



# IFGS



## *Evervale Rules 3.0*

### For Live Action Role-Playing

Copyright IFGS 2022



## Change Log

Date	Version	Change Made:
09/11/22	3.0	Beta Release
10/01/22	3.001	<ul style="list-style-type: none"> <li>➤ Tweaked multiple abilities,</li> <li>➤ Converted Epic to new format,</li> <li>➤ Added in character conversions (see below),</li> <li>➤ Changed pick point cost for class only abilities to zero cost.</li> </ul>
01/10/23	3.003	Changed character build section to be background abilities, removed the point cost for these and moved it to a pick per level(s).
01/11/23		<ul style="list-style-type: none"> <li>➤ Changed background ability of First Aid to be Additional Bandages and Basic Heal to First Aid to avoid confusion with the standard heal.</li> <li>➤ Added Rejuvenating meal to Common Tier 2 abilities.</li> </ul>
Issues:		<ul style="list-style-type: none"> <li>➤ <b>Hyperlinks are not valid yet.</b></li> <li>➤ <b>Need class-chapter art added</b></li> </ul>

## Major rule changes from basic IFGS rules

- Armor is now additive, not subtractive. See the armor rules for a full explanation.
- No limb points. Rendering a limb useless is an ability that may be picked.
- Damages are reduced.
- Arrows are now unlimited but still subject to critical rules.
- The former OCR rules are now part of character creation.
- All former SAS are now listed as abilities. Many have been combined to simplify the system.
- All classes have ability points and fall into 1 of 3 paths.
- Abilities are now grouped into 4 tiers and by paths, i.e. Common, Martial, Finesse, or Spell. These are chosen by using pick points.
- Each class has a few dedicated abilities that no other class can take and specializations are removed.
- You may not use a tier ability greater than your own, even in a magic item. Tier 4 abilities are limited to the specific path.
- Many abilities now grow in power. For example, a tier 1 Elemental Strike just does damage, at the higher tiers the caster can add knockdowns, knockbacks, or area of effect if they choose that tier of ability.
- Debilitating LI abilities (Petrify etc.) have been reduced to 1 minute duration in combat.
- All cast times are now 5 seconds. A caster may cast for 10 seconds at no point cost.
- PCs can no longer cast glyphs, but all other glyph abilities remain.

## Character Conversion

When bringing over a character from the 8.0 rules system to the Evervale system, use the following as a guideline.

Best practice is to keep two different versions of your character, one for the old system and one for the new system until it is adopted as a formal rule set. Please contact David Spence or Chris Seals as CTX SC if you have any questions.

### Bringing a PC over to Evervale

- 1) The PC retains all XP and gold from the old system
- 2) Generate the character using the Evervale rules.
- 3) For existing items you have two options:
  - I. Add any existing magic items that correspond with the Evervale rules system to your character sheet. The value of the item will remain at the old pricing and should be marked as such.
  - II. Convert all items to a gold piece value based on the old bluebook, at 100%. Then purchase new items using the ***Magic Item*** rules in chapter 17.
- 4) Any item that cannot be converted due to an old ability that is no longer in the rules will be converted to a gold piece value based on the old bluebook, at 100%.

# Table of Contents

<b>Change Log .....</b>	<b>2</b>
<b>Major rule changes from basic IFGS rules .....</b>	<b>2</b>
<b>Character Conversion .....</b>	<b>3</b>
Bringing a PC over to Evervale.....	3
<b>Disclaimer.....</b>	<b>7</b>
<b>Introduction.....</b>	<b>7</b>
<b>What an IFGS Game is Like .....</b>	<b>7</b>
<b>Chapter 1: Getting Started in the IFGS .....</b>	<b>9</b>
What is Live Action Role-playing? .....	9
Ethics .....	9
IFGS Game Structure .....	10
Roles for IFGS Participants .....	12
Role-Playing.....	15
Character Alignment .....	16
<b>Chapter 2: Character Creation .....</b>	<b>18</b>
Experience Points .....	19
Experience Earned by Staffing or NPCing.....	19
Character Levels and Level Tiers .....	19
<b>Chapter 3: Character Race, Origin, &amp; Background abilities .....</b>	<b>21</b>
Innate Class Abilities.....	21
Racial Archetypes and Origin.....	21
Race .....	21
Origin .....	23
Race & Origin Ability Description .....	26
Background Abilities.....	29
Background Ability Descriptions.....	31
<b>Chapter 4: Character Abilities .....</b>	<b>38</b>
Class Paths .....	38
Common Abilities .....	40
Martial Path Abilities .....	46
Finesse Path Abilities .....	59
Spell Path Abilities .....	73
<b>Chapter 5: Martial Path Classes .....</b>	<b>105</b>
Fighter .....	106
Knight.....	107
Ranger .....	110
<b>Chapter 6: Finesse Path Classes .....</b>	<b>111</b>
Bard .....	112
Pugilist .....	113
Rogue.....	114
<b>Chapter: 7 Spell Path Classes .....</b>	<b>115</b>
Cleric.....	116
Druid .....	118
Magic User.....	119
<b>Chapter 8: Loremaster.....</b>	<b>120</b>

