, wound type rolled is increased by two categories.
26-50 feet tall/long	Make luck check or wound type rolled is increased by 1 category.
50+ feet tall/long	Suffer wound type rolled

Structures such as building also have a DA level assigned to them, usually in sections. Structure DA is different than a creature's DA in that structures are generally immune to damage from a normal DRL weapon. Structures can only be damaged from creatures or objects that are capable of inflicting SDRL damage. The below chart will help give you a good idea as to what the DA level will be per 10'x10'x5' section of material before it shatters or crumbles.

Material	DA Level
Straw	1
Wood	3
Brick/Clay	4
Stone	5
Granite	6

You may also notice that some siege weapons have both an SDRL and a DRL rating. The SDRL is used on a direct hit, while the DRL is used for those caught in the area effect of the weapon.

Also in the siege weapon chart is a description of the minimum number of crew that is needed to operate the weapon. If no one on the crew is skilled in using the siege weapon, then they will attack using a base ADP of 4. Crew leaders with a siege machine skill will enjoy a much higher base ADP.

Siege weapons also use a rate of fire (ROF) rule unlike regular weapons. Some siege weapons may be able to launch an attack once per cycle while others are only able to launch an attack once ever three cycles or so. Either way, all siege weapon attacks occur on segment 12 of combat.

In addition to a different damage system, siege weapons also use a slightly modified version of the 'to hit' rules. The ADP roll is still used, but the DDP difficulty is determined by range, which is calculated as follows: for every 10% of the weapon's range between firer to target, the base DDP is raised by 1 above a starting DDP of 4. I.e., a target that is 24% of the maximum range away would have a base overall DDP of 6 ( $4+1+1=6$ ). Always round down with the percentage. I.e.,  $47\% = 4$ .

If the attack hits, then you would roll your SDRL for damage.

If the attack misses, the siege missile will still land somewhere, which is determined by the following formula: for every digit of difference between the highest die on the ADP and the highest die on the DDP, the weapon will miss in a random direction 1 yard for every 10 yards traveled. These two formulas may seem confusing, so I hope the example below will help clarify.

Example:

Your character is the crew leader of a catapult (SDRL: 10 DRL: 20 Area of effect: 5 yards Range: 100 yards ADP: 5). You have set up the siege weapon to strike at a parapet along a castle wall 57 yards away. Because of the distance ( $57 \text{ yards} = 57\% = \text{DDP: } 9$ ), the defender will roll a DDP of 9 against your ADP of 5. You both roll your dice pools and your highest dice is a 6, and the defender's highest dice is a 9. The area in which you were aiming is missed. Since the missile traveled 57 yards, and the difference between your highest dice and the defender's highest

dice is 3, the stone missile will miss its mark by 17.1 yards ( $5.7 \text{ yards for distance} \times \text{difference of } 3$ ).

The GM rolls to find out which direction the stone missile lands and determines that it hits to the left of where you were aiming, just slightly below the parapet. You still roll for damage, as that section of the wall will suffer damage. Since the catapult also has an area of effect, and since there were a few individuals manning that wall within five yards of where the stone hit, they would also have to roll their individual DDP rolls against your original roll to avoid area of effect damage.

The GM rolls their DDP and the results are a 4, a 9, and a 7. One of the unfortunate souls rolled less than your score and is hit. You would then roll your damage for the catapult's DRL rating of 20 to see what type of wound that person suffers.

## Simple Method

As a much faster alternative to the mechanics above, you can just roll your ADP and DDP rolls, and arbitrarily decide what happens if the attack misses. I actually prefer this method as it keeps combat moving, and adds a cinematic feel to the encounter when I can choose what happens with boulders flying about, and then describe that to the players.

## Mass Combat

Mass combat is that in which large groups of participants are engaged in battle, and traditional combat rules would be too cumbersome and time consuming to actually play out. This can range anywhere from a dozen participants to 10,000 or more.

The first rule of mass combat is this: It should not detrimentally affect your game. This means that if you find the rules too complex, or to have any other negative effect on your game experience, ignore or change them. This may even result in ignoring all of the mechanics and instead describing what is happening on the battlefield to the characters in a more cinematic way.

The primary reason for this is because unlike one-on-one combat, the GM controls most of the participants for all sides in mass combat. And what ends up happening is that the GM spends a lot of time rolling dice and figuring results, while the players just sit there unengaged. If that works for your gaming group, game on. But if it doesn't, then by all means ignore what you don't want to use.

When you have decided to use mass combat rules, instead of individually rolling ADP and DDP for each participant, you assign an ADP and DDP value to each group. A group can be as small as a squad or as large as an entire army. The only requirement is





that all members of the group have the same or very close to the same stats for ADP, DDP, and DRL.

For example, you might have each company of infantry soldiers be individual groups, and have another group for the archers.

That's the easy part. When you are actually resolving each group's turn, you would roll the ADP against the defender's DDP roll, and if successful, roll DRL like normal combat. Here is where it gets more complicated.

If the wound rolled is a minor wound, then the opposing force would lose an amount of soldiers equal to 1% of the attacking forces numbers. If a moderate wound is rolled, this raises to 2%. For a deep wound, this is increased to 5%, and if a severe wound is rolled, it becomes 10%.

For example, if the human infantry army of 1500 soldiers is attacking an orc army of 1000 and are successful in their attack, the GM would roll the human soldiers' DRL against the chart. It is determined that a deep wound is rolled, so the orc army suffers 75 casualties (5% of the human army's numbers).

In addition to the above, other factors will modify the ADP, DDP, and DRL values of the groups engaged in combat. For each side that a defender has protection, like having the left and right flank being protected by cliff walls, that group will gain a +2 to DDP. For every side that the defender is flanked besides the front, a -2 DDP penalty is assessed. If an attacker is charging, that group will gain a +1 bonus to ADP. These are just a few examples.

#### Mass Combat Rules for Missiles:

Mass combat for missile weapons (archers, spearmen, etc) is handled a bit differently, and will use the following rule.

10 archers firing on 10'r target has an ADP equal to the skill of the archer group (let's say, 6). For every additional 2 archers in the same radius, ADP is increased by 1. For every 5' radius increase, ADP is decreased by 1.

In this example, 30 archers firing on a 10'r target area would have an ADP of 16. If this area is increased to 20'r, then the ADP becomes 14.

DDP is the individual target's DDP that is in the area of effect. I.e., each person within the target area will roll his or her DDP. For large groups, roll DDP for the group.

For every point that the ADP result is higher than the DDP result, 10% of the archer's arrows will have struck home. Distribute these hits evenly among all creatures within the target area. Large creatures may get a higher allocation due to taking up more space.

#### Morale

No army in history has fought a battle and not had to deal with morale. If 90% of your forces are destroyed, the danger of the remaining forces surrendering or flees is great.

The way this is handled mechanically is through the willpower ratings of the combatants, as described below depending on the scenario:

- if the army is 1 1/2 times the size of the opponent or greater, a +10 bonus to WP is given

- if the army is 3/4 the size of the opposing force, a -10 penalty to WP is enforced
- if the army is 1/3 the size of the opposing force, a -20 penalty to WP is enforced
- if the army is 1/10<sup>th</sup> the size or smaller of the opposing force a -40 penalty is enforced
- if the attacker scores a severe wound, the defender suffers a -10 penalty to WP
- if the commander falls, a -20 penalty to WP is enforced.

A willpower check must be made any time the commander falls, or for each cycle once the army suffers losses of more than 50% of its total force.

Naturally you can see where this might bog down your game a bit as the battle wears on because you will be dealing with adjusting percentages and army sizes. It bears repeating that if you find this to take away from your gaming experience, feel free to handle mass combat more from a cinematic perspective rather than a mechanical perspective.

#### Magic in Combat

Magic spells in combat are done very much the same as other attacks. The caster will roll her dice pool against the defender's defense dice pool. The main difference in offensive spells vs. standard combat is that each particular spell may have a unique base dice pool level assigned to it.

Areas of effect spells also have a special rule to them. First, the caster will roll their ADP pool once, and compare that against the DDP's of all creatures in the area of effect. Thus, the highest dice in the caster's ADP will be compared against the highest dice of each creature. Any creature that is within the area of effect who beats the caster in pool comparisons will only suffer a wound two categories less than what the caster rolls for damage.

For example, a mage is casting a minor blizzard spell with an ADP of 2d8+1d6. There are three orcs within the area of effect and each orc has a DDP of 2d6. All parties roll their dice pools; the mage rolls a 6, 4, and 2, and the orcs roll a 3,4; a 6,5; and a 5,1. The mage compares his 6 to the highest dice in all of the orcs' pools. He beats the first and third orc right off, and he ties the second orc. The mage then compares his 4 against the orc's 5, and loses, so the second orc is the only orc to avoid most of the damage. The mage then rolls his DRL for the spell to determine what type of wound each of the orcs will receive, and sees that his spell will inflict a moderate wound. The first and the third orc will each suffer this wound, but since the second orc beat the ADP, he doesn't suffer any wound. (Two categories below a moderate wound equals no wound.)

With some spells, there is no need to roll to hit. These spells are spells that directly affect a target but do not inflict damage, such as mind control spells. In these cases, the target must make a successful luck check to avoid the effects of the spell.

So how many spells can your character cast before needing rest? This depends on the style of magic that your character is using, and will be explained in better detail under the Magic section of this manual.

## Awarding Experience (XP) Points

In order for your character to get more powerful and gain new abilities, or even to get better at the skills they already have, they need to buy these skills with XP points. (See Skills section for an explanation). So how do you get XP points?

The GM of any campaign has the power to award as many XP points as he or she feels appropriate, and at any time of the game they feel appropriate. Generally, XP is awarded out at good stopping points in game play, such as the players quitting for the night.

The amount of XP that you as a GM might award is somewhat undefined. You need to weigh in several factors that will affect the XP amount in the four categories. For instance, if your gaming session did not include a lot of combat, then you would not award a lot of combat XP points. In addition, if there was a lot of combat, but it was not challenging, then only a few, if any, combat XP would be awarded. Conversely, if a novice character is successful in defeating, say an ogre in one-on-one combat, they might get a full XP point just for that one extremely challenging encounter.

One other key point is that all GMs should be very stingy when awarding bonus XP. These 'wild card' XP points are very valuable, and should be earned through above and beyond play.

A good rule of thumb is that you would award out about one XP point for every two quality hours spent gaming, but this is just a rough guideline, and feel free to speed this up for aspirant characters. Below are a couple of examples:

After about seven hours of gaming, the small group calls it a night. The GM reviews the day's adventure, and awards James's character 2 combat XP (for the many battles he was involved in) and 1 bonus XP (for excellent role-playing and creatively coming up with a solution to overcome a trap). The GM then goes to Shannon's character, and awards 1 combat XP (for overall good combat challenges she faced), 1 stealth XP (for being sneaky a few times during the game), 1 mystic XP (for having her character spend several hours of game time studying lore at the library), but no bonus XP (OK role-playing, but nothing spectacular).

After a few hours of gaming, the GM reviews the adventurer characters' actions and even though the mighty Thorin slew many goblins, the creatures were clearly outclassed by the warrior, so he does not award any combat XP to Thorin. But Thorin did contribute in other aspects and is awarded 1 bonus XP point.

Jax, on the other hand, was able to defeat creatures much more tougher than himself through cunning and a little bit of luck. The GM awards Jax one combat XP and one stealth XP.

Keep in mind that the above are just guidelines, and are by no means the end-all, be-all rule. Award XP in the way that best suits your gaming group's expectations.

## Experience Titles

To help out a GM wanting to create a new campaign, players are assigned levels of adventure experience. The Adventure PAKs (stand alone adventures) are identified by the recommended experience title level of character to take on that adventure. The adventure wouldn't be very fun for a new character to battle a dragon, would it? These levels are in place to try to guide GMs and players for game balance.

Experience title levels are separated into aspirant, adventurer, veteran, hero, lord, and legend. The game is balanced in a way that a novice character has almost no chance of beating an elite character on an even battlefield.

Characters advance through experience titles based on how many total experience points they have been awarded to that point. Reference the below chart to see these requirements.

Experience Title is the title the character earns when they have met the two requirements. Min XP is the total amount of XP points that have been awarded to the character since the character began adventuring. Max Skill Level tells you the maximum level of a various skill that you can learn while in that particular XP title level.

For example, in order to learn a skill that requires 3 points to purchase would require that your character have at least an XP title of veteran.

In addition, when a character reaches certain experience titles, they are also awarded some universal benefits, regardless of race or guild affiliation. Whenever a character achieves a new experience title level, he or she will gain a +1 permanent bonus to all ADP and DDP rolls, and DRL, as a way to reflect the progression to a hero status.

Experience Title	Min XP Awarded	Max Skill level
Aspirant	0	1
Adventurer	5	2
Veteran	15	3
Hero	30	4
Lord	50	5
Legend	100	n/a



Journey To Hell



## The World of Arcadia

(Example setting)

The World of Arcadia and the lands described below are simply a generic fantasy game world provided to you as a quick start guide. You can completely ignore these lands and create your own game world, or you can choose to adopt as much as you want into your gaming.

### Continent of Algerian

Marcus stood on the grassy hilltop, taking full measure of the misty swamps that began from this point on. The few previous days travel through the rolling grasslands had been uneventful, if not a little pleasant. Travel conditions in the early summer have been just about all an explorer could ask for. With the warm sun shining on his weathered face, Marcus made good time through the hills and grasslands of the northwestern border of the Moors. As he probed deeper southeastward, the gentle hills have now given way to the foggy depressions of the land's namesake. Even the gentle breeze had ceased to blow.

An ominous feeling overtook Marcus as he started his decent into the misty lowlands. Clouds began to cover the sky, blocking out friendly rays of the sun as he got closer and closer to wall of mist. As soon as he entered the thick, grayish fog, a cold shiver shuddered down his spine. Marcus's long brown hair became damp and matted almost immediately as he drew his cloak tighter around his body, it too damp with moisture as the mist seemed to be drawn to his body.

The Continent of Algerian is home to several nation states, as well as vast areas of unexplored wilderness. Many of these areas will be explained below, but many more are not and are up to you and your players to shape.

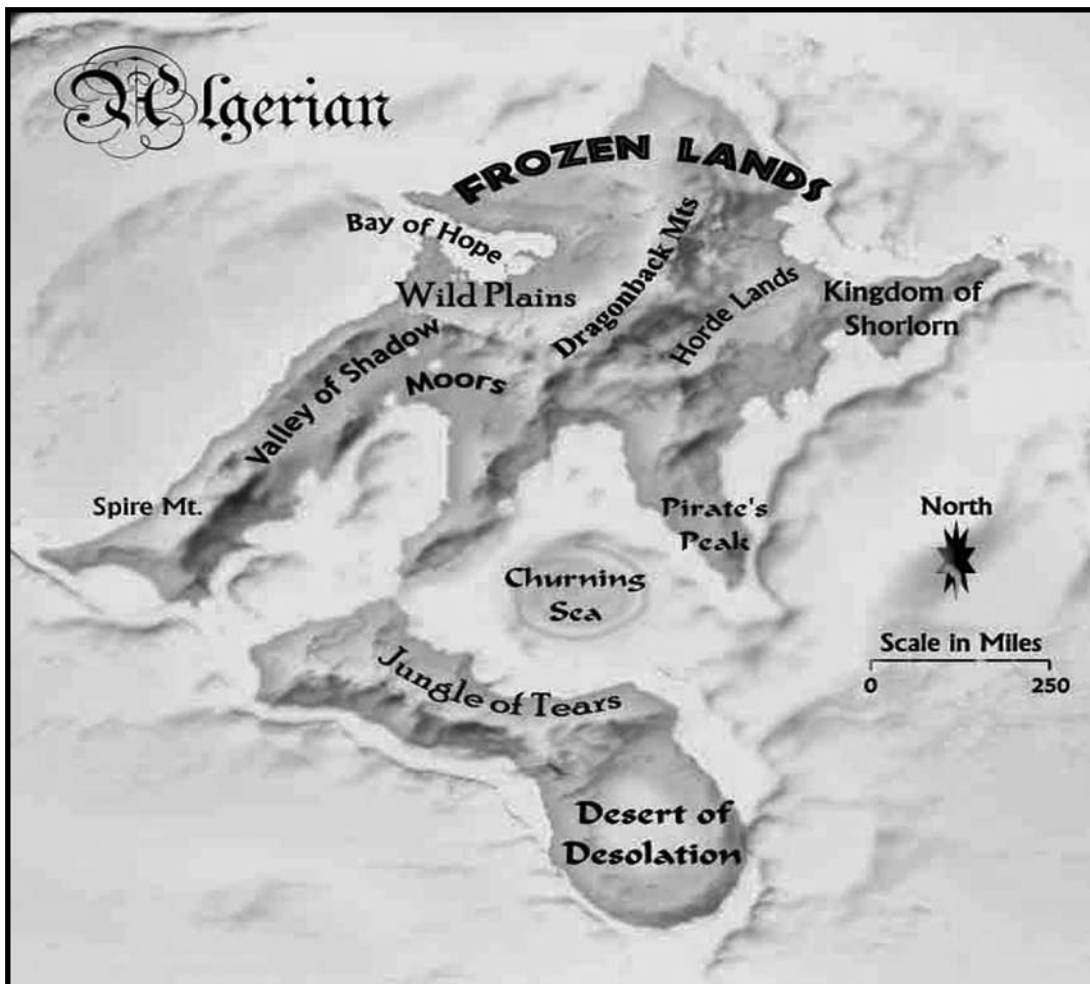
### Shorlorn Kingdom

The kingdom of Shorlorn is the oldest nation on the continent. The kingdom's borders expand approximately 200 miles inland, and the whole of the peninsula is under the control of the government.

Shorlorn is home to humans almost exclusively, with just a small number of gnomes and dwarves who also reside there, mainly merchants by trade. The people of Shorlorn are fairly tolerant to most of the other humanoid species, with the exception of orcs and goblins. This is attributed to the 25 year long war between the two nations along Shorlorn's west border.

Shorlorn is a monarchy state, being ruled by King Marcus Grayscale in Shorlorn city. Under the king, several dukes live in keeps spread throughout the country enforcing the king's will. While being a visual figurehead to the population, these dukes don't have any real political power. Instead, the country has two real influences besides the king himself.

The city council has the most influence on the king's decisions. The council consists of Jorge Anderson, Alahna Driver, and Sean Estoc. Jorge is deeply involved with the noble and aristocrat agendas, and has been rumored to take bribes to sway his judgment. Alahna fancies herself as a representative of the people, and is the one who makes most public announcements. She is very charismatic and has the following of most residents of





the country. Sean has earned a reputation of being devious and self-centered. He will side with any agenda that furthers his own gains, and isn't adverse to twisting the laws to meet his ends.

The second main influence is the Guild of the Trade Winds, a local merchant's guild. The Guild of the Trade Winds controls all markets in the city, and takes a heavy tariff to all who wish to make their living via trade. The guild has been known to threaten the king with extortion if the king does not support their agenda.

So it could be said that the King has very little power, if any at all. He is a figurehead in appearance only, but his legacy is legendary and the people still hold him in high regard.

King Grayscale, nearing his 60s but still a very intimidating man, has a fondness for heroic battle. He is very frustrated by the limitations put on him by others in power in Shorlorn, and would love to bring glory back to his country.

### Shorlorn City

The city itself is home to over 50,000 residents, almost all of them human. The city is also home to almost all of the other humanoid species in the country. These species, mostly elves, dwarves, and gnomes, are almost all merchants by trade.

The greatest and most well-known part of the city is the merchant quarter. This area makes up almost one quarter of the city size, sprawling from the docks, ringing the outside of the city, to the west gate. One can find almost any item or service in the city, as long as they can afford the price.

Another attraction to the city is the vast library. This building houses some of the ancient texts of legend brought over by the original founders of the city. These texts are in constant study by mages of great skill, trying to translate them into comprehensible artifacts.

### Army of Shorlorn

Shorlorn's military forces consist of two main forces: the land force and the navy. The land force is formidable, but the navy is what the country takes its pride in. The Shorlorn navy is extremely well trained, and is successful in nearly eliminating any pirate threat to merchant vessels.

The land forces of Shorlorn have spent many years holding the border lines along the Horde Lands, and thus aren't very accustomed to being a mobile force. They are defensive in nature, and aren't designed to be mobilized for large scale warfare. The majority of the force also is located along the western border, leaving almost no military in the rest of the country. Only local militias and privately hired mercenaries by the dukes provide security and enforce law in these rural areas.

### Horde Lands

The horde lands are a wild, uncivilized area. The area is harsh and unwelcoming both from its occupants and from the land and weather itself. Bordering Shorlorn to its east, and the Dragonback mountains to its western back, this land is home to many of the vicious humanoid species. Tribes of orcs and goblins make their homes sporadically in the area, with a few tribes of ogres making their home in the mountains.

The tribes are in constant skirmishes with the human outposts of Shorlorn, but no real war has been fought for many years. This can mostly be attributed to the constant in-fighting that is taking place between the orc and goblin tribes. Every once in a while, a tribal leader is able to unite a few tribes, and when this happens,

large scale death and destruction soon follow.

Because of the harshness of the land itself, only the hardest of species make their home here. A constant, cold wind blows southward down the valley, ending in a powerful swirl at the south end of the valley as it hits the mountain walls. Fall brings driving rain storms, which turn to hail and snow during the winter months.

There isn't much of the Horde Lands that has been documented, as any who venture into the area to map it out don't often make it out alive. There are a few tribes that have made notoriety, however.

The Black Wolf Clan, a vicious and merciless orc tribe, is located in the eastern hills, and is the most familiar tribe due to the constant raids they make against human caravans. The clan is lead by the huge orc beast Garthoc Tuul. Garthoc has been the clan chieftain for over 10 years, leading by the heavy hand of might makes right. Any who oppose Garthoc may either challenge him to a duel, or find their skull lining the walkway to his stone palace. Even if they choose the duel, most find their skulls being used as a decoration as an end result anyway.

One of the other main tribes is the Sacred Bear Clan. This goblin clan is lead by the very skilled goblin totem mage Rothak Beartooth. Rothak rules his clan out of their fear of the arcane, and by manipulating his enemies to fight against each other. He is bound by the polar bear totem, and is often seen astride one of the great beast when he makes an appearance.

### Dragonback Mountains

Little is known about the treacherous peaks of these mountains, except that they are one of the most dangerous places to explore. No civilization makes its home here, with the exception of the possibility of a few troglodyte clans living deep within mountain itself.

One of the reasons even the ogres don't make their homes here are the rumors of the dragons. Some rumors have circulated of hundreds of dragons making their lairs in the mountains, but none of these have been proven.

One rumor that is the most widespread, and most often validated in taverns by friend-of-a-friend storytellers, is that the great sky dragon Alzeaptorian rules much of the sky above the mountains, bullying lesser dragons and hunting giants.

Even if one could get past the giants and dragons and many other horrid creatures of the mountains, it is doubtful they could cross them. Powerful winds and driving sheets of ice and hail pound the mountain passes on an almost continuous basis. If the freezing cold or a hungry beast doesn't kill you, surely starvation would, as there is no real edible game to be found.

### The Frozen Lands

The Frozen Lands cover a majority of the continent to the north. They are covered in ice and snow almost year round, and even the southern edges are still covered in permafrost during the summer months. The area is unmapped and unexplored, with no record of any civilized species making their home there with the exception a few giant clans. These giants are rumor only, but they are the only species that would be able to withstand the harsh climate.

### Bay of Hope

The Bay of Hope is such named for its tranquility. The waters in the bay are lush with fish, including salmon, crab, scallops, and



even small whales. The bay provides an excellent food source to the elves of the Wild Plains, and is very easy to fish due to the calmness of the water.

Inside of the bay itself is another smaller bay directly the eastern edge. This eastern bay ranges in depth from 5 feet to a maximum depth of 50 feet, making it a very calm and large area of water. It is this smaller bay that is a favorite for all manner of creatures to find food.

Because of these-paradise like qualities, the Bay of Hope as long been an area coveted by man. Every attempt to civilize this area has failed, however, as all pilgrims have mysteriously perished within a year after establishing a settlement, with the exception of the elves. Eventually, many surrounding nations have given up the attempt and view the Bay as a haunted land.

#### Wild Plains

The Wild Plains are home to the tribal elves. There are two main groups of elves here: the nomadic tribes that follow the herds of plains animals, and the more stationary tribes that fish and hunt the whales along the Bay of Hope.

The nomadic tribes usually are made up of no more than a few hundred or so elves, as their lifestyle does not allow large groups of people to survive. They do not own many personal items, and those that they do own are practical in nature. The exception to this rule is the elves ability to make exotic jewelry out of bone and ivory. Often this jewelry is enchanted with totem magic, as the elves are some of the most renown totem mages on the continent.

The stationary tribes to the north are much larger, growing to a few thousand elves in almost every village. Because of the wealth of food of the bay, they have this luxury of having a large community without the need for farming or ranching. The elves here are very open and friendly to outsiders until given a reason to be distrustful, as war is a rarity for them. They are shorter and stockier than the other elves, having the bodies adapt to the colder weather and high-protein diets.

In addition to the these two main population groups, there is also a fair amount of dwarves that reside in the foothills on the eastern edge of the Bay of Hope. These dwarves resemble the elves there in many regards, but are more stocky and have much more facial hair than the elves themselves. They are also a much more recluse bunch, but get along with the elves fairly well.

#### Valley of Shadow

The Valley of Shadow is so named because the steep valley walls to the east and west are successful in their attempt to keep out the rays of the sun from hitting much of the valley. This, combined with the extremely thick forests that cover the valley, makes it almost impossible for any sunlight to touch the actual valley floor itself.

The trees of the forest are grayish in color with huge, gnarled trunks and canopy so thick that it almost seems as if the entire canopy is made up of a singular carpet of gray-greenish leaves. Little other vegetation is found here, with the exception of moss and fungi.

As far as anyone can tell, no civilized humanoid species lives in the valley, but rumors abound about the forest housing ghosts, or other frightening beasts.

#### Moors

The moors are a flat land surrounded by gently rolling hills and valleys. The land gets its name from the many peat bogs that litter the area, as well as the lack of trees and the thick fog that always seems to be present in the numerous depressions.

To the north, along the mountain foothills, reside many gnome towns. Most of these towns are built into the mountain and hills themselves. It is not uncommon for the majority of a gnome town to be underground, where it is quiet and safe.

There is a notable exception: Klaskow. Klaskow is a large gnome city that extends out of the mountain wall to strongly resemble a human city, albeit smaller in scale. It is here that the gnomish Council of Seven rules the country, and it is here that the greatest gnomish research is done.

A visitor to Klaskow would be instantly taken aback by the constant buzz of energy in the city and the almost casual and frequent use of magic. There are some human sized buildings, such as inns or taverns, but the majority of homes in this city are built for the shorter gnomes.

The gnomes themselves are a peaceful bunch, but they can come off as arrogant simply because they view magic and work as a top priority, and casual conversation as a lesser importance.

Even though the gnomes at first glance don't seem to have a very organized military or militia, it would be mistake to think one can easily get away with a crime, or think that the gnomes are defenseless. The gnomes have great magical powers at their disposal that aid in providing protection.

#### Spire Mountain

Spire Mountain is the home to the rugged dwarven empires. The land gets its name for the huge mountain peak here that stands taller than any other mountain in the continent. There are actually two nations of dwarves in this area: the industrialist Helkommen mountain dwarves, and the Hanguk dwarven sailors along the coast.

The Helkommen dwarves make their home deep within the heart of the mountain. Sprawling halls and the sound of ringing forges are common place to these dwarves. There are three technically separate Helkommen cities within the mountain range, but they are all interconnected via large tunnels. A conservative estimate places the Helkommen population at over 45,000 dwarves all total, being led by the pragmatic Dwarven King Gieblestadt.

These Helkommen dwarves are hardy folk, being constantly tested by the harsh mountain conditions and raids from orc and ogre alike. They have established several mountain fortress towers in which they use for supply points for their warrior defenders.

The Hanguk dwarves make their home along the coastal range of the land. They make their living sailing and fishing the sea that surrounds their homes, providing whale oil as trade to the Helkommen dwarves in the mountains.

The largest city of Uijongbu is home to the emperor Shin Rhea, a very intelligent and wily dwarf ex-sailor. These dwarves are more laid back then their mountain cousins, and they do not have a real standing army. Instead, they help rely on their mountain cousins for protection from land attacks, while providing excellent

defense from coastal attack with their large and well equipped navy.

Along the northern ridge, deep within the mountains themselves, reside the bugbear clans. These clans are as of yet not very organized or united, but rumor spreading would the mountain winds has it that they are forming an alliance to invade the dwarven kingdoms.

#### Pirate's Peak

This land has earned its name as the haven for all types of pirate raiders and outcasts. There are a few towns and coastal cities here, but the only real governments are the various rogues and assassins guilds.

The other main factor that sets Pirate's Peak apart from other nations is that it is home to all kinds of humanoid species; from human to orc, and from elf to lizardfolk. The only thing that matters is money and survivability.

Pirate's Peak has avoided invasion due only to its location. A coastal invasion is impossible from the west, as the Churning Sea prevents ship travel, and the jagged reefs and cliffs to the east prevent a large scale invasion from that avenue. The only way an army could invade is by the narrow mountain trails along the coast.

#### Churning Sea

The Churning Sea is a constant maelstrom of violent water. This huge whirlpool has earned a reputation of swallowing any watercraft vessel that ventures near. Rumor has it that all the sailors to these ships are spared and live their lives in an underwater utopia. Only one person has escaped this 'utopia', and has described it as an area where the people are raised as cattle to feed some underwater god.

#### Jungle of Tears

The Jungle of Tears has earned its name from the returning explorers who have attempted to unlock its secrets. The jungle is a vast and thick rainforest that is very unforgiving. No expedition has managed to escape the jungle without suffering huge losses and often return telling stories of horrific creatures that make the jungle their home. If it weren't for the legends of riches and lost civilizations, no explorer would risk so much to journey there.

#### Desert of Desolation

Little is known about this great desert, as few have managed to venture into it and survive. The land is almost completely unexplored, save for a few bands of roving nomads that stick to the outer borders of the desert. Legend does have it that a large army of undead and unholy creatures reside in the heart of the desert.<sup>85</sup>

## The Mystic Lands

Freezing mountain peaks, humid dense jungles, vast grassy plains, traveling wise men, bandits, dragons, and mystical creatures. All of this and more make up the lands of the Orient. There are many bands and tribes on these islands, but three main governments control most of the two landmasses.

Kwan Shi rules the far western edge of the main continent, establishing a powerful nation known for its philosophers and skilled religious warriors.



Hirisaki is another very powerful government controlling all territory east of the mountain range and as far south as the Dead Forest. The Hirisaki people are skilled swordsmen, and excellent fishermen. Hirisaki is also known for the skilled assassins that are employed by the government on a regular basis.

The third main government is located on the eastern isle, and enjoys relative peace. Ilsan is a nation that controls all of the island, and is known for the industrial and resilient nature of its people. Some of the greatest individual swordsmen come from Ilsan.

In addition to the three power nations, other areas of interest include the Dead Forest, Fire Mountain, and the Temple of Death. There are many other areas of exploration and intrigue, but these three areas are of special renown.

## Kwan Shi

Kwan Shi is ruled by the elderly and venerable emperor Fu Hsing. While he is a lover of the visual arts and considers himself to be very enlightened, he rules his land with an iron fist of oppression and propaganda. His country is known for and has some of the most famous philosophers and wise men in the world, yet most citizens are brainwashed into thinking that their country is the one true holy land, and that the emperor is a god. They are mainly farmers and laborers, believing that a simple hard life is the path to spiritual oneness.

The country is very populous, which contributes to both the power of the country and the poverty of the country. Most citizens are human, although several groups of elves, dwarves, and gnomes have clans within the borders.

The capitol city of Taipek is a vast and sprawling city housing over 75,000 people of all species. It is the largest trading port in the Orient, and is the key link to the western continent of Algerian. Trade between Shorlorn and Kwan Shi is a profitable business for both sides, despite danger from pirates.

## Hirisaki

A land of snow capped mountains, lush valleys, and beautiful cherry trees, Hirisaki also lays claim to being one of the largest nations on the continent. The reach of the emperor extends from the western mountains to the eastern shores, from the icy tundra to the southern decayed forest.



The land of Hirisaki expands over several diverse terrain types, offering a multitude of resources for the country to thrive with. To the northwest are the thick coniferous forests that are snow covered almost throughout the entire year, while the tundra plains make up the northeastern part of the country. Just south of the tundra is the capitol city of Dojo, which is home to the famous fishing fleet. The rough and choppy sea is excellent fishing waters. Splitting the country is the great river Neko, and to the south of that is the forest of mystery--home to the elusive forest spirits. The southern half of the country consists of vast grasslands until they meet the dead forest far to the south. Along the western border of Hirisaki are the great mountains.

The majority of citizens of Hirisaki are human, although there are tribes of elves and dwarves living on the border fringes, and communities of gnomes living in Dojo studying the ways of magic. The city of Dojo itself is home to more than 50,000 residents, and although there are a few cities between 10,000 and 20,000 people, most of the population lives in small fishing and farming villages throughout the country.

Of the three main power countries, Hirisaki is the most politically active. While the emperors rule without question in Kwan Shi and Ilsan, the emperor Tojo is far less secure in his hold of power. Several fiefs exist within the country, each being ruled by a local governing official. Feudal wars are commonplace in this country, with each general vying to take control of a greater piece of Hirisaki. Often ninja assassins are used in employ of these officials, and trust is non-existent, even among allies.

The emperor himself is fairly young--32 years of age--and is known for his ruthless and cutthroat tactics to remain in power. He is very fearful of assassination, and takes extreme measures to try to protect himself.

Some of the main areas of interest in Hirisaki include the Forest of Mystery and the Tomb of the Warrior. The northern forest, deep in the mountains, and the Dead Forest are all areas extremely dangerous to an unskilled traveler, and are still largely unexplored. The two areas mentioned above are visited quite and thus the most famous.

The Forest of Mystery is a sacred place home to many of the forest spirits. Generals, warriors, and scholars alike often make a journey into the forest to ask the spirits for guidance. If one is willing to put up with riddles and harassment, they will often receive some valuable advice to their dilemma.

The Tomb of the Warrior is another well known place. Located deep within a cave to the southwestern part of the country, the tomb is home to the most famous samurai of the land, Akihito Masa. The tomb itself is sealed off and heavily guarded from the public, but many make a pilgrimage there to worship at the entrance.

## Ilsan

Being somewhat secluded from the other two major powers, Ilsan has the luxury of being a relatively safe place to live, if you don't count occasional raids from goblins or evil spirits. The government controls almost the entirety of the island, with the fortified city of Pusan being the central hub of authority.

The large island of Ilsan is made up mostly of grassy plains, with the thick forests to the north and the great mountain peaks in the very center. The weather is very cold in the winter, and fairly cool in the summer due to the coastal winds that constantly blow



across the island. Heavy monsoons are common the fall months, which cause a very real flooding hazard on an annual basis. A visitor to this land will notice that all houses and structures in the valley are built on stilts.

Most of the population of Ilsan are human, but there are large tribes of elves living in the northern forest and tribes of dwarves living deep within the mountain. Most of the population are fishermen or laborers, and their primary source of recreation is swordplay. Even though this is viewed as a recreation, it also makes even the common peasant a dangerous foe on the battle field. Throughout the year a visitor can easily attend a festival or match of swordplay in almost every village. The greatest swordsmen travel to Pusan once a year for a grand competition.

Ilsan claims neutrality with its other two main neighbors across the sea, and tries to keep out of outside politics. The country is ruled by the emperor Li Chun Shi, who is now in his late 50s. He is a fair minded emperor, and has a genuine loyalty to his people. Each of his stewards who control fiefs in the country hold him in high regard and he has their steadfast loyalty. Even the people of Ilsan view him as a demi-god who was born from the sun dragon to lead the people into prosperity.

Ilsan might be safe from outside invasion, but there are still plenty of dangerous areas to the unwary traveler. The first of these are the southern marshes. Legend has it that monstrous beasts and evil spirits roam the marshes, hunting and feeding on the innocent. In addition to the marshes, the dwarves are also constantly in a state of defense against the goblins and creatures of the deep mountain.

#### The Dead Forest

The Dead Forest gets its name from the physical appearance of the forest itself. All of the trees and other vegetation are in a

state of decay, covered in rot and dead wood. Bogs and stagnant pools of blackened water are common within the forest, while the sounds of wildlife are nonexistent.

Ancient legend tells the story of the great protector of the forest: the dragon Nobunaka. Nobunaka was slain in an ambush from a famous mercenary party who lusted after the riches they would gain from the dragon's glimmering scales. As the dragon's blood seeped into the earth, the plants began to wither and die, spreading like a plague upon the entirety of the forest. The legends states that the forest will forever remain in a state of decay until the bloodline of the killers ends, and the last remaining descendant's body is buried in the spot of the dragons death.

Until then, any visitor unlucky enough to be caught in the forest at night will become the prey of the many undead creatures of the

forest. Zombie and skeletal forms of all kinds of animals and past humanoid victims will rise from the earth at night to hunt any living flesh.

#### Fire Mountain

Fire Mountain is an active volcano that erupts approximately every five years, spewing lava and ash into the sky. Locals believe it is the ancient dragon Lu Shu venting his wrath. Lu Shu does live in the volcano, but he does not have any control over the eruption cycle. But he does use the legend to his advantage.

The dragon often ventures forth from his lair to demand tribute and food from the local villages. Any village that refuses will be burned to ashes, and Lu Shu threatens to bring the wrath of the volcano unless the villages submit.

#### The Temple of Death

The temple of death is an area where all are forbidden to go. It is home to the venerable necromancer Ushai, who is said to command legions of undead warriors and spirits. Any living creature or traveler will surely become the next experiment for Ushai.

At least that's the legend. The truth is much less dramatic. It is true there is a necromancer named Ushai in the temple, but he is hardly evil. He actually only experiments on live creatures when absolutely necessary, and does not try to inflict any lasting harm. Ushai is simply a man obsessed with becoming immortal, and wants to find the magical cures for all illnesses. However, since most of his experiments are with dead creatures, people have started rumors and view him as one who is in league with the devil.





*For years people have used Pringela as the butt of their jokes. She was not very pretty, and her coordination was even worse. She was very intelligent however, but unfortunately most people don't notice that in a first impression. What people saw was an ungainly, unattractive woman who needed constant protection.*

*The adventuring group that she started out with always made fun of her, saying that her magic was worthless. All she had ever accomplished were small bursts of wind and an occasional touch that could shock you. But for the most part, she had always stayed in the rear, letting everyone else take part in battle.*

*But since they had separated several years ago, she had doubled her efforts in studying air magic and had become a member of the wizard's guild. By all accounts, she had now become quite the sorceress, but one more test to be absolutely sure of her abilities.*

*Pringela strode outside to a narrow deserted alleyway. At the far end, some fifty yards away, she had set up a dummy mannequin dressed to resemble one of her hated enemies.*

*Slowly she began to move her arms into a rhythmic dance of motions. Feeling the magic build up inside of her, she began to chant the secret incantation of the spell she desired. Everything must be perfect, pronunciation, movement, everything.*

*Suddenly with one quick flash, a lightning bolt crackled from her hands and raced towards the dummy. In a split second, a loud explosion shook the alley way and sent debris everywhere. After the dust settled, all that was left of the dummy was a charred stump.*

*"Time to go see some old friends." She thought, smiling to herself.*

A guild can be thought of as your character's occupation, helping define the career path that your character has chosen. An experienced player might recognize a guild the same way that they recognize the term "class", or "profession" from other RPGs.

Unlike most other RPG's, each character does not start out with any particular profession or occupation. Instead, they spend their first few adventures gaining the skills necessary to be able to join a guild. The character always has the option of not joining a guild, but most do for the benefits.

Most experienced role-players can attest to the fact that they created a character to play, only to find out after several hours of gaming that they would have much preferred to play a different type of character.

This system solves this problem by allowing you to change the career path of your character at any time you desire without having to generate a whole new character. In the following pages, you will find some examples of existing guilds in which a character might join.

#### Joining a Guild

When a character has met the minimum requirements for joining a guild, they may either apply for membership, or may be solicited by the guild itself to join. Either way, membership is not always a sure thing. The characters might have to pass a rigorous screening process, and may even be asked to prove themselves first.

#### Leaving a Guild

The situation may arise when a character wants to leave a guild. This may be due to either the character just wants out, or they may want to join another guild. Leaving a guild however, is an extremely difficult thing to do. Guilds generally spend quite a bit of time and money into the character to have them as a member, and all frown upon a character wanting to leave.

Quitting a guild is not impossible though. The exact price to the character varies from guild to guild, and the GM is encouraged to make it a task that they character does not want to go through. For example, a warrior's guild may require the character to pay back a severance of 25% of the character's wealth, while an assassin's guild may put out a hit on the character.

Covered in the next few pages are several examples of existing guilds that your character may run into sometime during their adventure. Each one of the guilds highlighted are only there to give you an idea of how a guild is structured, and what you might expect from joining a guild. It is strongly encouraged that you and the GM get together do create your own guilds for your campaign.

#### Shorlorn Militia

The Shorlorn Militia is the common guild where warriors gather in the kingdom of Shorlorn. Even though they call themselves a militia, they are more of an organized army that also maintains peace and order within the many cities and villages of Shorlorn.

This guild specializes in general combat skills. They do not focus on any particular weapon type, but consider themselves to be practitioners of all forms of armed combat. From the most basic combat fundamentals to the most advanced techniques can be taught at a warrior's guild. The Shorlorn Militia is also much more likely to teach their skills to non-guild members, using the money to subsidize their costs.

In order for a character to join the Shorlorn Militia, they must submit an application and complete a practical application test. This test often occurs with the character fighting a goblin or orc (or some other dangerous creature) to the death if the character has not already proven themselves with other actions.