<b>Chapter 9: Using Character Abilities .....</b>	<b>121</b>
Attributes of an Ability .....	121
<b>Chapter 10: General Rules and Information .....</b>	<b>127</b>
Safety .....	127
Clothing and Gear .....	127
Treasure.....	129
Hit Points .....	129
Special Types of Damage .....	130
PC Fairness Rule.....	131
<b>Chapter 11: Weaponry .....</b>	<b>132</b>
Thrown Missile Weapons .....	133
<b>Chapter 12: Armor and Other Protections .....</b>	<b>135</b>
Physical Armor.....	135
Magical Protection .....	135
Effectiveness of Armor and Protections.....	136
Shields & Bucklers .....	136
<b>Chapter 13: Combat .....</b>	<b>138</b>
Combat Defined.....	138
Physical Contact in Combat .....	138
Mechanics of Melee .....	139
Melee Combat .....	140
Ranges .....	140
Propelled Missile Combat.....	140
Thrown Missile Combat.....	143
Miscellaneous Combat Effects .....	144
<b>Chapter 14: Poisons and Diseases.....</b>	<b>147</b>
Diseases .....	147
Poisons.....	147
<b>Chapter 15: Character Change and Death .....</b>	<b>149</b>
Permanent Life Point Changes .....	149
Immutable.....	149
Death .....	149
Resurrections.....	150
<b>Chapter 16: Lock System .....</b>	<b>151</b>
Lock Picking .....	151
Physical or Spell Damage.....	153
Magic User Reverse Lock.....	153
<b>Chapter 17: Magic .....</b>	<b>154</b>
Detecting and Revealing Magic .....	154
Dispelling Magic.....	154
Illusions, Concealment, and Invisibility .....	154
Glyphs .....	156
Sigils .....	167
Magic Items .....	169
<b>Chapter 18: Stacking Rules .....</b>	<b>177</b>
<b>Chapter 19: Epic Levels.....</b>	<b>180</b>
<b>Glossary.....</b>	<b>182</b>
<b>Appendix A: Weapon Construction.....</b>	<b>186</b>

Constructing a Hand-Held Melee Weapon.....	186
Hand-Held Melee Weapons .....	187
Constructing a Projectile Missile Weapon .....	187
Constructing a Thrown Weapon .....	187
<b>Appendix B: Lock Construction .....</b>	<b>188</b>
Locks and Buzzers.....	188
<b>Appendix C: Disputes .....</b>	<b>190</b>
Disputes.....	190
<b>Appendix D: Night Rules.....</b>	<b>191</b>
Night Rules.....	191
<b>Appendix E: Optional Rules .....</b>	<b>192</b>
The Fate Point Option .....	192
<b>Our Organization .....</b>	<b>193</b>
<b>The Dream Park Connection .....</b>	<b>193</b>
<b>Index .....</b>	<b>194</b>

## Disclaimer

The abilities described in this rulebook are for use by the included character classes in fantasy role-playing situations. In no way do we wish to imply that a person portraying a Pugilist-classed character can actually leap a 20-foot chasm or that a person playing a Rogue-classed character can actually climb a vertical wall or pick a lock. The information presented in this rulebook is for role-playing purposes only. Do not risk injury or endanger your personal safety by mistaking these spells, abilities, and skills for the real ability to do something that you, physically, cannot do.