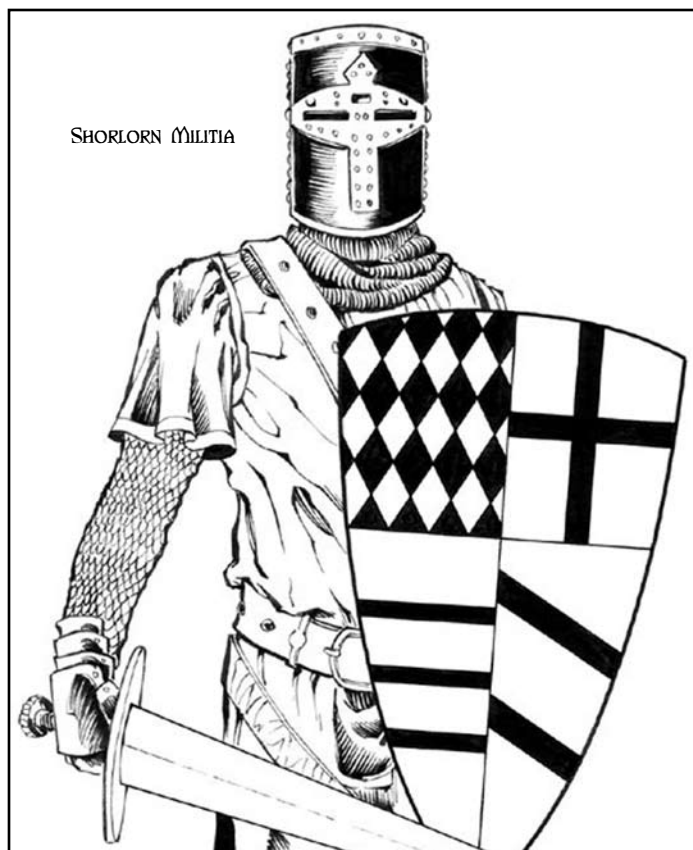
In addition, the character must already possess the following skills: light armor, novice blades, novice axe/club, novice pole arm, and novice shield.

Once the character becomes a member of the guild, they will enjoy several benefits. First, they will receive free training in any additional combat related skills as they become more experienced. Second, they will enjoy free repair of their weapons and armor if brought to the guild blacksmith. Third, when the character first joins the guild, they will immediately receive a permanent bonus +1 to their DA level.

The cost of being a member of the Shorlorn Militia is that the character must spend two full months out of the year on active duty with the guild. This often includes acting as a city guard, militia, or caravan guard. The character also must always be on call in case their services are needed. This on-call duty is very rare, and usually only happens in time of imminent war.

While on this duty, the character will get paid with a sum of 10 gold per month times their experience title. Thus, a veteran character would get paid 40 gold per month.

Quitting the Militia is actually quite easy. All one has to do is simply quit. This will of course cause the character to lose respect in the eyes of the guild, and occasionally, such as in the time of war, refusal to follow orders may be considered treason. During peacetime, however, a person can simply quit if they want to.



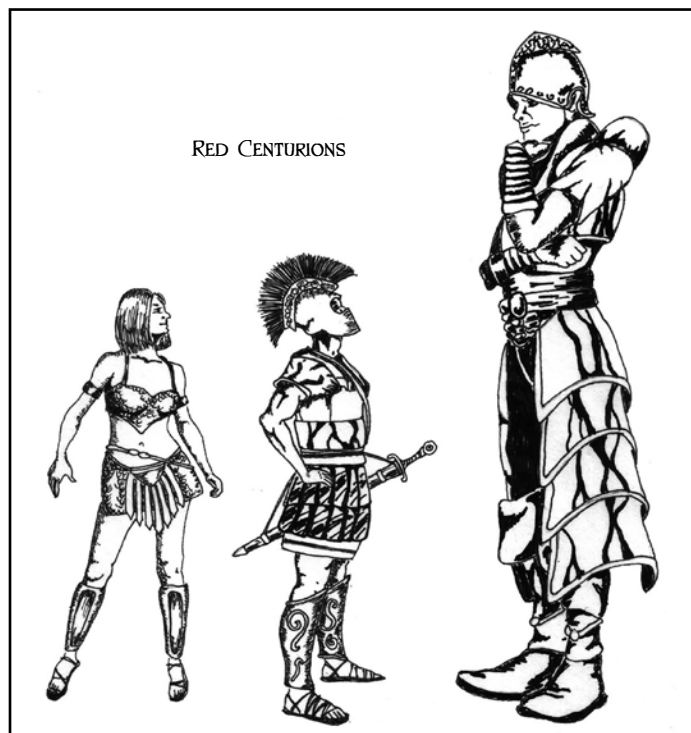
## Red Centurions

Those halfings who have excelled in their military duties and want to remain in the military after their allotted time may join the Red Centurions. This group of halfings is an organization that acts in a reserve status, which allows the members to engage in whatever endeavors they choose for 10 months out of the year. For the other two months, they are training with the rest of the centurions. At any time, however, they may be called to duty when the halfings are threatened by an enemy.

The Centurions are led by the halfling hero Antonious The One-Eyed. He is a middle aged halfling who has spent years fighting in various border wars for the halfings. His skill with the short spear is renown, and his leadership qualities are rivaled by none. Antonious always is the first to lead the charge into battle, and is a very skilled tactician. His reputation and battlefield presence is such that anyone fighting on his side will gain +1 bonuses to ADP and DDP, as well as gaining a +30 bonus to any willpower checks.

In order to qualify for the centurions, the character must have an endurance score of at least 60 and an agility score of at least 55. The character must have also already served their mandatory military obligation.

Once the character is a member, they will gain free training in all combat related skills. After their first two months of training, he or she will also get even better at working as a unit, translating into a +1 bonus to ADP, DDP, and DRL of all weapons as long as they are fighting next to an ally of any species.



## Protectorate of the Righteous

The Protectorate of the Righteous is a guild that was specifically formed by the king's ambassador, Tiberias Dulon. Tiberias worked his way through the ranks of the regular militia, proving his courage and valor many a time over. He is very dedicated to the principals of Shorlorn, swearing his loyalty to the king until death takes him. He is also a very outspoken individual who strongly believes that the Horde Lands are a barbaric land of heretics that cannot be trusted. This hatred has often led to many conflicts along the border lands.

Soon after Tiberias was promoted to ambassador, he wanted to form his own guild of only the finest and purest warriors to fight the just fight. All recruits into the guild are those who have proven their courage in battle and have sworn true allegiance to king and country. Guild members consider themselves the upholders of virtue and justice, and follow a strict code of honor. They take strong pride in the uniforms they wear; a blue and silver cloth tabard over their armor with a lion sewn on the front, and are always well groomed. They consider themselves the true protector of what is right and just.

Recruitment into the guild is not an easy task. The Protectorate receives several applicants a week from nationalistic would-be knights, but hardly any make it into acceptance. In order to be accepted, the applicant must first be proficient in the following skills: adept blades, novice axe/club, medium armor, shield, and novice fortitude. Even then, they must also have proven their loyalty and courage on the battlefield before they will be considered.

Once someone has been accepted into the guild, they will take the role of a 'learner' for a period of one year. During this time they will be on probation and every action will be scrutinized



by the guild leaders. Once they successfully prove their true dedication to the cause, they will become full members and earn the title of 'Protectorate'.

When a person does become a learner, they will receive free training in all combat skills. They will also be issued a horse and a suit of mail armor if they do not already have a set. When the character achieves the title of Protectorate, they will instantly have their base DA level raised by one, as well as receiving the benefit of free room and board at any in friendly to the kingdom. In addition, if the character received a wound that would normally kill them, the character may attempt an endurance check at a -15 penalty. If successful, the wound will not kill the character, but will be reduced until it no longer becomes fatal. The final benefit is that the character will become immune to all types of fear.

The cost of being a member of the guild is heavy as well. The guild will only accept those who are truly dedicated. The character must swear their life to protecting the interests of the kingdom, and must present themselves in an educated and honorable fashion at all times. The character will not fight dirty, nor will they kill a helpless creature unless that creature is deemed to be unholy.

The character must also be prepared to answer the call of duty at a moments notice, and must place the King above all other priorities without question. Failure to uphold this code will result in immediate expulsion from the guild and the lands of the king. If the character has committed a crime, punishment will generally be twice as severe as someone who may not have been a guild member.

## Order of the Rose

The Order of the Rose is a religious guild based in the kingdom of Shorlorn. They are a large organization, and are the prominent religion in the kingdom. The Order also is known for sending missionaries throughout the lands trying to convert others, regardless of species, and have many a foothold over the globe. They are led by the zealous and outspoken Cardinal Richelieu, an intelligent and well-spoken man, if not a little intolerant of others that do not share the same beliefs.

The guild itself numbers in the thousands, with churches located wherever they haven't been driven off. For someone wanting to join the guild, they need only come to one of these churches to apply for membership. More often than not, the applicant can become a church member, but will not become a 'speaker'. A speaker is one who has been selected to be a representative of the church, and is often sent forth to acquire glory in the church's name. These missions are used by the church as public relations tools, showing the non-believers what can happen if you follow the true path.

For either a member or a speaker, the character must show sincere devotion to the church and unwavering loyalty. In order to be accepted into a speaker role, the character must have already learned the novice mental skill. If the character is accepted as a speaker, they will receive free training in up to level 4 combat skills as well as all mental magic skills, in addition to read magic, both degree skills, and identify magic.

In addition, regardless if the character is a member or a speaker, they will enjoy free room and board from any other church member, and is expected to do the same.



The biggest benefit to a speaker is a granted ability of holy might. This ability gives the character a +3 bonus to their ADP, DRL, and DDP whenever engaged in combat with an undead creature. In addition, the holy symbol of the speaker may be used to stun, or even destroy certain undead. Once per day, per experience title level of the character, they may call upon the power of the holy symbol to strike at an undead creature. The creature will instantly have their DA level reduced by 1 for every experience title level of the character. Thus a master speaker can reduce the DA level of an undead by 7 levels, and can call this power forth 7 times a day.

Because image and propaganda are so important to the church's success, all members are required to abide by a strict code. They must present themselves as professionals at all time, which includes proper grooming. They must also never indulge in activities which could be considered detrimental to the goodness of the church. This last one has a lot of leeway, and it is up to the GM to decide how this will be enforced.

If a character decides they want to leave the church, they may, but will be branded a heretic and will lose any special benefits that they may have received as a member.

## Imperial Mages

Located in a towering spire, the Imperial Mages are a guild located in the heart of the gnomish capitol. They do not run the city, but they have a tremendous amount of influence on the major decisions.

The guild is led by the arch-mage Vladamir, who rules guild matters with an iron hand. He is very power hungry, and has been known to accuse opponents of being traitors to the motherland, executing them whenever possible. The guild mirrors his attitude, and most guild members are viewed with a mix of awe and suspicion. They are also very easily identified as they prefer to wear lavish and expensive clothing, often just to show off to those of lesser importance. There are a few guild members who prefer to blend in with the common folk, but this is mainly to spy and identify any dissent against the guild.

The Imperial Mages are willing to accept new members, but more often it is them who do the active recruiting. The guild identifies magically talented gnomes at a young age and aggressively pursues them to join the guild, promising wealth and power. If an outsider wants to join, they must go through a stringent and difficult set of tests. The first is that they must pass an intelligence portion. To see if they pass this, the character must pass an intellect check at a -10 penalty. If the applicant fails, they may reapply in six months.

If they do pass that portion, they must show their aptitude in magical arts (effectively already knowing at least an adept form of a magical art).

And finally, they must swear an oath to the guild that they will uphold the guild's interests above all others. The worth of the whole is much more important than the worth of the individual.

Once an applicant is accepted, they are offered a small room to live in the spire, with a basic compliment of fine clothing. Most of the time will be spent studying and learning new magic. The character will receive free training in all mystic skills, and will have access to the many alchemy labs in the tower.

Vladamir is extremely interested in increasing the power of the guild, and takes great interest in any new spell or artifact that

is discovered. He has been known to send guild members across the globe in search of these rumored items.

It is possible for a person to quit the guild, but as Vladamir is an extremely suspicious man, the person quitting will be constantly spied upon to ensure that no guild secrets are given up.



## Jut Kinchangkap

Jut Kinchangkap (The Iron Gauntlet) is one of the oldest guilds in the Spire Mountain Kingdom. They are the ruling military force for the dwarven nation, consisting of the common foot soldier all the way up the emperor's personal guard. It is the most common profession that young dwarven men go into, as most view it as servitude to your emperor and country. The kingdom hasn't instilled mandatory servitude in the military as of yet, but most able bodied young dwarven men attempt to join anyway.

When an individual wants to join the guild, they can apply at any one of many outposts. The character will go through a brief physical fitness test and will be asked questions regarding their loyalty to the emperor. Those that pass will be sent off to a training camp for a period of four weeks.

While in the camp, the character will not have any access to the outside world, and will be in harsh training for 12-14 hours a day. The camp is very similar to our current military boot camp for



Marines. Those that can pass the camp will be indoctrinated into the guild as full time members.

Due to the physical nature of the camp, the characters will receive a +1d10 bonus to their strength and endurance, as well as learning the following skills at no cost to the character: first aid, novice axe/club, and light armor.

Upon graduating, the character will be assigned a permanent duty station and will be sent to report for duty. They will be outfitted at no cost to the character a suit of studded leather, a battle axe, mace, or hammer (depending on the character's preference), and a basic army uniform and small sack to carry belongings.

The character will receive a monthly pay allotment of 10 gold a month while on active duty, and will be expected to pull their assigned duties for 10 months out of the year. Soldiers are allowed two 30-day breaks out of the year to pursue individual tasks.

The minimum term of duty is two years; characters may not quit unless there is an extenuating circumstance. If the excuse is not deemed valid and the character deserts their post, they will be imprisoned. After the term of duty is finished, the character has the option of re-enlisting in 1 year terms.

As long as a character maintains their membership, they will receive free training in all combat skills, as well as free housing in any of the barracks that they may be at, including if they are on one of their vacation times.

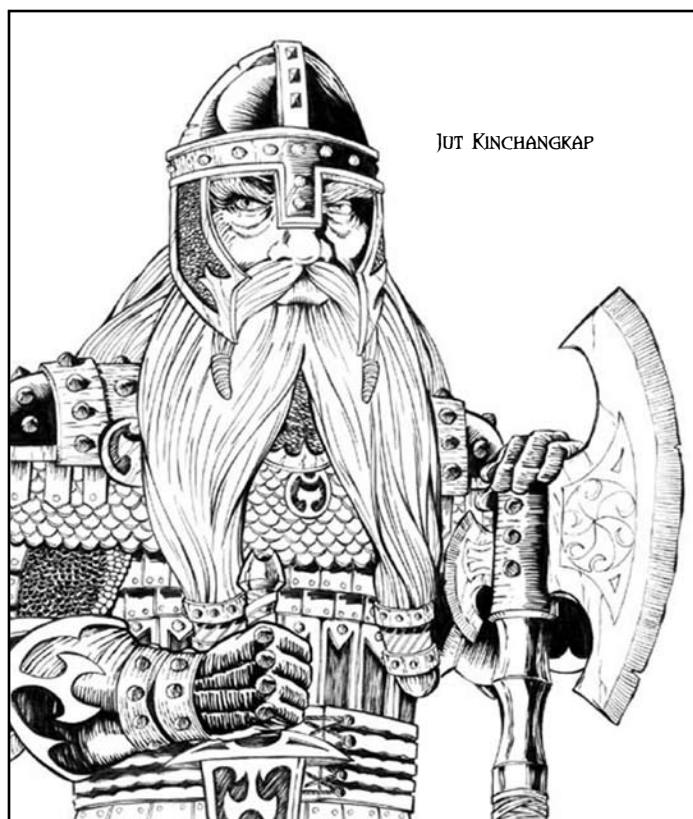
Promotion is fairly fast as well due to the somewhat high turnover rate. Basically, for every experience title they gain, they will receive a military promotion. This chain of command is as follows: private, corporal, sergeant, lieutenant, captain, major, and general. Pay is as follows in the same order: 10 gold, 20 gold, 50 gold, 100 gold, 200 gold, 500 gold, and 1000 gold per month.

## The Dark Hand

The Dark Hand guild was formed when the first pirate rebels began to form their own port city of Blackwater, in the Pirate's Peak. The guild originally consisted of a few thugs who used extortion and bribery to secure their interests in the new town, eventually growing into a large mob network of business that support the guild's shadowy activities.

The Dark Hand, in its present state, still maintains the largest hold of power in the city, but they have been changing their focus from fencing and black-market schemes to assassination and outright pirating. Their main rival, the Blackwater Merchant's guild, has taken over the black-markets and slave trade, specializing in bribery to achieve its ends while the Dark Hand guild has resorted to terror tactics.

No one knows who runs the guild, but it is rumored that a group of three form a small council that decides the major course of action for the guild. The individual members of the guild are also very secretive of their affiliation outside the realms of Pirate's Peak. In some areas, a member of the guild will immediately be arrested regardless if they have committed a crime or not and be imprisoned. This is known as 'preventative maintenance'. Every member of the guild will have a small tattoo of a hand somewhere inconspicuous on their body, identifying them to other guild members, but remaining hidden from plain sight.



Because of the guild's secrecy, there is really only one way to join it. An applicant simply cannot go up to a member and apply since they have no idea who the members are. The best tried and true method of joining the guild is to be a freelance pirate or assassin. Partaking in either one of those occupations will quickly get the guilds notice. If the character seems competent, they will be asked to join the guild or be hunted themselves. If the character is completely incompetent, the guild will generally just hunt them down and kill them. Either way, leaving the guild once joined is not an option.

Once a character is accepted into the guild, they will receive free training in all stealth skills as well as combat skills up to level 2. The character will also receive free underworld equipment from the guild, as well as access to various caches of equipment that may be stashed in remote locations. In addition to the above, the character will also receive an instant +10% bonus to all stealth skills and a +1 bonus to ADP/DDP and DRL for any small concealable weapon (GM's discretion on what falls into this category).

As mentioned above, once a person joins the guild, they cannot leave it on penalty of death. The guild simply cannot allow someone with the secrets of the guild to be exposed. While a member of the guild, there are also certain membership costs associated. 15% of the assassin's fee or pirate's plunder must be given to the guild as a tithe. In addition, the character may be called upon to do a mission for the guild at a moments notice.

## Wutend Gefreite

The Wütend Gefreite (Berserker Corp) is an elite group of dwarven warriors that was formed as a separate group to handle special combat circumstances. These dwarves, led by Kemil Tuck, are renown for their fierce courage in battle, almost to the point of being raving mad. These dwarves work themselves up in a rage before entering a battle, and are terribly ferocious when engaged in combat; attacking any enemy on sight.

The Corp itself is made up less than a hundred dwarves, but this small group fights as ferocious as many times their number. Often they will wear armor with spikes or razors embedded to aid in inflicting damage to any who foolishly engage in combat with them.

When someone wants to join the guild, they are invited to an initiation ceremony. This ceremony includes the initiate going thru what basically amounts to torture. They are cut, beaten and bruised, and are expected to maintain a defiant demeanor throughout the entire process. Only the toughest are allowed to join.

In addition to this ceremony, the character must also have already learned novice axe/club, light armor, and novice fortitude. Once they are accepted, they can receive free training in all combat skills, and will learn the secret to the 'berserker's rage'. This rage takes 2d4 minutes to get the character in the right mind set before entering a battle. Once it has taken effect, the character will temporarily gain 1d10 points of strength, +2 to their ADP and DRL of whatever weapon they are using, and all wounds suffered are lessened by one category. Their DDP, however, is reduced by 4 levels, as they don't spend any energy into defense.

This rage will last until all enemies are slain, and if possible, the character must attack any enemy they can reach. The character

may not flee the battle. The character can attempt to cease the rage beforehand, but they will need to make an intellect check at a -30 penalty to do so.

Guild members, once in the berserker mindset, almost never leave the guild. Death is the most common reason why someone would no longer be a member. There are those that quit, but more often than not they are viewed as weaklings who can't handle the challenge of battle.



## Guardians of the Dead

The Guardians of the Dead are a very secretive guild that no one really knows where they are centrally located. There have been small covens discovered throughout the lands, but these covens have numbered no more than a few individuals. In fact, that is the guild's secret to its continued existence. If a large centralized hub was in place, and if it were to be destroyed then the secrets of all guild members would be exposed.

The reason the guild is so secretive is that the members work in the dark arts and practice necromancy. At best they are view at with suspicion by others. At worst they are hunted and killed as devil-worshippers.

In fact, very few guild members worship any god at all. Most are just fascinated with necromancy and the ability to bring life back into those who are dead.

Because of the secrecy, if someone wants to join this guild, they must be very patient and persistent. It is recommended that the character stake out areas where a guild member might frequent, such as a graveyard, and approach the person. Naturally the guild member will be very cautious and evasive with the character, not trusting their motivations.

If the character is successful convincing the guild member to hear them out, they will be asked to prove their true intentions

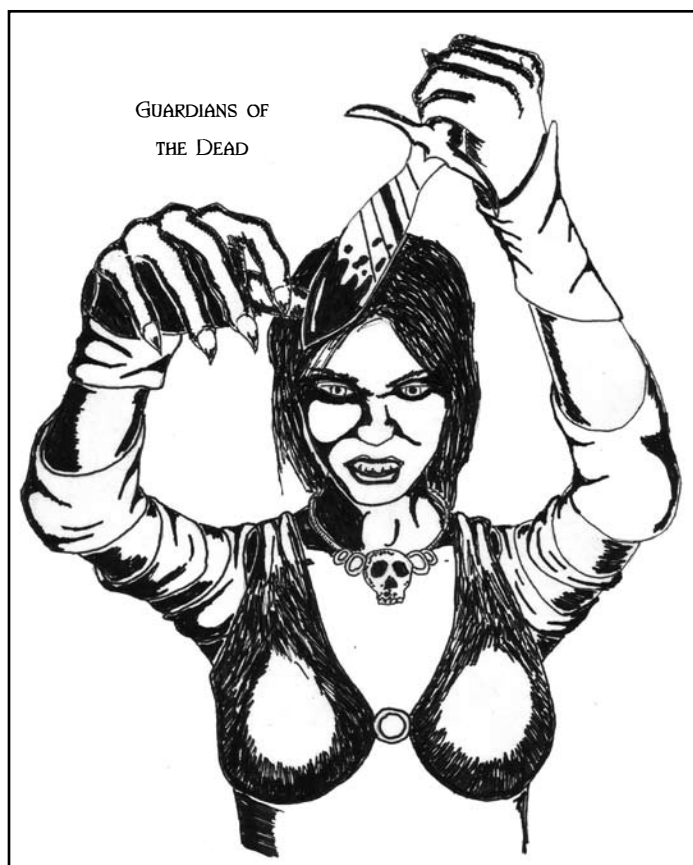
and loyalty to the dark arts. This can be done if the character is already skilled in some form of rune or channeling magic that is necromantic in origin. If the character is unable to do this, they must prove their loyalty in some other way as determined by the GM.

If the guild member is convinced, they will accept the character as an apprentice. This apprenticeship usually lasts six months in which most of the character's duties will include doing errands for the guild member. After this time has expired, the guild member may offer the character guild membership.

If the character has been accepted into an official guild membership, they will be introduced to any other guild members and will be expected to keep everything in total secrecy on pain of death.

As a guild member, the character will receive free training in up to level 2 stealth skills, as well as any mystic skill that relates to anything necromantic in origin. This may include some, but not all rune and channeling spells. The character will also not be attacked by any undead creature unless that character does something to warrant an attack.

Because of the secret nature of the guild, quitting is not an option. The other guild members cannot risk that their secrets could be revealed. If a character tries to quit, they will be hunted with an relentlessness and patience that can only be rivaled by those who are dead.



The Wolf Clan

The Wolf Clan isn't so much a guild, as it is a tribe. The clan is an elven plains tribe that is led by Chief Longpaw, and numbers about 500. They are a nomadic people, roving the Wild Plains, following the migration of the herds that they hunt. Naturally, their totem is that of a wolf.

Joining the tribe is a little tricky. There are really two ways someone can be a member. The first, and most common, is that any young man or woman born into the tribe is sent out on what is called a "Passing". All tribe members are required to do this ritual, which is enforced when they become of young adult age. The individual is banished from the tribe for a period of one month, where they are forced to survive on their own, without assistance of any kind. Those that do survive are welcomed back into the tribe as an official man or woman, and no longer a child.

The second, and very rare option, is for an outsider to be invited as an official tribe member. The character must have proven courage and loyalty to the tribe in order them to consider the outsider one of their own. The tribe is wary of outsiders, but are extremely loyal to those whom they consider allies.

Once someone is accepted as a tribe member, they are considered to be a brother or sister to the rest of the tribe. Loyalty is fierce, and the character must place the needs of the tribe above all else. Quitting the tribe is viewed the same as treason, and the character would be viewed with hate by any other tribes members.

While a member of the tribe, the character can receive free training in tracking, hunting/fishing, first aid, survival, all bow and spear combat skills, all fortitude skills, silent walk, hiding, rapid attack, dual weapons, all axe/club, light armor, shield, and all totem skills. The character cannot wear heavy armor as the tribe relies on movement, and heavy armor will hinder the character too much. In addition, the character cannot retain a considerable amount of wealth. Tribe members are expected to be able to fit all of their belongings in a pack.

Once someone is an official tribe member, they will instantly have a special affinity for wolves. This power does not allow the character to speak with the animal, but both the character and the wolf can feel each other's emotions and basic thoughts; effectively being able to communicate on a very basic level. All wolves will regard the character as a friend, unless of course the character does something to betray that trust.



WOLF CLAN

## Stryder's Hunters

Stryder's Hunters aren't really a guild per se, but are a small group of woodsmen that have all taken their training from the master hunter Stryder Swiftfoot. Stryder is considered more of a legend among the border villages of Shorlorn; a hunter of renown skill who some say can run like a deer.

The Hunters themselves only number between 20 and 25, spending most of their time in solitude honing their skills; only seeking out Stryder when they need additional training.

Trackers and hunters from all across the land come to the border lands to try to convince Stryder to teach them. Most, when they are able to find him, are sorely disappointed when he rejects them. Stryder will not train someone who is already experienced. He prefers to make his initial selections from those with raw talent for the hunt.

For someone wanting to join his group, they must have at least an agility score of 65, intellect of 55, strength of 50, and endurance of 55. In addition, the character cannot be higher than a novice or rookie for their experience title. If a character meets these requirements, and they show a strong desire to be a hunter, Stryder will take them on in an apprenticeship.

This apprenticeship will last for six months, where Stryder will teach the character tracking, hunting/fishing, novice bow, novice blades, first aid, and woodland survival if the character doesn't already know those skills. In addition, because Stryder will also teach the subtle secrets of the wild, the character will receive a bonus +10% to all of these skills, as well as a +1 bonus to their ADP when using a bow.

After the apprenticeship is finished, the character may return to Stryder for additional training in all bow, blades, or thrown missile combat skills; dual weapon, fortitude, and rapid attack combat skills; and silent walk, hiding, invisibility, slight of hand, disarm trap, and climbing stealth skills; and up to skilled totem magic.

Due to the philosophy of the group, members are frowned upon for acquiring great wealth and from wearing any armor heavier than light rated.

If for some reason someone wants to leave the guild, they may if reason permits. If the separation is hostile, such as the character showing no regard for the lands he or she hunts, then the character will be hunted down themselves if they are discovered by any of the other hunters.



STRYDER'S HUNTERS

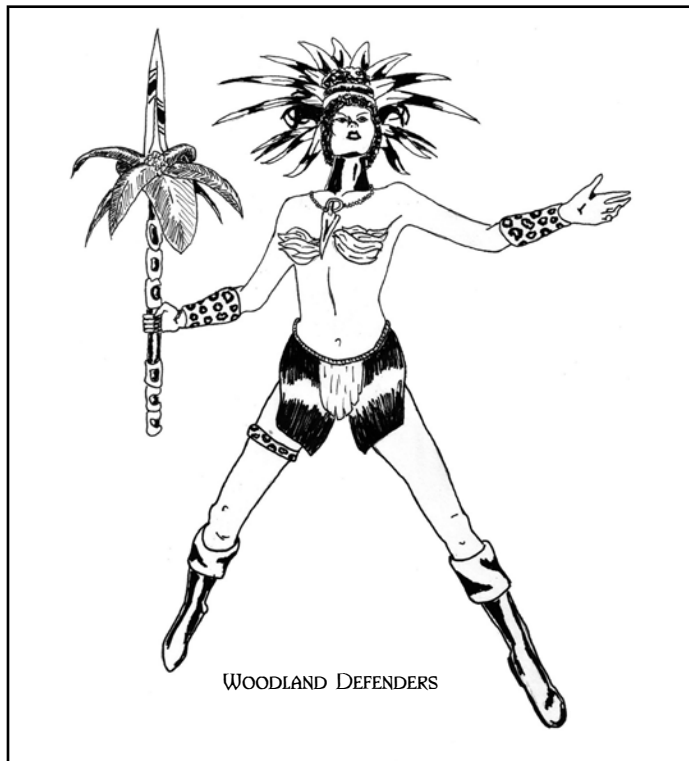
## Woodland Defenders

The Woodland Defenders are a small group of druids that live just east of the Bay of Hope. They consist of just over 100 members of all types of humanoid species. They care not what the character looks like as long as their heart is in the preservation of the natural world. The leader is very old bugbear known as 'The Wise', who spends a majority of his time in solitude and only gets involved in serious guild matters.

To those seeking guild membership, they must journey to the Bay of Hope on a pilgrimage. The members of the guild will almost never reveal themselves unless it is to bring down their wrath to any who would seek to harm the Bay. Once the character has finished their journey, they must spend 1-2 weeks in the paradise showing their true dedication to preserving the wildlife and plants. During this entire time, they will be under the watch of the guild. It must be noted however, that this does not mean that they cannot eat meat or hunt. If they do, however, they must show a need for it and make sure they do not waste any part of the animal, as well as paying homage to the animal spirit who fulfilled its purpose in the circle of life.

After the few weeks have passed, if the character has shown a true dedication to nature, they will be approached by a guild member who offers membership. If the character accepts, they will be invited for a transformation ceremony. This ceremony doesn't actually physically transform the character, but will spiritually connect the character to the Bay. From this point forward, the character will be able to tell if there is harm to the balance of nature in the Bay. In addition, the character will be assigned an animal totem and be officially inducted into the guild.

As a member of the guild, the character will receive free training in all totem skills, as well as up to level 4 bow and thrown missile skills, tracking, silent walk, hiding, and climbing skills. In addition, the totem spirit pet that is called forth from the character will have +2 to its ADP, DDP, DA, and DRL above what is described in the spell description.



The character is also restricted to wearing light rated armor, and must live a life of humbleness. The character is prohibited to building large structures other than what is the minimum to live in, and is required to be a guardian over an assigned area. The character must also be ready to heed the call of the guild if so needed.

It is possible for a character to leave the guild, but if they do so, they will be prohibited to ever returning to the Bay of Hope. They will be considered outcasts and will be treated with hostility from all of the creatures in the Bay.

### Takashi Neko Samurai

The shogun of Udezi in the kingdom of Hirisaki, Takashi Neko employs a large number of samurai to act as his personal guards. This 'guild' of samurai are very well known and is considered the ultimate goal of a soldier to be accepted into their ranks.

The guild of samurai are the equivalent of knights in the western world, valuing honor and duty over all else. Each member of the guild will follow the commands of the Shogun without question, and will present themselves with dignity and professionalism wherever they go.

Their dedication to honor, politics, and etiquette does not make them any less formidable in combat, however. These samurai receive the best training, and while one considers it an honor to die in combat, they are not distracted by things other men might be.

When one wants to join the guild, they do not apply. It is assumed that every warrior wants to be part of the guild, so the restrictions are very tough. If the character has demonstrated their courage on the battlefield, and displays an unrelenting loyalty to the shogun, they will be selected to join. It is equally unfathomable for a person who is selected to turn down the request, as it would be a tremendous insult to the shogun to do so, and would surely result in the person's death.

Once someone is accepted into the guild, they will receive several benefits. Firstly, they will be given a suit of Tousei-Gusoku and a katana of the highest quality (equivalent of +1 to DRL and ADP).

Secondly, if the character already does not have a strength of at least 60, endurance of at least 55, or agility of at least 55, they will have these attributes raised to minimum requirements.

Thirdly, the character will also enjoy a +2 bonus to the DRL of all samurai weapons as described in the skills section as well as instantly gaining a +1 bonus to their DA level. The character will also gain free training in all combat skills.

And lastly, the character will attain the rank of a samurai, which will put him in awe with commoners, and will command a level of respect from all others. Even though a samurai isn't part of a police force, none would question their authority or risk the ire of the shogun.

Despite these benefits, there are some significant restrictions a samurai must follow. First and foremost is unwavering loyalty to the shogun, which includes committing suicide if the shogun so demands it. Right behind that is requirement of the samurai to have a high honor and treat everyone honorably. Any samurai who does not follow these two rules will be considered a traitor and will be executed.



### Hiroshi Ninja Clan

Located on the western edge of Hirisaki near the foothills, The Hiroshi ninja clan consists of an entire village that appears no different than any other small farming village. Lord Hiroshi oversees this village and others within his territory, and is known for his kindness to travelers and strangers. It is this impression that helps hide the secret that he is the master ninja for his clan.

The village itself is no larger than a hundred or so inhabitants, but almost all of them are ninja. Despite the harsh conditions of living at the foothills, the village survives in large part to the spy network that Hiroshi has in place and through the revenue he gains by hiring out his ninja.

The training area of the village is in a large meadow surrounded by tall walls and thick forests, which gives excellent privacy for the underground activities that are being undertaken within. In addition to this training area, secret stashes of weapons and equipment can be found in almost every populated area of Hirisaki.

When one desires to become a ninja, they do not ask for an application, as no one but the ninja know of their existence with the exception of a few rumors and children's stories. Rather, the most common way a person becomes a ninja is that they are born into the clan and raised to have unwavering loyalty to master

Hiroshi. Only very rarely does an outsider get invited to become a member, and that has to be determined by master Hiroshi himself.

Even then, only a select few can show the attributes to become a successful ninja. The character must have a strength of 45, intellect of 45, and agility of 60.

Once a character is part of the ninja clan, they will enjoy several benefits. The first of these is an immediate +5% to all of their stealth skills. Secondly, the character will gain a +2 ADP bonus to any entangling weapon they are using in combat. The character will also receive free training in all stealth skills and up to level 3 combat skills.

As a member of the clan, the character must show unwavering loyalty to master Hiroshi much in the same way that a samurai has to show loyalty to their shogun. Failure to do so almost assuredly results in a death sentence for the character.

HIROSHI  
NINJA CLAN



## Mountain Wu Shi

Located in the eastern border mountains of Kwan Shi, the Mountain Wu Shi clan resides in a huge temple complex that is built into the mountain itself. The guild is home to the most powerful wizards and mages in the entire country and is often the focus of pilgrimages of novice mages seeking greater wisdom.

The clan itself consists of only fifty or so wizards, but one would be very cautious trying to attack the temple. The master mage, Hong Sang, is rumored to have mastered all forms of magic except totem magic. And his immediate subordinates are also very skilled in the arcane arts.

When a character wants to join the guild, they must submit an application and prove they already have skills in the magical arts. The character must have an intellect of at least 60, as well as being skilled in read magic, and at least one novice magical skill. Once the character does have these minimum requirements, they will be sent on a quest to find some lost object as a final test. If they can pass this, they will be accepted into the guild.

Once the character has been accepted, they will receive free training in all mystic skills, as well as gaining a bonus when casting summoning spells. Whenever a character is attempting to summoning a creature or object, they will cast the spell as if they were one experience title level higher than what they actually are, as well as extending the duration of summoned items/creatures by 50%.

The only restrictions of belonging to the guild is that the character must spend at least six months out of the year living at the temple to further their studies and maintain the upkeep of the buildings. The character may quit the guild at any time, but if they do, they will never be allowed to rejoin.



MOUNTAIN  
WU SHI

## Black Dragon Yakuza

The Black Dragon Yakuza are a group of secret underground criminals that specialize in trafficking black market goods and items via legitimate businesses and trade. They are based in Udezi, but have contacts and shops all over the country. The head of the organization, Obeyo Ishi, is a well known and respected

caravan leader. Few would even think to associate him with organized crime.

Even though the yakuza are a criminal entity, they are not ruthless or violent towards the populace. Obeyo realizes that as the health of the economy goes, so does his business, and he doesn't want to attract undue attention to his guild.

The yakuza are ruthless, however, to their own guild members and enemies of the guild. If a member fails or betrays the guild, they will be treated harshly. Terror tactics have also been used against their enemies, and assassinations are not uncommon.

If a character wants to become part of the clan, he must first prove himself and his loyalty to the guild leaders. Sometimes this may include assassinating a member of his own family, or cutting off one of his own fingers. A character that has shown this loyalty will be accepted into the guild. Once a person is a member, quitting is not an option.

When the character becomes an official new member to the guild, they will be tattooed with their rank. With experience and accomplishments, the character will gain further tattoos as a sign of their rank within the guild. These tattoos may cover the entire body of the character with the exception of the head, hands, and feet, so they can still be covered and the character's identity will not be revealed.

After the initial initiation, the character will gain a +5% to all stealth skills, as well as gaining an instant +1 bonus to their DDP. The character will also gain free training in all combat skills up to level 3 and all stealth skills.

In addition, because of the characters ties with the underworld, they will enjoy a 15% discount on the cost of all items.

## Mahoo-Zukai

Also known as the forest wizards, the Mahoo-Zukai are a group of mages that make their homes within the forested groves of Hirisaki. They are a small guild, totally only about a hundred or so total members, and are led by the wise and venerable Kusai Yogumada.

The guild reveres nature, and holds the preservation of the natural world as the highest goal. They are tattoo totem magic masters, and are willing to accept any and all who swear to act as keepers of nature. Any disrespect shown towards nature will quickly earn this guilds ire and hatred.

When one desires to join the guild, they must first have shown an aptitude in totem magic. In game terms, they must have already learned novice totem as well as having an intellect score of at least 55.

If the character has these, she will be accepted into the guild as long as they follow the guidelines. Once they have been accepted, they will receive free training in all totem magic skills as well as up to level 2 combat skills.

In addition to this, the character will also have the range of their spells extended by 50%, and their spirit pet spells will have a +2 bonus to their DA, ADP, and DDP attributes.

If a character wants to quit the guild, they may do so, but generally they will never be allowed to rejoin. If the character shows disrespect towards nature or the guild, they will be expelled from the lands and threatened with death if they ever return.

One of the main restrictions of belonging to the guild is the prohibition of wearing any armor other than hide or animal skins, and the character cannot amass more wealth than will sustain them.





## Saeulabi

The largest guild in Ilsan, the Saeulabi are the warriors and militia of the country. Every member of the police force and most of the career soldiers are members of this guild, as is the emperor Li Chun Shi, even though he isn't a participating member any longer.

The actual guild leader is the grizzled war hero Sun Kyuk II, whose tough demeanor and strict iron fisted ruling power is tempered by the occasional act of kindness.

When someone wants to be a member of the guild, they can simply enlist. After enlistment, they will be sent to a month long training facility where they will be taught novice blades, novice pole arm, novice axe/club, light armor, and first aid. The training is very harsh, and any character that does not have at least a strength of 55 or endurance of 50 will not make it though and will be discharged. If the character does make it through, they will be sent to their first assignment for a six month tour of duty. This assignment can be either as a police militia, or part of the military, but is not optional and must be completed.

Once the tour is completed, the character must still fulfill a six month obligation every year for the next four years. During this obligation, they will get paid 5 gold per month that doubles with each progression through their experience title levels. For example, a veteran (fourth step) character would get paid 40 gold per month. In addition to the pay, the character would also receive free training in all combat skills.



SAEULABI

In addition to these benefits, when the character completes their first tour, they will also gain a +1 bonus to the ADP and DRL of a specific weapon chosen, and a +1 bonus to their DDP when unarmored.

As a member of the guild, quitting is not an option; the character must complete their obligation. After their last obligation is complete, they may choose to reenlist or quite permanently.

## Kabuki-mono

Referred to as the "Wild Men", the Kabuki-mono guild is more of a clan of bandits than anything else. They are very common in roving bands, but are not led or controlled by a central leader. They are most commonly found ambushing caravan or trading routes, but are also known for coming down into smaller towns and causing havoc, sometimes even destroying the town in gleeful destruction.

Typical guilds number from between ten and fifty members, being led by "boss", who is generally both brutal and intelligent. Joining the guild is not impossible, but generally the boss will have the applicant perform a task to prove their worth before letting them join. Once a person has been accepted, they may not leave or will be considered a traitor and killed on sight.



KABUKI-  
MONO

Once a character is accepted into the guild, they will receive free training in up to level 3 combat skills and level 4 stealth skills, as well as gaining a bonus 15% to his or her silent walk and hiding skills.

Being a member does have its price, however. Even though the character has a generous amount of freedom to act within the guild, all raids and acts of thievery must have a 10% portion given to the boss as a guild fee.

Despite their criminal nature, Kabuki-mono members have an unusual sense of honor among themselves. They will never leave behind a guild member if possible, and will avenge fallen guild members ruthlessly.

And fallen guild members happen often, as the Kabuki-mono are traditional enemies of the samurai, and a deep hatred lives within both to the point where they will try to kill each other upon sight.

Despite the high casualty rate among Kabuki-mono, recruitment is not very difficult as they tend to target the poor and oppressed, offering them freedom and riches.

### Chan Na Monastery

Located high in the mountains on the northeastern border of Kwan Shi, the Chan Na monastery is a very plain, yet sturdy, temple complex of the Chan Na monks. The temple is very difficult to reach. First, the traveler must be able to hike through frozen mountain trails for several days. Once they complete that, they must either scale the sheer rock cliffs to the temple, or have the bucket lowered from the temple to them, as the temple sits on a huge ledge one hundred feet up a cliff.

The monks, led by Master Hong Fu, believe strongly in the path to true freedom lies in overcoming the human physical challenges that nature presents. This is why they live in such harsh climates; they are always testing their physical limitation.

In addition to the daily physical challenges each monk faces on a daily basis simply by living in such an environment, they must also practice a rigorous kung fu regiment for several hours each day. This is followed by a few hours of meditation. The way of life that these monks practice make them some of the most skilled kung fu warriors in the land, and are often sought after for advanced training by would-be masters.

When one wants to join the guild, they must first be able to make the trip. Once they reach the temple and ask for membership, they must be willing to throw all of their personal possessions over the cliff, to be lost within the mountain blizzards forever. Then they are given a very physical endurance test, which will leave them exhausted for one week. Thereafter, they will be given the traditional robes, and will immediately begin training.

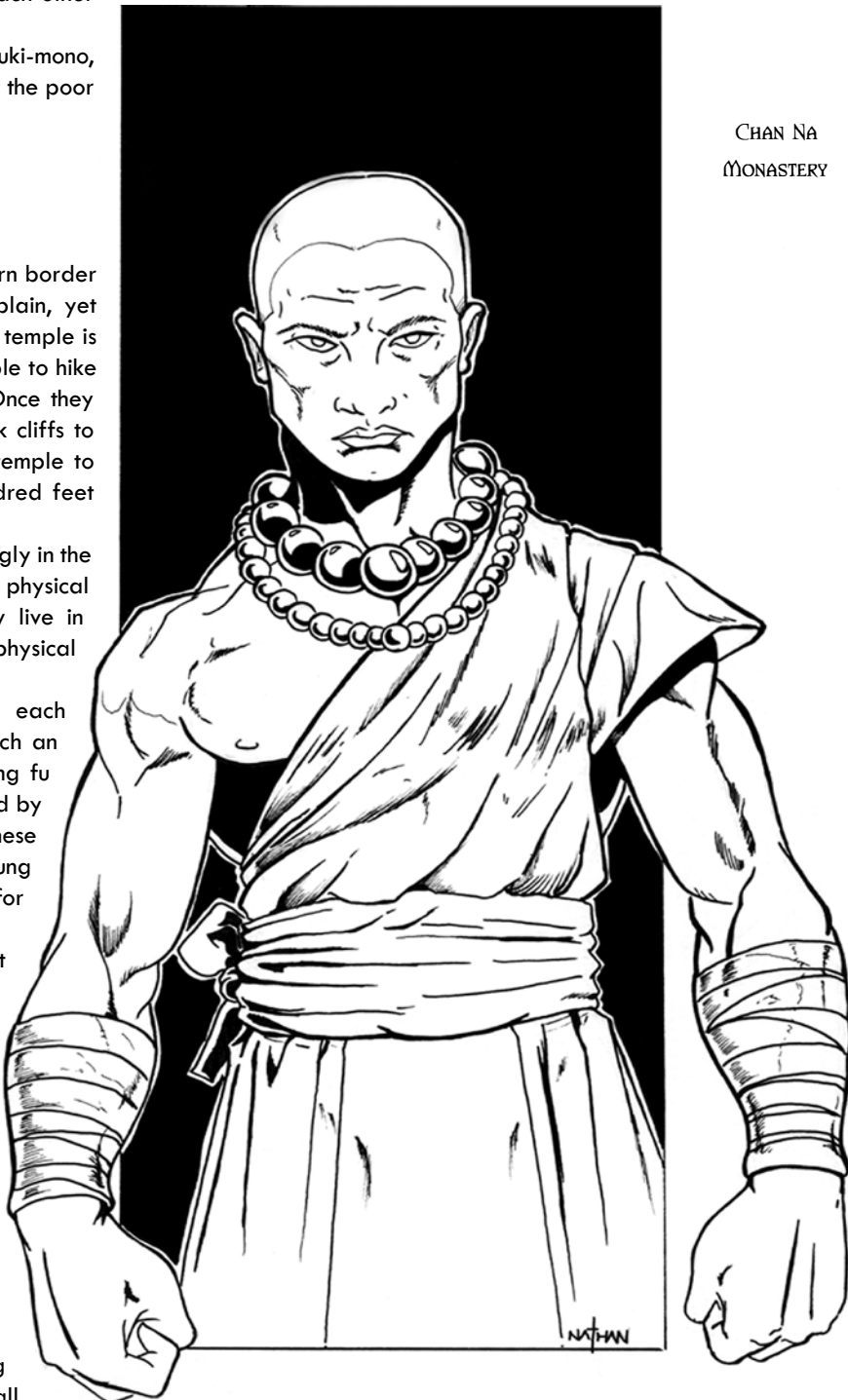
After this initial training, the character will automatically have their endurance raised to 65 if it is not that high already. They will also receive two kung fu maneuvers as a bonus. As an existing member, the character will receive free training in all

kung fu maneuvers, as well as the maneuvers that fall under the "all" category as described earlier in this manual. In addition, the character will become very resistant to physical pain, and all wounds suffered from either heat, cold, or blunt weapons will be reduced by one category.

As mentioned earlier, being a guild member is a very difficult lifestyle to follow. The character cannot have worldly possessions other than a few personal items, and their activities are very limited to the approval of Master Hong Fu.

One can quit at any time, but once they do, they are never allowed to join or enter temple property ever again.

CHAN NA  
MONASTERY





Treasure, along with fame, is one of the most motivating factors for characters to adventure. Some of the greatest stories revolve around some form of grand treasure.

The most common way for an adventurer to find treasure is to defeat a creature and take that creature's treasure. The amount of treasure the characters loot is entirely up to the GM, but common sense should be utilized. Generally, tougher creatures will have greater treasures, but that isn't always the case. A giant scorpion, for example, won't really have any treasure, as it doesn't have a need for any. But an ogre might have quite a bit from all of its past victims.

A good rule of thumb is that no creature will have on its person more than 100 gold, and most minor humanoids will have only a few gold each. It might have more stashed somewhere, but it won't be carrying all of its money.

#### Arcane Items

Included in this section are several arcane items that can be found in the Altus Adventum world. Some are more common, like healing salve, and some are unique artifacts, such as the Axe of Thorgarin. Each of the items included here require that the user be a minimum experience level in order to control the effects of the item. This level requirement appears after the hyphen in the weapon's name. I.e., a vial of curing-Asp means that the character must be at least an aspirant level to use this item. Asp=Aspirant, Adv=adventurer, V=veteran, H=hero, L=lord, and Lgd=legend.

### Arcane Weapons

#### Anganar's Bombs-V

These grenades, made famous by the gnome alchemist Anganar, resemble blackened oranges. When they are thrown and impact on an object, they will explode in a five foot radius with an effective DRL of 11. The ADP for this weapon is equal to whatever skill level the character has in thrown missiles.

#### Assassin's Dagger-Adv

Created by Anshro the Aggressor, the Assassin's Dagger is small and unassuming, giving it the non-magical ability to hide in plain sight, looking like just a common knife. Once per day however, the wielder may make a +5 ADP/+5 DRL attack.

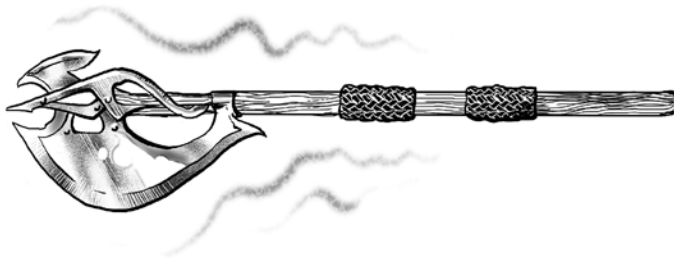


#### Axe of Thorgarin-V

This unique and legendary axe used to belong to the great dwarven hero Thorgarin. Elaborate runes are carved into the razor sharp blade that glow a soft blue when the axe is within 50 feet of an orc. The axe normally is enchanted with a +2 bonus to both DRL and ADP, but it has a special power when used against orcs. If the axe is successful in striking an orc, it has a 50% chance of beheading the creature, instantly killing it.

#### Balanced Weapons-Asp

These weapons come in various types, and are common gifts to military officers as awards for valor. These weapons grant a bonus +1 to the wielder's ADP.



#### Bloodletter-H

These weapons come in all variations, and all are highly sought after and greatly prized. Whenever one of these weapons successfully strikes a target, the wound type rolled will be elevated by one category. I.e., a rolled moderate wound will inflict a deep wound upon the target.

#### Demon Cleaver-Lgd

This powerful weapon is a bearded axe that was wielded by a general of the Protectorate of the Righteous as he fought a demon warlord. The weapon gleams almost as if it were coated in chrome, with holy writing etched along the blade.

The powerful enchantment placed upon this blade does not offer a bonus to ADP, and DRL doesn't even need to be rolled, for every successful attack will inflict 2d6 severe wounds. If that wasn't powerful enough, it also has a 20% chance of severing a limb to the creature struck.

#### Goblinbane-Adv

Axes that are given this name are very rare, and cherished among the dwarven warriors. They can be of any size, but are always axes, and grant the wielder a +1 bonus to its DRL. When used against goblins, this weapon grants instead a +2 shift to both DRL and ADP.



### Hammer of Heroes-Lgd

This mighty hammer of legend has a bonus +3 to both its ADP and DRL level, but is known for a much greater power. Whenever this hammer is slammed on the ground, any creature weighing less than 200 pounds within a 50' radius will fall to the ground. Any creature weighing between 201-500 pounds must make an agility check or fall to the ground. Creatures weighing between 501-1000 pounds must make an agility check at a +15 bonus or fall to the ground, and any creature weighing more than 1000 pounds is immune to the effects.



### Hammer of Karnok-V

In the last days of the Battle of the Eld Valley, Karnok the Ferocious and his skirmishers made a final stand at the end of a steep draw. Hemmed in by goblins on all sides, the little company fought a desperate engagement for eight hours until Borak the Clean, (Karnok's second cousin, thrice removed,) was able to relieve them. However, that was too late for all save Karnok and a handful of his original century. It is unknown whether Karnok carried his fell hammer in the battle that made him famous, or if he acquired it elsewhere. Karnok fell, and his hammer was lost in Great Sauerapfel riots of Susa.

This weapon grants a +1 bonus to ADP and DRL permanently, with a once per day bonus of +5 DRL that lasts for one attack.

### Heartseaker Bow-L

This extremely rare bow is usually only specially made for heroes of a nation. This bow will automatically raise the wound type of any strike it makes by one category. Thus a rolled moderate wound would be a deep wound instead. If a severe wound is naturally rolled, then the weapon would inflict two severe wounds with a single strike.

### Jothzga'ard's Scythe-Lgd

This horrific weapon appears to be made entirely from ice cold obsidian, yet is balanced very well. It belonged to the necromancer Jathzga'ard who was rumored to very nearly have taken over all of southern Algerian with his undead armies.

The weapon does not confer any bonus to the wielder's ADP or DRL, but any time it strikes a hit, it will suck out the endurance of the victim. Instead of inflicting physical damage, the attacker will roll the percentage dice. The number rolled will be the percentage of the victim's endurance that is drained. Once 100% or more of the endurance is drained, the victim will die.

### Razor Weapons-Asp

Another form of weapon that is non-magical, but valued just as much are the razor weapons. These weapons have had extra care in their creation, and grant a +1 bonus to the weapon's base DRL.

### Scimitar of Ahmed-L

Carried by Ahmed ibn Ad Nauseum in The Age of Slightly-Less-Than-Extraordinary Magical Accomplishment, the Scimitar of Ahmed was created by the Mad Wizard of Aranguul, Airic Eventide. Airic was a student of the planes, dimensional magic, and portals to other worlds.

Imbued with a mix of these magics, Ahmed's Scimitar is a phase weapon, ignoring armor and biting flesh. This translates into all armor benefits being ignored. I.e., if a target can take 2 severe wounds normally, and 4 additional due to armor, then 3 severe wounds inflicted by this weapon would kill the target.

\*\*\*other rule\*\*\* Alternatively, you may choose to interpret this as just adding an additional wound type rolled, if it is easier for you.

### Sheal Lorthian's Bow-V

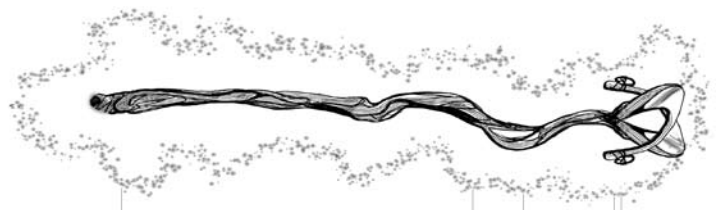
The respected elven scout Sheal once owned this unique bow. It appears as an ordinary bow, but if in the hands of an elf, it will double the range of all arrows shot from it, and will give a +1 shift to the archer's ADP.

### Staff of the Druid-V

This mundane looking staff grants the wielder the ability to speak with plants and animals with little difficulty. This staff also has the power to heal all wounds once per day, or restore any damaged plant to full health.

### Staff of Storms-L

If there are thick clouds in the near vicinity of the caster, they may invoke the power of this staff. At a RR cost of 6, the caster can point the staff at an opponent up to a range of 100 meters away and utter a command word. A bolt of lightning will streak forth towards the target almost instantly with a base ADP of 12 and a DRL of 15. These attributes are modified by xp title level bonuses.

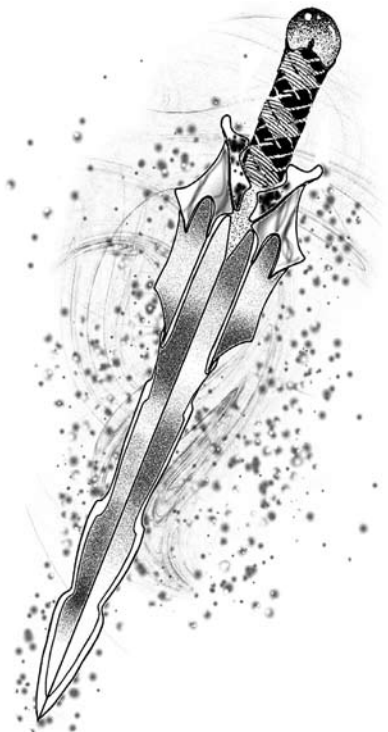


**Sun Blade-Adv**

This golden-hued blade's power becomes evident when employed against undead creatures. When used against the various types of undead, the wielder will gain a bonus +2 to their ADP, DDP, and DRL levels with this weapon.

**Sword of Heavenly Might-Lgd**

This broad sword was once owned by the renowned paladin, GaerMark. The blade has seen many battles, and has slain many an opponent. The sword has a bonus +3 DRL and +4 ADP, as well as healing its wielder of all wounds once per day.

**Trinity Sword-H**

This sword can come in any variation, and will grant its wielder a +2 bonus to the base ADP/DDP level. If the wielder also possess the Trinity shield and Trinity gauntlets, then the sword will also grant a +2 bonus to DRL and will have a RR cost of 1 less than what a normal weapon would.

**Unlimited Ammo Bow/Crossbow-V**

These ranged weapons appear as normal weapons, but when drawn, a magical arrow or bolt appears, nocked. ADP and DRL are unchanged, but the RR cost of such weapons is reduced by 1.

**Weapon of Flame-Adv**

These weapons will enshroud themselves in flame at the command of the wielder. These flames do not harm the wielder, but do raise the DRL of the weapon by 1, or by 2 against cold using creatures. These weapons also have the secondary effect of emitting light as bright as a torch, and can set things alight.

**Weapon, Minor Defender-Adv**

Not all weapons are enchanted to help the wielder attack. Some are used to help defend as well. These defender weapon offer no bonus to ADP or DRL, but do offer a +1 bonus to both DDP and DA. They come in all types of weapons.

**Weapon, Major Defender-L**

Much like their lesser cousins, these weapons do not offer a bonus to ADP or DRL. They do grant a +4 bonus to DDP and a +2 bonus to DA of the wielder.

**Weapon of Speed-Adv**

These popular weapons come in all types and styles. While not providing a damage or to hit bonus, these weapons will have a RR modifier of one less than what a normal weapon of the same type would be.

**Weapon of Soul Leech-L**

These rare weapons can come in any form, but they all have the same sinister power. If a successful strike is made against an opponent, that opponent will lose 10% of his base strength score. Once the target's strength has been reduced to 30% or less of its normal base score (7 or more hits), that creature will collapse from weakness. If the creature's strength score is reduced to 0 or less, the creature will die. Creatures will begin to regain their strength at a rate of 5 points per day. Please note that the DRL rating of the target may also be affected (typically -1 for every 10% lost).

**Weapon of War-Adv**

These weapons also come in all styles, and they have a minor enchantment that gives them a +1 shift to ADP/DDP and DRL.

**Arcane Armor****Armor of the Chameleon-Adv**

Usually only soft leather or padded armor, this armor will increase the wearer's hiding skill by +30%.

**Armor of Comfort-Asp**

Appearing as normal sets of armor, armor of comfort allows the character to wear the armor indefinitely without discomfort. A character can even sleep comfortably in a suit of this armor.



**Armor of Movement-Asp**

This armor allows the wearer to move without any penalty normally associated with armor.

**Armor of Resistance-H**

This armor reduces the damage by one category from only one of the following: physical, heat, cold, acid, or electricity. For example, a character wearing armor of heat resistance suffers a deep wound from a dragon's fire. The character would actually only suffer a moderate wound instead. Only the most severe wound is reduced, and only one wound per attack.

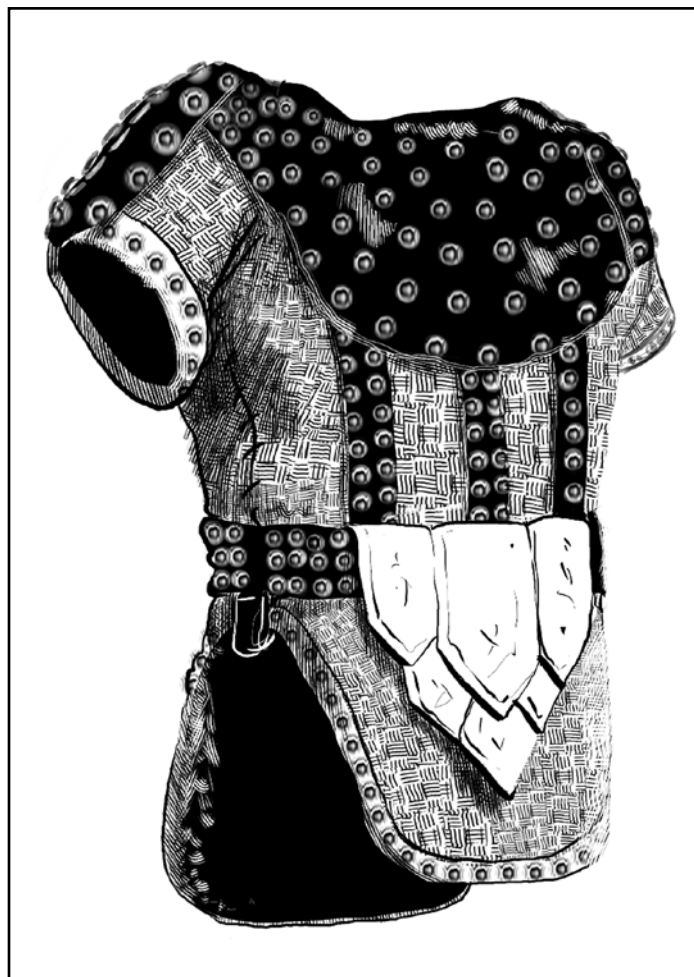
**Armor of Greater Resistance-Lgd**

This armor is similar to normal armor of resistance, but all wounds from the attack are reduced by one category.

**Dragon Armor, crude-H**

Armor made from the protective skin of dragon are some of the most sought after pieces of armor. Crude armor, which can be made from a master smith without the need of a master enchanter, will have the weight and maneuverability of a hard leather suit, with a WT bonus of  $\frac{1}{4}$  that of the dragon's DA level it was taken from. For example, if this armor was crafted from a dragon with a DA of 19, the base WT bonus for the armor would be 5 ( $19 \div 4 = 4.75$ , rounded up = 5).

Depending on the dragon type that the armor was fashioned from, the armor will also reduce any damage by two categories from like attacks. I.e., armor made from a fire dragon would reduce fire damage by two categories.

**Dragon Armor-Lgd**

The most powerful of the dragon armors, this must be fashioned by a master smith working in conjunction with a master enchanter. Armor of this type will have the weight and maneuverability of a chain mail suit. It will grant a bonus of  $\frac{1}{2}$  of the DA level of the dragon as a WT bonus, as well as making the character completely immune to the type of damage that the dragon came from.

I.e., armor made from a fire dragon with a DA of 22 would make the wearer immune to fire damage and grant a bonus +11 to each WT category.

**Helm of Comprehension-Adv**

This skull cap allows the wearer to understand and speak all types of languages.

**Helm of Nightvision-Adv**

This small helm allows the wearer to see in the dark with the same ability as a dwarf.

**Minor Shield of Battle-Adv**

These shields come in all sizes, and are enchanted with a +1 bonus to the base DDP of the shield.

**Minor Armor of Battle-N**

These armor types confer a bonus +1 to DA above and beyond what the armor would normally have given.



## Ricochet Armor-H

This armor may be found in any type or size, but is generally very rare and highly prized by those in close combat. The armor at first glance doesn't appear to be any different than other suits, but when the wearer is engaged in melee combat, the true power comes forth. Every time an opponent strikes the character wearing this armor in melee, the opponent will suffer a moderate wound themselves.

## Shield of Panian-H

Panian's Shield is a relic of the Monastic Order of Violence. It is traditionally carried by the Order's champion with the command "Come home with your shield or on it."

The wielder of this shield will enjoy a permanent +1 bonus to his or her DDP when carrying the shield. However, if used to defend another from attack, the bonus will be raised to +5. I.e., when the wielder puts himself in a position to intercept an attack on another target, the greater bonus will be applied to that defender's DDP roll.



## Tharon Oakshield's Grand Armor-Lgd

The legendary dwarven hero Tharon wore this armor in the orc wars, and never seemed to suffer major wounds while in battle. The armor is a suit of gothic plate, and will reduce the DRL level of any creature attacking the wearer by half (rounded up) as well as making the wearer immune to minor wounds. Thus, an attacker with a normal DRL of 9 will only have an DRL of 5 when fighting the wearer of this armor.

## Trinity Shield-H

This shield can come in any size or shape, and will grant the wielder a +2 bonus to the base DDP of the shield type. If the wielder also carries the Trinity sword and Trinity gauntlets, then this shield will also protect the user from one of the following completely: fire, cold, or electricity.

## Vest of Damage Absorption-V

This rare and highly sought after garment will absorb any and all minor wounds that the character would normally have taken.

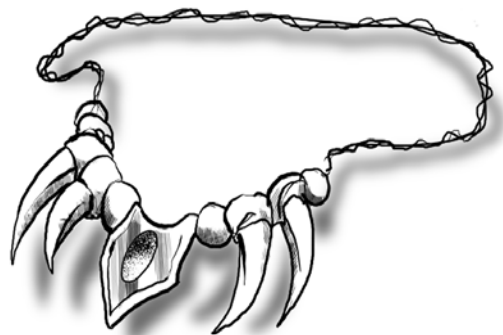
## Arcane Items

### Alter of the Magi-V

This enchanted alter, which is usually specially custom created by powerful spellcasters, assists tremendously in the casting of magic. Any mage who is attuned to this alter will be able to cast spells as if her PR rating was 5 higher than it actually is.

### Amulet of the Artisan-Asp

When created, each of these items are attuned towards a specific percentage based skill. When worn, the amulet will grant a +10% bonus to all skill checks against the skill that the amulet is attuned to.

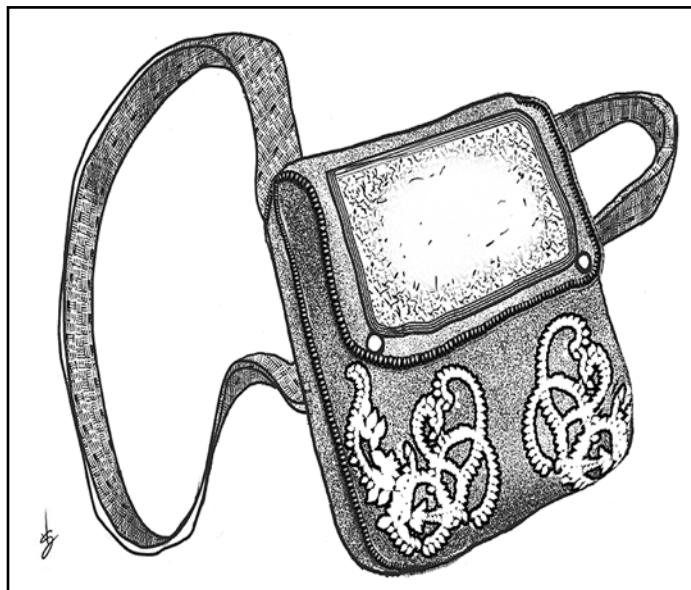


### Bands of Hardiness-Adv

These golden armbands, while worn, will raise the base DA level of the wearer by 1.

### Banquet Sack-Adv

This small bag will magically produce up to three full meals per day.



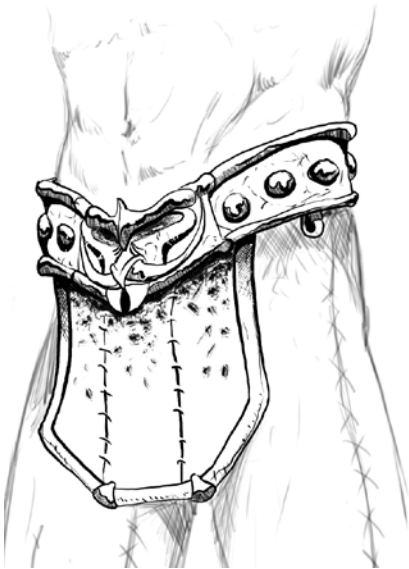
**Beard of Melindibout-Asp**

Essentially a polymorph self to dwarf magic item. Usable 3x/day for 10 minutes.

Melindibout, the most famous luminary of the Dwarven Actor's Guild, was a virtuoso performer, but only for parts requiring beards. This limitation however, did not stop him from rising to stardom, as directors across the Kingdom would rewrite their plays so Melindibout could star as the bearded hero.

**Belt of Endless Action-H**

This plain looking belt will reduce the RR cost of all actions by 1 as long as it is worn. This power is NOT stackable with other skills or magic that also reduces RR costs.

**Belt of the Feline-V**

This belt will raise the agility of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

**Book of Skill-Asp**

This book, once read, will immediately bestow upon the reader the knowledge of one level 1 skill of any type. The skill must be determined when the book is created.

**Boots of Marching-Adv**

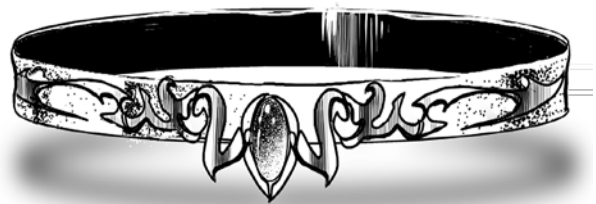
These boots allow the character to march twice as long as normal while suffering only 1/2 the normal fatigue.

**Bracers of the Bull-V**

These bracers will raise the strength of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

**Circlet of Animal Control-L**

This golden band allows the wearer to control the thoughts and movements of one normal creature no larger than a lion. The RR cost of this is 2.

**Circlet of Comprehension-Adv**

This golden headband allows its wearer to read all languages and magical writing.

**Cloak of Deflection-L**

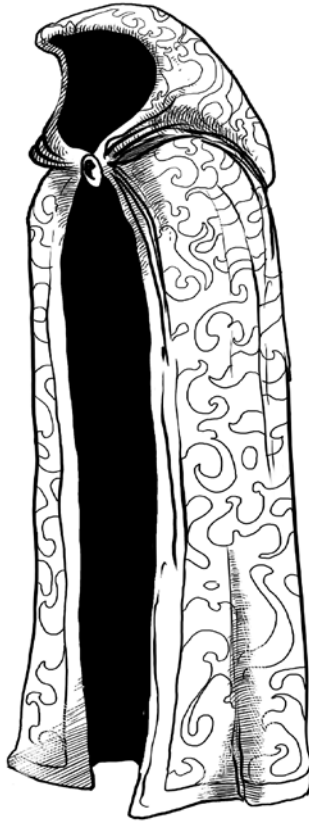
This powerful artifact will reduce one wound of physical damage by the most severe wound rolled. Thus an attack from a claw that would normally have inflicted two moderate a one deep wound will now have only inflicted the two moderate wounds. An attack that would normally inflict two severe wounds would only inflict one severe wound.

## Cloak of Minor Protection-Asp

These fairly common cloaks were created to give the traveler a bit of extra added protection when venturing into the dangerous wilds. Appearing as normal cloaks, when donned they will grant a 1 bonus to the wearer's DDP and +5 to luck checks.

## Cloak of Major Protection-H

A much more powerful (and rarer) version of the cloak of protection, this finely woven garment will grant a +2 bonus to both DDP and +15 to luck checks.

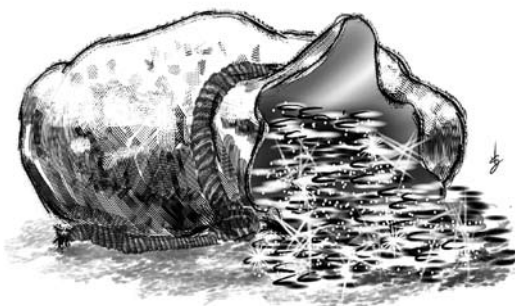


## Dice of Luck-V

These dice will raise the luck of the character by 2d10 points while being carried. The 2d10 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

## Dust of Teleportation-H

When the user throws a pinch of dust at the ground at their feet, a flash appears and the user is instantly teleported to a desired location up to 10 miles away. Each bag of dust will hold enough for about 10 uses.



## Eagle Charm-V

This pendant allows the character to fly for up to one hour per day at a movement rate of 40. The character can carry their own body weight plus up to an additional 100 pounds.

## Gauntlets of Quickness-Adv

These supple leather gauntlets will bestow a bonus to the character in the form a -1 RR cost of all non-combat related actions. This includes moving, hiding, picking pockets, lock picking, etc, but does not include attacking.



## Gloves of the Master Warrior-Asp

These gloves, when worn, grant the wearer a bonus +1 to both ADP and DDP as long as they are wielding a weapon.

## Gloves of the Rogue-V

These rare gloves will grant its wearer a +5% bonus to all stealth skills.



## Greater Book of Skill-V

Much the same as the other book of skill, this book will grant the reader the immediate knowledge of one level 2 skill.

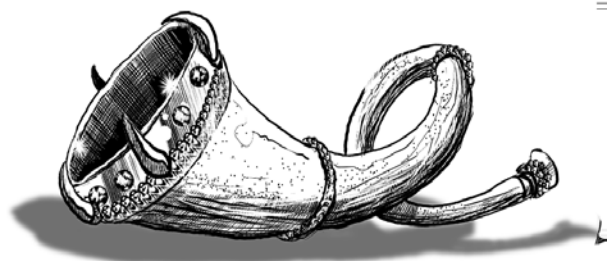


### Greater Bands of Hardiness-L

Similar to normal bands of hardiness, these rarer versions will increase the wearer's base DA level by 2 as long as they are worn.

### Horn of Battle-Adv

While this horn is being played, all allies within a 100 meter radius will receive bonuses of +1 to their DRL, ADP, and DDP levels for one hour.



### lolo's Ring-V

Allows the wearer to shoot one magical beam or energy at an opponent, provided that it is a pre-emptive strike, (i.e. before everyone declares their actions for combat). This attack automatically hits the target up to 50 meters away with a DRL of 10. Note that this ring cannot actually be used during combat, but only right before the start of the encounter.

Although the ring was never possessed by the bard of legend, the ring embodies lolo's willingness to forego the typical villain/hero exchange of pleasantries, and his habit of making rash decisions.

### Liquid of the Gods-H

This extremely valued liquid often comes in a crystal flask. If the entire flask is consumed, the character will receive a permanent bonus of 1d4 points to her damage absorption (DA) level. Only one of these flasks can be consumed in a character's lifetime. Any further attempt to drink additional flasks will result in a loss of 2 levels to the character's DA level.



### Magic Rope-Asp

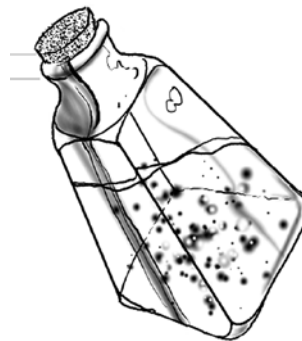
This rope appears as any other normal rope upon inspection, usually between 25 and 50 feet long. However, when commanded, the rope will straighten out and become rigid. When in this rigid state, the rope can support up to 300 pounds before collapsing.

### Picks of Precision-Adv

A set of picks, cunningly crafted by Cas the Nimble, and enchanted by his friend Macklan the Magician. This picks will grant a +5% bonus to any lock picking skill attempted by the character. If the intent is to steal, then this bonus is increased to +15%.

### Potion of Healing

When drunk, this potion will reduce all wounds taken by one category.



### Ring of the Mage-V

The wearer of this ring has the range of all their spells increased by 50%.

### Ring of the Wizard-H

The wearer of this ring has their spells enhanced by granting an additional +3 to DRL and to ADP levels.

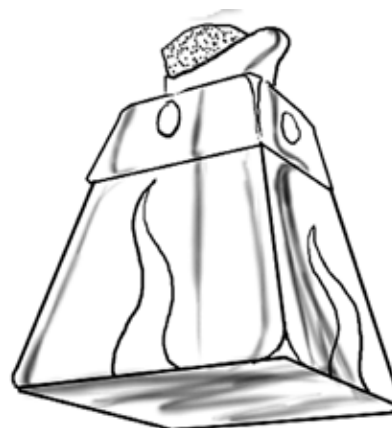


### Ring of the Owl-V

This ring will raise the intellect of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

### Salve of Healing-Asp

When rubbed upon a wound, it will heal one wound of choice up to a deep wound.



## Sharkskin Cloak-Adv

This magical cloak made from sharkskin and the hood pulled over the head, will transform the character and all of his or her equipment into that of a shark. The magic will last as long as the cloak is worn, and the type of shark depends on the experience title level of the character. While in the shape of a shark, the character can will the hood backward, stopping the magic.

XP Title	Shark Type	ADP/DDP	DRL	RR
Asp	n/a	n/a	n/a	n/a
Adv	Blue	5	6	6
Vet	Mako	8	10	6
Hero	Hammerhead	12	12	5
Lord	Tiger	14	16	5
Legend	Great White	18	20	5

## Spider Gloves-Asp

These soft, thin leather gloves will grant the wearer a base 80% chance to climb sheer, vertical surfaces, or grant a +50% bonus to a character who is already skilled in climbing. These gloves will also grant 1/2 of the skill bonus when attempting to climb upside down on ceilings or other smooth vertical surfaces such as glass.

## Thorne's Book of Confusion-H

Written by the greatest mage in The Age of Extraordinary Magical Accomplishment, Thorne's Book of Confusion is a tome of all channeling spells. All spells. A mage need only to open the book and read from the page to cast a spell. However, there are some drawbacks: Only one instance of each spell is in the book. Once cast, the spell is removed from the book forever. There is no table of contents. Once opened to a page, the page must be read, and the spell cast before the book can be closed.



## Traveler's Pack-Adv

These backpacks reduce the weight of items carried by 50%.

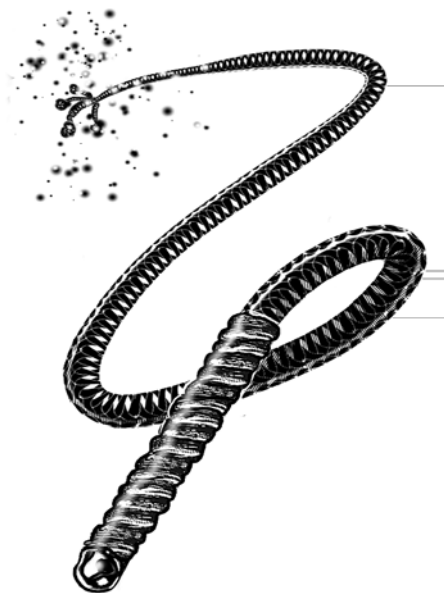
## Trinity Gauntlets-H

These gauntlets will grant the wearer a +10 bonus to their strength score. If the wearer also carries the Trinity sword and Trinity shield, they will also gain a +1 bonus to their ADP and DRL for any and all weapons as long as the three items are carried or worn.

## Will's Whip-Asp

Legend has it that a Halfling smuggler was gifted with this magic whip by Sandor the Wise. The wielder of Will's Whip

passes all checks involving the driving of carts or wagons. Additionally, the whip counts as +1 ADP in combat.



## Wizard's Adventurer Robe-Adv

These robes were made specifically for the adventuring spell caster, and have a base DA bonus of 2. They do not have an armor rating, and can be worn by anyone.



## Vial of Haste-Adv

When drunk, this potion will grant decrease the RR level of all actions by one for a duration of 2d4 minutes/cycles.

## Vial of Curing-Asp

This vial will cure any disease inflicted upon the character when drunk.

## Vest of the Ox-V

This vest will raise the endurance of the character by 2d10 points while worn. The 2d10 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

# CATALOG







One of the most integral parts of most RPGs are the heroic battles with evil creatures. Legends are often born of the stories of the outmatched hero valiantly defeating a powerful monster. This chance for fame often rivals the lust for wealth as a main reason why characters will take the adventure's path.

Some of the creatures listed in this catalog you might be familiar with, others are completely new. Most of the well known creatures here have been taken right out of historical literature.

You will also notice that each creature will be described in a set format as below:

Name

DA: The damage absorption level

ADP: Attacking Dice Pool

DDP: Defense Dice Pool

DRL: Damage Rating Level

Int: Intellect

Str: Monstrous strength rating\*

Luck: Luck

WP: Willpower

PR: Power Rating

RR: the RR cost of actions

Movement: # of feet per segment

Description: The physical description of the creature.

Habitat: A description of how and where the creature can be found.

Abilities: The powers and abilities of the creature.

Treasure: Typical treasure found on the creature.

A note about creatures with multiple attacks (claws, etc): There are two ways that this is handled in game terms. The most common way is that you will notice that the creature's RR rating is fairly low. These rapid attacks are a way of reflecting how the creature would have more attacks in the same cycle as compared to a typical character, even if only one of those attacks resolves in any particular segment.

The other way, which is called out in the creature description, is that multiple attacks will resolve on the same segment. These are clearly identified ahead of time when this situation would occur, and works in a similar way that a duel wielding character would resolve her attacks.

#### \*Monstrous Strength

Unlike that character's strength score, creatures have what is called a monstrous rating. The rating isn't an exact strength score, but a general idea of how strong a creature is. The chart below details how many pounds a creature can lift by strength rating.

It should be noted that due to such a great strength, certain creatures can inflict more than one wound of the type rolled for each successful hit. Creature with Gargantuan strength will inflict one additional wound per hit, while creatures with Titan strength will inflict two additional wounds with each hit.

#### Strength Ratings

Rating	Definition	Max Lift Weight
F	Feeble	10-25 lbs
W	Weak	25-70 lbs
H	Human	70-250 lbs
B	Bestial	250-500 lbs
G	Giant	500-5000 lbs
T**	Titan	5000 lbs +

\*\* Creatures with titan strength will also have an SDRL rating of 1/2 their DRL rating. I.e., a creature with titan strength and a natural DRL rating of 18 would have an SDRL rating of 9.

Please note that these numbers are just guidelines. Feel free to adjust and modify numbers as you see fit to better maintain game balance. A goblin chieftain, for instance, will more than likely have higher DA, DRL, ADP, and DDP levels than a standard goblin.

#### Ahuizotl

DA:	5
ADP:	4
DDP:	5
DRL:	5
Int:	35
Str:	H
Luck:	55
WP:	50
PR:	2
RR:	4
Movement:	10

Description: This creature has the body of a lean primate with the head of a canine, and an opposable hand at the end of its tail. Its hands and feet are webbed and clawed, allowing it to swim quite well and be effective in combat.

Habitat: These ferocious creatures make their home deep within the jungle on the outskirts of humanoid settlements, preying on their victims. They live in small clans from 10-40 creatures, being led by the oldest and strongest. A favorite tactic is to lie in the water, waiting for a humanoid to get close enough to ambush.

Abilities: Ahuizotl are excellent swimmers and tree climbers, being able to move at a full movement rate swimming and moving within the tree tops. They also have an excellent sense of smell and hearing.

Treasure: The only treasure one of these creatures might have is the occasional piece of ornamental jewelry that they have taken off a prior victim.

# Akuma

DA:	19
ADP:	17
DDP:	16
DRL:	by weapon +8
Int:	55
Str:	90
Luck:	50
WP:	75
PR:	9
RR:	by weapon-1
Movement:	5/50 flight

**Description:** The Akuma, also know by the names Toori Akuma or Ma, is a large humanoid creature with an enormous head of flames and deep set darkened eyes. They stand almost seven feet tall, and prefer to wear ornate armor and use large swords.

**Habitat:** No one really knows the habitat of an Akuma, as they have only been reported flying through the air, attacking people seemingly only for enjoyment. It is presumed that these creatures prefer to live in mountain caves or ruined castles, but no one has lived to verify that theory.

**Abilities:** As mentioned, the Akuma has the ability of flight. In addition to this, they are immune to fire based attacks, and are very skilled warriors. They prefer to attack using a katana, nodachi, or other large sword which is usually enchanted. Akuma typically are skilled in *counterattack* and *master backswing*.

**Treasure:** Akumas do not normally keep treasure, and their armor cannot be worn by others. But they do have a sword that usually is enchanted with at least skilled level enchantments.

AI	
DA:	10
ADP:	8
DDP:	6
DRL:	8
Int:	30
Str:	H
Luck:	58
WP:	45
PR:	3
RR:	3
Movement:	5



**Description:** These creatures appear to be half human and half beast, standing over 6 feet tall with matted, shaggy hair covering their entire body. They have glowing red eyes like fire, boar-like tusks, and sharp curved claws.

**Habitat:** Als live in small groups of 2d4, preferring to live in the secluded marshes and swamps. These creatures are particularly feared by pregnant women, as new-born babies are their favorite food.

**Abilities:** The AI has infrared vision in which is uses to help find its prey, and has a 90% skill in hiding when in a swamp or marsh

environment. When engaged in combat, the creature uses its filthy claws to attack. Any creature that does not clean out their wounds within one hour of being wounded will have a 15% chance of contracting a disease.

**Treasure:** Als have no desire to collect treasure, and thus any found will be purely incidental.

# Alligator

DA:	9
ADP:	7
DDP:	8
DRL:	13
Int:	25
Str:	B
Luck:	60
WP:	20
PR:	2
RR:	6
Movement:	2/25 swim



**Description:** Alligators, and their cousins the crocodile, are large reptilian lizards that can grow to over 12 feet in length, weighing over 500 pounds. They have thick, scaly hide that covers their body and rows of sharp teeth line their elongated jaws.