***THESE RULES ARE THE BASELINE FOR IFGS FANTASY GAMES. INDIVIDUAL GAME WRITERS MAY CHANGE THESE RULES ON A GAME-BY-GAME BASIS BUT ALL DEVIATIONS FROM THE MAIN RULES MUST BE ADVERTISED ON THE GAME FLYER AHEAD OF THE GAME.***

All rights reserved. No part of this publication may be reprinted without the express written consent of the IFGS. International Fantasy Gaming Society and Dragon Chess Piece Trademarks applied for.

## Introduction

Welcome to an innovative world of fantasy role-playing! The International Fantasy Gaming Society (IFGS) is an organization made up of a diverse group of people who design and stage live-action games. The IFGS has been creating enjoyable live-action role-playing games since 1981. We do not take ourselves too seriously, but we are serious about running fun, imaginative events that are as safe as possible.

This is the official IFGS Fantasy Rulebook, which details a versatile and functional method for live-action play and provides all the information you will need to play in an IFGS game. While this handbook contains the rules of play, it also contains a great deal of philosophy about the game and the concept of role-playing. Readers should concentrate on the intent of the material presented here as well as the specific rules. All game participants, including Non-Player Characters (NPCs), Player Characters (PCs), and all support personnel are expected to understand and follow these rules. We know it can be daunting at first when you look at the sheer number of rules, skills, abilities, and spells, but the rules not only allow for a fantastic range of customization but are simple enough that children as young as 4 have played in this system.

The IFGS is a not-for-profit organization and is governed nationally by a Board of Directors. We have chapters across the United States, and we are continuing to grow. If you have any questions concerning the IFGS, want to locate the chapter nearest you, wish to become an IFGS member, or want to run a pre-written game in your area, please go to our website at <http://www.ifgs.org/>. Here you will find photos and videos of events, lists of local chapters, and contact information to help you get on your way. We encourage you to contact the IFGS before attempting to run a game.

## What an IFGS Game is Like

An IFGS game is an opportunity for you to execute dazzling rescues, engage in combat, match your wits with diabolical foes, overcome deathtraps and deadly challenges, and more. You are not just rolling dice – you are really swinging your sword, or balancing on a beam, or hiding from searching enemies. The IFGS is similar to improvisational theater. In the IFGS the Game Writer is the playwright, the NPCs are the actors that set the scenes (encounters), and the PCs make their way from scene to scene, performing roles of their own design.

Players try to decipher the storyline, unravel the mystery, or simply experience the adventure. All of this is carried out under a fantasy setting, which includes swordplay, spell casting, and even the occasional dragon.

The game course, usually, but not always involves a series of encounter sites. Each encounter can involve a variety of NPCs as well as complex or simple sets, costumes, and props. The encounter might involve role-playing, combat, or a combination of the two, or it may have other physical rigors associated with it. Teams of players have at times encountered armies of deadly creatures, complex mazes filled with traps, and huge dragons or tiny fairies – all of which are devices used to create atmosphere and involve the participants in the storyline.

The main object of any IFGS game is to have fun. Each player designs the personality and background of their own character and role-plays the character during the game by interacting with teammates, NPCs, and the storyline. By participating in the game, the players earn Experience Points that allow them to play their characters at a higher level in future games. Participants can design as many characters as they wish and can choose which of their characters to portray in a game based on factors such as level, class, and alignment.

The list of games run by the IFGS is long and varied – from small mini-games with a participation of a half dozen people to huge festivals with over 250 participants. IFGS games attract young and old alike and offer experiences for every taste – whether serious, heroic fantasy; dark, challenging games; or light, humorous romps in the park. We have produced hundreds of games all over the country. So far, our intrepid adventurers have ranged in age from 3 to 70+, and entire families have enjoyed adventuring together. Everyone is welcome!

The IFGS has multiple chapters across the nation. See the website ([www.ifgs.org](http://www.ifgs.org)) for a chapter near you.



## Chapter 1: Getting Started in the IFGS

IFGS games are played in a variety of settings with full-size foam weapons, mock armor, and costumes. An IFGS game gives each participant, whether a player or a non-playing actor, the opportunity to become a different person. The creativity and imagination you pour into your role are what makes the game enjoyable and memorable for everyone involved. This chapter is designed to give you some idea of what is involved in a live-action fantasy role-playing game, and how to get started in the games run by the IFGS across the country.