**Habitat:** Alligators prefer to live in hot, humid climates such as swamps and desert ponds. They live in groups of 4-40 creatures, usually being bullied by chief of sorts. This chief gets first pickings of the best basking spots and is usually twice the size of a normal alligator.

**Abilities:** When the alligator is on the hunt, they prefer to hide just below the surface of the water, inching closer to its unsuspecting prey. As soon as they get within range, the alligator lunges forth on a surprise attack, gaining a +2 to its ADP for this attack. If the attack hits, then the alligator attempts to drag its prey into the water where it will perform a death roll. This roll inflicts one moderate wound per 2 segments.

**Treasure:** Alligator lairs generally do not have any treasure, although there can be found items at the bottom of the ponds from previous victims.

# Ammut

DA:	15
ADP:	11
DDP:	10
DRL:	15
Int:	28
Str:	B
Luck:	68
WP:	65
PR:	7
RR:	5
Movement:	5/15 swim

**Description:** Commonly referred to as "eater of the dead", ammut are monsters with the head of a crocodile, a lion's body, and the back end of a hippopotamus.

**Habitat:** Ammut live in hot, dry, humid areas near a body of water in which they bask for most of the day. They can be found in groups of 4d4, and get their name because some primitive humanoid tribes would dispose of dead bodies near their lair. The ammut seemed to actually prefer the flesh of the long dead as opposed to fresh meat.

**Abilities:** Despite their great bulk, the ammut are actually a fairly good swimmer, and will often attempt to drown its prey in a similar way that a crocodile will.

**Treasure:** The ammut collects no treasure, but occasionally one might find valuables on the bottom of the river where these creatures make their home from previous prey.

## Ape, Giant Gorilla

DA: 8  
ADP: 7  
DDP: 5  
DRL: 11  
Int: 30  
Str: 8  
Luck: 56  
WP: 35  
PR: 2  
RR: 5  
Movement: 5

**Description:** The giant ape is a larger version of a normal gorilla, growing to over 9 feet tall.

**Habitat:** The giant apes can only be found deep within the Jungle of Tears, living in groups of 10-20 apes. These groups will be led by a silverback (DA: 8+2d4 ADP: 9 DDP: 7 DRL: 13). They prefer to avoid humanoid contact whenever possible, but will attack if they feel threatened.

**Abilities:** Giant gorillas not only posses great strength, but have 90% stealth and silent walk when in the jungle.

**Treasure:** Giant apes posses no treasure.

## Baku

DA: 12  
ADP: 10  
DDP: 7  
DRL: 8  
Int: 60  
Str: 8  
Luck: 76  
WP: 40  
PR: 3  
RR: 5  
Movement:: 10

**Description:** Baku appears as if someone took several animals and combined them into one unusual hybrid. Baku have the body of a horse, feet of a tiger, head of an elephant, and a cow's tail.

**Habitat:** Baku reside either high on mountain tops overlooking a town or village, or deep within the forests. They are solitary creatures, but have a tremendous curiosity with man. Despite their monstrous appearance, Baku are quite benevolent and are known to patrol the streets of the villages at night when everyone is asleep, sucking up the bad dreams of people and replacing them with good dreams.

**Abilities:** Other than the ability to 'eat' dreams, the Baku does not have any special abilities.

**Treasure:** Baku generally do not keep or horde treasure.

## Barbegazi

DA: 4  
ADP: 3  
DDP: 4  
DRL: by wpn  
Int: 70  
Str: W  
Luck: 75  
WP: 60  
PR: 4  
RR: by wpn  
Movement:: 5

**Description:** Barbegazi are a cousin to the gnomes, having thick shaggy hair that covers their entire body. The pads of their feet are very thick, protecting them from the hard stones of the cold mountains. A typical barbegazi stands just over 2 feet tall.

**Habitat:** Barbegazi live in clans of 10-40 high within the mountains of the Frozen Lands. They are very wary of any outsider, and will not generally expose their existence unless absolutely necessary.

**Abilities:** Most barbegazi are skilled in adept levels of totem magic, and all are excellent at stealth, having a 95% skill rating in both silent walk and hiding while in a snowy climate. Because of their nature, barbegazi are also extremely resistant to cold, and any damage they take from a cold-based attack will be reduced by two categories.

**Treasure:** Most of the treasure found in a barbegazi lair will be various gems or magical totems.

## Basilisk

DA: 11  
ADP: 12  
DDP: 10  
DRL: 6  
Int: 35  
Str: F  
Luck: 73  
WP: 30  
PR: 4  
RR: 8  
Movement:: 5/10 flight



**Description:** Basilisks appear to be reptiles between three and five feet in length, with feathery wings and a crest that resembles those of a rooster.

**Habitat:** Basilisks are solitary creatures, often being found in ancient ruins or deep within temperate woodlands where people are not found. A basilisk lair is unmistakable as there are stone statues of various creatures littered all over the place. Each one of these statues was unlucky creature who had met the gaze of the basilisk.

**Abilities:** A basilisk will hardly ever engage in physical combat, preferring to let its terrifying gaze do the damage. Any creature that makes eye contact with the creature must make a luck check at a -25 penalty or be permanently turned to stone. The victim and all of his possessions will instantly be turned into stone in this manner. If a character is attempting to engage in combat while averting his eyes, he will have their ADP and DDP levels reduced by 1/2. Missile combat cannot be done effectively while averting the eyes.

Even if melee combat is attempted, in addition to the above DP penalty, the character must also make a successful luck check at a +10 bonus every 12 segments or they will inadvertently make eye contact and will be forced to make another luck check at the -25 penalty to avoid being turned to stone.

**Treasure:** Normally a basilisk lair will not contain any treasure, as any valuables would have been turned to stone with whoever was carrying them. Occasionally one may find something of value if an extensive search is done.

#### Bear, Black

DA:	10
ADP:	8
DDP:	6
DRL:	10
Int:	20
Str:	B
Luck:	40
WP:	45
PR:	2
RR:	3
Movement:	10

**Description:** The black bear is one of smaller bears to be encountered, standing about 5 feet tall and weighing just over 300 pounds. They have thick, yet short dark fur that covers their bodies, and have sharp claws and teeth in which they attack with.



**Habitat:** Black bears are solitary creatures, preferring to live in temperate forests, wandering on the constant search for food. They can be encountered throughout the year, but are extremely rare during winter months.

**Abilities:** Black bears have a great sense of smell, and are often encountered at campsites, where their curiosity and smell for food brings them near. A black bear will not normally attack unless it feels threatened, or if it has cubs with it.

**Treasure:** Black bears have no treasure.

#### Bear, Cave

DA:	17
ADP:	15
DDP:	13
DRL:	22
Int:	25
Str:	G
Luck:	45
WP:	75
PR:	8
RR:	3
Movement:	15



**Description:** Cave bears are the largest species of bear to be encountered. They stand over 14 feet tall, and weigh over a ton. Long, coarse hair covers their bodies, and large claws and razor sharp teeth are used in defense and attack.

**Habitat:** Cave bears are very solitary creatures, preferring to spend a majority of their time asleep in their caves. They do occasionally wander forth to hunt, but more often they get their food from unsuspecting prey that enters their lair.

**Abilities:** Cave bears have an excellent sense of hearing and smell, and are almost never surprised. They are very aggressive, and will attack anything that enters their lair. These beasts attack with two actions, all resolving during the average segment.

When engaged in combat, the cave bear will attempt to hug its opponent. If both of its claw attacks hit, then the target is within the bear's grasp and will suffer a bite wound (1d4 severe wounds) every 6 segments automatically until the hug is broken. The only way to break this hug is for the bear to die or a successful strength check at a -50 penalty must be made.

Additionally, when the bear suffers its first severe wound, it will enter a rage, temporarily gaining a +2 shift to its ADP until it dies.

**Treasure:** The cave bear lairs generally house a few types of treasure, usually from past prey that has tried unsuccessfully to hunt it.

## Black Annis

DA: 12  
ADP: 11  
DDP: 9  
DRL: 9  
Int: 75  
Str: H  
Luck: 66  
WP: 66  
PR: 7  
RR: 4  
Movement: 5

**Description:** A more powerful cousin of the hag, the Black Annis appears as an elderly ragged woman with blue skin and a single, piercing eye. She is most commonly spotted sitting atop a pile of bones at the entrance of her cave lair.

**Habitat:** The Black Annis lives in solitude within the moors and highlands, preferring to make their home in a deep cave or abandon stone keep. They are evil, vicious creatures who love the taste of humanoid flesh; dwarfs and humans in particular. They are also very cunning, and have been known to disguise themselves as trapped fair maidens to lure an unwary hero in close for the attack.

**Abilities:** While being very dangerous in melee combat with their long, sharp claws, the Black Annis is also skilled in adept channeling magic as well.

**Treasure:** The Black Annis loves to collect treasure, and a typical lair will have 2d4x1000 gold, 2d8x1000 silver, and a few arcane items, as well as several items of jewelry.

## Black Dog

DA: 5  
ADP: 5  
DDP: 4  
DRL: 7

Int: 25  
Str: H  
Luck: 55  
WP: 40  
PR: 1  
RR: 6  
Movement: 10

**Description:** The black dogs get their name from the coat of jet black fur that covers their entire body. They are massive canines, standing almost three feet tall at the shoulder and weighing more than 200 pounds. Some claim that these dogs are the hounds from the depths of hell, as their eyes glow a dim red.

**Habitat:** Black dogs can most commonly be encountered either in packs of 3d4 in the moors and highlands, or individually in the outskirts of a small town or village where it preys on anyone who might stray into the night.

**Abilities:** Black dogs have an excellent sense of smell, and are near impossible to detect, having a skill of 85% in hiding and silent walk.

**Treasure:** Black dogs have no treasure, but their hides are often sold as proof of reward. A typical black dog pelt will sell for 50 gold.

## Boar, Wylde

DA: 12  
ADP: 6  
DDP: 4  
DRL: 10  
Int: 20  
Str: B  
Luck: 40  
WP: 50  
PR: 2  
RR: 7  
Movement: 12

**Description:** Wylde boars strongly resemble their normal brethren, but are much larger and intimidating. They can stand up to four feet tall at the shoulder and can weigh several hundred pounds. Long tufts of matted hair cover their body, and foot long tusks protrude from their lower jaw.

**Habitat:** The giant boar inhabit the foothills of the Horde Lands in groups of 10-20 creatures, being led by an alpha male that is twice as tough as the others. They are very aggressive, and won't hesitate to attack and eat another animal that they come across.

Wylde Boars are often captured and trained as beasts of burden or mounts by some of the orc and goblin tribes that live in the area.

**Abilities:** Wylde Boars have no unusual abilities except their enhanced sense of smell and temperamental nature.

**Treasure:** Wylde Boars keep no treasure, but their tusks are valued and can fetch up to 50 gold on the open market.



**Bugbear**

DA: 9+armor  
 ADP: 7  
 DDP: 7  
 DRL: by weapon +5  
 Int: 50  
 Str: 90  
 Luck: 45  
 WP: 55  
 PR: 2  
 RR: by wpn  
 Movement: 5



**Description:** Bugbears are large humanoids that have strong bear-like traits. They stand over 7' tall and weigh over 500 pounds, with thick fur covering their entire bodies. They can wear armor and grasp tools and weapons, but their heads are almost exclusively bear-like.

**Habitat:** Bugbears often live in tribes of 100-500 members, preferring to make their homes in the cold, less inhabited areas of the world. They are very cautious of outsiders, and won't hesitate to make a meal out of a person caught in their lands.

**Abilities:** Bugbears don't have any arcane abilities, but they are very sturdy and have great endurance. They also have a great sense of smell and hearing. Bugbear chieftains will generally have a DA of 11, base ADP of 8, and a +8 bonus to their DRL level.

**Treasure:** The individual bugbear will generally be armed and armored, with approximately 2d10 gold and 5d10 silver. Bugbear chieftains will be much better armed, usually with a magical item or two, as well as having a few thousand gold in the tribal coffers.

**Bunyip**

DA: 13  
 ADP: 7  
 DDP: 8  
 DRL: 13  
 Int: 28  
 Str: B  
 Luck: 59  
 WP: 65  
 PR: 3  
 RR: 9  
 Movement: 5/30 swim

**Description:** The bunyip is a beast that closely resembles a large elephant seal, with a larger fang-filled mouth and stouter legs in the place of front fins.

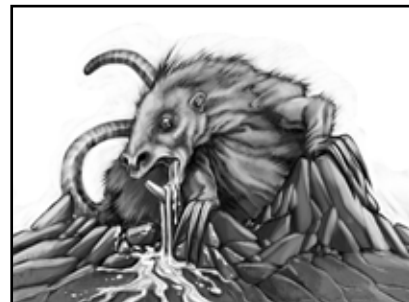
**Habitat:** Bunyips thankfully live in solitude in ocean near rocky beaches. They prefer the flesh of humanoids, and will venture onto land during the nightfall to hunt sleeping people in coastal villages.

**Abilities:** Despite their great bulk, bunyips are excellent swimmers, and also can move relatively fast on land as well, using their front powerful legs for propulsion.

**Treasure:** Bunyips do not have or keep treasure.

**Burrower**

DA: 12  
 ADP: 6  
 DDP: 7  
 DRL: 10  
 Int: 30  
 Str: B  
 Luck: 40  
 WP: 50  
 PR: 2  
 RR: 6  
 Movement: 5/10 burrowing



**Description:** At first glance, the burrower appears as a giant mole, growing up to 8 feet in length. Closer inspection, however, reveals the creature to have thick, scaled hide underneath a coat of course hair that covers the creature in tufts and patches. The most fearsome aspect of the burrower is its large foot long claws it uses to dig and to attack its prey.

**Habitat:** Burrowers are found in packs of 2-8, always on the move for its favorite prey: dwarves. The burrower will dig tunnels through the earth searching for the smell or vibrations of dwarven activity. Once a dwarven tunnel is found, the burrower will lie in wait just above the tunnel roof until prey wanders near. It will then fall upon its prey with surprise, slashing it with its claws.

It has been reported that the troglodytes have found a way to domesticate the burrower, and use them for mounts when fighting their enemies.

**Abilities:** Burrowers have the ability to burrow through not only dirt and earth, but also stone at 1/4 of their normal movement rate. They have a great sense of smell, and can sense vibrations from up to a mile away.

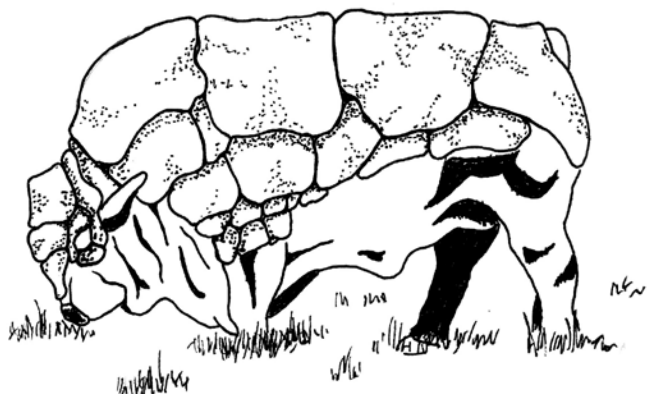
**Treasure:** Since burrowers are constantly on the move, they are hardly ever encountered with treasure.

**Catoblepas**

DA: 23  
 ADP: 14  
 DDP: 17  
 DRL: 9  
 Int: 20  
 Str: B  
 Luck: 73  
 WP: 80  
 PR: 4  
 RR: 11  
 Movement: 2

**Description:** The terrifying catoblepas appears as a large iron-clad bull. Thick, bony plates cover it's entire back, sides, and head, offering great protection to these areas. Because of the weight of these plates, the beast always must keep its head close to the ground.





**Habitat:** The catoblepas lives in the vast plains, eating various poisonous plants that it comes across. They are solitary animals, and will avoid human contact when possible. The creature is very sluggish, and often seems oblivious to its surroundings.

**Abilities:** Similar to the gorgon or basilisk, the catoblepas is feared for its deadly gaze. Any creature within 50 feet of the catoblepas that meets its gaze must make a luck check or instantly be killed. In addition, any creature that is breathed upon by the catoblepas must also make a luck check or be killed.

Any character attempting to engage in combat within this 50 range while trying to avoid the gaze will suffer a -5 penalty to their ADP and DDP rolls.

**Treasure:** The catoblepas itself carries no treasure, but the hide of one of these rare creatures is highly sought after and can sell for up to 10,000 gold.

## Centaur

DA:	9
ADP:	6
DDP:	5
DRL:	by wpn or 7
Int:	50
Str:	H
Luck:	50
WP:	50
PR:	3
RR:	by wpn or 5
Movement:	15



**Description:** The mythical centaur have the bodies of humans from the waist up, and the bodies of a horse from the waist down.

**Habitat:** Centaurs can be found either in temperate woodlands or the plains areas, living in tribes of 2d6x10 beasts. They prefer to live away from the other humanoid species, and hold the preservation of nature in high regard.

**Abilities:** Centaurs combine the best of two different species into their hybrid forms. They have the intelligence and cunning of humans, and the strength and endurance of a horse. When engaged in combat, they will use a great war bow to attack from a distance, and will use their powerful hooves when in melee combat. If a centaur is preparing for battle, they have been known to wear a mail hauberk and barding armor which will give them a DDP of 9.

**Treasure:** The individual centaur will carry 2d10 gold and 5d10 silver, as well as any personal belongings. The tribal treasure of a centaur clan will consist of 2d4x100 gold, a few magical items, and a few pieces of jewelry.

## Chimera

DA:	18
ADP:	19
DDP:	18
DRL:	22
Int:	40
Str:	B
Luck:	70
WP:	85
PR:	5
RR:	3
Movement:	15

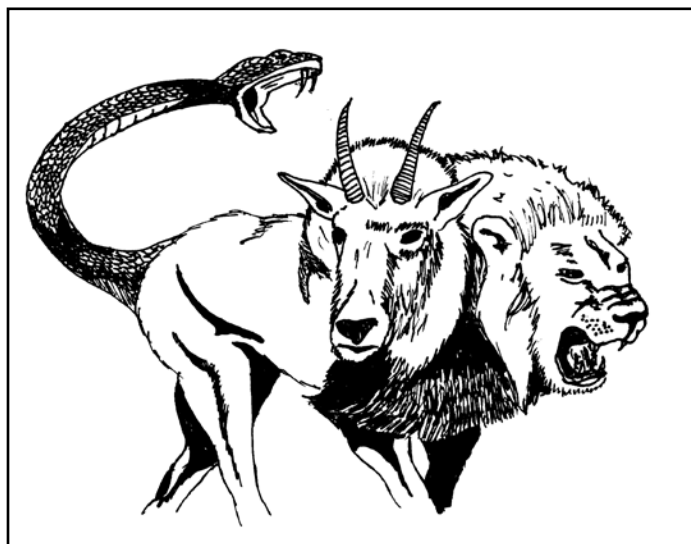
**Description:** The mythical chimera is truly a horrifying creature to behold. The creature has the body and head of a lion with an additional head of a goat, as well as a serpent's tail that ends in a venomous snake's head.

**Habitat:** The chimera, thankfully, is a solitary creature that makes its home either in deep caverns or abandon ruins. Stumbling upon a chimera's lair should come as no surprise, as bones and the remains of its prey litter the entrance.

Chimeras have a nasty temperament, attacking any creature that ventures into its territory with a savage vengeance.

**Abilities:** The chimera prefers to enter combat by sweeping from the air to pounce on a target prey (claw attack). The creature is extremely formidable in combat, able to attack with a bite from the lion's head and serpent's head, and finally a savage gore from the goat's razor sharp horns.

If facing multiple attackers in close quarters, the chimera will forgo its normal attacks in lieu of a flame attack. The creature will breathe a column flame 5' wide by 30' long from the serpent's head that it will use to sweep an area up to 50' across from side to side. Any creature who fails it's defense roll at a -4 penalty to DDP will suffer damage equal to a DRL of 30. A chimera can breath this flame up to once per hour.



**Treasure:** A chimera's lair usually holds quite a bit of treasure from would-be slayers looking for fame or from normal prey it has brought back to its lair. This treasure horde will include 4d6x1000 gold, 5d10x1000 silver, various gems and/or jewelry worth 1d4x1000 gold, and a few arcane items.

#### Cockatrice

DA: 6  
ADP: 6  
DDP: 8  
DRL: 4  
Int: 30  
Str: F  
Luck: 66  
WP: 40  
PR: 3  
RR: 6  
Movement: 5/15 flight



**Description:** The cockatrice from a distance looks just like any other rooster. Closer inspection reveals a serpentine tail and glassed over eyes.

**Habitat:** Cockatrices can be found virtually anywhere, but almost always in secluded areas where no other animals live. The reason for this is because of the beast's deadly breath.

**Abilities:** Whereas the cockatrice can fight physically if it needs to, that is not its most deadly weapon. A cousin to the basilisk, the cockatrice possesses a deadly natural weapon. Instead of a deadly gaze, the breath of the cockatrice is a fatal poison. Any creature exposed to this breath must make a luck check or instantly die.

**Treasure:** A cockatrice's lair generally has a fair amount of treasure from the previous victims who have stumbled upon it.

#### Cyclops

DA: 17  
ADP: 15  
DDP: 12  
DRL: 25  
Int: 40  
Str: B  
Luck: 58  
WP: 62  
PR: 3  
RR: 8  
Movement: 10



**Description:** Cyclops are lesser humanoid giants, standing upwards of 15' tall. The most telling feature of a cyclops is its single eye directly in the center of its forehead.

**Habitat:** Cyclops are solitary herders, living alone as sheepherders overseeing their prized herds of sheep. They are primarily encountered in warm climates where there is an ample supply of grassland for their herds.

**Abilities:** Cyclops are simple minded creatures who prefer to be left alone, but if they feel that they or their herd is threatened, they won't hesitate to attack an invader, usually with a large club.

**Treasure:** The only treasure a cyclops will have acquired is that from previous victims. This treasure will consist of 2d4x100 gold, 5d20x100 silver, and maybe a minor arcane item or two.

#### Dark Hunter

DA: 2  
ADP: 4  
DDP: 2  
DRL: 4  
Int: 35  
Str: F  
Luck: 40  
WP: 20  
PR: 1  
RR: 4  
Movement: 10



**Description:** A dark hunter appears to be a mad wizard's experiment gone wrong when trying to turn a rabbit from a cuddly creature to a fearsome beast. These creatures stand nearly 3 feet tall, and have razor sharp claws on its hindlegs in which it uses to attack with.

**Habitat:** Dark hunters often make their homes in dense temperate woodlands, moving beneath the thick undergrowth in search of their prey. They live in packs of 10-40, with the hunting parties ranging from 5-8. These creatures are nocturnal, and are hardly ever encountered during the day.

**Abilities:** The dark hunter's greatest ability is its sonar vision. Much the same as a bat, the creature sends forth sonic waves to see in the dark. This gives the creature excellent maneuverability at night. When the black hunters attack, they will all focus on one single target that appears the weakest. They will attempt to swarm and overwhelm this target to bring forth a quick death. If the battle does not seem to go in their favor, these creatures won't hesitate to flee.

**Treasure:** Dark hunters do not keep any treasure.

#### Demon, Arch-

DA: 25  
ADP: 25  
DDP: 24  
DRL: 35  
Int: 100  
Str: G  
Luck: 80  
WP: 95  
PR: 15  
RR: 3 or by wpn -2  
Movement: 20/60 flight

**Description:** Arch-demons most often appear as male humanoids with traces of demonic lineage, such as small horns, forked tongued, reddish tinge, barbed tail, etc. In truth they can appear

in any form they desire, and the true forms vary depending on the demon you have encountered, from 3 feet tall, to over 9 feet tall. Most arch-demons prefer to appear as imposing as possible to the creatures encountering it.

**Habitat:** The normal homes for arch-demons reside in hell, and they are almost never encountered on earth, preferring to send minor demons to do their work. They can be summoned forth thru great rituals, but this is extremely dangerous, as the demon will manipulate and try to free itself at any cost. The most common demons to be summoned are Asteroth, Asmodeus, or Ba'al Zebub. Often these demons are actually worshipped as gods themselves.

**Abilities:** Each unique demon has its own special powers to be determined by the GM (typically master level in at least one type of magic), but they all share some common abilities: (1) they can shape change at will (2) they regenerate 1 severe wound every 6 segments (3) they cannot ever be permanently killed. If their body is destroyed on earth, they will reappear in their home in hell. (4) they can fly at will (5) they are immune to non-magical weapons and flame, and (6) they can charm any person unless that person makes a successful willpower check at a -20 penalty.

Arch demons are also immune to any magic not cast by a caster with at least a PR of 10.

**Treasure:** Some of the rarest artifacts can be found in the possession of an arch-demon. These creatures have often sent their minions out to retrieve magical items of legend, and if defeated, will most likely have one of those items in their possession. The lair of an arch-demon is also often filled with countless riches of various forms as well. Some examples of artifacts that can be found with an arch-demon are as follows:

## Staff of Asteroth

(grants +20 to intellect when wielded, can shoot forth a ball of fire five times a day-ADP:20 DRL: 25 RR: 6 Range: 100 yards Affects: single target)

## Club of Ba'al Zebub

2-handed weapon, +5 ADP, DRL: 10, target must make a luck check with each hit or die.

## Demon, Greater

DA:	15
ADP:	17
DDP:	15
DRL:	24
Int:	85
Str:	B
Luck:	60
WP:	75
PR:	10
RR:	3
Movement:	20

**Description:** Greater demons come in various forms and variants, but are all generally very large creatures; humanoid in appearance and standing over 7 feet tall. These demons also tend to have large, razor sharp claws, barbed tails, and twisted horns atop their heads. Some are very heavysset, while others are bone thin, and some have short, stubby wings while others have none.

**Habitat:** Greater demons act as generals to their lord's armies in hell, and only are very rarely sent to the earth do their master's bidding. Most encounters with a greater demon are when the demon has been summoned by a great mage.

**Abilities:** All greater demons, regardless of appearance differences, love to rend their targets to pieces with their sharp talons. They all regenerate one moderate or lesser wound per 4 segments, are immune to non-magical weapons, and are immune to poison, fire, and disease as well.

**Treasure:** Greater demons will generally not have any money in their possession, but almost always have some powerful magical item given to them by their lord.



## Demon, Lesser

DA:	9
ADP:	5
DDP:	5
DRL:	9
Int:	40
Str:	H
Luck:	35
WP:	35
PR:	4
RR:	7
Movement:	10



**Description:** Lesser demons strongly resemble their greater demon cousins, only in a smaller scale. They come in many types of species, but most are less than 4' tall and weigh less than 200 pounds. Their skin ranges from scaly red to crusty green, and their bodies ranged from totally hairy to completely bald.

**Habitat:** The lesser demon is the most common form of demon to be encountered. They make up the bulk of a demonic army, and are often sent forth to earth to act as scouts or do retrieval missions from their lord.

**Abilities:** Lesser demons have a great sense of smell, and will never get fatigued. They prefer to attack with their clawed hands in a wild frenzy.

**Treasure:** Lesser demons rarely have treasure on them, unless it is an item that they are carrying back to their master.

## Demon, Succubus

DA:	14
ADP:	12
DDP:	12
DRL:	14
Int:	80
Str:	H
Luck:	65
WP:	70
PR:	8
RR:	5
Movement:	10/50



**Description:** Succubus appear most often as women with a beauty that only rivals their evilness. Their beauty is striking, and most mortal men cannot resist their temptations. The demons real form, however, also includes bat-like wings and a barbed serpent tail, and razor sharp fangs. When traveling the mortal earth, however, a succubus keeps these traits hidden through illusion.

**Habitat:** A succubus spends most of her time living in a plane of hell, but sometimes will either escape or be sent to the earthly plane. It is here where they typically engage in one of two activities: spying for their dark lord, or influencing men with their charm ability to make themselves more powerful.

**Abilities:** A succubus has many magical abilities, including being able to change her appearance via illusion at will. They also

have the ability to charm any male unless that target makes a successful willpower check at a -10 penalty. If they fail, they will be at the bidding of the succubus.

If forced into combat, the succubus will change into her natural shape and attack with long, razor sharp talons.

**Treasure:** Most succubus demons love anything beautiful, and often will carry expensive jewelry on their person.

## Doppelganger

DA:	4+armor
ADP:	5
DDP:	5
DRL:	by wpn+1
Int:	65
Str:	H
Luck:	45
WP:	40
PR:	3
RR:	by wpn
Movement:	5

**Description:** Doppelgangers in their natural form appear as featureless humanoids with pale gray skin. They have no facial features, and wear no clothing. Doppelgangers most often appear, however, as a normal humanoid; either human, dwarf, elf, or gnome. They can change their shape at will to blend in with others.

**Habitat:** Doppelgangers make their lairs in secluded areas away populous areas, but close enough to towns and cities to continue to hunt. The often change their shape to disguise a target group, and will attack with surprise once the target has let their guard down.

**Abilities:** Doppelgangers have the ability change their appearance into any humanoid shape at will.

**Treasure:** Doppelgangers will often keep treasure and items from its victims.

## Dragon, Chiao

DA:	23
ADP:	21
DDP:	18
DRL:	27
Int:	80
Str:	T
Luck:	80
WP:	85
PR:	15
RR:	3
Movement:	40



**Description:** Chiao dragons are very long, approximately 100 feet in length from head to tail. They have flat bearded faces common to many of the dragons, and have a rusty brown color to their scales. They do not have wings, and cannot fly.

**Habitat:** Chiao, or "The Dragon of Hidden Treasure", is considered the patron of the earth. They make their lairs deep within

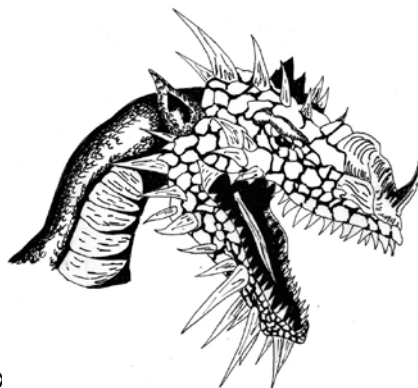
mountains where they guard a giant horde of gems and precious metals. They are generally ambivalent to humanoid species, but will defend its lair if it feels threatened.

**Abilities:** Chiao dragons are very in tune with the earth, and can feel every minute vibration from up to a mile away. This ability makes it near impossible to surprise the dragon. When engaged in combat, the Chiao attack with razor sharp claws. Their body is very long and thin, allowing them to maneuver through tunnels and caves with a snake-like speed.

**Treasure:** Chiao are famous for guarding a huge horde of gems and valuable metals. Often this horde will have up to 100,000 gold worth of various gems, and up to 50,000 gold in various coins and metals. They may also have several magical items included as well.

## Dragon, Desert

DA:	20
ADP:	18
DDP:	18
DRL:	30
Int:	88
Str:	T
Luck:	99
WP:	80
PR:	16
RR:	3
Movement:	20/80 fl



**Description:** The desert dragon appears much more menacing than it actually is. This creature grows to a length of about 150 feet from head to tail, and has a wingspan of almost 100 feet. Hundreds of spines and spikes cover the dragon's golden brown scaly body, and long, curved talons grow from its claws.

**Habitat:** The desert dragons make their lairs deep within the dry arid climates where the temperature rises to sweltering temperatures. They prefer to make their lair within a deep cave complex inside the desert cliffs, and often venture forth to hunt for prey.

These dragons will almost always sleep during the night, preferring the heat of the sun to warm their bodies and to use the warm updrafts to help them fly with ease.

Of all the dragons, desert dragons are the most tolerant of humanoids, and aren't opposed to a stimulating conversation with one. They will generally ask questions first before deciding to attack. However, anyone caught trying to steal from, or lie to a dragon will promptly be met with hostility.

**Abilities:** One of the favorite tactics of a sky dragon is to buffet its wings, creating a blinding sandstorm to billow forth in an area 50'x50'x40'. Any creature caught in this storm will have to make a luck check at a -20 penalty. Those that fail will be blinded for 5d6 segments.

Desert dragons are also skilled in mental magic, being able to cast up to level 4 mental spells, but won't hesitate to attack with its claws and bite.

**Treasure:** Desert dragons are most fond of collecting intellectual forms of treasure, and quite often their horde will include ancient tombs that haven't been seen by humanoids for a hundred years or more.

## Dragon, Earth

DA:	23
ADP:	24
DDP:	26
DRL:	40
Int:	75
Str:	T
Luck:	80
WP:	85
PR:	14
RR:	4
Movement:	20



**Description:** The great earth dragon is a monstrous beast that can grow to over 200 feet in length, and is very stocky when compared to other dragons. They are covered in brown/gray scales to help camouflage them in the deep mountain caves where they prefer to live. Earth dragons do not have wings, but they have very powerful claws and teeth in which they tear trespassers to pieces.

**Habitat:** Earth dragons are very rare, and only make their home in the most unreachable mountain caves. Their favorite food is mountain goat, and will often show pleasure to someone who provides them with this meal. Normally they are very passive, but won't hesitate to kill an unwelcome trespasser.

**Abilities:** Earth dragons have very powerful normal attacks in their huge claws and teeth, and also have some other innate powers at their disposal. They can hibernate for many years at a time, which makes them even rarer to see. Earth dragons also have the ability to cause an earthquake with a 1 mile radius that will destroy every building within that radius.

In addition to these abilities, earth dragons are also immune to non-magical weapons and spells cast by a veteran character or lower.

**Treasure:** Earth dragons often have great hordes of treasure that they have accumulated throughout the ages. For an adult dragon, this typically is between 3d10x1000 gold, 10d10x1000 silver, and several magical artifacts along with dozens of pieces of art.

## Dragon, Fire

DA:	21
ADP:	22
DDP:	22
DRL:	32
Int:	95
Str:	T
Luck:	92
WP:	88
PR:	18
RR:	3
Movement:	20/70 flying



**Description:** The temperamental fire dragons range in color from a bright red to a charred rust tinge. Their scales are thick, protecting them from the fires of where they like to make their homes. A fire dragon can grow to about 150 feet in length, with a short, stubby tail and wings. Each of the dragon's limbs end in long, razor sharp talons, and jagged teeth line the dragon's mouth.

**Habitat:** Fire dragons most often make their homes in volcanoes, preferring the blistering heat that gives them solitude against other creatures. They do occasionally like to fly up out of the volcano to hunt prey. The dragon does not like raw meat, and will char anything that it attempts to eat. The dragon's unique nature allows it to survive even on coal as the sole food source.

**Abilities:** In addition to the dragon's formidable claw and bite attacks, the dragon also has a horrifying special weapon. Once per hour, the dragon can combine two separate chemicals in special glands to effectively breathe forth a column of flame. This liquid fire is 10' wide and can be shot forth up to 100 feet away. Any creature caught in this fire must defend against an ADP of 25. If the character fails his DDP roll, he will suffer 2d10 severe wounds. If the character succeeds in defending, they will still suffer 1d6 severe wounds.

If this ability was terrifying enough, fire dragons are also immune to any magical effect from a caster with a PR of less than 10. Fire dragons are also completely immune to fire and heat based attacks. If fire or heat is used against them, they will instead heal the wound type, as opposed to suffering the wound. A party hunting a fire dragon best keep this in mind, as a dragon of this type will heal one wound of choice every 3 segments that it is accessible to great heat, such as it's lair of lava.

**Treasure:** A fire dragon's treasure will consist entirely of gems and powerful magic items. Coins and other forms of treasure that cannot stand the heat of the dragon's lair will melt and are destroyed.

#### Dragon, Forest

DA: 8  
ADP: 9  
DDP: 12  
DRL: 7  
Int: 75  
Str: W  
Luck: 99  
WP: 60  
PR: 9  
RR: 6  
Movement: 10/40 flying



**Description:** By far the smallest of the dragon species, the forest dragons grow to only 5-10 feet in length. Their scales are mottled green and brown colors, and they have up to a 15 foot wingspan. They do have sharp talons and teeth that defy it's small stature.

**Habitat:** Forest dragons make their homes within the thick foliage of forests, from tropical rain forests to cold temperate forests. These dragons are the only ones who live in small clans of 2d20 dragons, and are led by a chieftain (DA: 12 ADP: 10 DDP: 15 DRL: 8 PR: 11---Skilled in advanced channeling magic).

They are trickster dragons, and prefer harassing techniques to outsiders. They are not generally hostile towards humanoids, and will occasionally make verbal contact with a few. However, if anyone appears to wish harm to the forest or the creatures living in them, the forest dragons will be hostile.

**Abilities:** Forest dragons are very intelligent, and can speak many languages. This allows them to communicate with outsiders at will, as well as giving them the ability to use magic. Most forest dragons are skilled in adept rune magic and skilled channeling magic. These dragons also have a hiding skill of 99% and a stealth skill of 90%, making them virtually invisible in the forest.

**Treasure:** Like most dragons, forest dragons do like to collect treasure. This treasure horde is generally kept hidden and protected under the chieftain's watch.

#### Dragon, K'iu-lung

DA: 28  
ADP: 26  
DDP: 25  
DRL: 40  
Int: 60  
Str: T  
Luck: 85  
WP: 80  
PR: 20  
RR: 3  
Movement: swim 100

**Description:** These great blue dragons can grow to over 200 feet in length. They are very long and thin, resembling azure hued serpents with streamlined heads and long horns and spines on their body.

**Habitat:** K'iu-lung's are the keepers of the sea, and resided in deep underwater caverns. Legend says that these dragons are the ones responsible for storms at sea when they are unhappy or displeased with man, and will even send a tidal wave at a local fishing village if the village does not pay proper homage to the ocean.





**Abilities:** When engaged in physical combat, the K'iu-lung will first attempt to warp around a ship and crush it with its great body. If that fails, or if there are creatures in the water, the dragon will attack with its huge razor sharp teeth.

**Treasure:** Deep within the caves of their lair, the K'iu-lung keeps all the treasure from lost ships or tribute paid to it. Often this treasure horde consists of tens of thousands worth of gold in gems, jewels, money, and magical items.

## Dragon, Lung

DA: 17  
ADP: 16  
DDP: 18  
DRL: 22  
Int: 95  
Str: G  
Luck: 90  
WP: 90  
PR: 22  
RR: 2  
Movement: 30/70



**Description:** The only dragon with five claws, the Lung dragon grows up to 80 feet long and resembles a golden, red or green scaled serpent with a large flat face and mane of long hair.

**Habitat:** Also known as imperial dragons, Lung dragons are one of the most common of dragon species. They are often involved in humanoid politics, taking a leadership role and manipulating humanoids much the same one would do with pawns on a game table. Often a powerful emperor will ally himself with a Lung dragon to inspire his people and show that he is favored to rule.

**Abilities:** Even though they are wingless, the Lung dragons do have the ability to fly. These dragons also have the ability to transform into any humanoid form at will, and often speak several languages. They typically attack with two claws when in dragon form.

**Treasure:** It is not uncommon for a Lung dragon to accumulate a significant horde of treasure and valuable items during its lifetime. Often it will use this horde to pay for any humanoid armies that it wants to command.

## Dragon, Sea

DA: 24  
ADP: 25  
DDP: 26  
DRL: 46  
Int: 60  
Str: T  
Luck: 75  
WP: 65  
PR: 17  
RR: 4  
Movement: 100 swim



**Description:** These great creatures of the ocean can grow over 300 feet long. They are very snake-like in appearance, having no wings, but they do have four very short legs ending in hooked talons. They range from bluish in color to a jade green, and have a brilliant hued fin that runs down the length of its body.

**Habitat:** The Sea dragons make their lairs deep within the ocean depths, very rarely venturing towards the surface. They primarily hunt giant squid and whales, but being intelligent beings, will occasionally venture to the surface to attack a ship. Motives for this range from wanting more food, wanting to increase its treasure horde, or being upset about the amount of trash and refuse that the ship's crew may dump overboard.

**Abilities:** The sea dragon relies on sheer power. They are the strongest and largest of the dragons, and will wreak havoc with their powerful bite. A favorite tactic of the dragon is to coil around smaller ships, and crush them, letting the crew drown before eating them.

**Treasure:** A sea dragon's horde, if it can even be reached, will contain a magnificent collection of treasure. Hundreds of thousands of coins will be found, in addition to many jewels, gems, and arcane items.

## Dragon, Sky

DA: 19  
ADP: 20  
DDP: 18  
DRL: 33  
Int: 110  
Str: T  
Luck: 80  
WP: 80  
PR: 24  
RR: 3  
Movement: 30/100 fly



**Description:** A sky dragon's body is covered in hard, metallic blue scales that encase the entire 100 foot length of its body. Sky dragons also have a huge wing span of over 150 feet.

**Habitat:** Sky dragons make their homes in the layers of clouds, and thus are only seen when they come down to hunt. They have built huge castles with their magic in these clouds, and if one could reach them, they would think they were in the land of the gods. Sky dragons are extremely temperamental, and will often attack without provocation.

**Abilities:** In addition to their normal attack of slashing with its claws and racking with its bite, sky dragons also have the ability of flight, and will often attack by strafing. They can, once every hour, breathe a huge cloud of scalding steam out to a range of 60 feet by 50 feet wide. Any creature caught in this cloud defends against an ADP of 22, and if failing, will suffer damage equal to a DRL of 20 plus an additional 2d6 wounds of the type rolled. Succeeding the defense roll reduces all of the rolled wounds to one category less.

In addition to all these powers, the sky dragon also is skilled in advanced channeling magic and is immune to all non-magical weapons.

**Treasure:** Like earth dragons, sky dragons also like to collect vast mounds of treasure, and a dragon horde will consist of thousands of gold and arcane items.

#### Dragon, Swamp

DA: 15  
ADP: 12  
DDP: 13  
DRL: 16  
Int: 35  
Str: G  
Luck: 87  
WP: 60  
PR: 14  
RR: 3  
Movement: 15/60 swim

**Description:** Swamp dragons grow to about 50 feet in length from head to tail. Their scaly hide ranges in color from jet black to a rotten brown, and is generally covered in moss or other rotted vegetable matter. They have short legs and a long prehensile neck, and their tail ends in a wide, flat flipper appendage in which it uses to aid in its swimming. Razor sharp teeth line a wide, flat mouth, and filthy yellowed talons sprout from its feet.

**Habitat:** As the name hints, swamp dragons make their lairs deep within swamps and bogs, where most humanoids avoid. They live in solitude, preying on any swamp life that happens by, including alligators, birds, or the occasional adventurer.

Unlike other dragons, a swamp dragon rarely sleeps. They are constantly on the prowl of prey, venturing up to a mile or so away from their lair. These lairs are very well hidden caves that can be partially or fully submerged in the swamp.



**Abilities:** In combat, the swamp dragon prefers to lie in wait to ambush its prey. The creature is 90% undetectable when hiding in this manner. If the dragon is successful with either a bite or claw attack, the victim must make a luck check or be stricken with a disease that will take hold 1d4 days after the attack. This disease will drain 10 strength and endurance points every day for 2d6 days, or until cured. If either of these attributes are reduced to 0 or less, then the character will die. At the end of the 2d6 days, the character will begin to heal back 10 points a day until they are at normal strength.

**Treasure:** A swamp dragon normally doesn't keep treasure, and any treasure found will be that which is left from previous victims. Even with this sparse amount, it will generally be very well hidden within the swamp lair itself and be very difficult to find.

#### Dragon, T'ien Lung

DA: 20  
ADP: 22  
DDP: 20  
DRL: 23  
Int: 74  
Str: G  
Luck: 76  
WP: 70  
PR: 16  
RR: 3  
Movement: 20/65 flight



**Description:** These winged dragons grow up to 100 feet in length, and grey or bluish scales cover the length of its snake-like body. Their feathered wings are enormous, growing to over 150 feet from wing tip to wing tip.

**Habitat:** T'ien Lungs make their homes high in the clouds, and are almost never seen near land. They rule the skies and legend has it that they can control the weather. Occasionally they will fly down towards the earth to hunt, cattle being its favorite food.

**Abilities:** Besides the ability of flight, these dragons also have the ability to control the weather. When angered, they often will change the weather to dark skies and violent thunderstorms.

**Treasure:** The T'ien Lungs do not keep any treasure, but their hide is extremely rare and sought after.

#### Dragonling

DA: 9  
ADP: 13  
DDP: 12  
DRL: 7 or by wpn+4  
Int: 48  
Str: H  
Luck: 50  
WP: 55  
PR: 4  
RR: 6  
Movement: 10/20 fly

**Description:** Dragonlings appear to be humanoid hybrids of their respective dragon type. Their appearance varies depending on the type of dragon that they take after. For instance, a fire dragonling would have a deep reddish tinge to their thick scales. What is a common trait is that all dragonlings stand upright between five and six feet tall, have arms, legs and hands similar to a humanoid, but have a dragon's head and thick tail.

**Habitat:** Dragonlings make their homes in all types of terrain, acting as servants to their dragon masters. A typical dragon will often have between 20-60 dragonlings that act as guardians, housekeepers, and any other type of slave work that the dragon may need. Occasionally, but very rarely, a group of dragonlings may be found in a clan without a dragon master. Most often this occurs when the dragon master has been slain and the dragonlings no longer fall under the reigns of the dragon.

**Abilities:** All dragonlings will have the same abilities of their respective dragon masters, albeit on a less powerful scale. In the case of damage, a dragonling's breath will typically have a DRL of 20 and be extend out to 20 feet with a diameter of 5' at the end of the cone.

**Treasure:** Dragonlings do acquire treasure, as they make good use of armor and weapons. A typical dragonling individual would have 10d10 gold in addition to at least one magical item.

## Dryad

DA: 6  
ADP: 7  
DDP: 10  
DRL: 4  
Int: 65  
Str: W  
Luck: 75  
WP: 70  
PR: 5  
RR: 6  
Movement: 5

**Description:** Dryads are wood nymphs that appear as beautiful, scantily-clad women. They tend to take the species of the main intruder, in an effort to seem even more alluring.

**Habitat:** Dryads make their homes in sacred trees deep within the woods. They tend and care for the plant and wildlife in their woods, and spend most of their time frolicking with the animals.

**Abilities:** Dryads have the ability to speak with all types of animals, and also have the ability to meld their bodies into any plant large enough to house them. This is how they enter their sacred tree, as there is no visible entrance. Any male who encounters a dryad must make an intellect check at a -10 penalty or be smitten for 1d10 hours. While in this state, the man will not take any action to harm the dryad, and will defend her with his life. Dryads also have the ability to cast up to level 3 totem magic.

**Treasure:** The only treasure that a dryad might have is some sort of magical charm that helps them heal plant or animal life.

## Elephant

DA: 14  
ADP: 11  
DDP: 10  
DRL: 22  
Int: 25  
Str: G  
Luck: 40  
WP: 40  
PR: 3  
RR: 7  
Movement: 15



**Description:** Elephants are giant land creatures, standing over 9 feet tall and weighing more than three tons. They may appear slow and cumbersome at first glance, but their stout legs and agile trunk can move with amazing speed if need be.

**Habitat:** Elephants make their homes either in the hot plains, or humid jungles of the world. They prefer to live in a herd, being led by a large bull that has a DA level of 18 and a +1 shift to ADP,DDP, and DRL.

**Abilities:** Elephants will generally only attack if threatened or attacked themselves. An elephant will attack by using its tusks. Any human sized or smaller creature caught in melee combat with an elephant also has a 50% chance of suffering damage equal to a DRL of 15 from trampling.

**Treasure:** An elephants treasure consists of it's highly sought after ivory tusks, which can fetch a price of over 2000 gold per tusk on the market.

## Gargoyle

DA: 12  
ADP: 9  
DDP: 10  
DRL: 14  
Int: 35  
Str: B  
Luck: 30  
WP: 35  
PR: 4  
RR: 6  
Movement: 5/35 flight



**Description:** Gargoyles appear as stone creations of humanoids with tremendously distorted features. Often the faces appear misshapen and twisted, with horns protruding from their heads and wings folded along their back.

**Habitat:** Often gargoyles are used as a decoration for large gothic buildings. Unlike these stone decorations, however, these magical gargoyles are animate and can move. These gargoyles are used as guards against trespassers, and will generally attack once an intruder is spotted.

**Abilities:** All gargoyles can fly, albeit clumsily with their wings, and all gargoyles can not only see in the dark, but they can see invisible creatures as well. They only suffer minor wounds from

piercing weapons, but suffer 2x damage from blunt weapons.

Treasure: Gargoyles will almost never have treasure, as they have no need for valuable items.

#### Giant, Forest

DA:	14
ADP:	15
DDP:	13
DRL:	17
Int:	40
Str:	B
Luck:	45
WP:	50
PR:	8
RR:	6
Movement:	15



Description: Forest giants stand over 15 feet tall, with wooden textured ruddy skin and leaves and branches that seem to be growing from their beards. The most notable feature of a forest giant is that their legs from the knees down seem to be those of tree trunks.

Habitat: Forest giants live in small, tribal groups of 4-10 giants. They are very reclusive, and prefer to not have dealings with any other race. While not being inherently evil, they are very cautious and won't hesitate to attack if they feel threatened.

Abilities: Forest giants have no arcane abilities other than their great strength. 50% of the time, a forest giant will wear thick hides of armor, effectively raising each WT rating by 3.

Treasure: Forest Giants usually only keep treasure of gems or precious jewels worth about 1d6x1000 gold.

#### Giant, Mountain

DA:	20
ADP:	20
DDP:	18
DRL:	30
Int:	59
Str:	G
Luck:	40
WP:	80
PR:	9
RR:	7
Movement:	20

Description: Mountain giants are the largest of the humanoids, towering over most everyone else. They strongly resemble 30' tall dwarves, sporting long beards and priding themselves in their great girth. No one's actually weighed one of these giants, but if one landed on you, it would not be pretty.



Mountain giants don't wear typical armor, but are often clothed in thick elephant or mammoth hides.

Habitat: Mountain giants make their homes deep within the great mountain ranges where humanoid exploration hasn't yet been able to penetrate. They prefer to live alone in solitude, hunting wild sheep and any other creature foolish enough to trespass into its territory. Occasionally, if they feel the threat is great enough, they may band into tribes to face the threat in unity.

Abilities: These giants do not have any arcane abilities beyond that of a normal human. They instead rely upon their great strength and naturally hard rock-like skin to survive.

Treasure: A typical mountain giant will have acquired a significant amount of treasure in its lifetime, mainly from unprepared explorers.

Generally, the treasure horde of a mountain giant will include 2d4x1000 gold, 2d10x1000 silver, various gems and jewelry worth 1d4x1000 gold, and a few arcane items usable by elite experience title or less characters.

#### Giant, Desert

DA:	15
ADP:	18
DDP:	14
DRL:	25
Int:	55
Str:	G
Luck:	60
WP:	70
PR:	10
RR:	5
Movement:	20

Description: Desert giants almost exactly resemble deeply tanned humans that have grown to 20 feet in height. They are very slender, preferring to wear light, brightly colored, flowing clothing in the hot desert climates. Desert giants keep themselves almost completely shaved, to help keep themselves cooler.

Habitat: Desert giants live in small tribes of 10-40 giants in nomadic groups. They rarely stay in the same area for long, and therefore live in easily moved tents and don't own too many possessions that could weigh them down. These tribes are led by a chieftain who is also skilled in fairly powerful totem magic.

Abilities: Desert giants don't have any racial arcane abilities, but the chieftain, or at the very least the shaman, will be fairly skilled in totem magic, possibly up to an advanced level.

Treasure: Since the desert giants are a nomadic people, they do not collect vast amount of treasure. Most of the valuable items they will have is jewelry or practical arcane items.

## Goblin, Standard

DA:	2+armor
ADP:	2
DDP:	2
DRL:	by weapon
Int:	35
Str:	W
Luck:	30
WP:	15
PR:	1
RR:	5
Movement:	5



**Description:** Goblins are sickly little humanoids, standing just under four feet in height and having a wasted appearance about them. Their skin tones ranges from dark tan to putrid green, and they have greasy hair that lies in tangles.

**Habitat:** Goblins can make their home in pretty much any area that humans would consider substandard, from villages to underground lairs.

**Abilities:** Goblins have the special ability of night vision similar to a dwarf's, as well as the uncanny ability to lay good ambushes.

**Treasure:** Goblins generally will have 1d4 silver on each of their persons, with a tribe treasury of 10d8 gold, 2d10x10 silver, in addition to a possible minor magical item.

## Goblin, Marauder

DA:	4+armor
ADP:	3
DDP:	3
DRL:	by weapon
Int:	40
Str:	H
Luck:	40
WP:	30
PR:	2
RR:	5
Movement:	5



**Description:** Goblin marauders appear as slightly larger versions of their cousins. They are more tribe-like, and prefer to wear heavy hides due to the climate they like to live in. These goblins stand up to 5 feet tall and can weigh up to 150 pounds.

**Habitat:** Goblin marauders prefer to live in the harsh climates of cold and mountainous terrain. They are very at home in the snow and rocks, and their harsh living conditions have made them a very hardy breed of creature. It is also from this cold life that has given them a ruthless and cold demeanor. Since there is very little natural resources in the cold and mountains, goblin marauders are well known for their coordinated attacks on caravans traveling through the mountain passes.

Goblin marauder tribes generally contain 50-100 goblins, with a large chieftain (DA 6 and a +1 to his base DRL). This chieftain will also be armed with a minor magical weapon and/or armor as well.

**Abilities:** Goblin marauders all have night vision, and all cold damage is reduced by one category.

**Treasure:** Each goblin marauder carries 1d4 gold as its personal wealth. The goblin chieftain, in addition to its magical weapon and/or armor, will have the tribe's wealth of 5d6x10 gold, 5d10x10 silver, plus various gems and jewelry, and even might have other minor magical items, such as a vial of healing.

## Golem, Metal

DA:	20
ADP:	18
DDP:	17
DRL:	30
Int:	15
Str:	G
Luck:	50
WP:	n/a
PR:	n/a
RR:	10
Movement:	5

**Description:** Metal golems appear as 15' tall statues of armed humanoids made completely of metal. They are often mistaken for decorative statues, as they are unmoving until activated.

**Habitat:** Golems are constructs of powerful mages to acts as guards to their homes. These creatures will follow the orders given to them strictly to the letter, and will only activate when one of those order's is pertinent. Most commonly this is when an intruder enters a protected area. Until then, the golem is completely motionless.

**Abilities:** Since they are constructs, golems are immune to mind affecting spells or powers.

**Treasure:** Golems have no treasure themselves, but they may be guarding a mage's personal horde.

## Golem, Stone

DA:	17
ADP:	14
DDP:	12
DRL:	22
Int:	15
Str:	B
Luck:	35
WP:	n/a
PR:	n/a
RR:	12
Movement:	5

**Description:** The most common form of golem, stone golems are constructs made in humanoid form standing



just over 7' tall and weighing almost a ton. These golems are constructed of any type of stone, but most often are made of clay, as it is easy to manipulate and form.

**Habitat:** Like all golems, stone golems are mindless constructs that follow the orders of the mage who created them.

**Abilities:** Stone golems have no unusual abilities.

**Treasure:** Stone golems have no need for treasure.

#### Golem, Wood

DA: 14  
ADP: 9  
DDP: 6  
DRL: 15  
Int: 15  
Str: B  
Luck: 30  
WP: n/a  
PR: n/a  
RR: 8  
Movement: 5

**Description:** The easiest form of golem to construct, wood golems are constructs made in humanoid form standing just over 5' tall and weighing 200 lbs. These golems are constructed of any type of wood, but most often are made of oak, as it is one of the sturdiest types.

**Habitat:** Like all golems, wood golems are mindless constructs that follow the orders of the mage who created them.

**Abilities:** Wood golems have no unusual abilities.

**Treasure:** Wood golems have no need for treasure.

#### Gorgon

DA: 11  
ADP: 14  
DDP: 15  
DRL: 16  
Int: 65  
Str: H  
Luck: 75  
WP: 65  
PR: 8  
RR: 6  
Movement: 10



**Description:** Gorgons were once beautiful maidens that were cursed by the Gods to take the form of a hideous creature. They have snakes for hair, and their bodies become serpentine from the waist down. The most well known gorgon is Medusa.

**Habitat:** Gorgons often make their lair in old ruins that were once temples to their god. They still seek redemption from an old god that no longer exists to turn them back into the beautiful creatures they once were.

Gorgons are extremely vicious and dangerous creatures, and will attack instantly, targeting the most attractive (female if possible) character in the party.

**Abilities:** The most terrifying ability of the gorgon is the ability to turn to stone any creature that makes eye contact with the creature. Any character who does not specify that they are avoiding the gaze of a gorgon must make a luck check every 10 segments or be turned to stone. If a character fights while not looking at the creature, then they will suffer a -5 to their ADP and DDP rolls.

If gazing is not an option, a gorgon will most often employ a great bow to attack with (the ADP and DRL stats above).

**Treasure:** The lairs of a gorgon will often hold many treasures of the unfortunate victims to have crossed its path earlier. This typically includes 2d4x1000 gold, 3d10x1000 silver, various pieces of art and jewelry worth between 2d8x1000 gold, and a few arcane items.

#### Gremlin

DA: 4  
ADP: 3  
DDP: 4  
DRL: 3  
Int: 70  
Str: F  
Luck: 55  
WP: 25  
PR: 3  
RR: 4  
Movement: 5

**Description:** Gremlins appear as two feet tall green humanoids. They have long, pointy ears and always have a mischievous grin.





**Habitat:** Gremlins make their hidden lairs wherever there are individuals to make miserable, human or not. They love to hide in the shadows and cast cantrips to disrupt their targets. Often gremlins will make a pact with a creature in a lair, and will remain out of sight, tormenting any unwelcome intruders. Such cantrips include unfastening buckles, causing helmets to droop over ones eyes, etc. All of these cantrips are cast at a distance of up to 40 feet away.

**Abilities:** All gremlins have the ability to become invisible at will in addition to their cantrip ability. They wear no armor, but if forced into combat, will attack with small wicked daggers.

**Treasure:** Gremlins carry no treasure.

## Griffon

DA: 15  
ADP: 14  
DDP: 15  
DRL: 14  
Int: 25  
Str: B  
Luck: 65  
WP: 55  
PR: 4  
RR: 4

**Movement:** 10/45 flight



**Description:** The majestic griffon is a creature with a lion's body, the head of an eagle, and a great set of feathered wings sprouting from it's back. The creature is slightly larger than a normal lion, growing up to 10 feet in length.

**Habitat:** Griffons make their perches high in the cliffs overlooking either temperate woodlands or grassy plains. They generally only venture forth when hunting prey, livestock being their favorite meal.

Occasionally, certain humanoid groups have been able to capture and train griffons as steeds.

**Abilities:** All griffons have excellent eyesight, and all can fly with a greater agility than their size would allow. When engaged in combat, the griffon will prefer to swoop down and rake with it's claws initially (two attacks both resolving in the same segment), and when on the ground will attack with its razor sharp beak.

**Treasure:** Griffons do not collect treasure, but an intact griffon egg can sell for 5000 gold or more to a mage's guild.

## Hag

DA: 6  
ADP: 8  
DDP: 7  
DRL: 8  
Int: 60  
Str: H  
Luck: 55  
WP: 45  
PR: 6  
RR: 6



**Movement:** 5

**Description:** Hags resemble elderly human women with a sickly green color to their skin and black, tangled hair. They have long, yellowed fingernails and sunk-in glowing red eyes. Their clothes are nothing more than old rags that are soiled and even have various types of fungus growing on them.

**Habitat:** Hags live in groups of 1d4+1 deep within the swamps and moors where they don't have to fear about large scale outside contact. They prey on any creature weaker then themselves that happens to enter their territory, and they will attack an elf or human on sight for the chance to taste their sweet flesh.

**Abilities:** Hags attack by ambush, sneaking around to surround their prey. They will make use of their excellent stealth (95%) and silent walk (95%) to shadow their prey until nightfall. Once the prey falls asleep, they will sneak forth and attack with their sickly claws. Any creature struck by a hag must clean out their wounds within one hour or they may (25%) contract gangue green. The wounded area will become infected and continue to become swollen with puss. After 1d4 days, the affected limb will become so infected and painful that it will become useless, and the character will fall very ill. If not amputated or healed, the wound will become fatal in 2d6 days.

**Treasure:** Hags do not carry treasure on their bodies, but a hag lair usually includes 1d10x100 gold, 2d10x1000 silver, and an arcane item or two from previous victims.

## Harpy

DA: 5  
ADP: 6  
DDP: 6  
DRL: 6  
Int: 55  
Str: H  
Luck: 50  
WP: 40  
PR: 7  
RR: 4  
**Movement:** 5/45 flight

**Description:** Harpies have the bodies of young, beautiful women from the waist up, with large feathery wings in place of arms. From the waist down, they have the body of an eagle with long sharp talons on their feet in which they use to attack.

**Habitat:** Harpies live in flocks of 3d4 creatures, constantly on the hunt for humanoid prey. Their favorite meal is the taste of male flesh, and will attack male characters first. They can live in almost any climate except frozen arctic areas.

**Abilities:** Harpies have no unusual abilities with the exception of flight and infrared vision.

**Treasure:** Harpies love to collect shiny objects that they have taken from various victims, which usually includes various gems and jewelry worth about 2d6x100 gold per lair.

## Hawk/Falcon/Eagle

DA: 3  
 ADP: 4  
 DDP: 6  
 DRL: 4  
 Int: 15  
 Str: F  
 Luck: 40  
 WP: 25  
 PR: 1  
 RR: 3  
 Movement: 1/60 flight



**Description:** Hawks, falcons, and eagles come in many forms and sizes. The stats listed here are for the larger birds, such as the Bald Eagle and Goshawk. These birds can stand two feet tall with a six foot wingspan.

**Habitat:** Wild hawks are rarely encountered in combat. Most hawks found in game play are pets or animal companions.

**Abilities:** All birds of prey have the ability of flight, and they have a special dive attack. If the hawk is at least 100 feet above a target, they can dive and attack. If this is done, they do not get a beak attack, but their ADP rises by 1 and their DRL rises by 2 for that attack only. Once a target has been successfully attacked via swooping, the bird will attack with it's beak.

**Treasure:** Hawks have no treasure.

## Hippocampus

DA: 8  
 ADP: 6  
 DDP: 5  
 DRL: 7  
 Int: 25  
 Str: B  
 Luck: 50  
 WP: 45  
 PR: 3  
 RR: 5  
 Movement: 20 swim



**Description:** The hippocampus is a half horse, half fish creature of the ocean. The torso, neck, and head are that of a gilled horse, while the hindquarters and legs are scaled and webbed. The hippocampus's tail is also long and serpent-like. The two front legs also end up in clawed, webbed feet as opposed to hooves.

**Habitat:** The hippocampus live in small herds of 5d6 creatures in large expanses of water, such as the ocean or great lakes. They can either breathe air, or can filter oxygen through its gills as long as it is moving at a full rate of speed. These creatures are often used as livestock and steeds by the merfolk.

**Abilities:** While the creature can breathe air, it cannot move on land very well and spends its entire life in the water, where it can move very well. When in combat, the creature will use its clawed feet on its forelegs to attack.

**Treasure:** These creatures have no treasure.

## Hippogriff

DA: 10  
 ADP: 9  
 DDP: 10  
 DRL: 10  
 Int: 30  
 Str: B  
 Luck: 45  
 WP: 40  
 PR: 3  
 RR: 4  
 Movement: 10/55 flight



**Description:** Hippogriffs are a rare cross breeding between a griffon and a filly. They have an eagle's head and front forelegs, a horse's hind quarters and rear legs, and a set of great feathery wings.

**Habitat:** Hippogriffs make their home high within the cliffs and craggy mountains. They generally live in flocks of 3d4 creatures, but hunt their favorite meal of mountain goat in solitude.

**Abilities:** Even though they can't walk very fast or agile because of their clawed forelegs, hippogriffs are lightning fast in the sky and have excellent maneuverability. These creatures are prized mounts for any who is able to capture and train one.

**Treasure:** Hippogriffs generally have no treasure.

## Horse, Draft

DA: 10  
 ADP: 5  
 DDP: 5  
 DRL: 8  
 Int: 20  
 Str: B  
 Luck: 50  
 WP: 40  
 PR: 3  
 RR: 5  
 Movement: 15



**Description:** Draft horses are slightly larger than most riding horses as they are often used to manual labor: plowing, pulling items, etc.

**Habitat:** Draft horses can be found in nearly every civilized society and rural area where there might be farms.

**Abilities:** Draft horses have no special abilities.

**Treasure:** These creatures have no treasure.

## Horse, Riding

DA:	8
ADP:	4
DDP:	4
DRL:	6
Int:	20
Str:	B
Luck:	50
WP:	40
PR:	2
RR:	6
Movement:	20



**Description:** Riding horses are your typical breeds that are used for light work and transportation. They are not used for hard labor as these duties are more fit for the stronger and larger draft horses.

**Habitat:** Horses are found in just about every civilized society where they are native to the land.

**Abilities:** These creatures have no special abilities.

**Treasure:** Horses have no treasure.

## Horse, War

DA:	12
ADP:	6
DDP:	6
DRL:	10
Int:	20
Str:	B
Luck:	50
WP:	60
PR:	4
RR:	5
Movement:	15



**Description:** War horses are the largest breeds of horses that have been selected to be trained for war. They are big and strong, and have great endurance.

**Habitat:** Wherever there are societies where horses have been used for battle, there may be found war horses.

**Abilities:** War horses have no special abilities, but due to their training, they have higher WP ratings than other horses.

**Treasure:** War horses have no treasure.

## Hsigo

DA:	6
ADP:	4
DDP:	4
DRL:	4 or by weapon
Int:	38
Str:	45
Luck:	38
WP:	30
PR:	4

RR:	6
Movement:	10/30 flight

**Description:** The Hsigo are a primate species that resemble chimpanzees with human faces and feathered wings.

**Habitat:** These creatures live in small clans deep within the bamboo forests, staying away from humanoids if at all possible. They are not evil, but are aggressive and won't hesitate to attack if they feel threatened.

**Abilities:** Hsigo have the ability of flight granted to them from their wings. When in combat, a favorite tactic is to fly above the enemy and drop rocks or other objects on them. Highly advanced Hsigo tribes have been known to craft crude javelins that they use in the same fashion.

**Treasure:** The only treasure the Hsigo will have will be either that from previous explorers, or the occasional shiny gem or jewel.

## Hydra

DA:	18
ADP:	18
DDP:	16
DRL:	20
Int:	30
Str:	B
Luck:	68
WP:	45
PR:	6
RR:	varies
Movement:	10

**Description:** The hydra appears as a great multi-headed serpent that can grow to over 10 feet tall and 30 feet long. 3d4 long necks sprout from their green, scaled dragon-like body, which in turn end in a huge serpent's head; mouth lined with razor sharp teeth.

**Habitat:** Hydras are solitary creatures, preferring to make their homes in abandoned stone buildings or cave complexes. They are dim creatures, being guided by a continuous hunger to hunt prey. One familiar with hydras can tell when they enter the creature's territory due to the lack of animal life and large quantity of bones near its lair.

**Abilities:** When in combat, the hydra will attack any creature that comes within a 15 foot radius of it, using each head to attack a different target if necessary. The RR of the hydra varies, depending on how many heads it started with. To find this out, divide 12 by the number of heads. The result (rounded up) will give you the RR of the creature. For every two heads lost in combat, increase the RR by 1.

This may seem like it can attack very often and quickly, which is true of a creature that can have up to 12 heads.

For example, a hydra with 9 heads would have a base RR of 2 ( $12/9 = 1.33$ ). When the creature is down to 7 heads, the RR becomes 3. When down to 5 heads the RR becomes 4 and so on.

# Hydra



The breath of a hydra is also a weak poison, and any who are engaged in melee combat must make a luck check at a +10 bonus or be poisoned.

The greatest ability of the hydra however, is its ability to regenerate a lost head. If a head is cut off and the neck stump not cauterized within 2d6 segments, two new heads will grow in its place. Each neck or head can withstand 1 severe, 2 deep, 4 moderate, and 10 minor wounds before becoming severed. Anyone specifically wanting to attack a head will suffer a -3 penalty to their ADP. The DA rating listed above is for the body of the creature only, and once the body is slain, the creature is slain.

**Treasure:** A hydra lair will contain a very large treasure horde, usually consisting of 2d10x1000 gold, 5d10x1000 silver, many gems and jewels, and several powerful arcane items along with many normal items such as weapons and armor from previous would-be heroes.

Imp  
DA: 5  
ADP: 3  
DDP: 3  
DRL: 3  
Int: 65  
Str: F  
Luck: 60  
WP: 45  
PR: 3  
RR: 3  
Movement: 5/30



**Description:** Imps appear as two feet tall devilish humanoids. They have long, pointed ears, sharp teeth and claws, and a devil-like tail that ends in a small barb. Their skin is a deep crimson and their eyes glow a soft red.

**Habitat:** Imps originally come from the pits of hell, but are often used as companions for powerful evil wizards.

**Abilities:** Imps can turn invisible at will, and have the power to fly distances up to 100 meters before needing to land.

**Treasure:** Imps do not have any treasure of their own.

Insect, giant ant  
DA: 9  
ADP: 5  
DDP: 6  
DRL: 6  
Int: 15  
Str: B  
Luck: 35  
WP: 40  
PR: 2  
RR: 3  
Movement: 15

**Description:** Giant ants appear as three foot long versions of a normal ant.



**Habitat:** Giant ants make their homes in underground mounds of approximately 100 ants.

**Abilities:** Giant ants have a terrific sense of smell, and they can track with 100% success.

**Treasure:** Giant ants have no treasure.

Insect, Giant Spider  
DA: 11  
ADP: 9  
DDP: 7  
DRL: 5  
Int: 20  
Str: B  
Luck: 40  
WP: 35  
PR: 3  
RR: 4  
Movement: 10



**Description:** Giant spiders can grow to over six feet in diameter, not counting the legs.

**Habitat:** Giant spiders are very rare and often make their homes deep within the woodlands or jungle.

**Abilities:** Giant spiders can make webs that are nearly unbreakable by normal attacks, but fire will almost instantly dissolve them. Whenever a giant spider bites a victim, the victim must make a luck check at a -10 penalty or be poisoned.

**Treasure:** The only treasure found in a giant spider's lair is that from a previous victim.

Insect, Large Spider  
DA: 7  
ADP: 4  
DDP: 3  
DRL: 3  
Int: 15  
Str: H  
Luck: 40  
WP: 35  
PR: 2  
RR: 3  
Movement: 10



**Description:** Large spiders are two foot diameter (not counting legs) versions of the normal insect.

**Habitat:** Large spiders often can be found in old ruins or dungeons, preying on unsuspecting passersby.

**Abilities:** In addition to making a web that can only be broken by a character with a strength score of 80 or higher, a large spider has a poison bite that a target creature must make a luck check against or be poisoned.

**Treasure:** Large spiders will occasionally have treasure from past victims in its lair.

#### Insect, Giant Scorpion

DA: 12  
ADP: 12  
DDP: 14  
DRL: 15  
Int: 20  
Str: B  
Luck: 40  
WP: 40  
PR: 4  
RR: 4  
Movement: 15

**Description:** Giant scorpions grow to just over 6 feet in length, but can come in different shades, from light tan to almost jet black. They have two huge claws and a long, barbed tail in which they use to attack prey.

**Habitat:** Giant scorpions can be found in almost any climate, with the exception of cold areas. They are solitary creatures, and hunt by sensing vibrations on the ground.

**Abilities:** When they find prey, a giant scorpion will attempt to grasp the prey with its claws and attack with its stinger. If the scorpion is successful in grasping with one of its claws, then its tail strike will attack with a +2 bonus to its ADP for that strike. If struck by the barbed tail, the victim must make a luck check or suffer the effects of the poison.

Regardless of how the scorpion attacks, only 1/3 of its attacks per cycle can be with the tail. Therefore, only one attack per cycle will be with the tail.

**Treasure:** Giant scorpions do not collect treasure, but there may be items from previous victims near its lair.

#### Insect, Giant Wasp

DA: 4  
ADP: 3  
DDP: 4  
DRL: 4  
Int: 35  
Str: H  
Luck: 40  
WP: 30  
PR: 1  
RR: 3  
Movement: 2/50



**Description:** Giants wasps are five foot long versions of the normal insects.

**Habitat:** Wasps make their homes in warm, temperate climates, either in underground burrows, or in large, paper-like hives. Most often these creatures are encountered in numbers of 1-4 while they are out on patrol. A hive itself might house up to 50 of the creatures.

**Abilities:** Any creature stung by a giant wasp must make a luck check at a +5 bonus or be poisoned.

**Treasure:** Giant wasps have no treasure.

#### Kappa

DA: 7  
ADP: 6  
DDP: 8  
DRL: 6  
Int: 43  
Str: 60  
Luck: 45  
WP: 45  
PR: 3  
RR: 5  
Movement: 5/30 swim

**Description:** Kappa resemble humanoid turtles with scaly skin and a large shell on their back. They have the head of a monkey, and long sharp claws grow from their hands and feet.

**Habitat:** Kappa live in relative isolation in rivers and streams, and tend to keep to themselves. If they are treated well by others, they will be relatively harmless, but if they feel threatened or insulted, they will prey on any humanoid in the area of the same species that threatened the Kappa.

**Abilities:** Kappa are excellent swimmers, and can hold their breath for up to thirty minutes. When in combat, they will attack using their sharp claws, and if attacked from behind, their shell will give them a DDP of 11.

**Treasure:** Kappa will often have treasure of a previous victim or victims that it has hunted.

#### Kelpie

DA: 9  
ADP: 5  
DDP: 4  
DRL: 9  
Int: 45  
Str: B  
Luck: 65  
WP: 55  
PR: 4  
RR: 6  
Movement: 35 swim



**Description:** A kelpie in its natural form appears as cross between



a horse and a bull with black, mangled hair and two sharp horns sprouting from its forehead. Very few people actually see this form, however. When luring prey, the kelpie often appears as a beautiful young maiden, or if luring a female, will appear as a handsome young man. Close inspection will reveal that the man's hair will always be wet.

**Habitat:** Kelpies live in underwater caves just off the coast of a land mass. They are usually solitary, but occasionally a pair will work in concert with each other.

**Abilities:** When a kelpie attempts to lure a prey, either by taking a stallion or human form, they will appear on the beach, making eye contact with whomever they want to lure. The target creature must make a luck check or be charmed by the kelpie. If the form taken is that of a horse, the kelpie will allow the prey to mount it before galloping back into the ocean.

If the form is a handsome man, the creature will lure its prey in a gentle embrace into the ocean. In either case, once in the ocean, the prey will remain charmed and will begin to drown. The prey will last for 4 segments for every 10 points of endurance they have before dying. Once dead, the kelpie will begin to feast on the prey.

**Treasure:** A kelpie treasure horde will grow with each victim that they have killed, usually consisting of 2d4x100 gold and a minor arcane object or two.

## Ki-lin

DA: 18  
ADP: 17  
DDP: 19  
DRL: 25  
Int: 60  
Str: B  
Luck: 87  
WP: 80  
PR: 12  
RR: 4  
Movement: 25



**Description:** The Ki-lin is the oriental cousin of the unicorn. The primary differences are that this creature has the head of a dragon, body of a stag, tail of an ox, and the mane of a lion. A great, golden horn also sprouts from its head.

**Habitat:** The Ki-lin is a very rare creature, normally only being seen when a noble and just ruler sits on the throne. It is a creature that symbolizes wisdom and all that is good, and will not intentionally harm even a blade of grass. The creature will defend itself if attacked or faced against an evil source.

**Abilities:** Ki-lin are immune to non-magical weapons and any spell cast by a character who has a PR level of less than 6.

**Treasure:** The Ki-lin do not have any treasure, but their horn is worth thousands on the black market.

## Leucrocuta

DA: 11  
ADP: 10  
DDP: 11  
DRL: 13  
Int: 35  
Str: B  
Luck: 62  
WP: 65  
PR: 7  
RR: 3  
Movement: 20



**Description:** The leucrocuta is a beast with the haunches of a stag, the torso and forelegs of a lion, and the head of a badger. Its mouth reaches from ear to ear, and is lined by sharp ridges of bone.

**Habitat:** The leucrocuta live in small groups of 2d4 deep within temperate woodlands or sprawling plains. They are cruel creatures by nature, and like to lure humanoids into their lair by mimicking voices, where they will ambush and kill the victim.

**Abilities:** The leucrocuta is one of the swiftest land creatures on the continent, and is nearly impossible to catch or capture. They also have the uncanny ability to reproduce the voices of humanoids it may have heard during its lifetime.

**Treasure:** The leucrocuta has no treasure.

## Lindwurm

DA: 16  
ADP: 17  
DDP: 18  
DRL: 20  
Int: 40  
Str: B  
Luck: 72  
WP: 60  
PR: 4  
RR: 5  
Movement: 15



**Description:** The lindwurm is a huge winged serpent that can grow up to 35 feet in length. It has no limbs, but two great feathery wings sprout from its green-golden scales.

**Habitat:** The lindwurm can be found hunting anywhere there is livestock, as cattle is its favorite food. They are solitary creatures, and usually have a territory of over 15 miles radius. If cattle is not available, they have been known to attack and devour humanoid prey as well.

**Abilities:** The creature cannot walk, but it can slither and fly at the same rate of speed. Its bite is also not poisonous, but deadly nonetheless.

**Treasure:** The lindwurm itself does not collect treasure, but its scaly hide can be crafted into a suit of armor (WT: +3/3/2/2, light rated) by an advanced smith. This suit is very flexible for its protection, and does not weigh more than normal leather would.

#### Lizardfolk

DA: 5+armor  
ADP: 3  
DDP: 4  
DRL: 4  
Int: 45  
Str: H  
Luck: 50  
WP: 40  
PR: 3  
RR: by wpn  
Movement: 5/40 swim

**Description:** Lizardfolk appear as man-sized humanoids, with rough, scaly skin and thick, strong tails. Their heads come in various lizard types, with a slight humanoid aspect about them. They are intelligent, stand on two legs, and can wield weapons or specially crafted armor as easily as a human could.

**Habitat:** There are two main habitats that lizardfolk make their homes: swampy or desert. The swamp lizardfolk can swim extremely well, while their desert cousins have a natural resistance to heat. Both types generally live in small clans of 50-100 lizardfolk, being led by a chieftain or shaman.

**Abilities:** As noted above, swamp lizard folk are excellent swimmers, while desert lizard folk are naturally resistant to heat, but are much slower (+2 RR) in cool weather.

**Treasure:** Lizardfolk like to fashion and collect shiny objects of value, but will rarely have an large amount of treasure on them outside of small jewels or a few gold coins.

Lion  
DA: 8  
ADP: 7  
DDP: 6  
DRL: 8  
Int: 25  
Str: B  
Luck: 40  
WP: 30  
PR: 2  
RR: 4  
Movement: 15

**Description:** These are the normal beasts that most are familiar with.



**Habitat:** Lions make their homes on plains and grasslands in warm climates. They often live in prides of 4-10 lions.

**Abilities:** Lions have a great sense of smell and hearing, and have a silent walk of 99% and hiding skill of 85%. When they attack, they typically attack with 2 claws (both resolving in the same segment) until both have successfully hit. Then they attack with a powerful bite.

**Treasure:** Lions have no treasure.

#### Lympago

DA: 5+armor  
ADP: 4  
DDP: 4  
DRL: by wpn+1 or 5  
Int: 45  
Str: H  
Luck: 50  
WP: 40  
PR: 3  
RR: 3 or by wpn  
Movement: 10



**Description:** The lympago are a race of tiger-men, standing just over 5 feet tall. Their humanoid bodies are covered in orange and white fur, they have a long tail, whiskers, and sharp claws at the end of their fingers and toes.

**Habitat:** These humanoids have been encountered in the Jungle of Tears in tribes of 20-80, being led by a large chieftain. They are wary of outsiders, but will usually not attack on site unless they feel threatened.

**Abilities:** Lympago are excellent in stealth, having at least an 80% skill in silent walk and hiding when in their native environment. When pressed, they can fight with their clawed hands, but they will prefer to attack with primitive weapons and armor.

**Treasure:** Most items of value in a lympago lair will consist of gems, primitive jewelry, or an occasional magic item or two.

#### Manticore

DA: 13  
ADP: 12  
DDP: 13  
DRL: 14 or 10  
Int: 45  
Str: B  
Luck: 55  
WP: 60  
PR: 4  
RR: 4  
Movement: 10 or 40

**Description:** Manticores appear a creatures with the body of a lion, wings of an eagle, head of a man, and a long spiked tail.

**Habitat:** Manticores often make their lairs in old abandon ruins, hunting anything within its territory. They are vicious creatures, and

will attack most any creature on sight.

**Abilities:** Manticores have the ability of limited flight, and can fly up to 100 meters before needing to rest. They normally attack by launching a volley of tail spikes at a target before closing in for combat with its claws. The manticore can launch up to six spikes within a week up to a range of up to 30 meters. These spikes (DRL 8) can all be launched at once, counting as one attack.

**Treasure:** Most manticore lairs will have quite a bit of treasure from past victims and prey. A typical horde will consist of 2d4x100 gold, 2d10x1000 silver, a few gems or jewels, and perhaps an arcane item or two.

## Merfolk

DA: 3+armor  
ADP: 3  
DDP: 3  
DRL: by weapon  
Int: 50  
Str: H  
Luck: 50  
WP: 40  
PR: 3  
RR: by wpn  
Movement: 15 swim

**Description:** Merfolk, or mermaids as they are most commonly referred to as, appear with the bodies of normal humans from the waist up, and in place of legs, they have a long, stout fish tail. Merfolk have delicate features, and their hair and eye color ranges from deep purple to a shallow aquamarine.

**Habitat:** Merfolk are very rarely seen, and tend to make their homes deep within the ocean where they are not disturbed by outsiders. Occasionally a merfolk, mostly a female, will venture to the surface to try to charm sailors.

**Abilities:** All merfolk can breathe both water and air with equal skill. Merfolk have also been known to study the magical arts, and some great mages have transformed their bodies into normal humans to explore the surface world.

**Treasure:** The average merfolk will only have rare shells as valuables, along with personal weapons. Merfolk cities house great and rare treasures, however.

## Minotaur

DA: 10+armor  
ADP: 9  
DDP: 8  
DRL: by wpn +5 or 10  
Int: 40  
Str: H  
Luck: 55  
WP: 55  
PR: 3  
RR: by wpn or 5  
Movement: 10



**Description:** The minotaur appears as a large, muscular human male standing over 6 feet in height. In place of a man's head, the minotaur's head resembles that of a great bull.

**Habitat:** Originally, the minotaur was created from magic to serve as the guardian for a king's maze, but over time, these creatures have spread and multiplied to become their own race. They are only very rarely encountered in small villages, preferring to live in underground labyrinths in seclusion.

**Abilities:** All minotaur possess great strength and a sharp sense of smell. They are also immune to any type of confusion magic. When in combat, the minotaur will most often wear a modified suit of mail armor, and will attack with two-handed weapons. If forced to, they can also attack with their horns with an DRL of 10.

**Treasure:** Minotaur often have a significant amount of treasure that they have accumulated through previous victims. This typically includes 1d100 gold, 2d10x100 silver, 1d4x100 gold value of gems and/or jewels, and an arcane item.

## Naga

DA: 7  
ADP: 9  
DDP: 7  
DRL: 5  
Int: 40  
Str: 67  
Luck: 52  
WP: 60  
PR: 7  
RR: 4  
Movement: 5/swim 40

**Description:** Nagas resemble giant serpents that grow to over 20 feet in length. The common naga as described here has five hooded cobra heads that sprout from its torso.

**Habitat:** The naga makes its home deep within the ocean depths, coming to the surface to hunt for prey. Occasionally nagas will be captured and used as guardians by powerful creatures.

**Abilities:** Nagas are great swimmers, and anyone bitten by one of the naga heads will have to make a luck check or suffer the effects of poison.

**Treasure:** Nagas do not keep any treasure.

Nixie  
 DA: 6  
 ADP: 3  
 DDP: 3  
 DRL: 2  
 Int: 60  
 Str: H  
 Luck: 88  
 WP: 60  
 PR: 4  
 RR: 4  
 Movement: 5/40 water

**Description:** Nixies are water sprites, often appearing as beautiful young women basking in the sun on ocean rocks and outcroppings.

**Habitat:** Nixies actually live in underwater villages, but the female nixies often venture to the surface to bask in the sun along secluded beaches.