### What is Live Action Role-playing?



One-part improvisational theater, one-part reenactment, and one-part role-playing game, live-action role-playing (LARP) is an activity in which the participants actually attempt all of the actions that their characters want to perform in the game. Want to sneak past those guards? With the aid of your own physical skills, plus some in-game rules, try to pass by unseen. Want to talk the wizard out of their magical staff? Use your powers of persuasion to convince them that they should give it to you. Want to slay that red dragon? Take your sword and attack it. IFGS mixes your real-world abilities with fantastical skills and spells to allow you to live out a new adventure every time you play.

Unlike video-gaming or tabletop gaming, our emphasis is *on doing* what your character wants to do, within safe limits. From ropes courses to river rafting, our games give participants opportunities to actually get involved in the adventure. But what if you are not interested in hiking up a mountain or swinging a sword? There are plenty of roles in most of our games that do not require physical exertion. Additionally, room-based games offer many chances for intrigue and role-playing. IFGS games emphasize opportunities for our members to utilize their

own imagination, either by drafting a story, playing out a role, or helping create an environment through settings, props, or special effects. Whether your interests are in costuming, acting, feats of dexterity, or improving your sword-fighting skills, you will find something to do in the IFGS.

The IFGS is a terrific way to experience something vastly different from other forms of live-action role-playing games in an organized group with a strong history. One of the strengths of the IFGS is its community and collective history. At the same time, fresh players are continually welcomed into the organization. Their innovative ideas and experiences bring energy to the Society and chapters each season.

### Ethics

We participate in IFGS for fun. We are all-inclusive and do not discriminate against race, gender, creed, religion, sexual orientation, etc., and we do not tolerate offensive behavior toward any of these groups. You are playing with friends instead of strangers in an IFGS game, unlike many LARP groups. Players fill many distinct roles in

IFGS; the game writer who wrote the game you play in today may be the Cleric that heals you in the next game or might be playing the big bad lich out to destroy your team.

It might be fun to play an evil character but remember IFGS is mostly a team-Based game where we count on each other to complete the game. A player character who consistently steals from their teammates or refuses to help them will have a challenging time finding teams to play with.

An NPC's job is often to die. Sometimes we are a tough big bad that takes an entire team to defeat; other times we play the 3<sup>rd</sup> zombie from the left and are an easy kill for the players. Players should strive to play as fair as possible, i.e., do not use abilities you do not possess, invent magic items you do not own, or give yourself mounds of gold. An NPC's job is to play your role as written within the bounds given to you by the game writer/producer. Do not strive to win if your role is to die.

Actions can happen in-game between players that are 'in character' but are hard to separate from real-life feelings. There is no problem with calling a time-stop to make sure the other player is 'in character' and not taking the actions of your PC personally. The IFGS has a red-light rule to keep players from uncomfortable situations, actions, or words. This rule helps calm these situations down. The most current version can be found in the safety handbook. The IFGS wants everyone to feel comfortable, safe, and most of all, we want everyone to have fun.

## IFGS Game Structure

IFGS games are *usually* played on weekends, and the average game takes between 2 and 8 hours. Often, several will participate in a game, with each team competing against the story rather than against other players. A Loremaster, who organizes the players on the team and makes sure the novice players are prepared, leads each team. IFGS events are family-friendly, and the use of alcohol during a game is strictly prohibited.

Once the game begins, the team generally follows a set course and will encounter many Non-Player Characters (NPCs), who are the actors in the game. The NPCs that the players meet will give out clues or information for the game or may engage the players in combat, according to a script that the designers of the game have written.

Games have a set purpose for the players, which might be something like lifting a curse from a king, restoring order to the lands, defeating a powerful dragon, solving the mystery of a poisoned duke, or finding an important artifact for a mage. Plots range from simple to complex, with a variety of physical and mental challenges to be overcome while completing the game. Games are rated based on the overall challenge presented by these elements.

During an IFGS game, the players maintain the persona of the characters they have invented, adding to the game's atmosphere. As you continue to play a character in different games, the character will go up in levels, giving you more in-game abilities. You can create a single character and play them in every possible game or create any number of characters and play them in alternating or consecutive games.