**Abilities:** Nixies are mostly harmless, but anyone who catches spying on them may suffer a horrible fate. If a nixie notices that they are being spied upon, they will break out in a melodic song. Any humanoid hearing this song must make a luck check or they will lose 25% of their intellect score permanently. They do not want to engage in combat, and will flee back into the ocean at the first opportunity.

**Treasure:** Nixie females are known to wear a black pearl necklace worth up to 5,000 gold in value. This is a prized possession that they will not give up.

O Goncho  
 DA: 14  
 ADP: 17  
 DDP: 19  
 DRL: 15  
 Int: 38  
 Str: 70  
 Luck: 46  
 WP: 70  
 PR: 10  
 RR: 5  
 Movement: 10/30 flight

**Description:** The O goncho appears as a small dragon (30' long) with shimmering white scales and a furry white mane. Once the creature reaches 50 years of age, it transforms into a giant golden bird.

**Habitat:** The O goncho are very rare, only being seen deep within the mountains and forests where humanoids haven't explored.

**Abilities:** The O goncho has no unusual special abilities other than when the transformation occurs. When this happens, the RR will be reduced to 3 to account for two claw attacks. When the creature does undergo its transformation, it signifies a famine that will strike all within a 50 mile radius that will last for one year.

**Treasure:** The O goncho does not keep any treasure.

Ogre  
 DA: 8+armor  
 ADP: 10  
 DDP: 9  
 DRL: by wpn +6  
 Int: 35  
 Str: B  
 Luck: 65  
 WP: 40  
 PR: 3  
 RR: by wpn  
 Movement: 10



**Description:** Another cousin to the giants, ogres are hideously ugly humanoids that grow to over 9 feet tall. They are somewhat dim-witted, preferring physical combat to any sort of intellectual conversation or even hygiene. They wear thick hides as protection against attacks and exposure to the weather, and generally only have primitive tools and weapons.

**Habitat:** Ogres live pretty much anywhere they can outside of civilization. They love combat, and won't hesitate to attack if they think they can win. Occasionally they will join forces with other humanoids if there is a promise of war and riches. Ogres can live either in solitude or occasionally in a small clan.

**Abilities:** Ogres survive strictly on brute strength alone, preferring to resolve any issue by force, usually with a huge club. They have no unusual abilities.

**Treasure:** Even though they aren't particularly smart, ogres do love to collect treasure. A typical ogre will have 1d4x1000 gold, 2d10x1000 silver, and an arcane object or two.

Oni  
 DA: 6+armor  
 ADP: 12  
 DDP: 11  
 DRL: 10 or by wpn+4  
 Int: 60  
 Str: 83  
 Luck: 58  
 WP: 55  
 PR: 5  
 RR: 4  
 Movement: 15

**Description:** The oni are monstrous humanoids, standing over 7 feet tall. They come in a variety of forms, but most common are a creature with the head of an ox with a grossly proportioned stomach. They most often appear in green or red skin, and occasionally don pieces of armor and use weapons.

**Habitat:** Oni are terrifying creatures, and take great pleasure in hunting, torturing, and killing other humanoid species. They live primarily in isolation, but close enough to a human population to instill the fear it feeds off of.

**Abilities:** Oni have the ability to turn invisible at will, for a total duration of one hour per day.

**Treasure:** Oni usually have a fair amount of treasure, from a few minor magical items to a few thousand worth of gold in gems, coins, or jewels.

**Orc**  
 DA: 5+armor  
 ADP: 4  
 DDP: 3  
 DRL: by weapon +1  
 Int: 45  
 Str: H  
 Luck: 40  
 WP: 40  
 PR: 2  
 RR: by wpn  
 Movement: 8



**Description:** Orcs appear as very ugly humans. They stand between 5 and 6 feet tall, with a greenish or grayish tinge to their skin. Their most prominent features are their fanged teeth and sharp facial features. Orcs most often wear their hair in a long tribal pony tail, with the rest of their heads shaved.

**Habitat:** Orcs will make their homes in any area where they are not forced out by another race. They generally live in tribal villages of up to 500 orcs, but it has been rumored that there is an orcish city of over 25,000 of the creatures. Orcs are most often viewed as nuisances by other races, as they prefer to attack caravans in bandit fashion.

**Abilities:** Orcs possess the ability of heat vision, much like a dwarves, as well as having roughly twice the endurance level of that of a human. This endurance allows them to travel for great distances before suffering from fatigue.

**Treasure:** Most orcs encountered are bandit raiders who will have 1d10 silver on each of them, in addition to any weapons or armor. The chieftain of an orc tribe (DA: 7 ADP: 5 DDP: by armr DRL: by wpn +2) will most often have a magical item with it, as well as the tribe's treasure horde. This horde consists of 5d10x100 gold and various minor magical items or jewelry.

**Pegasus**  
 DA: 14  
 ADP: 11  
 DDP: 10  
 DRL: 12  
 Int: 35  
 Str: B  
 Luck: 65  
 WP: 75  
 PR: 4  
 RR: 4  
 Movement: 15/35 flight



**Description:** The Pegasus is a great white horse that has two large wings sprouting from behind its forelegs on its back.

**Habitat:** This creature is very rare, and is almost never encountered by men. They make their homes in rugged mountains and hidden plains, where they can graze in peace from outsiders.

**Abilities:** All Pegasus have the ability to fly. They are also very intelligent creatures, and are not easily captured or tamed. Occasionally a Pegasus will befriend itself to a kind humanoid as a partner.

**Treasure:** Pegasai have no treasure.

**Piranha**  
 DA: 1  
 ADP: 2  
 DDP: 2  
 DRL: 1  
 Int: 15  
 Str: F  
 Luck: 40  
 WP: 5  
 PR: 1  
 RR: 3  
 Movement: 10 swim

**Description:** These large fish grow up to two feet in length, with large, powerful jaws lined with razor sharp teeth it uses to shred its prey to pieces.

**Habitat:** Piranha live in large schools of 4d10 fish in warm, tropical waters.

**Abilities:** The piranha schools will attack anything that comes in the water. They attack with a sudden ferocity, shredding many creatures to bones within minutes.

**Treasure:** Piranha have no treasure.

**Pixie**  
 DA: 2+armor  
 ADP: 3  
 DDP: 3  
 DRL: 3  
 Int: 50  
 Str: W  
 Luck: 85



WP: 55  
 PR: 3  
 RR: 4  
 Movement: 5/25 flight

**Description:** Pixies are diminutive forest humanoids standing just over a foot tall with insect-like wings. They wear well-tailored forest colored clothing, and are usually armed with small needle-like swords.

**Habitat:** Pixies live in communities of 2d4x10 creatures deep within the forests where normal humanoids rarely venture. When they do encounter humanoids, they love to harass and tease them in what they call good fun.

**Abilities:** In addition to flying, all pixies have 90% skill in stealth and silent walk when in the forest.

**Treasure:** Most treasure that a pixie might have is too small to be used by humanoids, but occasionally they may have a valuable jewel or two.

#### Plant, Carnivorous

DA: 11  
 ADP: 5  
 DDP: 3  
 DRL: 9  
 Int: 15  
 Str: H  
 Luck: 50  
 WP: n/a  
 PR: n/a  
 RR: 7  
 Movement: nil

**Description:** The carnivorous plant can simply be described as a giant Venus Flytrap. The plant's main leafy growth can grow up to 30' wide and a few feet tall. In addition to the main body, the plant also has a large pod very similar to that of the Venus Flytrap. This pod can grow up to over eight feet long and each pod leaf can grow up to five feet wide. The inside of this pod leaf is coated with a golden silvery liquid that seems to reflect all light.

**Habitat:** Carnivorous plants can be encountered in both temperate woodlands and jungle climates. These plants can either be encountered singularly, or in patches of several plants.

While waiting for prey, the plant will have its pod open flat on the ground, exposing the golden silvery surface upward. When any man-sized or smaller prey gets close enough to the pod to investigate, typically 1-2 feet away, the pod will shoot forth and envelope its prey. Unless the prey is expecting something, there is a 90% chance that they will be surprised. Any character with an alertness skill will only be surprised on a 50% chance.

If the plant is successful in its surprise attack, then it will get a +4 bonus to its ADP roll. If the creature succeeds defeating the DDP roll of the victim, then the victim will suffer damage automatically every action until the plant is dead, with no further ADP roll needed. Every 4 segments, the character can attempt to make a strength check at a -25% penalty to break free from the pod.

If the attack roll fails, and the prey remains, then the creature will continue to attack using its standard ADP roll, as it has a 10' long prehensile vine connecting the pod to the base of the plant that can lash in any direction.

**Abilities:** Carnivorous plants are very sensitive to movement, and can easily tell when a prey comes near. Occasionally, the plant will even tilt its golden pod towards the prey in order to attract it closer.





**Treasure:** Occasionally a carnivorous plant will have treasure from a previous humanoid victim. If that is the case, then the plant will also position that treasure where a passing humanoid will be able to see it, hoping to lure it close.

## Plant, Strangler

DA: 12  
ADP: 7  
DDP: 4  
DRL: 7  
Int: 19  
Str: H  
Luck: 40  
WP: n/a  
PR: n/a  
RR: 4  
Movement: nil

**Description:** Strangler plants are almost indistinguishable from normal hanging vines. The plants base is a 4" wide trunk that grows upwards of 30 feet or so. At the top of this sprout, several thinner vines reach forth hanging and clinging on any nearby trees. These vines can reach outward from the base up to 30' away, and will hang downward almost to the ground floor. Close inspection on the vines will reveal sharp thorns covering the entire vine.

**Habitat:** Strangler plants can be found in temperate woodland and jungle climates. Whenever a warm blooded prey enters an area that is within the radius of the plants reach, the vines will attack. Each vine will target a different creature, if possible. If the plant is successful in its attack, then one of the vines has been able to wrap itself around the neck of the victim. Until the vine is severed (receiving a moderate wound or greater), or the prey is dead, or the plant base is dead, the prey will suffer a moderate wound every 6 segments automatically.

**Abilities:** Because of tiny hairs on each of the vines that sense vibration, the strangler plant can tell the size and shape of any moving creature that enters its area. Each vine of the plant can withstand a moderate wound before being severed, but because of the whipping motion, each vine will defend at a DDP of 10. The DA listed above is for the base of the plant only.

**Treasure:** The only treasure that can be found is that from previous prey.

## Peryton

DA: 6  
ADP: 6  
DDP: 7  
DRL: 9 or 15 (dive)  
Int: 40  
Str: H  
Luck: 58  
WP: 40  
PR: 3  
RR: 5  
Movement: 3/30 flight

**Description:** The peryton appears as a great eagle with the head of a horned stag. They cast a human's shadow, and thus are thought to be the spirits of lost travelers.

**Habitat:** Perytons can be found in most areas of the world, most commonly encountered on well traveled roads. They live in flocks of 2d4 birds, patrolling the roads for any potential easy prey. Because they cast the shadows of man, and they are known for attacking innocent travelers without mercy, these beasts are thought to be the vengeful spirits of lost travelers.

**Abilities:** When first engaging in combat, the peryton will swoop down and attempt to rake its victim with its claws (+1 to its ADP). Once the swoop attack is completed and the creature is in melee combat, it will attack by stabbing with its sharp horns.

**Treasure:** The peryton does not possess any treasure.

## Phoenix

DA: 21  
ADP: 20  
DDP: 21  
DRL: 29  
Int: 50  
Str: B  
Luck: 90  
WP: 80  
PR: 14  
RR: 3  
Movement: 65



**Description:** The phoenix appears as a huge eagle with a wingspan of over 100 feet. Instead of feathers, the creature seems to be made entirely of flame, with intensely glowing dark red eyes and an aura of radiating heat.

**Habitat:** The phoenix is a unique creature, and is generally only known as a legend or myth. It lives deep within the depths of a great volcano, and rarely ventures forth or is seen by man. Occasionally it can be seen as a streaking light racing across the night sky.

**Abilities:** The phoenix is a majestic creature to behold, yet terrifying to fight. Any flammable object that is brought within 15 feet of the phoenix is instantly set alight, and continued contact by the phoenix can melt metal or even stone. Any living creature near the phoenix will suffer one severe wound each cycle due to burns.

The creature is naturally immune to fire, and any exposure to fire will instantly regenerate the creature to full health. However, it is sensitive to cold, and any cold based attack will inflict one extra wound of the same type inflicted.

The other, most powerful ability of the phoenix is the power of immortality. If the phoenix is ever killed or destroyed, it will raise from its own ashes within an hour at 1/10th its normal size. The bird will then fly back to its home where it will grow to full strength within a week.

**Treasure:** The phoenix does not collect treasure, but the feathers can fetch up to 5000 gold on the open market, and an intact egg can go for 50,000 gold.

### Redcap

DA:	3
ADP:	2
DDP:	2
DRL:	4
Int:	50
Str:	W
Luck:	40
WP:	30
PR:	2
RR:	4
Movement:	5



**Description:** The vicious redcap appear as very slender old men with long, scraggly white hair and long claws. They stand only three feet tall, but can move with a grace that defies their appearance. The most tell-tale sign of these creatures, and hence their name, is the red cap that they all wear. This cap is red from the blood of their victims.

**Habitat:** The redcap make their homes in temperate woodland areas, laying siege to any easy wandering target that strays into their territory. They live in small tribes of 2d20 creatures.

**Abilities:** Redcaps have a 80% skill in both hiding and stealth. They prefer to lay ambushes for wary travelers, ripping them to pieces with their large claws.

**Treasure:** Each redcap will generally have 1d6 silver on their persons.

### Roc

DA:	20
ADP:	18
DDP:	15
DRL:	28
Int:	25
Str:	G
Luck:	82
WP:	65
PR:	6
RR:	3
Movement:	5/60 flight



**Description:** Rocs are giant eagles, growing to over 60 feet from beak to tail feather and a wingspan of over 150 feet. They typically have brown or gray feathers, with a mottled appearance to their belly feathers. This helps them camouflage within the mountains despite their great size. These creatures are so large that it is said they can pick up livestock with their great talons.

**Habitat:** The roc makes its home in huge nests near mountain peaks. They often live in small flocks of 2d6 birds, roaming the mountains for its favorite meal: goat.

They are fairly intelligent for a beast, and are generally benevolent towards the humanoid species of gnomes and elves.

**Abilities:** When a roc attacks, it will make a rapid dive towards its target from high above. This attack will have an ADP of 22, and if it hits, will cause two wounds equal to a DRL of 23, as well as grasping the victim in both of its claws if the victim is horse sized or smaller. Any creature within this grasp will not be able to break free unless it has G rated strength or greater, and will generally be carried off to the bird's nest.

**Treasure:** A roc's nest may contain some treasure from previous victims, but even without this, the eggs of this bird are highly valued, fetching a market value of 2d4x1000 gold per egg.

### Sabertooth

DA:	12
ADP:	10
DDP:	9
DRL:	14
Int:	20
Str:	B
Luck:	50
WP:	40
PR:	4
RR:	3
Movement:	15



**Description:** These great cats stand just over four feet tall at the shoulder, with 8" long curved fangs protruding from its upper jaw. Sabertooth cats have extremely powerful upper bodies, and can easily bring down large prey.

**Habitat:** Sabertooth cats make their homes in temperate plains areas, preferring to hunt in solitude. These animals are almost never found in groups of more than one.

**Abilities:** If a sabertooth cat has successfully scored a hit with its jaws by rolling at least 3 or higher more than the defender, then the cat has gripped the target by the neck and will only let go when the target either dies, or the cat has suffered at least a severe wound. Once in this grasp, the victim will suffer 1 deep wound automatically every 6 segments.

**Treasure:** Sabertooth cats have no treasure.

### Salamander

DA:	13
ADP:	12
DDP:	13
DRL:	16
Int:	20
Str:	B
Luck:	50
WP:	60
PR:	8
RR:	4
Movement:	20



**Description:** The salamander of myth is a large dragon-like creature that grows to over 30 feet in length from head to tail. They have pale blue leathery skin that shines with an icy sheen,

and a cold mist radiates from its body. The salamander's head is wide and flat, with a mouth stretching from ear to ear full of razor sharp teeth.

**Habitat:** Salamanders are solitary creatures primarily found in the Frozen Lands, but occasionally they can be seen further south, especially during the winter months.

These creatures hate flame, and will actively pursue any flame in order to extinguish it.

**Abilities:** Salamanders are immune to both fire and cold, and when exposed directly to a flame source, will instantly extinguish it.

When engaged in combat, if the salamander scores a hit, the victim must also make an endurance check or become numbed from the cold of its bite. If the check fails, the victim will suffer a -2 penalty to its ADP and DDP rolls for a duration of 2d4 minutes.

**Treasure:** The hide from a salamander can be made into a suit of leather armor by a master smith that will grant its wearer immunity to flame and cold, effectively reducing any wounds taken from this type of damage by two categories.

## Satyr

DA: 6  
ADP: 4  
DDP: 5  
DRL: by wpn  
Int: 65  
Str: H  
Luck: 77  
WP: 45  
PR: 5  
RR: by wpn  
Movement: 5



**Description:** Satyrs appear from the waist up as normal, albeit very attractive men with well trimmed beards and long, wild hair and two small horns protruding from their forehead. Instead of having normal legs, however, they have strong fur-covered legs which end in hooves, very similar to the hind legs of a goat.

**Habitat:** Satyrs can either be encountered individually or in small groups, usually in warmer temperate woodlands. They love to spend the majority of the day frolicking and playing their pan flute, and the evenings in a drunken revelry. They are good natured creatures who are very flirtatious with any female human or elf that happens to cross their path, and will often attempt to use their charm on these 'victims'.

If threatened with war or conflict, Satyrs will often ally with dryads and centaurs to fight back and defend their woodlands.

**Abilities:** Satyrs have the ability to charm the opposite sex of the human or elvish species if they fail their luck check. This charm will remain as long as the victim is in the company of the satyr, and will view the satyr with an irresistible attraction.

**Treasure:** A typical satyr will not carry gold, but they will carry some sort of jewelry worth between 10-60 gold. They will also

usually be carrying a minor weapon of some sort and their most treasured possession: a pan flute.

## Scorpion Men

DA: 12  
ADP: 7  
DDP: 9  
DRL: by wpn+2/8  
Int: 50  
Str: H  
Luck: 64  
WP: 55  
PR: 4  
RR: by wpn or 6  
Movement: 13

**Description:** Similar to centaurs, scorpion men appear as well built humans from the waist up, but from the waist down they have the torso, legs, and tail of a giant scorpion. Their human torso is usually covered in ornate tattoos, symbolizing power and experience.

**Habitat:** Scorpion men live in small clans of 20-80, being led by a large chieftain. They have been known to make their homes deep within caverns, grassy plains, or the desert. In addition to the chieftain (+3 DA, +4 ADP, +3 DDP, +3 DRL), there will also be a shaman skilled in rune magic (PR: 8).

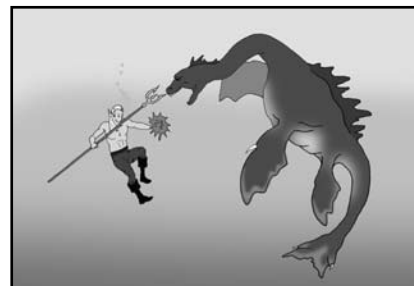
Scorpion men aren't inherently evil, but they are very aggressive and are usually the first to start a battle with a rival group of humanoids.

**Abilities:** Having the bodies of a scorpion offers several advantages. The first is that while the human body has normal strength, the legs of this creature have bestial rated strength. The second is that each of the creature's legs has thousands of fine hairs, allowing it to effectively 'see' in the dark up to a range of 50 feet by sensing minute vibrations. The third, and most deadly, is the poisonous tail. Any creature struck by the tail must make a luck check at a +5 bonus or be poisoned.

**Treasure:** Most of the items and treasure that scorpion men have is fairly primitive and tribal in nature. However, a scorpion man clan can consist of a few thousand gold, several gems and jewelry, and a few arcane items as well.

## Sea Serpent

DA: 21  
ADP: 18  
DDP: 22  
DRL: 28  
Int: 35  
Str: G  
Luck: 70  
WP: 60  
PR: 6  
RR: 9  
Movement: 80 swim



**Description:** The fabled sea serpent appears as a huge, wingless dragon that can grow to over 50 feet long. In place of its legs are stout fins in which it uses to propel itself through the sea. A

large head with rows of razor sharp teeth sit a top a very long and slender neck.

**Habitat:** Sea serpents are extremely rare, and only live in the deepest parts of the oceans. Only occasionally will one be spotted closer to land, and that's only if food supplies are short. These beasts have been known to attack and sink small ships.

**Abilities:** These beasts can swim very fast, at great depths, but don't possess any unusual powers.

**Treasure:** Whereas the sea serpent itself doesn't keep treasure, there are often ship wrecks near its lair that can hold lost treasures.

#### Siren

DA: 4  
ADP: 6  
DDP: 4  
DRL: 5  
Int: 75  
Str: H  
Luck: 80  
WP: 65  
PR: 5  
RR: 4  
Movement: 40 flight

**Description:** Sirens are beautiful nude humanoid women, often appearing as either elves or humans, although they may change their form to mimic any humanoid species.

**Habitat:** Sirens make their homes in the craggy coastal cliffs where fishing vessels or trade ships often pass. Their lair is generally inaccessible by land and sea alike, the jagged rocks destroying any vessel that comes near.

Their actual lair is a deep cave within the rocks that is home to 2-5 sirens, and if one is able to get to it, they will notice that it is covered with bones.

**Abilities:** The most potent ability of the siren is its song. Any humanoid passing within 100 meters of the siren's lair must make a luck check or be charmed by the song. If the sirens are within visual contact as well, then the luck check will be made at a -25 penalty.

Any creature charmed by the siren will do everything in their power to embrace the creatures, which often ends up in them either crushing their ship among the rocks and drowning, or falling down the steep cliffs, dying on the rocks below.

**Treasure:** Inside the cave lair of the sirens one can typically find quite a bit of treasure from previous victims. Often this treasure will consist of the cargo of the many destroyed ships that have been crushed on the rocks previously. This treasure can consist of over 25,000 gold in various jewels and gold, as well as more than a few arcane items.

#### Snake, giant constrictor

DA: 8  
ADP: 4  
DDP: 3  
DRL: 2  
Int: 10  
Str: B  
WP: 30  
PR: 2  
Luck: 50  
RR: 7  
Movement: 5



**Description:** These snakes are large boa or anaconda species, growing to up to 30 feet in length.

**Habitat:** Giant constrictor snakes most often make their homes in either swamp or jungle areas.

**Abilities:** Giant constrictor snakes have an 85% hiding and stealth ability, which it will use to sneak up on its prey. Once a successful attack is made, the snake will automatically inflict a deep wound once per 6 segments to its victim until death occurs from constriction.

**Treasure:** Giant snakes have no treasure.

#### Snake, venomous

DA: 2  
ADP: 3  
DDP: 2  
DRL: 3  
Int: 15  
Str: F  
Luck: 50  
WP: 10  
PR: 1  
RR: 3  
Movement: 5



**Description:** Venomous snakes come in all types of physical descriptions, from slender brown snakes to rattlers. Most of them grow to about 4 feet in length, although some can grow longer.

**Habitat:** Venomous snakes can be found almost everywhere in the world.

**Abilities:** Venomous snakes hunt by 'smelling' the air for scents and seeing in the infrared spectrum. Whoever is bitten by a poisonous snake must make a luck check or be poisoned.

**Treasure:** Venomous snake lairs have no treasure, unless it is from a previous victim.

## Sphinx

DA:	18
ADP:	17
DDP:	16
DRL:	18
Int:	90
Str:	B
Luck:	77
WP:	80
PR:	9
RR:	3
Movement:	10/35 flight

**Description:** Sphinxes appear as huge lions with a human's head and a pair of great eagle's wings sprouting from its back. Occasionally a sphinx can also have the head of a hawk or ram instead of a human, but these are extremely rare.

**Habitat:** Sphinxes are solitary creatures, often guarding a treasure or a path to something. Male sphinxes are benevolent, while the female sphinx is renowned for being malevolent.

In order for a person to pass the sphinx, or to have access to whatever it is guarding, they must answer a riddle. Any who fail to answer will be attacked and possibly eaten.

**Abilities:** Sphinxes are extremely intelligent, and can match wits with any humanoid. Female sphinxes will try to use this intelligence to trick victims into giving a wrong answer to their riddle, and will then try to eat them as punishment. Sphinxes also are skilled users of advanced channeling magic.

**Treasure:** Sphinxes themselves have no treasure, but often can be found guarding quite a bit for someone else.

## Tengu

DA:	5
ADP:	5
DDP:	4
DRL:	5
Int:	40
Str:	35
Luck:	67
WP:	55
PR:	3
RR:	4
Movement:	5/35 flight

**Description:** Tengu appear as a hybrid between a bird and a human. They have humanoid bodies, but their arms extend out into feathery wings and they have large, sharp beaks and claws on their feet.

**Habitat:** Tengu make their homes within the forests near the mountains, relatively near to villages, towns, or trading routes. They love to play tricks and mischief on passersby and unsuspecting victims. While being relatively harmless, if any tricks are played on them, they become very angry and violent.

**Abilities:** Tengu have no special abilities other than the ability of flight.

**Treasure:** Tengu love to collect and steal valuables, and will generally have up to 100 gold worth of gems or jewels on them.

## Treant

DA:	18
ADP:	14
DDP:	12
DRL:	20
Int:	50
Str:	G
Luck:	78
WP:	80
PR:	5
RR:	9
Movement:	5

**Description:** Treants are the spirit guardians of the forest, and appear as normal trees. Upon closer inspection, humanoid features can be detected.

**Habitat:** Treants make their homes anywhere there are woodlands. They live in small groups of 2d4, and will only make themselves known if there is great peril to their forest. Treants often make an alliance with any local powerful druid in the area.

**Abilities:** Treants are living creatures, and are mobile. They can uproot "legs" and walk, and often use thick branches to club a target creature. Treants can communicate with any woodland creature, and if left to rest for 8 hours, roots submerged, they can heal themselves of any wound.

**Treasure:** Treants care not for treasure, and will generally not have any on them.

## Troglodyte

DA:	4+armor
ADP:	4
DDP:	3
DRL:	by wpn +1
Int:	45
Str:	H
Luck:	50
WP:	45
PR:	3
RR:	by wpn
Movement:	5

**Description:** Troglodytes were once normal humans who sought protection and isolation deep within underground caverns. Years of minor changes have altered their appearance from that of normal humans. They are slightly shorter, averaging 5' in height, and have pale, grayish skin. Most troglodytes have jet black hair and pale, gray eyes.

**Habitat:** As mentioned above, troglodytes make their homes in underground towns and cities, avoiding the surface world when possible. Their underground towns can grown to a few thousand inhabitants, and despite their aversion to the surface world, they will occasionally make trade deals with surface dwellers

in order to survive. Troglydotes are survivalists, and sometimes these arrangements will be made with some of the more savage humanoid, including goblins and orcs.

**Abilities:** Troglydotes are very hardy, being immune to all types of poisons, and they have great night vision. Years of living underground have made them sensitive to light, and if fighting in daylight, they will suffer a -2 penalty to their ADP.

**Treasure:** Like most other humanoid races, troglydotes like to collect valuables. A typical troglydote warrior will have 2d8 silver on their person.

Troll  
DA: 8+armor  
ADP: 14  
DDP: 10  
DRL: by wpn +10  
Int: 30  
Str: B  
Luck: 50  
WP: 50  
PR: 4  
RR: by wpn  
Movement: 8



**Description:** Trolls resemble huge, ten feet tall disfigured humans. They are covered in warts and tufts of hair, and wear thick, matted hides over their great bulk.

**Habitat:** These creatures of vile temperament live in small groups of 1d4 trolls, preying on any unfortunate passerby. They love the taste of humanoid flesh, and will go to great lengths to kill for it.

**Abilities:** Trolls possess a tremendous amount of brute strength, but they have a grave weakness. If a troll is exposed to sunlight, they begin to turn to stone. For every cycle/minute exposed to sunlight, a troll will suffer one deep wound and will have its RR increased by one.

**Treasure:** A typical troll lair will consist of 5d10x100 gold coins, various gems or jewelry worth 1d10x100 gold each, and an occasional magical item.

Undead, Banshee  
DA: 7  
ADP: 7  
DDP: 11  
DRL: 5  
Int: 60  
Str: H  
Luck: 65  
WP: 75  
PR: 8  
RR: 5  
Movement: 40 flight



**Description:** Banshees often appear as ghostly apparitions of elderly women, wandering in a mournful pose. Wispy trails of smoke often are left in their wake.

**Habitat:** Banshees are most often found haunting some abandon castle or ruins, searching for some resolution to an unfinished task. They are evil spirits that have been bound to the earth and cannot be set free, constantly attacking any who trespass on their territory.

**Abilities:** Whereas banshees do have to ability to inflict physical harm, they are most known for their terrifying wailing. When a banshee screams, all creatures within a 50 foot radius must make a luck check or suffer a severe wound from the extreme pain of the noise. Additionally, any creature that missed its luck check by 20 or more points will fall to the ground in agony for 3d8 segments.

If this terrifying power wasn't enough to make the banshee a feared opponent, the banshee is also invulnerable to any non-magical weapons. Luckily, banshees are solitary spirits and are never encountered in groups.

**Treasure:** Banshee lairs often hold several valuable and magical items from past victims unfortunate enough to stumble upon its lair.

Undead, Mummy  
DA: 15  
ADP: 11  
DDP: 10  
DRL: 12  
Int: 30  
Str: H  
Luck: 60  
WP: 88  
PR: 5  
RR: 8  
Movement: 4

**Description:** Mummies were once normal humans from either wealth or royalty who had their bodies prepared for a journey into the afterlife. Because of this, they are the same size as the species they were as humans, but are wrapped head to toe in linen.

**Habitat:** The embalming process itself doesn't make one into a mummy. Only when a powerful necromancer exhumes one of these preserved corpses and animates it does it actually become one of the walking dead.

Because of this, mummies are usually only found in tombs or pyramids of wealthy deceased peoples. Only the most wealthy were preserved enough to not decompose too badly and be usable for reanimation.

**Abilities:** Mummies are mindless, and only follow orders when given upon the time of animation. And they will follow those orders to the letter. Most often this encompasses guarding a certain area. Mummies themselves have no special abilities other than causing fear upon any who come upon them. When a mummy animates and attacks, characters will have to make a willpower check at a +15 bonus or be paralyzed with fear for 1d10 segments. This fear only happens the first time a character encounters the creature.



Any torch sized flame will inflict 1d6 deep wounds each attack upon the mummy, and holy water will inflict 1d4 deep wounds per attack.

**Treasure:** Mummies care little for treasure themselves, but since they are reanimated corpses of wealthy people, there may be significant treasure in the tomb still.

## Undead, Skeleton

DA:	2
ADP:	2
DDP:	2
DRL:	by weapon or 2
Int:	15
Str:	W
Luck:	50
WP:	n/a
PR:	1
RR:	by wpn or 4
Movement:	5



**Description:** The most common skeletons encountered are simply animated creations of demi-humans.

**Habitat:** Skeletons are the most common, and easily created, forms of undead and can be found anywhere a necromancer is in the area.

**Abilities:** Skeletons are mindless animations of their former selves, and will follow their last orders blindly. They are immune to any type of mind affecting spell.

**Treasure:** The only treasure a skeleton will have is what it was given by its owner.

## Undead, Ghoul

DA:	8
ADP:	7
DDP:	5
DRL:	8
Int:	50
Str:	H
Luck:	40
WP:	50
PR:	3
RR:	6
Movement:	5



**Description:** At first glance, it is very hard to distinguish between a zombie and a ghoul. They both appear to be humanoids after several days of decay have taken their toll. Ghouls, however, have a terrible stench about them that smells directly of death, and they are noticeably faster than the lumbering zombie.

**Habitat:** Ghouls make their homes in graveyard tombs and mausoleums, sleeping in graves and coffins during the day. At night, they venture forth to hunt any living creature they can find.

Ghouls usually will only be found in small packs of 1d4+1 ghouls, but it is not unheard of to have a couple of ghouls leading a pack of many zombies.

**Abilities:** All ghouls have night vision and excellent hearing, and possess much greater intelligence than their zombie cousins. The most terrifying power of the ghoul is its disease ridden touch. Any creature struck by the filthy claws of a ghoul will need to make a luck check at a +25 bonus or they will be inflicted by a disease. The effects of the disease are up to the GM, but most are only debilitating, not fatal.

**Treasure:** A ghoul lair will usually contain a fair amount of treasure, either from long dead corpses or humanoid prey. This treasure horde will typically consist of 2d4x100 gold, a few minor pieces of jewelry, and an arcane item or two.

## Undead, Specter

DA:	11
ADP:	17
DDP:	14
DRL:	7
Int:	90
Str:	H
Luck:	75
WP:	70
PR:	14
RR:	4 or by magic
Movement:	10



**Description:** The horrifying specter almost always appears deeply shrouded in black, tattered robes. Their bodies are skeletal, with deep glowing eyes being the only thing visible from within their robes.

**Habitat:** Specters are solitary undead creatures, existing deep within a tomb or abandoned castle where they study ancient toms in search of magic.

**Abilities:** Specters are very intelligent, and are powerful mages. All specters will have master skill in one form of magic and at least skilled in another form of magic. In addition to their magic ability, specters are also immune to any non-magical weapons.

**Treasure:** Specters do have a limited amount of gold and jewelry, but their most valuable possessions are the ancient spellbooks and toms which they value so highly.

## Undead, Vampire

DA:	16
ADP:	16
DDP:	15
DRL:	16 or by wpn +8
Int:	70
Str:	B
Luck:	75
WP:	75
PR:	13
RR:	4 or by wpn -1
Movement:	20/50 flight



**Description:** The powerful vampire at first glance appears to be a normal humanoid with pale, fine features. They often dress

in expensive, albeit outdated clothing, and prefer to keep themselves well maintained. Closer inspection will reveal pale, cold, marbled skin with the veins very noticeable. For those unlucky enough to have physical contact with the vampire, they will notice that their skin also seems very much like cold granite, and the bite of long, sharp teeth are usually the last sensation the prey feels.

**Habitat:** All vampires prefer to make their homes in ancient tombs, castles, or temples. They all must sleep in a coffin during the day, and they will come forth to hunt at night. Many vampires are still in love with their mortal lives, and will spend their nights in humanoid crowds where they can revel in the humanoids' lust for drink and nightly activities. Many of these vampires also have a taste for the finer things in life, and still enjoy good music and theatre.

Vary rarely, often the result something going horribly wrong during creation, there will be a rampaging vampire. These creatures are unkempt and savage, roaming the countryside at night looking for living prey to quench its never-ending thirst. Unlike their civilized brethren, these rampaging vampires live in abandon caves and ruins.

**Abilities:** The most powerful of undead, the vampire is a creature of great power and mystery. All vampires have the ability to charm a humanoid, which will have to make a luck check every hour or be under the complete will of the creature. Vampires are immune to normal weapons. Only magical weapons can inflict harm upon one of these creatures, with the exception of a wooden stake plunged through their heart. In addition to these arcane powers, vampires also possess great strength and lightning reflexes.

When forced into combat, a vampire may either employ a weapon with a +5 to the weapon's base DRL, or they may attack with their claws. Any creature bitten by a vampire in a charmed state will lose 10 endurance points every 5 segments until the vampire stops, or the creature dies.

Despite all these great strengths, a vampire does suffer from severe weaknesses as well. If exposed directly to holy water, they will suffer one severe wound for every 4 segments of continuous exposure. If exposed to direct sunlight, they will suffer one severe wound per 2 segments of direct contact with sunlight.

Overcast cloud cover will not reduce this damage. If a vampire is foolish enough to be caught asleep during the day, a stake through the heart followed by decapitation will instantly destroy the creature.

A vampire exposed to garlic or a holy symbol will have to make a luck check or immediately flee in revulsion. In addition, a vampire is unable to cross any body of water on their own.

**Treasure:** Being lovers of high quality and the finer things in life, and living for hundreds of years, has bestowed a great amount of antique and valuable treasure to a vampire. A well establish vampire may have up to 5,000 gold in artwork, jewelry, and gold coins; not to mention an occasional arcane or unique item.

Undead, Vampire, Elder

DA: 20  
ADP: 21  
DDP: 19  
DRL: by wpn +10 or 22  
Int: 90

Str: B  
Luck: 80  
WP: 90  
PR: 20  
RR: 3 or by wpn -2  
Movement: 30/55 flight

**Description:** At first glance, elder vampires are indistinguishable from their lesser cousins. Closer inspection, however, will reveal that elder vampires have skin that appears even more marbled, as well as exuding an aura of power. These vampires come in all species, but they all carry themselves with a sense of nobility and intelligence.

**Habitat:** Elder vampires are even more rare than their lesser brethren. These are vampires that have existed for well over 100 years, and usually make their lairs in lavish palaces in highly populated areas. Whereas some elder vampires are loners and prefer isolation, most are leaders of large vampire covens, and are viciously jealous of any other elders that may be in the area. Like most vampires, they have to feed on blood to survive, but they are smart enough to accomplish this task without alerting the local humanoids of their presence.

**Abilities:** Elder vampires have all of the abilities of their lesser cousins, but are more powerful and are inhumanly fast. When attempting to resist a vampire charm, the target will have to make their luck check at a -15 penalty. Like lesser vampires, elders are also immune to any non-magical weapons, as well as being immune to the effects of garlic, a holy symbol, and may cross



bodies of water. Elder vampires may also shape change at will into the form of a huge bat or fine mist. When in mist form, they are immune to all physical forms of damage, but may not physically harm another either.

When engaged in combat, an elder vampire will strike with their clawed hands. With each successful strike, the target must make a luck check or be numbed from the cold, effectively losing 1d10 agility points. These agility points will recover at a rate of 1 per minute.

In addition, any creature bitten by a vampire in a charmed state will lose 15 endurance points per cycle until the vampire stops, or the creature dies. If drained to less than 10 points but not drained below 0, then the victim will change to a vampire themselves within 1d4 days. They will lose their appetite for food and acquire a severe aversion to the sun.

Unlike lesser vampires, an elder is also more resistant to holy water and the effects of the sun. For every 4 segments exposed to holy water, the vampire will suffer a deep wound. For every 4 segments exposed to direct sunlight, the vampire will only suffer a severe wound.

**Treasure:** Elder vampires, much like their lesser cousins, have a fondness for fine art and rare artifacts. Most of these they have collected over the hundreds of years of their existence, and the vampire's horde can be quite substantial. A typical elder vampire will have collected roughly 50,000 gold worth of artwork, 2d8x1000 gold in coins, 5d10x1000 silver, and 2d4 arcane artifacts.

## Undead, Wraith

DA:	16
ADP:	17
DDP:	15
DRL:	15
Int:	40
Str:	H
Luck:	60
WP:	60
PR:	10
RR:	5
Movement:	10



**Description:** Wraiths appear as semi-transparent wisps of their former humanoid beings. They are often referred to as ghosts, as their smoky forms seem to have neither color, sound, or substance.

**Habitat:** Wraiths are solitude undead creatures, inhabiting any area that is well known to be considered haunted. A wraith is generally created when their mortal bodies have died in some horrible, tragic death. The spirit does not know that they are supposed to be dead, and so they haunt the area where they have died. Even though they are intelligent, they seem completely detached from their former lives, refusing to face reality. Most wraiths will spend eternity hunting for vengeance.

**Abilities:** Being non-corporeal has its advantages. Wraiths can pass through any physical barrier at will and can travel in any direction they choose, even flying.

When they feel threatened or angry, they will enter

combat. Their attacks are incorporeal, and will bypass armor completely. When a target takes damage from a wraith, his or her WT levels will reflect the base DA of the character, and any WT bonuses from armor are ignored.

Wraiths are also immune to any non-magical weapon, and even these will have 1/2 the DRL rating as normal when used against a wraith.

**Treasure:** Wraiths do not keep, nor desire, any tangible items, including treasure.

## Undead, Zombie

DA:	7
ADP:	4
DDP:	3
DRL:	5
Int:	10
Str:	H
Luck:	50
WP:	n/a
PR:	2
RR:	10
Movement:	2



**Description:** Most zombies encountered resemble moderately decayed humanoids. There is still quite a bit of rotten tissue attached to their lumbering bodies, and they have a horrible stench about them.

**Habitat:** Zombies are most often encountered in grave sites or in a necromancer's lair. They are relatively easy to construct and thus are very common.

**Abilities:** Zombies are tireless and mindless, and will follow the orders of their creator until destroyed. They are immune to any poisons, disease, or mind affecting spells.

**Treasure:** Zombies will generally have no treasure.

## Unicorn

DA:	16
ADP:	10
DDP:	11
DRL:	17
Int:	50
Str:	B
Luck:	85
WP:	70
PR:	8
RR:	4
Movement:	20



**Description:** The mystic unicorn often appears as a great white stallion, with a glimmering single horn protruding from its forehead.

**Habitat:** Unicorns are solitary creatures, preferring to make their homes deep within a thick wooded area. They will avoid most humanoids, but are somehow not afraid of elf maidens.

**Abilities:** The unicorn possesses several unique abilities, the first of which is the ability to detect hostile intentions from any creature that comes near it. The second ability is that unicorns are immune to any non-magical weaponry. Finally, the unicorn can, once per hour, heal any wound or purify any water source with the touch of its horn.

**Treasure:** Unicorns have no treasure.

### War Dog

DA: 4  
ADP: 4  
DDP: 3  
DRL: 4  
Int: 20  
Str: H  
Luck: 40  
WP: 35  
PR: 1  
RR: 4  
Movement: 10

**Description:** War dogs are specifically chosen as the toughest breeds of dog; i.e., Rotweiler, Doberman, Sheppard, etc. These dogs are generally aggressive by nature and are excellent as either guard dogs or trackers.

**Habitat:** War dogs are the pets of owners who have trained them. Occasionally a rogue pack may be found from stray war dogs in the wild.

**Abilities:** War dogs have an excellent sense of hearing and smell.

**Treasure:** The only treasure a war dog might have is some type of collar or armor that an owner may have placed on it.

### Wererat

DA: 4+armor  
ADP: 5  
DDP: 5  
DRL: by wpn or 4  
Int: 50  
Str: H  
Luck: 55  
WP: 35  
PR: 4  
RR: 3 or by wpn  
Movement: 5



**Description:** When in humanoid form, the wererat resembles its race's physical description exactly, with only a hint of vermin features, such as a long, pointed nose or ears. When in rat form, these creatures look just like giant four foot long rats. In hybrid form, they appear as a humanoid rat that stands on two legs and can grasp weapons and use armor.

**Habitat:** Wererats live in clans from 10-100, making their homes either in city sewers or underground lairs. During the day they can pass as any normal humanoid, and can keep jobs. But at night

they form together in their clans, and will go out to hunt.

**Abilities:** Wererats have a natural 60% hiding, 75% climbing, 80% silent walk, and 50% lock picking skill. All of these creatures are immune to any non-silver or non-magical weapon, and have heat vision similar to an elf's. When in human form, these rats will attack with a weapon, but may use their claws and teeth to attack while in rat or hybrid form. Any creature bitten by a wererat has a 10% chance of contracting lycanthropy, and becoming a wererat themselves after 2d4 weeks. During the first six months that a character is a wererat, they will have no control over when they change, and what they do while they are changed. This control will gradually be given back to the character after a six month time period.

**Treasure:** Wererats love to collect any type of treasure, and any single rat will generally have 5d10x10 gold, 2d10x100 silver, and a 55% chance of also having a minor magical item as well.

### Werewolf

DA: 12  
ADP: 13  
DDP: 13  
DRL: by wpn+4 or 12  
Int: 55  
Str: B (hybrid only)  
Luck: 45  
WP: 50  
PR: 7  
RR: 4 or by wpn  
Movement: 15



**Description:** Werewolves can appear in three different shapes: humanoid, hybrid, and wolf. While in humanoid form, they can pass for a normal humanoid of the creature's species. When in hybrid form, they stand just over a foot taller than their normal race height, and they have distinct wolf features such as a wolf head, their bodies are covered in fur, and they have claws. They may still grasp items while in hybrid form, and may wear specially suited armor. And last, while in wolf form, they appear as normal, albeit large, wolves.

**Habitat:** Werewolves are generally solitary creatures, although it has been known for a few rare packs to form. These creatures will almost always be encountered with a few normal wolf pets. They can live in almost any climate, taking on the features of the normal wolf types that live there. i.e., a temperate woodland werewolf will appear as a normal gray wolf, while a desert werewolf will appear as a jackal.

**Abilities:** All werewolves have excellent smell and hearing senses, as well as being immune to any non-silver or non-magical weapons. While in humanoid or hybrid form, they may attack with weapons, and they also may attack with claws and a bite if also in hybrid form. Also while in hybrid form, because of the creature's great strength, they will gain a +2 to the DRL of any weapon they are using. While in wolf form, they may only attack with a bite.

**Treasure:** A werewolf individual that is encountered will have 10d10 gold and may also have a magical item or two. A werewolf

lair will have 1d12x100 gold, 2d10x100 silver, various gems or jewelry worth 1d10x100 gold, and 1d4 magical items.

## Werewolf, Elder

DA: 18  
ADP: 20  
DDP: 20  
DRL: by wpn+10 or 22  
Int: 60  
Str: B (hybrid only)  
Luck: 75  
WP: 85  
PR: 12  
RR: 4 or by wpn -1  
Movement: 25

**Description:** Elder werewolves can appear in three different shapes: humanoid, hybrid, and wolf. While in humanoid form, they can pass for a large humanoid of the creature's species. When in hybrid form, they stand between one and three feet taller than their normal race height, and they have distinct wolf features such as a wolf head, their bodies are covered in fur, and they have claws. They may still grasp items while in hybrid form, and may wear specially suited armor. And last, while in wolf form, they appear as giant wolves.

**Habitat:** Elder werewolves are those werewolves who have lived with lycanthropy for over fifty years. They are very rare, and are usually encountered as a leader of a tribe or normal werewolves. Once a werewolf has reached the final transformation into an elder, they will no longer age, and will effectively become immortal.



**Abilities:** Elder werewolves are much larger and powerful compared to their normal werewolf cousins. When they change into their hybrid or wolf forms, they are much larger, and much more intimidating. Like their lesser cousins, elder werewolves are also immune to non-magical weapons, as well as non-magical silver weapons. I.e., where a normal silver weapon could harm a normal werewolf, it must be enchanted in order to hurt an elder.

When in hybrid form, the elder werewolf is also much stronger than a normal werewolf, and can leap 15' in any direction from a standstill, and up to 35' if running. They may also grasp and use weapons with a +10 bonus to the base DRL of the weapon, but they prefer to use their natural weapons.

In hybrid form, the elder werewolf gains two attacks each turn with its claws. When they are in wolf form, they may only attack with their bite.

**Treasure:** Because of the age of an elder werewolf, they will usually have amassed a good deal of treasure and items in their lair. Generally their wealth in gold and jewelry will be worth 1d4x10000 gold, as well as several magical items.

## Witch

DA: 5  
ADP: 5  
DDP: 4  
DRL: 6  
Int: 80  
Str: H  
Luck: 80  
WP: 50  
PR: 9  
RR: 6  
Movement: 5



**Description:** Witches, also known as warlocks if male, are normal humanoids who often are encountered wearing tattered clothing and robes. They care not for their appearance, and are often quite disheveled looking.

**Habitat:** Witches can live anywhere, but prefer to live in solitude where they can practice their magic without interruption. They are not evil by nature, but due to lack of human contact, they come off as arrogant and have a general nasty disposition. This attitude, combined with their scraggly appearance, often gets them labeled as evil cultists by the local populace.

Occasionally a group of witches will get together to form a coven. A coven of witches will usually be led by a head priestess, and will be more 'civilized' than other solitary witches, using their magic to enhance beauty and to charm others. Regardless of the type of witch, all witches are fond of experimentation and meddling with all things around them, including the lives of others.

**Abilities:** All witches are skilled alchemists, and all will have some sort of skill in totem magic. A young witch may only be skilled in novice totem, while an elderly witch may have master skill in totem magic as well as some skill in other forms as well.

**Treasure:** A witches treasure will consist solely of exotic ingredients and potions. They may have a few arcane items that are used to enhance their potions, but most experienced witches will have

many various magical concoctions in their lair.

### Wolf

DA:	5
ADP:	4
DDP:	3
DRL:	6
Int:	30
Str:	H
Luck:	35
WP:	30
PR:	2
RR:	5
Movement:	15



**Description:** Wolves are about the size of a medium size dog, standing about three feet high and four or five feet long. They are slender, with long coats or fur that come in various shades of grey, brown, and black.

**Habitat:** Wolves typically live in packs of 3d6 animals in temperate forests. Each pack is led by an alpha male who has an additional +2 to DA, ADP, DDP, and DRL. They do live in a territory, but roam that territory which can covers dozens of miles.

Occasionally a lone wolf could be encountered, which is usually an outcast or a lone survivor from a previous pack. These are very social animals, and live by a strict hierarchy.

**Abilities:** Wolves have a great sense of smell and hearing.

**Treasure:** Wolves have no treasure.

### Wyvern

DA:	14
ADP:	11
DDP:	9
DRL:	12 or 8 (stinger)
Int:	30
Str:	B
Luck:	50
WP:	45
PR:	5
RR:	4
Movement:	5/40 flight

**Description:** Wyverns resemble smaller, brownish dragons that grow to about 8-10' tall. They do not have forelegs, but they can stand erect on stout hind legs. A long, prehensile tail ends in a sharp poisoned barb, and thick leathery wings sprout from its back.

**Habitat:** Wyverns are solitary creatures that make their homes in a wide variety of habitats, from temperate woodland to rolling plains. They love the taste of flesh, and spend a majority of their time flying in search of prey.

**Abilities:** A wyverns favorite method of attack is to dive upon its prey (+3 ADP and +3 DRL for that attack only) with its sharp claws. Once it completes this dive, the creature will continue to use its claws to grasp prey while it uses its tail to sting the prey or any

other immediate threat. Any creature stung by the tail must make a luck check against poison or suffer the consequences.

**Treasure:** A wyvern's lair will usually include some sort of treasure from any humanoid prey that it may have carried to its nest. This typically includes 2d4x100 gold, 2d10x1000 silver, and an arcane item or two.

### Yama-uba

DA:	8
ADP:	9
DDP:	6
DRL:	7
Int:	76
Str:	50
Luck:	66
WP:	60
PR:	10
RR:	5
Movement:	10



**Description:** At first glance, the yama-uba appears as any normal shapely woman. Closer inspection will reveal the illusion, as the creature's natural shape has serpents for hair and a large, toothed mouth at the top of its head.

**Habitat:** The yama-uba prefers to live in solitary huts in the far outskirts of towns and villages where it will lure the unsuspecting traveler in for some warmth and food.

These creatures are tremendously evil, and love the taste of human flesh.

**Abilities:** This creature has the ability to cast an illusion to appear as an attractive woman in which it uses to lure a victim close. As soon as the victim is close, the yama-uba will attack with its serpent hair. If the target is bitten, they will have to make a luck check or become comatose for 2d6 minutes. In addition, if the attack succeeds, the victim will be drawn close were the mouth of the creature will start to feed. Every 6 segments that the character is in this embrace, he will automatically receive a deep wound.

In addition to these skills, the yama-uba are also skilled in adept level channeling magic.

**Treasure:** The yama-uba love to collect treasure from previous victims, and at any given time will have several thousand gold worth of gems, jewels, or coins, as well as a few minor enchanted items.

### Yeti

DA:	7
ADP:	6
DDP:	5
DRL:	10
Int:	30
Str:	B
Luck:	55
WP:	50
PR:	2
RR:	5
Movement:	10

**Description:** Yeti are huge bestial humanoids standing over 7 feet tall and covered with thick, shaggy white hair. They stand upright, but seem more closely related to apes than to humans.

**Habitat:** The Yeti make their home in solitude deep within the frozen mountains to the north where they can be left to their own devices. They are wary of humans, and will avoid humanoid contact when possible.

**Abilities:** Any damage suffered by a cold attack will be reduced by two categories due to the thick fur of the creature. Yetis also have an excellent sense of smell.

**Treasure:** Occasionally a yeti lair will contain some treasure from a previous unlucky explorer.

## Yuki Onna

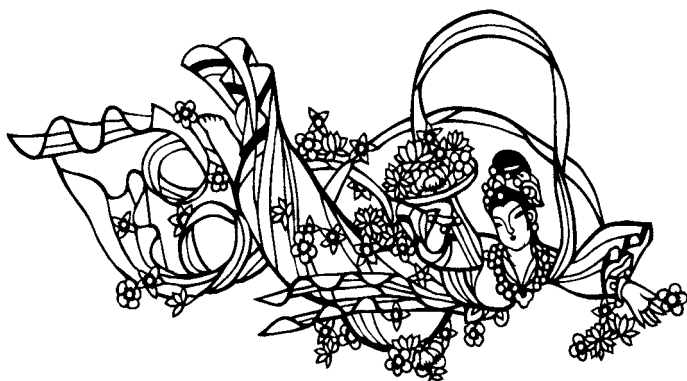
DA:	6
ADP:	8
DDP:	9
DRL:	by weapon
Int:	87
Str:	40
Luck:	63
WP:	70
PR:	8
RR:	by wpn
Movement:	10

**Description:** The Yuki Onna appear as beautiful young women with ivory skin and blue, flowing hair.

**Habitat:** These creatures live in isolation deep within the frozen mountain passes and tundra. They are masters of the cold and ice, and often use these powers to trap and kill caravans.

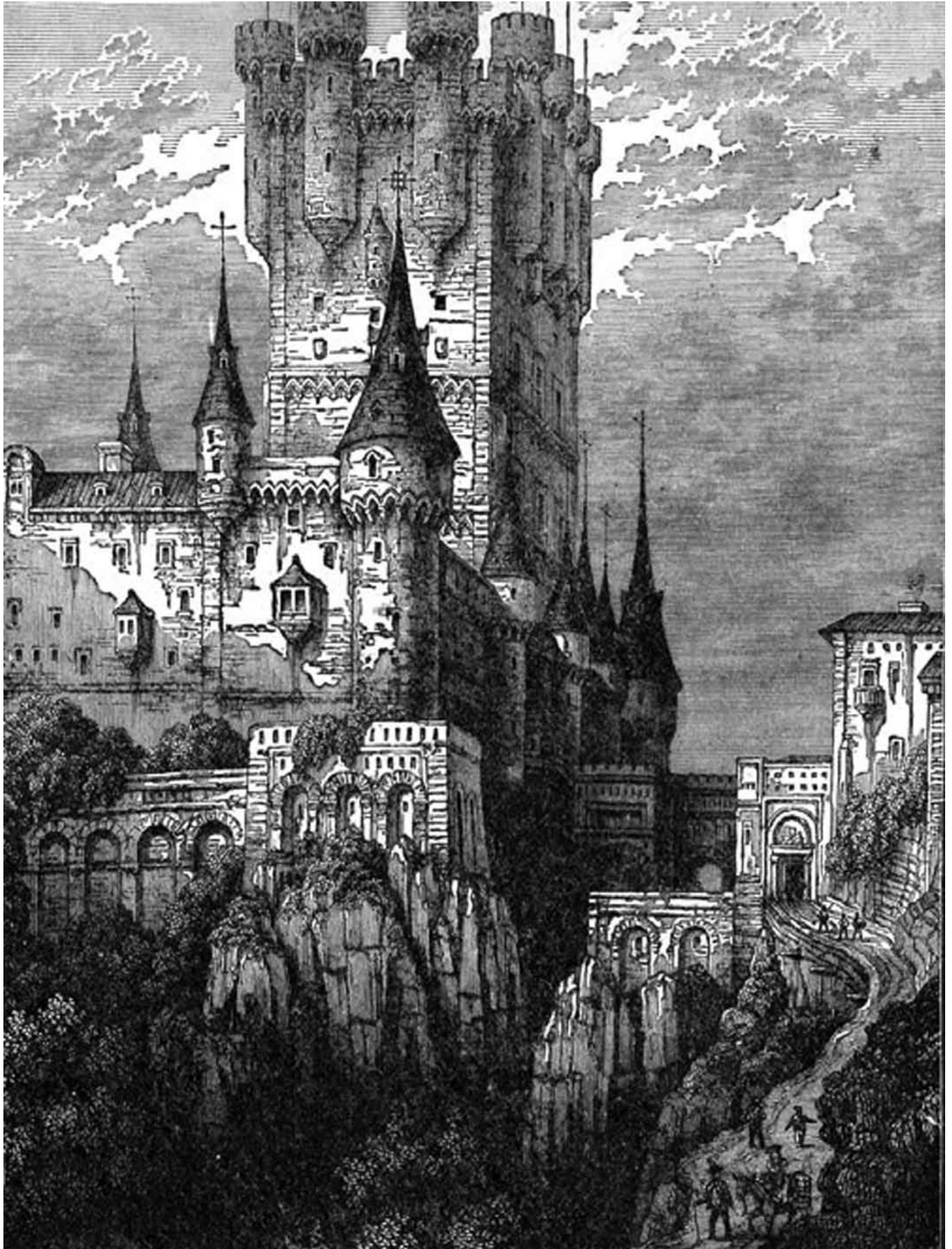
**Abilities:** Yuki Onna are skilled in advanced level channeling magic, as well as up to level 25 rune spells as long as they are water or cold based.

**Treasure:** A Yuki Onna's cave lair will house a large horde of items that it has stolen, killed, or scavenged from previous victims.





# GAME MASTER SECTION





## Creating the Non-Player Character (NPC)

Non-player characters, henceforth called “NPC”, are those personalities that are managed by the GM. These are the people that the party will meet along their adventures, be they a humble peasant or a mighty king. Each has a unique personality and give the game world flavor.

There are really two categories of NPCs that you as the GM will create for your game world. The first type is the basic NPC. This may just consist of a name and brief personality or history. The innkeeper is an example for instance. Usually there is no need to assign attributes and skills for these types of NPCs.

The second type of NPCs are those that are completely fleshed out. They will generally have all attributes and skilled defined because they will have a large role and impact upon the players. These NPCs are usually antagonists they will face in the adventure, or even pre-generated characters that are included in every Adventure PAK.

When creating the first type of NPC, it is pretty easy to do. Generally you already have an idea of what that NPC’s role is, so all you need to do is come up with a name and physical description.

When creating the second type of NPC, the process is more thought out and time consuming. After all, you want these NPCs to reflect the game mechanics accurately as well as having a personality and physical description. So there are guidelines created here to assist with that.

### Step 1: Experience Title Range

This step should be in alignment with the adventure that you are creating (see section below re: creating the adventure). I.e., you don’t want to flesh out an Aspirant NPC to act as an antagonist for the party if the party are all Heroes. The challenge simply wouldn’t be there and the NPC would be easily defeated.

### Step 2: The Personality

This step is the same for both types of NPCs. Only with this step, not only do you decide the basic personality of the NPC, but you also select an archetype. Is the NPC a mighty warrior who is deadly with a bearded axe, or are they a deliberate scholar who is skilled with magic?

### Step 3: Establishing Skills

This is the most time consuming part of the process. Using the experience title chart below as a reference, decide how many skill points you will use in choosing skills for the NPC. You can choose to have a “low end” or a “high end” NPC in this step. What that means is a low end NPC may have just enough skill points to qualify for a veteran experience title while a high end NPC may have almost maximum the number of skill points for the experience title.

It is recommended that for primary antagonists in an adventure, you use high end NPCs for the experience title assigned to the Adventure PAK. I.e., if creating an adventure for veteran characters, the primary antagonist have near maximum skill points for a veteran character in which to choose skills. In this example, it would be 30-34 points, as the range for veteran characters is 20-34.

You may have noticed that this experience title chart is different than the one in other parts of the book. That is because this chart includes the average 5 starting skills that every character begins with at creation.

Experience Title	Min XP Awarded
Aspirant	5
Adventurer	10
Veteran	20
Hero	35
Lord	55
Legend	100+

Once you have determined how many points you have to spend, you go to the skills section and purchase the skills until your points are all spent. It is important that in order to maintain balance, you must spend points for a lesser skill before buying the more advanced skill. After all, the players had to as they progressed.

That is, do not spend 4 points in buying the skill, *weapon skill, advanced group large blades*, without first having spent the 1+2+3 points (total 6) for the lesser skills before it. That means if you want the veteran NPC to have an advanced weapon skill, he or she or it must have spent a total of 10 skill points in doing so.

Also keep in mind that NPCs have the same restrictions as do PCs on the maximum level of skill they can learn based on their experience title level. I.e. an adventurer NPC cannot learn a skill higher than level 4.

At this step you would also choose out spells or other magic that the NPC would have at his or her disposal if he or she was skilled in the appropriate form of magic.

### Step 4: Equipping the NPC

You’re almost done! This step is much easier and faster to complete than the step above. Now that you have determined what experience title the NPC is and have all of the skills defined, you would choose out an experience title appropriate equipment load. For higher experience title NPCs, the greater the chance of having magical items is present.

There are two areas in this book which you can use as guidelines as to what types and how powerful of magical items that your NPC would have. The first is under the *Enchanting* rules, and the second is under the *Arcane Items* section. Either section will give you a good idea of the level of power that the magic items will have.

### Step 5: Putting Everything Together

The hard part is done. Now all you have to do is reconcile skills with equipment and attributes. This means you determine the

total ADP, DDP, DRL, RR, DA, etc for the NPC in the same way you would for a character.

### Creating the NPC Example

Using the guidelines above, we will create a veteran NPC for an adventure we are putting together designed for veteran characters. This NPC will be a main antagonist, and therefore will be high end. An ogre works perfectly for what we want. Bryztak is a ruthless ogre chief who uses brute force to solve all of his problems.

Looking at the chart, we see that a high end veteran will have between 30-34 starting points. We will make it easy and start with 30. Now we go on to purchasing the skills. Since Bryztak is a brute of an ogre, almost all of his skills will be combat related.

Looking at the chart, we see that no skill can be higher than level 4, so we keep that in mind when purchasing skills.

The first skill we choose is for his huge two-handed club. We want it to be his primary combat weapon, so we'll purchase it all the way up to advanced level. That costs 10 points to learn all the way up to *advanced weapon group,axe/club*.

But we're not done yet. Bryztak is feared with his club, so he also learns *weapon focus novice* and *adept*, costing 4 more points. That leaves us with 16 left to use.

We don't want Bryztak to be a glass cannon, so armor would be prudent. We can spend a total of 7 points in order to learn *heavy armor*, so that's what we will do.

With the remaining 9 points, we will select *novice fortitude*, *parry*, *extra language (human)* and *counterattack*. Now we've spent all of our skill points, and Bryztak is truly fearful in combat with his club.

Now it is time to give him his equipment. Looking at the *Arcane Item* section, we get a good idea of what is appropriate for veteran XP title characters. In this case, we'll give him a suit of plate armor that is enchanted to give him a bonus +2 to his DDP rolls. We will also make his iron club enchanted to grant a +2 bonus to all ADP and DRL attributes.

Now it comes down to tying it all together. Bryztak is a huge ogre, so he has 100 strength and a base DA level of 9. That gives us a +4 bonus to DRL and a WT rating of the following:

Minor	Moderate	Deep	Severe
9	7	5	3

But remember, we granted him the *novice fortitude* skill, so his DA now becomes the following:

Minor	Moderate	Deep	Severe
10	9	6	4

His plate armor gives him a bonus of the following:

8	6	5	4
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So his final WT ratings, including his armor, is truly formidable as the following:

Minor	Moderate	Deep	Severe
18	15	11	8

We also note that at an advanced level of weapon group with his club, he would have a base ADP/DDP of 9 and a DRL bonus of +2. Also note that his *weapon focus* skills grant an additional total of +2 to his ADP and DRL for that weapon. In addition, his enchantment for his club offers a +2 bonus to ADP and DRL, and his armor's enchantment grants a +2 bonus to DDP. Also keep in mind that every XP title rating above aspirant grants a +1 bonus to ADP, DDP, and DRL, so there is a +2 bonus with that. Finally, his strength grants a +4 bonus to DRL.

When you add all of these bonuses to the club's base DRL of 10 and RR of 10, you end up with the following:

ADP: 15, DDP: 13, DRL: 22, RR: 10

Bryztak might be slow with his great club, but if it hits, it is going to hurt—a lot. Comparing Bryztak to a normal ogre, and it is no wonder why he would be able to achieve chief status.

And there you have it. Your NPC, Bryztak, is pretty much complete.



## Converting From Other Games

As you are probably aware, there are many other role playing games out there. Many have been around for quite some time. After playing this game, you may even find yourself wanting to use some of your old characters from other games and convert them to use this system. Rather than start your character from scratch, a brief conversion guide will follow.

Naturally this section will not include how to convert characters from several different game systems. This is largely due to having limited space and potential copyright violations from those other systems.

That is why the guidelines you'll find below are more generic and vague. Hopefully they will be enough to give you a good idea on how to convert from other systems.

## Levels

Many other role playing games out there utilize a level system. I.e., a way to quickly get an idea on how powerful the character is. Often you might hear someone describe their character as a "level 8 warrior" or example.

As you know by now, Altus does not use this traditional level system, but places emphasis on skills instead. When converting characters to Altus, use the below chart to find out how many starting XP points your character will have based on what level they were in the other game.

The chart below assumes that most of the popular games will typically have a level range from 1 to 20, with 20 being epic level characters. If you're converting from a game that uses levels far above 20, you may have to adjust as necessary.

Level	Points
1	5
2	7
3	10
4	13
5	16
6	20
7	24
8	28
9	33
10	38
11	44
12	50
13	60
14	70
15	80
16	90
17	100
18	110
19	120
20	130



## Example:

You have a 9<sup>th</sup> level character that you have grown fond of and you want to convert him to the Altus system. Using the above chart, you would start with 33 XP points in which to purchase the skills that would best match what your character had in the other game. By looking at the XP title level chart, you'd also see that 33 points would place your character as a hero.

## Attributes

Altus uses many of the same attributes as many of the games you might want to convert from, and the conversion process is fairly easy, if not a little reliant on math skills.

Old system	Altus
Strength	Strength
Intelligence	Intellect
Wisdom	Willpower
Dexterity	Agility
Constitution	Endurance
Charisma	n/a

In order to determine what the score in Altus would be, you must first find out what percentage of your character's current score is as compared to the maximum achievable attribute in the system you are converting from.

That is, Let's say your character has a strength score of 15 in a game system where the normal range is 3-18. By utilizing some quick math skills, you find out that 15 is 83% of 18. So for strength, you would have a strength score of 83. Pretty simple!

If the game you are converting from has luck as an attribute, you would do the same thing. If the game does not use luck, then you would roll from scratch using any of the approved methods in the beginning of the book.

## Hit Points

Because Altus doesn't use hit points, there isn't a way to convert the old hit points. It isn't really needed either, to be honest, because the very concept of how characters handle damage (hit points) is completely different in Altus (endurance and armor).

## Weapons and Armor

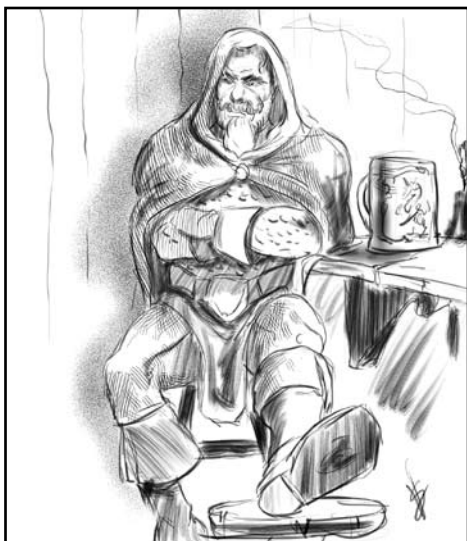
These are easily converted. Simply look up the new stats for the weapons and armor and use them. In the case of magical weapons and armor, stat bonuses (like bonuses to hit) are converted straight across to ADP, DDP, DRL, or WT scores.

I.e., a +2 sword in the old system will grant a +2 to ADP, DDP, and DRL in Altus. A suit of chain mail +3 would grant an additional +3 to each WT category –or- a +3 bonus to DDP.

## Converting Modules/Adventures

Knowing how to convert characters and their equipment is certainly useful, but what if you want to convert a creature or monster from another system into an Altus Adventum creature? I'm sure if you've been a gamer for any length of time, you probably have an adventure or module that is one of your favorites. There certainly are quite a few of classic modules out there that have been around for 20-30 years that have reached all time great status.





The following is a general guideline to use if you want to convert those modules into an adventure suitable for your Altus Adventum characters.

When converting a module or adventure from another system, the first thing to look at is the very beginning of that module for the overview and guidelines. Typically you might find advice on how many characters to use and what level they should be in order to have a good balance. By looking at the character conversion rules above, you can easily see what that would mean in Altus terms.

That is, if you have an adventure designed for 5-8 characters of level 1-3, then that tells you that a good guideline to use for Altus would be an Aspirant level adventure, possibly as little as 3-5 PCs if they are Adventurers.

If you want to convert a module designed for level 10-13 level characters, then you would convert that into an adventure designed for Hero characters.

Also in the beginning may be advice on character progression through the adventure or module. For example, it might say, "By the time the party makes it half way through, they should have reached level 2." This is quite easily interpreted in Altus rules as guidelines as to when to award XP point to the characters.

The next thing to look for when doing a conversion is to look for what I call "non-organic stats". What I mean by that is stats, or rules, that are not attributed to NPCs, PC, or monsters. This includes things like traps, saving throws, ability checks, etc.

Many of these conversions you may have to do just with your gut feeling. In the case for attribute checks, it's pretty easy since Altus has a rule for that in place. For things like Saving Throws, the closest comparison in Altus would be willpower or luck checks. Use your best guess as to which would be applicable.

Keep in mind that many games use a d20 system. For example, you would roll a d20 and compare it to a number to see if you succeeded or not. In these systems, whenever you see a modifier to the die roll, convert it into Altus by multiplying it by 5.

That is, if you see a +2 modifier to a roll in a d20 system, apply it as a +10 modifier in Altus. For example, if in the original module you get a +1 modifier to all poison saving throws, then your character in Altus would get a +5 bonus to his or her luck check.

For things that cause damage, such as traps and even monsters, use the below damage conversion chart to see how that damage would convert into a DRL rating.

Damage	DRL Rating
1-2	1
1-4	3
2-5	4
1-6	6
2-7	7
1-8	8
2-8	9
1-10	10
1-12	12
2-12	13
3-12	14
3-18	18
1-20	20
2-20	22
2-24	24
3-24	25
3-30	30
6-36	32
2-40	34
4-48	35

In addition to the above, for every +1 bonus to damage that is added to the roll, add 1 to the DRL. For example, if an ogre has a damage rating of 1d12+4, then you would use a DRL rating of 16.

If the damage goes beyond what is listed above, then for every 5 points of damage that can be inflicted, add one wound of the type rolled. I.e., if the damage rating is 6-60 points (12 points higher than 48), you would roll for damage according to a DRL of 35, and depending on what the resulting wound is, you would add two additional wounds of the same type.

After you've noted these changes in your conversion, next you would tackle the monsters stats.

**NOTE: It is always best to simply use the monster stats as they appear in the Creature Catalog whenever you can. The below is for when you are unable to do so.**

Monster conversion is handled a bit differently than PCs, because while you allocated skills points for the PC conversion, you would not do the same process for monsters. That would take entirely too long to do.



As a general rule that is probably the quickest and easiest, monsters and creatures would use a dice pool range as dictated by this chart:

XP Title Range	DP range
Aspirant	1-4
Adventurer	5-9
Veteran	10-14
Hero	15-19
Lord	20-22
Legend	23+

If you're willing to spend a bit more time to be more accurate, you can use the following chart to convert over some of the more common systems used:

THARO	To Hit +	BAB	HD/Level	WS %	DP level
20	+0	+0	<1	5	2
20	+1	+1-2	1	10	3
19	+2	+3-4	2	20	4
18	+3	+5-6	3	30	5
17	+4	+7-8	4	34	6
16	+5	+9-10	5	38	7
15	+6	+11-12	6	42	8
14	+7	+12-13	7	46	9
13	+8	+14-15	8	50	10
12	+9	+16-17	9	54	12
11	+10	+18-19	10	58	13
10	+11	+20-21	11	62	15
9	+12	+22-23	12	66	16
8	+13	+24-25	13	70	18
7	+14	+26-27	14	74	19
6	+15	+28-29	15	78	20
5	+16	+30-31	16	82	22
4	+17	+32-33	17	86	23
3	+18	+34-35	18	90	24
2	+19	+36-37	19	94	25
1	+20	+38+	20	98	26

THARO = To Hit Armor Rating 0

Please note that the philosophy that Altus uses in regards to weapon skill carrying the most weight in defense as well as the character's ability to hit, that the dice pool column above is used for both ADP and DDP. Things like evade, AC, etc have no bearing on the DDP.

Speaking of Armor Ratings, or similar systems that use armor as a way to make the creature harder to hit, the below chart can be used as a bonus to the wound threshold of the creature. The modifier below is a bonus that the creature gets to all four categories.

Armor Rating I	Armor Rating II	WT Bonus
10 thru 6	10 thru 14	+1
5 thru 3	15 thru 19	+2
2 thru 0	20 thru 25	+3
-1 thru -3	26 thru 30	+4
-4 thru -6	31 thru 40	+5
-7 or lower	41+	+6

When converting hit points or other wound point systems, the below chart would tell you which DA level to use for the hit points that the creature has in it's native system. Keep in mind the WT bonus to this DA that the creature might have as detailed directly above based on armor.

Hit Points	Wounds	DA Level
1-3	1	1
4-6		2
7-8	2	4
9-10		6
11-15	3	8
16-20		10
21-25	4	12
26-30		13
31-40	5	14
41-50		15
51-60	6	16
61-70		17
71-80	7	18
81-90		19
91-100	8	20
100-125		21
126-175	9	23
176-300	10	25

## Lordship & Strongholds

Eventually your character may achieve a status of a Lord, and my want to find his or her own lands to rule. There are several ways in which this may be accomplished, with the most common being to take over a fortress that was inhabited by evil creatures, building his or her own fortress, or being awarded lordship by the reigning king for a reward.

The easiest ways for your character to gain his own fortress would be to either take over an existing one, or to be awarded one. Building his own from scratch will be a very costly endeavor. Of course, once you do establish your fortress, it also costs money to upkeep it. The following section will give you some guidelines around being a lord and owning a stronghold.

### Upkeep

Castles, keeps, and other strongholds all require money to keep in good shape. This includes costs for repairing loose mortar,

stonework, timber, costs for staff, etc. The end result is that you cannot maintain a stronghold without funds.

For purposes of gameplay, there are different categories of strongholds: tower, fortress, keep, and castle.

Towers are relatively small, usually being around 100' in diameter and between 20-60' tall. They only have a few dedicated rooms, and are constructed out of stonework. A full time staff of 6 can maintain the tower. This includes a cook, a groundskeeper, 2 stonemasons, a carpenter, and a cleaner.

Fortresses are larger than towers, consisting of a permanent stone structure with a tower or maybe even two built into it. They also typically include some sort of inner courtyard and a few inner buildings within the stone walls. It takes a staff of at least a dozen to maintain a fortress. These include 4 stonemasons, 2 carpenters, 2 cooks, 2 cleaners, one stablehand, and one groundskeeper.

Keeps are very similar to fortresses, but are larger. They include both an inner and outer courtyard and several outbuildings within. Several towers are built into the walls, and a large stone building with several rooms makes up the main area. A staff of two dozen are required to maintain a keep. This includes 6 stonemasons, 4 carpenters, 2 groundskeepers, 4 stablehands, 3 cooks, and 5 cleaners.

Castles are the largest structures, consisting of huge courtyards, high stone walls with several towers, dozens of outbuildings, and even a few large stone buildings as large as fortresses. It takes between 30-50 full time staff to maintain a castle.

#### Staff cost

Occupation	Cost per week
Alchemist	10
Baker	5 silver
Blacksmith	2
Bookkeeper	3
Carpenter	2 gold
Cleaner	5 silver
Cook	1
Engineer	5
Guard, archer	2
Guard, captain	10
Guard, recruit	1
Guard, sergeant	5
Physician	10
Sage	5
Stablehand	1
Stonemason	2 gold

#### Construction Cost

If you decide to construct your stronghold from scratch, it will be a lengthy and costly process. The labor and time needed to quarry the stone, shape it, and place it is expensive. The following is a guideline to use if you choose to construct your own stronghold.

#### Construction Time

As a general rule for stone structures, it takes one week for every 10 cubic feet of construction. You can speed this up to one week for every 20 cubic feet by doubling the cost, or one week for every 50 cubic feet by spending 10x the cost. For wooden structures, construction speed is 10x that of stone.

#### General Examples:

- tower: 1 year
- fortress: 2 years
- keep: 3 years
- castle: 5 years

Item	Cost in Gold
Arrow slit	2
Barbican	3500
Battlement	25
Building, small stone	500
Building, small wood	200
Catwalk, 10' L	15
Ditch, 100'x10'x20'	100
Door, iron	100
Door, secret	50
Door, trap	2
Door, wooden	10
Drawbridge, 10'x15'	400
Gatehouse, stone	2000
Palisade, wooden 100'x10'	100
Parapet, stone, 10'	10
Pit, 10' cube	4
Portcullis	400
Rampart, earth, 100'x10'	75
Stairs, stone	50
Stairs, wooden	10
Tower, round 20' d x 30'	1000
Tower, round, 40' d x 30'	1500
Tower, round, 50' d x 30'	2000
Tunnel 5'x8'x10' L	100
Wall, stone 5'w x 20' h x 50' l	500





## Creating the Adventure

So far there has been a lot of information to digest, and you may be wondering, "Ok, now how do I fit it all together and plan out an adventure?"

If you have experience running games as a GM in this or other systems, then you probably have a good grasp of where to start and how to plan out an adventure for your players.

If you are new to running a game, then the task of running an adventure may seem a bit overwhelming. It is highly suggested that you read and even run your characters through the quick start adventure at the back of this rulebook. It will help let you know how a typical dungeon crawl is structured and run.

Alternatively, there are also Adventure PAKs that have been created for this game that include everything you need to run that particular adventure. Think of them as pre-made adventures, designed for various levels of experience for players.

But if you're the type of person who enjoys creating your own game world, story, and adventure, then this section will help guide you on that process.

### Game World vs. Adventure

The first thing you need to find out is are you planning on creating an entire game world of your own, or just a generic adventure that can take place anywhere?

Creating an entire game world can be quite the expansive project, depending on how detailed you want it to be, and if you are planning on creating just a section of a particular land or if you want to create then entire globe of your world.

Luckily there are many resources on the web that can not only help with this, but will actually generate much of the tedious data: populations, weather patterns, etc.

When you create a game world, the map is just one part of it. When you create your map, try to think about if it makes sense or not. Would it be sensible to have a frozen lake in the middle of the equator? Things like this need to be taken into account. And once your map is complete, then you need to fill out descriptions of each of the major areas.

If you're really ambitious, then you can populate political boundaries and detail out how cities and nations cover the land. Depending on how detailed you want, many people create pages of detail for each nation. You can see how this would be a large project.



Individual adventures, on the other hand, are much smaller in scope. At least from a geographical perspective. You can still end up with pages and pages of details, depending on how big you want your adventure to be, but they are much more focused on a micro level than a global world design would be.

It should be noted that adventures are not campaigns. A campaign is a series of adventures strung together, and can reach epic proportions. Adventures can be as small as a simple dungeon excursion that can be completed in a couple of hours of game play, or as big as a wilderness exploration and excavation of a haunted crypt. But most adventures usually take between 2-10 hours of game play to finish.

### Creating the Adventure

For purposes of this guide, not a lot of time will be spent on explaining how to create a game world any more than what was already explained. What will be focused on is on the adventure itself. When sitting down to create your adventure, there are certain steps or checkpoints that you should keep in mind:

1. Type
2. XP title range
3. Scope
4. Plot Hooks
5. Outline
6. Final draft

#### -Type

This is the first thing you need to come up with. By "type" I am referring to the general environment of the adventure. A typical dungeon crawl? City adventure? Overland exploration? Hack and slash? Mystery?

There may some crossover, but at this step you should get an idea of an overall theme for the adventure.

#### -XP title range

Once you get a general idea of what you would like to include in your adventure, you need to narrow it down to a certain XP title range. XP titles are an excellent guide to use when building an adventure because it keeps the adventure from being too easy or impossible to complete. After all, an adventure designed for aspirant XP title levels probably should not have dragons in it.

When looking at the bestiary, you can get a good feeling about what monsters would fit within what XP title range by the following ADP/DDP range that is assigned to them:

XP Title Range	DP range
Aspirant	1-4
Adventurer	5-9
Veteran	10-14
Hero	15-19
Lord	20-22
Legend	23+

Of course, these are just guidelines. Some creatures may not have a very high DP level, but may have another deadly ability that may make you want to think twice before including them in a

lower level adventure.

#### -Scope

By now you've probably got a good idea on what type of adventure you want to create, and what type of XP title level the players would be. Now it's time to outline what is in scope and what is out of scope for the adventure.

What I mean by that is that it is a good idea to jot down what will be necessary to complete the adventure, as well as those things you will not be addressing.

For example, you want to create a basic dungeon crawl adventure. In scope items would include: dungeon layout, denizens, treasure, immediate area including any towns, and adventure hooks. Out of scope would be: large overland map, political guidelines of nations, and any monster outside of the XP title level guide.

#### -Plot Hooks

You've just about got your adventure outlined out. Now you need to think of ideas to get the players involved in the adventure. What is the character's motivation to go on the adventure? Lost treasure? Being attacked? There are thousands of various plot hooks to get the characters involved. It is highly suggested that you come up with several different types of plot hooks, so you can tailor them to each individual player. Great adventures always have a way of having a personal attachment to the characters.

#### -Outline

By now you've pretty much got all of your details either jotted down or still in your head. This is the most lengthily part of the process. This step is where you create your maps and organize your adventure into a structure that should progress in the most likely way the characters will complete it. Stock your dungeons, fill with treasure, and you're nearly done!

#### -Final

When your outline is done, go through it with a fine tooth comb and fix any loose ends. Expand out your encounters and any back story. Organize your material in a functional way. And there you have it, you're done with your adventure creation. Now all you need is for the players to play it!

#### *Structure of the Adventure*

If you have had the chance to read any of the already completed Adventure PAKs, you may have noticed that they are organized in a similar structure. Ultimately the structure of how you create your adventure is up to you if it makes sense to you, but there some guidelines that may help.

Most adventures are separated into scenarios. Think of each scenario as a chapter in a book. Generally before players can proceed to the next scenario, they must have completed the first scenario as subsequent scenarios are dependant on party actions from previous ones.

Of course, in a sandbox world the players may not have done things the exact way as you planned, so it is recommended that you notate which things must be done by the party and which things may change if the party handles a situation differently than you expected.

The very first part of the Adventure should be the introduction. This includes information for the GM, such as the XP title level and number of players recommended. It also includes any relevant information the GM needs to know to prepare for the adventure.

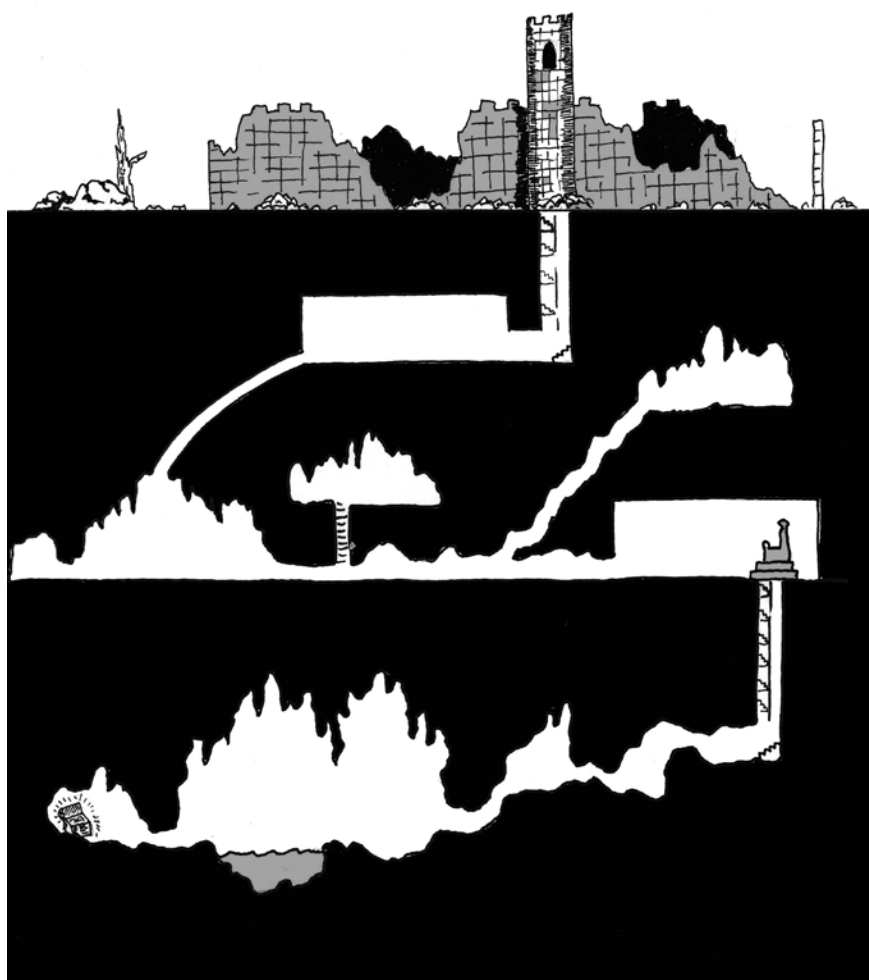
The introduction should also include a background for the players that is read to them. How did they get where they are? Do they know anything about the area? Things like that.