## Sanctioned Game

IFGS games are reviewed and approved by an official Sanctioning Committee to ensure that a game is fair, safe, playable, and consistent with the IFGS rules and philosophy. Note, different chapters can use different rules set. Check with your local chapter to see which version they are using. IFGS experience points can only be earned in sanctioned games, and only sanctioned games are covered by the IFGS insurance policy. The following sections define some of the more common types of IFGS games, although variations on these types exist and these game types can be combined.

## *Line Course*

A line course is the most common type of IFGS game and consists of set encounters that the players engage in a predetermined order. Typically, several teams play one of these games and begin the game at timed intervals, so they do not encounter each other on the course.

## *Anchor / Festival Game*

In a festival game, players are free to move around as they will. Typically, this type of game involves a major over-arching story with several mini games spaced throughout.

## *World Course*

In a world-course game, the players are free to move around at will, with no predetermined order to the locations that they may visit. A world course can have one or more teams, or the players can arrive as individuals, forming and breaking teams within the game as they desire.

## *Room Game*

A room game takes place inside or around a single structure. Players typically arrive at room games as individuals.

## *How to Get Involved in a Game*

If you are interested in participating in an IFGS game, contact your local chapter. You can also contact society if interested in starting your own chapter. Please visit the society website at <http://www.ifgs.org/> for a complete list of existing chapters and all contact information. Many IFGS chapters list their events on the web-Based society calendar, have chapter websites, Facebook, and other event listings linked on the society website. Do not worry about being an inexperienced player – often an IFGS event will have a rule requiring teams to include novice players. New members are always encouraged and needed.

After you have identified a chapter and a game, you will need to determine who is recruiting the players and staff for the game. This information is often provided on the society or chapter website or Facebook. It can also be determined with a phone call or e-mail to a chapter official listed on the website. If the chapter has a regular schedule of weapons practices or other social events, they make great opportunities for networking and learning of upcoming opportunities to play or staff.

Minors are welcome in IFGS games; to participate, they must have a permission slip and liability waiver (available on the society website) signed by their parent or guardian, and a card in their pocket that lists their name, the name of their parent or guardian, their parent or guardian's phone number, and any medical conditions, allergies, or health problems. Each minor must remain in the company of a responsible adult for the duration of the event.

## *How an IFGS Team is Assembled*



There are several different methods of team assembly used in the IFGS, each with its own rules. The list below is not all-encompassing but are examples. Before a game, flyers are typically distributed announcing the adventure. Game flyers usually contain the following information:

- a little hint of what the game is about,
- the dates on which it will run,
- who is running the game,
- who the people leading the teams are,
- how much it will cost to play,
- the level of difficulty of the game,
- and the length of the game.

Many flyers will also include a registration form/contact. All advertising for the game should indicate which method of team assembly is being used for the game, who participants can contact for additional information when game fees are due, and any special rules in place

If you are a new player, it may appear that you do not have a particularly good chance of being chosen for a team if no one knows you; however, the IFGS has the Novice Rule to prevent this from happening. The Novice Rule requires every team for most major low-level games to include some people who have never played in a major game before. Some Game Writers also write games for novice players only.

After you are chosen for a team, your team lead may want to get the whole team together and schedule a team meeting. At these meetings, teams discuss strategy, practice fighting, go over game lore, and discuss individual abilities, strengths, and weaknesses.

## *Invitational Game*

The Game Producer chooses the Loremasters and lets them invite players to form their teams, rather than drafting a team from a pool of players. The best way to get on these teams is to find out who the Loremasters are for a game and contact the ones with whom you wish to play.

## *Open Registration Game*

In this type of game, all characters that want to play may do so and there is no limit to the number of players that can take part. This method is quite common for room games. Open games can limit the number of characters a single player may play over the duration of the game.

## **Roles for IFGS Participants**

Running an IFGS game requires the contributions of many people, including players, actors, and a production team. Some of these roles can be filled by participants with little or no experience in the IFGS, while others require special training and experience. For your first few games, you will probably take a role as a [Non-Player Character](#) (NPC) or [Player Character](#) (PC).