The next portion of your adventure will make up the majority of it. These are your scenarios. Every adventure is a story. And while the players help create that story, and may follow their own path to get to the goal, the main theme should be followed. These themes are what you find in your scenarios.

Throughout the scenarios, there are portions of information that can be read to the players. These areas are highlighted by having a box around them, letting you know which parts to read and which parts to keep secret.

And the final portion of your adventure is your appendix. This includes all game maps you'll need, new monsters or treasure, and pre-made characters to use if the players don't want to spend time creating their own.

In the following section, a short pre-made adventure has been included to help give you an idea of how they are laid out.



## The Ruined Tower

**Introduction:** The Ruined Tower was once an old outpost along the border lands between the civilized settlements and the Horde Lands, but is now long abandon. Humans haven't guarded the tower in several years, and most don't even remember that it ever existed. Except one—Garret.

Garret is an ex-soldier in his late forties, wiry gray hair and skin as tough as leather. He used to be a guard at the tower who was imprisoned for desertion years ago. He recently escaped prison and now want to reclaim his treasure he had hidden in the tower. The only problem is that Garret no longer has the skill or tools to investigate the tower and recover his treasure.

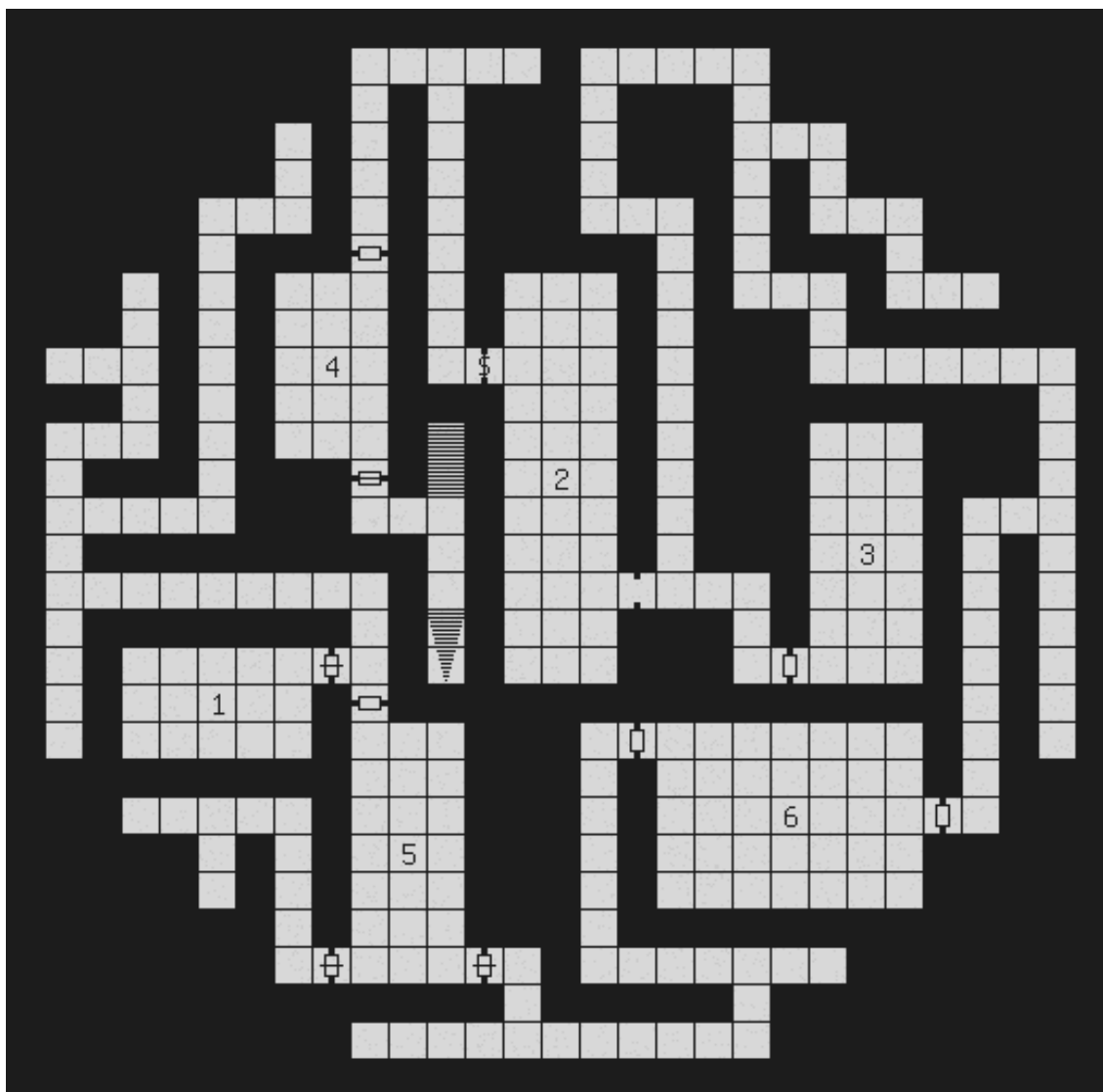
Garret's only choice is to visit the local taverns and try to recruit would be adventurers to get the treasure for him. When making the deal with the adventurers, he makes it clear that the chest they are supposed to recover must not be opened under any circumstance. He will even say that the chest is locked with a powerful trap that only he can disarm. But he will allow the party to keep any treasure they find, as well as a fee of 50 gold per party member. Payment will be made after the chest is recovered as Garret has no gold presently. He will provide a map to where the tower lies, and tell the party where the treasure is hidden.

The tower itself lies almost a week's travel by foot deep within the Dearmark forest. The forest has been rumored to be inhabited by dangerous creatures, so most reasonable thinking people have avoided it completely. But with a map provided by Garret, the party should not have any problem finding it after a week or so.

This adventure is recommended for 3-5 aspirant characters, preferably at least two who are warriors and one who can find and disarm locks and traps. More experienced or more in number characters may not find a challenge in this adventure.

**Player Background:** The stories of fame and fortune to be gained as an adventurer seem to be just that---stories. You all have been in the town of Nolar for several weeks already, and there hasn't been a hint of a rumor of where you can find your glory and fortune. Your patience, and money, are running out. Some of you are beginning to think that it was a mistake to leave your mundane lives behind for a fool's path.

It is on a particularly dreary rainy day when you all are sitting around a table at a local tavern, contemplating where to go from here when a grizzled grungy man approaches your table. He says he has noticed you in town for a while, and may have a job for you, if you want it.



## Scenario 1: The Job & Journey

Hopefully after role-playing out the exchange, the party agrees to Garret's terms and decide to go after the treasure. If they don't, well then this would be a very short adventure, wouldn't it?

At this point, the party will probably spend a day or so gathering supplies for their journey, as they will be gone for probably three weeks or so if they move by foot. If the party doesn't get supplies and decides to head out to the tower immediately, keep this in mind and check their character sheets for equipment. More than likely they will run out of food and supplies somewhere along the journey and will have to come up with ways to survive or starve to death.

With the map in hand, the party can make it through the woods and to the tower at the end of about a week, travelling approximately 10 miles per day due to the difficult terrain.

The first day of travel will be uneventful as creatures will not venture that close to the town. However, every day after that the party remains in the forest does carry a chance of encountering a dangerous encounter. You will make two checks per day: one for day encounters and one for night encounters. Each day, there is a 5% chance of the party having a daytime encounter, and a 10% chance of having a nighttime encounter. These encounters are described below:

### Day Encounters (roll 1d4):

- 1: Giant Wasp, 1ea
- 2: Dark Hunters, 1d4+1
- 3: Goblins, 1d4+1
- 4: Bandits, 2ea

### Night Encounters (roll 1d4):

- 1: Wolves, 1d4
- 2: Goblins, 1d4+1
- 3: Dark Hunters, 2d4
- 4: Redcaps, 1d4+1

### Giant Wasp

(ADP: 3, DDP: 3, DRL: 4, RR: 4)

3-	2-	1-	1-
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### Dark Hunters

(ADP: 4, DDP: 2 DRL: 4, RR: 4)

1-	1-	0	0
2-	1-	0	0
2-	2-	0	0
1-	1-	0	0
1-	1-	0	0

### Goblins

(ADP: 2, DDP: 2, DRL: 6, RR: 6)

Carry 2d6 silver, short swords, and crude hard leather (factored into DA already)

4-	3-	1-	1-
3-	3-	2-	1-
3-	3-	2-	0-

4-	4-	2-	1-
4-	3-	3-	0-



### Bandits

(ADP: 3, DDP: 3, DRL: 6, RR: 6)

Carry 1d4 gold, short swords, and hard leather (factored into DA already)

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

### Wolves

(ADP: 4, DDP: 3, DRL: 4, RR: 5)

3-	2-	1-	1-
2-	2-	2-	1-
3-	3-	2-	1-
4-	3-	2-	2-

### Redcaps

(ADP: 2, DDP: 2, DRL: 3, RR: 4)

Each carry 1d4 silver

2-	2-	2-	0
3-	2-	1-	0
3-	2-	2-	0
3-	3-	2-	1-

## Scenario 2: The Tower

After about a week's worth of travel through the forest, the entire time under a constant drizzle of rain, the party exits the forest. About another day's travel across the plains will bring them to the tower.

The tower ruins themselves are pretty easy to find as it's the only structure in the flat plains.

*Bodies weary from unaccustomed travel and poor weather, you finally see the tower in the distance. Even though it appears to be crumbling, it still stands more than a dozen or so feet in the air. Piles of rubble litter the ground around it, and walls around the fort are at near collapse.*

*As you near the tower, you see vines invading up the walls, and dead trees litter the courtyard. When you enter the main courtyard, you can see a large wooden door on the south side of the tower. It is old and weathered, but appears to be in serviceable shape.*

If the party searches the area, they will notice that there are a few small humanoid tracks that lead from the tower door to the plains. Further search will reveal that that door itself is locked and trapped. Anyone searching for traps will detect it before opening it. If they do not search for traps, the first person trying to open the door will trigger the spring release. A small dart will shoot out from the lock mechanism, inflicting one moderate wound to the character that tripped it.

At any rate, the door is locked, and must be either picked or bashed down. Bashing the door down will naturally alert the denizens of the tower. The other option is for the party to wait for nightfall. Shortly after nightfall a group of two goblins will leave the tower for routine patrols.

The goblins:

(ADP: 3, DDP: 3, DRL: 4, RR: 4)

Armed with daggers, javelins, and hard leather armor (already accounted in DA). Each carried 1d6 silver

3-	2-	1-	1-
4-	3-	2-	0-

These goblins have the key to the door, which they lock after leaving.

#### Stairs Down:

When you open the door, you see a circular room about 20' in diameter. A stone spiraling staircase winds around the inside of the perimeter before breaking off about a dozen feet up where the tower has crumbles. In the center of the room is a large trap door.

The trap door opens to a set of stairs leading down into the dark. The stairs descend about twenty feet before leveling out. This is marked on the map. The tunnels of the dungeon are approximately 10' wide by 10' high. There are torch sconces every thirty or so feet, but none are lit. The entire dungeon is dark and has a very rank musty smell to it.

#### Room 1: Treasure Room

Upon discovering the secret door and entering, you find this room to be covered in dust. Apparently the goblins have not discovered this room as of yet. Piles of decaying clothing are stacked along the north wall, and a small chest is at the west wall.

This is the chest Garret wants. It is locked and trapped with a poison needle (character attempting to open needs to make a luck check or be poisoned), but that shouldn't matter if the party follows direction and doesn't try to open it. The chest is fairly heavy, weighing about 50 pounds.

If the party does open the chest, they will find 500 gold coins and a map that appears to lead to another cache of hidden treasure.

#### Room 2: Main Hall

The secret door opens into a great dining hall. Long tables and benches are in the center of the room and the smell of cooked spoiled meat is nearly overwhelming. Startled by your appearance are five goblins who were here eating a meal. Upon seeing you, they quickly grab knives and attack.

The goblins:

(ADP: 3, DDP: 3, DRL: 2, RR: 4)

Armed with daggers, and hard leather armor (already accounted in DA). Each carried 1d6 silver

3-	2-	1-	1-
4-	3-	2-	0-
4-	4-	2-	1-
3-	2-	1-	0-
4-	2-	1-	0-

If the players search the room, they will find nothing else of value. Just spoiled food that the goblins were feasting upon.

#### Room 3: Pen

If the party members listen to the door before entering, they can hear movement of something shuffling. But no voices are heard.



*As you open the door, a large war dog notices that you are not its goblin masters and lunges to attack you.*

#### War Dog

(ADP: 4, DDP: 4, DRL: 5, RR: 5)

3-	2-	1-	1-
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The room itself is obviously a dog kennel. Bits of spoiled meat and feces litter the floor, and there are old rags in the back of the room.

If a thorough search is made of the room, the party will discover a loose stone along the north wall. Removal of this stone will reveal a hidden niche which holds a sapphire worth 100 gold and a dagger. The dagger doesn't appear like anything special, but there is no rust along the blade. It is in fact a magical dagger that has an enchantment placed upon it granting a +1 bonus to DRL.

#### Room 4: Guard Room

*The door opens to this room which has a crude table and chairs in the center. Sitting at the chairs playing some sort of game of bones are two goblins. When they see you and notice that you are not goblins, they attack.*

#### The goblins:

(ADP: 3, DDP: 3, DRL: 4, RR: 4)

Armed with daggers, javelins, and hard leather armor (already accounted in DA). Each carried 1 d6 silver

3-	2-	1-	1-
4-	3-	2-	0-

There is nothing else of value here.

#### Room 5: Chieftain's Chamber

*The secret door that leads to this room opens up to reveal a relatively lavish chamber, according to goblin standards. At the far end of the room is a huge pile of furs in the northeast corner. On this pile sits a huge goblin in mail armor and two goblin females. Upon opening the door, a large war dog lunges to attack you and the goblin chief grabs a large ax and also charges. The females cower in fear.*

#### War Dog

(ADP: 4, DDP: 4, DRL: 5, RR: 5)

3-	2-	1-	1-
----	----	----	----

#### Goblin Chief

(ADP: 5, DDP: 5, DRL: 9, RR: 8)

Attacks with a 2-handed axe

8-	6-	5-	3-
----	----	----	----

If the chief and dog are killed, the females will cower in the corner begging for their lives in goblin. They pose no threat. The chief wears a gold necklace worth 50 gold and carries 24 silver in a pouch. In a locked chest are 150 gold and 300 silver. There are no other valuables in the room.

#### Room 6: Storeroom

*The door opens to this room and immediately a heavy stench fills your nostrils. In one corner are piles of rotting garbage and filth. In the other corner are barrels of fetid water. This room appears to be a combination of a storeroom and a garbage pit.*

There isn't anything of particular value in this room.

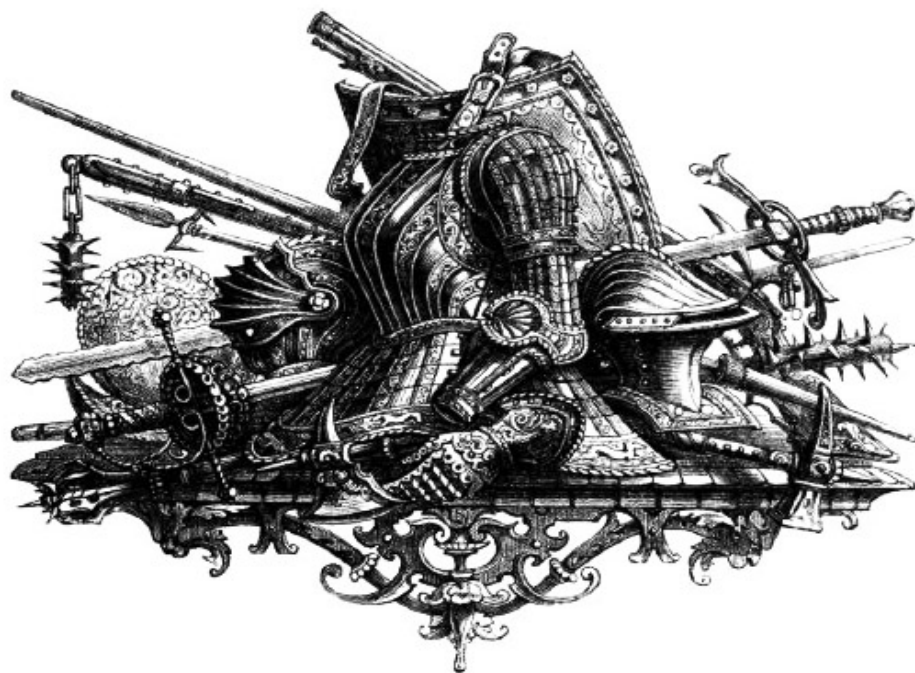
#### Scenario 3: Finale!

The adventurers have successfully completed clearing out the tower and have returned the chest. If the party had opened the chest, Garret would know and only pay the group half of what was agreed as he says the party did not adhere to the contract. The map is the real treasure here that he wanted.

After paying the party, Garret will leave immediately. At this point, it is time to award XP points to the group. The exact amount is up to you as the GM, but no more than 1 or 2 points should be added at this point. If a party member disarmed the traps, unlocked locks, and/or used stealth, then they should gain 1 stealth XP point. Every party member who was engaged in combat for at least a few times should get 1 combat XP point, and any spell caster who used spells should get one mystic XP point. If the party returned the chest and did not open it, then everyone gets 1 bonus XP point.



# APPENDIXES





# Charts

## Damage Absorption Chart

DA level	Minor	Moderate	Deep	Severe
1	1	0	0	0
2	2	0	0	0
3	2	1	0	0
4	3	2	1	0
5	4	3	2	0
6	5	4	2	1
7	6	5	3	1
8	7	6	4	2
9	9	7	5	3
10	10	9	6	4
11	12	10	8	5
12	14	11	10	7
13	16	12	11	9
14	18	14	12	11
15	20	16	14	13
16	22	18	16	15
17	24	20	18	17
18	26	22	20	19
19	28	24	25	22
20	Immune	26	30	25
21	Immune	Immune	35	30
22	Immune	Immune	Immune	35
23	Immune	Immune	Immune	40
24	Immune	Immune	Immune	45
25	Immune	Immune	Immune	50

## Dice Pool Chart

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26+	+1 d10

## DRL Chart

	DRL Level	Minor	Moderate	Deep	Severe
"no additional wounds"  *For DRL 10-35, if a natural '20' is rolled, roll again and add a severe wound"	1	1-18	19-20	-	-
	2	1-16	17-19	20	-
	3	1-15	16-18	19-20	-
	4	1-14	15-17	18-19	20
	5	1-13	14-16	17-18	19-20
	6	1-10	11-14	15-17	18-20
	7	1-8	9-12	13-15	16-20
	8	1-6	7-10	11-13	14-20
	9	1-4	5-8	9-12	13-20
	10*	1-2	3-6	7-10	11-20
	11	1-2	3-4	5-8	9-20
	12	1	2-3	4-7	8-20
	13	1	2	3-6	7-20
	14	1	2	3-5	6-20
	15	1	2	3-4	5-20
+1 severe wound	16	1-10	11-14	15-17	18-20
	17	1-8	9-12	13-15	16-20
	18	1-6	7-10	11-13	14-20
	19	1-4	5-8	9-12	13-20
	20	1-2	3-6	7-10	11-20
	21	1-2	3-4	5-8	9-20
	22	1	2-3	4-7	8-20
	23	1	2	3-6	7-20
	24	1	2	3-5	6-20
	25	1	2	3-4	5-20
+2 severe wounds	26	1-10	11-14	15-17	18-20
	27	1-8	9-12	13-15	16-20
	28	1-6	7-10	11-13	14-20
	29	1-4	5-8	9-12	13-20
	30	1-2	3-6	7-10	11-20
	31	1-2	3-4	5-8	9-20
	32	1	2-3	4-7	8-20
	33	1	2	3-6	7-20
	34	1	2	3-5	6-20
	35	1	2	3-4	5-20

## General Skills

Level	Skill Name
1	Acrobatics
2	Alertness
2	Ambidexterity
1	Animal Empathy
2	Animal Training
2	Attribute enh, adept
4	Attribute enh, advanced
5	Attribute enh, master
1	Attribute enh, novice
3	Attribute enh, skilled
4	Blind fighting, master
2	Blind fighting, student
2	Companion enhancement, adept
4	Companion enhancement, advanced
8	Companion enhancement, epic
5	Companion enhancement, master
1	Companion enhancement, nov
3	Companion enhancement, skilled
1	Etiquette
1	Extra language
1	First Aid
1	History
1	Horsemanship
2	Iron fortitude
4	Jack of All Trades
3	leadership, advanced
1	Leadership, novice
1	Light sleeper
1	Navigation
1	Rope use
2	Smithing, adept
4	Smithing, master
1	Smithing, novice
3	Smithing, skilled
2	Speak with Companion
3	Specialist
2	Spirit of the Bard
1	Survival
1	Swimming

## Combat Skills

Level	Skill Name
6	Armor Maximization, master
2	Armor Maximization, novice
4	Armor Maximization, skilled
2	Armor Proficiency
4	Armor, heavy
1	Armor, light
2	Armor, medium
4	backswign, master
2	Backswing, novice
1	Block Missiles
1	Charging Attack
4	Counterattack
3	Critical Strike, improved
5	Critical Strike, Master
3	Defense of Thorns
3	Disarm
4	Dodge, master
2	Dodge, skilled
4	Dual Weapons, advanced
6	Dual Weapons, master
2	Dual weapons, novice
2	Fortitude, adept
4	Fortitude, advanced
5	Fortitude, master
1	Fortitude, novice
3	Fortitude, skilled
3	Marital arts, skilled
2	Martial arts, adept
4	Martial arts, advanced
8	Martial Arts, Epic
5	Martial Arts, master
1	Martial arts, novice
4	Missile deflection
3	Mounted Combat, expert
1	Mounted Combat, novice
4	Needlestorm
2	Parry/dodge
1	Power Attack
4	roll with the punch
3	Shield, advanced

1	Shield, novice
4	Siege machine, advanced
2	Siege machine, novice
5	Single weapon, master
1	Single weapon, novice
3	Single weapon, skilled
4	Spirit of the Barbarian
5	Spirit of the Hero
2	Spirit of the Soldier
3	Spirit of the Warrior
5	Two-handed, master
1	Two-handed, novice
3	Two-handed, skilled
2	Weapon & shield, adept
4	Weapon & shield, advanced
5	Weapon & shield, master
1	Weapon & shield, novice
3	Weapon & shield, skilled
6	Weapon Breaker, Master
2	Weapon Breaker, novice
5	Weapon Focus, master
1	Weapon Focus, novice
3	Weapon Focus, skilled
8	Weapon Genera, epic
2	Weapon General, adept
4	Weapon General, advanced
6	Weapon General, master
1	Weapon General, novice
3	Weapon General, skilled
2	Weapon Group, adept
4	Weapon Group, advanced
8	Weapon Group, epic
6	Weapon Group, master
1	Weapon Group, novice
3	Weapon Group, skilled
2	Withdraw

## Stealth Skills

Level	Skill
2	Alter Tracks
5	Backstab, master
1	Backstab, novice
3	Backstab, skilled
1	Balance
4	Cheat Death
1	Climbing
3	Create poison
6	Death Immunity
1	Disarm traps
2	Disguise
2	Eavesdrop
2	Escape bonds
2	Fast talking
1	Hiding
5	Invisibility
1	Lock picking
2	Persuade
2	Quickfingers
3	Quickstrike
1	Read languages
2	Read lips
3	Read magic
3	Rogue's luck
4	Shadowmeld
3	Shadowstrike
1	Silent walk
1	Slight of Hand
6	Spinning Blades
5	Spirit of the Assassin
2	Spirit of the Outlaw
3	Spirit of the Thief
1	Tracking
1	Trailing
2	Ventriloquism
4	Weightless walk

## Mystic Skills

Level	Skill Name
2	Alchemy
4	Arcane Grandmaster
2	Arcane Master
2	Channeling, adept
4	Channeling, advanced
5	Channeling, master
1	Channeling, novice
3	Channeling, skilled
1	Degree, associate
3	Degree, master's
6	Enchantment, advanced
8	Enchantment, master
2	Enchantment, novice
4	Enchantment, skilled
2	Enhanced Power Rating, Adept
5	Enhanced Power Rating, Advanced
7	Enhanced Power Rating, Master
1	Enhanced Power Rating, Novice
4	Enhanced Power Rating, Skilled
3	Gemstone, master
1	Gemstone, novice
2	Gemstone, skilled
2	Identify magic
1	Magic Sense
1	Meditation
2	Mental, adept
4	Mental, advanced
5	Mental, master
1	Mental, novice
3	Mental, skilled
6	Mystic Explosion
2	Mystic Fortitude, adept

4	Mystic Fortitude, advanced
5	Mystic Fortitude, master
1	Mystic Fortitude, novice
3	Mystic Fortitude, skilled
3	Quickspell
1	Read magic
3	Reiki Third Degree
1	Reiki, First Degree
2	Reiki, Second Degree
2	Rune, adept
4	Rune, advanced
5	Rune, master
1	Rune, novice
3	Rune, skilled
2	Spirit of the Apprentice
3	Spirit of the Mage
3	Spirit of the Mentalist
6	Totem enhancement, master
2	Totem enhancement, novice
4	Totem enhancement, skilled
2	Totem, adept
4	Totem, advanced
5	Totem, master
1	Totem, novice
3	Totem, skilled



### Channeling Magic

Acid Mist	Dome of Shielding	Heat Object	Mass Teleport	Steel Skin
Acid Rain	Drowsy	Hurricane	Meld Plants	Stone Fist
Adamantine Skin	Energy Ball	Ice Shower	Meld Stone	Summon Army
Blade Shower	Energy Bolt	Illusion, Major	Minor Blizzard	Summon Weather
Create Major Item	Energy Whip	Illusion, Minor	Raise Dead	Teleport
Create Minor Item	Enhanced Magic Shield	Illusion, Moderate	Shadow Summoning	Tornado
Create Water	Feast	Levitate	Shape Change, Major	Tsunami
Crystal Skin	Fire Shower	Light	Shapechange, Minor	Wall of Brambles
Dagger Shower	Flame Tornado	Lightning Storm	Shower of Swords	Wall of Fog
Darkness	Flight	Lightning Strike	Silence	
Dispel Magic	Grasping Plants	Magic Shield	Spike Shower	

### Rune Magic

Blaze	Earthquake	Heat	Nature's Touch	Shapechange
Bloodsign	Explode	Ice Resistance	Open	Slaying Rune
Breeze	Fire Resistance	Icicle	Permanency	Snowstorm
Burst	Flesh to Stone	Illuminate	Poison Resistance	Soul Trap
Caster's Mark	Flight	Immovability	Protection	Spark
Cold	Free Movement	Inferno	Protection From	Spell Focus
Comprehend	Freeze	Life Drain	Wounds	Stone to Flesh
Contingency	Gale Force	Lightning Resistance	Rain Storm	Tornado
Create Food	Golem	Lightning Strike	Regenerate	
Create Water	Gust	Lock	Rune Trap	
Cure Poison	Harden	Moisten	Seeking Rune	

### Mental Magic

Anticipate Attack	Control Mind	Guide Strike	Resist Fire/Ice
Anti-spell barrier	Control Monster	Haste	Resist Hunger
Cell Manipulation	Cure Magical Disease	Iron Will	Slow
Cell Repair	Cure Minor Disease	Leap	Speak with Animals
Cell Repair, Advanced	Earth to Mud	Major Suggestion	Speak with the Dead
Cell Repair, Moderate	Energy Form	Manipulate Fire	Stop Assailant
Charm Mind	Enhance Attribute	Mind Jack	Stop Missile
Choke	ESP	Minor Suggestion	Telekinesis
Clairvoyance	Explode	Multiple Target	Telepathy
Comprehend	Flight	Paralyze	
Control Animal	Fortitude	Regenerate	

### Totem Magic

Angel	Dragon	Manticore	Reptile	Tiger
Animal Shape	Elephant	Maple Leaf	Salamander	Tortoise
Armadillo	Fox	Mole	Sapling	Tortoise II
Basilisk	Gargoyle	Monkey	Snake	Treant
Bear	Gecko	Mule	Snake Charm	Trout
Bull	Gorgon	Owl	Sparrow	Turtle
Cactus	Griffon	Pegasus	Spider	Unicorn
Cheetah	Holy Symbol	Phoenix	Spirit Companion	Viper
Creature Shape	Housecat	Porcupine	Spirit Pet	Wolf
Curse	Juggernaut	Rabbit	Spirit, Connected	Wrym
Dolphin	Lion	Raven	Spirit, Familiar	Wyvern
Dove	Mandrake Root	Reaper	Spirit, Sacred	Yeti

Weapon	Cost	RR	DRL
Arrow, Bodkin	2s	-	-
Arrow, Broadleaf	2s	-	-
Arrow, Standard	1s	-	-
Axe, 1-handed	7	6	8
Axe, 2-handed	12	8	14
Axe, Bearded	17	9	16
Axe, Throwing	5	4	4
Blowgun	5	6	1
Bolos	3	5	-
Bolt, Large	2s	-	-
Bolt, Small	1s	-	-
Bow, Longbow	75	6	8
Bow, Shortbow	25	6	8
Bow, War	100	6	10
Bow, Yumi	150	6	10
Caltrops*	5sp	-	1
Chain	8	6	2
Chakram	5	5	5
Chut Giah	15	4	6
Climbing Claws	15	3	3
Club, 1-handed	1	6	6
Club, 2-handed	4	8	8
Crossbow, Heavy	50	12	8
Crossbow, Light	25	9	6
Crossbow, Repeating	150	5	6
Dagger	5	4	4
Dagger, Parrying	10	4	4
Dagger, Throwing	5	3	3
Dart	2	3	2
Escrima Stick	5	5	6
Flail, 1-handed	8	5	7
Flail, 2-handed	12	7	12
Foa Huen	8	5	6
Javalin	5	5	5
Kama	5	4	4
Knife	3	3	2
Kusari-gama	10	4	4
Lance, Heavy	50	10	20
Lance, Light	20	8	15
Mace, Footman's	10	6	8
Mace, Light	5	5	6
Manriki	3	2	1
Meteor Hammer	15	8	12
Morning Star	10	6	8
Nunchaku	5	4	5
Pick	7	7	9
Polearm, Bill	10	5	7

Weapon	Cost	RR	DRL
Polearm, Glaive	15	8	12
Polearm, Halberd	15	8	10
Polearm, Kwan Do	10	8	12
Polearm, Monk Spade	15	8	12
Polearm, Naginta	25	7	12
Polearm, Partisan	15	8	12
Polearm, Pudao	15	8	12
Polearm, Shang Chi	15	6	8
Polearm, Sythe	17	10	15
Polearm, Trident	15	6	8
Polearm, Yut Yuch Ar Chian	16	8	12
Quarterstaff	4	6	6
Sai	5	4	4
Shogee	5	5	3
Shuriken	1	3	2
Siam Gieh Gwen	8	5	6
Sickle	5	5	5
Sling**	2sp	6	3
Spear, Ahlspiess	12	6	9
Spear, Long	12	6	9
Spear, Short	5	5	6
Spike, Throwing	2	2	1
Sword, 2-handed	15	8	14
Sword, Bastard	15	6	8 or 10
Sword, Broad	10	6	8
Sword, Claymore	15	7	12
Sword, Estoc	45	6	11
Sword, Falchion	10	7	8
Sword, Gou	12	6	8
Sword, Gwo Juan Do	10	6	8
Sword, Katana	500	5	10
Sword, Ninja-to	15	5	6
Sword, No-Dachi	50	8	16
Sword, Saber	10	6	8
Sword, Scimitar	10	6	8
Sword, Short	7	5	6
Sword, Wakasashi	150	4	7
Tanto	15	3	4
Tonfa	3	4	4
War Hammer, 1-handed	5	6	6
War Hammer, 2-handed	10	8	12
War Hammer, Gutentag	15	9	16
Whip**	10	5	3
Woo Diep Do	5	5	6
Yuan Yang Yue	8	5	6

Armor Type	Cost	Rating	Wound Threshold Bonus			
			Minor	Moderate	Deep	Severe
Barding, leather	150	L	2	2	1	1
Barding, mail	1250	M	4	4	3	2
Barding, plate	5000	H	8	6	5	4
Do	50	M	2	2	2	2
Do-Maru	85	M	4	4	3	3
Haidate	30	M	2	2	1	1
Haramaki	60	M	4	4	3	3
Helm, Great	75	H	1	1	1	1
Helm, Kabuto	80	H	1	1	1	1
Helm, Medium	35	M	1	1	1	0
Helm, Skullcap	5	L	1	1	0	0
Kote	15	L	1	1	0	0
Kusazuri	35	M	2	2	1	1
Leather, Hard	15	L	2	2	1	1
Leather, Soft	20	L	2	1	1	0
Leather, studded	35	M	3	3	2	2
Mail, Full Suit	175	M	5	5	4	3
Mail, Hauberk	150	M	4	4	3	3
Mail, Scaled	70	M	4	3	3	2
Oyoroï	350	H	8	6	4	4
Padded	10	L	1	1	0	0
Plated	500	H	8	6	5	4
Plated, Gothic	1500	H	10	8	6	5
Shield, Great	45	H		+3 DDP		
Shield, Light	15	L		+1 DDP		
Shield, Medium	25	M		+2 DDP		
Sode	30	L	1	1	1	1
Suneate	25	L	1	1	0	0
Tekko	15	L	1	0	0	0
Tousei-Gusoku	1500	H	10	8	6	5



Strength	DRL bonus
1-10	-3
11-35	-2
36-40	-1
41-60	0
61-80	+1
81-90	+2
91-99	+3
100	+4

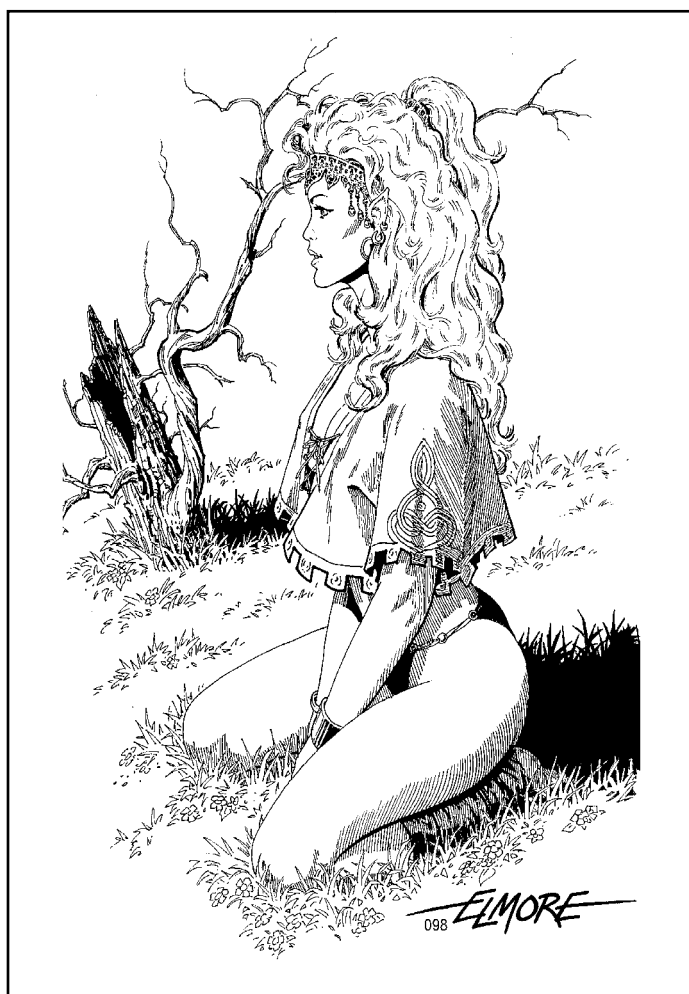
Agility	Dice Pool Level Shift	Bonus
1-10	-2	-20%
11-35	-2	-10%
36-45	-1	-5%
46-60	0	-
61-80	+1	-
81-90	+1	+5%
91-99	+2	+5%
100	+2	+10%

Endurance	Damage Absorption Level
1-9	1
10-19	2
20-29	3
30-45	4
46-60	5
61-70	6
71-80	7
81-90	8
91-99	9
100	10

Intellect	Skill bonus %	# skills
1-10	-10%	1
11-25	-5%	3
26-40	-2%	5
41-60	0	6
61-80	+2%	7
81-90	+5%	8
91-99	+10%	9
100	+15%	10

Species	Feet moved/segment
Elf	10
Human	8
Gnome	5
Halfling	6
Dwarf	5

Species	Attribute Modifiers
Bugbear	+14 Str, -7 Agil, +15 End, -7 Int, -10 Luck
Dwarf	+5 Str, +7 End, -14 Agil, +5 WP, -3 Luck
Elf	-10 Str, +12 Agil, -5 End, +5 Luck
Gnome	-15 Str, -5 Agil, +15 Int
Goblin	-12 Str, +8 Agil, -12 Int, -10 WP, +10 Luck
Halfling	-10 Str, +5 Agil, +10 WP, -5 Int
Human	n/a
Lizard Folk	+7 Str, +12 Agil, -8 End, -15 Int, +4 Luck
Merfolk	+5 Agil, -4 End
Ogre	+20 Str, -5 Agil, +15 End, -25 Int, -8 Luck
Orc	+6 Str, +7 End, -10 Int, -3 Luck
Redcap	-14 Str, +12 Agil, -10 End, +3 Int, +9 Luck
Troglodyte	+6 Str, +2 End, -7 Int, -3 luck





Player Name:  Character Name:

Species:  Guild:

Weight:  Age:  XP Title Level:



Height:

Str:  DRL bns

Agil:  DP Bns

End:  DA Lvl

Int:  Skills  Skl Bns

WP:  Luck:  Power

Movement:

Bonus XP

Combat XP

Stealth XP

Mystic XP

Total XP

Gold

Silver

Gems&Jewels

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Weapon Type	ADP	DDP	DRL	RR
Bns Wpn				
Bns Skill				
Bns Skill				
Bns Attribute				
Bns Other				
Bns Other				
Total				

Ammo  
00000 00000 00000  
00000 00000 00000

Armor Types

Shield +DDP



## Wounds

	Base	+Armor	Threshold =Total	Taken
Mnr	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mod	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Deep	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Svr	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26	+1 d20

	DRL Level	Minor	Moderate	Deep	Severe
no additional wounds	1	1-18	19-20	-	-
	2	1-16	17-19	20	-
	3	1-15	16-18	19-20	-
	4	1-14	15-17	18-19	20
	5	1-13	14-16	17-18	19-20
	6	1-10	11-14	15-17	18-20
	7	1-8	9-12	13-15	16-20
	8	1-6	7-10	11-13	14-20
	9	1-4	5-8	9-12	13-20
	10*	1-2	3-6	7-10	11-20
	11	1-2	3-4	5-8	9-20
	12	1	2-3	4-7	8-20
	13	1	2	3-6	7-20
	14	1	2	3-5	6-20
	15	1	2	3-4	5-20
+1 severe wound	16	1-10	11-14	15-17	18-20
	17	1-8	9-12	13-15	16-20
	18	1-6	7-10	11-13	14-20
	19	1-4	5-8	9-12	13-20
	20	1-2	3-6	7-10	11-20
	21	1-2	3-4	5-8	9-20
	22	1	2-3	4-7	8-20
	23	1	2	3-6	7-20
	24	1	2	3-5	6-20
	25	1	2	3-4	5-20
+2 severe wounds	26	1-10	11-14	15-17	18-20
	27	1-8	9-12	13-15	16-20
	28	1-6	7-10	11-13	14-20
	29	1-4	5-8	9-12	13-20
	30	1-2	3-6	7-10	11-20
	31	1-2	3-4	5-8	9-20
	32	1	2-3	4-7	8-20
	33	1	2	3-6	7-20
	34	1	2	3-5	6-20
	35	1	2	3-4	5-20

## Body Diagram Chart

Wound tracking, tattoos, etc



Equipment


Skills

	nov/ad/sk/adv/mstr		nov/ad/sk/adv/mstr
	o o o o o		o o o o o
	o o o o o		o o o o o
	o o o o o		o o o o o

Spells and Other Abilities

Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____
Name: _____	Effect: _____

Notes

# Initiative Clock

may be reproduced  
without permission



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## Common Modifiers

**Reckless attack:** ignore highest dice  
**Dodge:** +2 RR, reroll one dice  
**Aiming:** +2 RR, +1 of the highest die type

DP Level	Dice Used	DP Level	Dice Used
1	d4	14	3d10
2	2d4	15	4d10
3	3d4	16	2d10+d12
4	d6+2d4	17	2d10+2d12
5	2d6+d4	18	2d10+3d12
6	3d6	19	4d12
7	4d6	20	2d10+d20
8	2d6+d8	21	2d12+d20
9	d6+2d8	22	2d20
10	3d8	23	2d10+2d20
11	d6+d8+d10	24	2d12+2d20
12	2d8+d10	25	3d20
13	2d10	26+	+1 d10

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