## *Non-Player Character*

A Non-Player Character (NPC) is an individual who is acting in one or more of the roles in a game. The character's class, personality, history, and role in the game are provided in the game script and are given to the NPC before the game. An NPC can be anything at all, including a kindly old sage, a marauding orc, a small child, or a Knight on a quest. Some NPC roles will focus on role-playing, others on fighting, and some will include a balance of both. NPCing is a terrific way to gain experience with the IFGS rules and combat and provides a fun way to meet people in the organization.



## *Player Character*

A Player Character (PC) is an individual who is playing the game. The player chooses their character's class, skills, abilities, spells, origin abilities, personality, history, and attitudes, and has no prior knowledge of the game script. Low-level PCs can be played by participants with little or no prior experience.

## *Loremaster*

The Loremaster (LM) is a PC who is challenged by a Game Producer or Game Designer to assemble and lead a team of adventurers into a game. The Loremaster is usually an experienced player and often acts as a mentor for the team's novice players. Pre-game lore is provided to the Loremaster, who disseminates it to the players on their team; the LM has no other prior knowledge of the game.

## *Game Writer*

The Game Writer (GW) is a person who creates an adventure using the IFGS fantasy rules system in cooperation with a Chapter Sanctioning Committee. Although the GW follows the IFGS fantasy rules in writing a game, they have a great deal of flexibility within that framework and the ability to make temporary changes to rules that will only apply to their game. A GW should have a broad understanding of the IFGS rules, and experience in a variety of in-game roles.

## *Game Producer*

The Game Producer (GP) puts together an IFGS game in the same way a theatrical producer puts together a play. The Game Producer is responsible for ensuring that the game site, staff, cast, props, players, and budget all come together successfully on game day. Although a good producer will delegate many of the details to their game staff, often they are the busiest person on the game course. If changes need to be made on game day, it is the GP's responsibility to coordinate and clear those changes with the Watchdog. A typical GP has experienced a wide range of IFGS games and has helped with other GPs' productions. The Game Producer has the final say on who can play in a game.

## *Game Designer*

A Game Designer (GD) is an individual who is both the Game Writer and Game Producer for the same game.



## *Watchdog*

When a game has been successfully sanctioned, the Chapter Sanctioning Committee will appoint a Watchdog (WD). The WD is responsible for ensuring that the game runs as sanctioned and has the sole authority on game day to approve or reject any changes needed to ensure that the game's ratings and flavor remain as sanctioned. The WD represents the Chapter Sanctioning Committee during the running of the game and may not be overruled by any other participant in these areas. To preserve impartiality and maximize availability, it is recommended that the WD not fill any additional role in the game. The official role of the WD is defined in the Society Sanctioning Committee Handbook, which is available on the IFGS website. A WD must have a deep understanding of the current game, the sanctioning process, and the IFGS rules.

## *Game Master*



The Game Master (GM) is the referee that goes with a team of adventurers through the game and fields all player questions; sometimes, a GM may also be assigned to a specific site or encounter. The GM has a copy of the game script and is thoroughly briefed on the game's intent before the game by the GP or GD. The GM may make rules interpretations during the game, and their decision regarding the rules is final on course. The GM also makes calls on in-game events, such as triggering traps. A GM must be familiar with the current game and the IFGS rules.

## *Registry Representative*

The Registry Representative (RR or BANK) prepares all game experience records for participants before the game starts and ensures that they are completed at the end of the game; following the game, the RR will assemble the completed game forms for delivery to the Chapter Registry Chairman. The official role of the RR is defined in the Society Registry Handbook, which is available on the IFGS website.

The Representative (RR) is responsible for collecting and recording game fees from each participant, and for ensuring that each participant has signed a participation waiver. Following the game, they will transfer all records and money to the Chapter Treasurer.



## *Game Aide/Support*

A Game Aide (GA) provides support to the GM, GP, or GD and can have a variety of roles in making the game happen and run, such as editing the game script, recruiting NPCs, organizing setup of the game course, building props, assisting the GM while on course. There are many types of game support that a novice GA can provide.

## *Safety Officer*

The Safety Officer (SO) ensures that a game runs as safely as possible and follows the IFGS guidelines for safety. The SO's duties include checking all weapons before a game to ensure that they meet IFGS standards, responding to minor medical emergencies, and ensuring that combat sites are as safe as possible. In the matter of safety, the SO is the final authority and cannot be overruled by other game personnel; however, no game participant is ever required to do anything that they consider to be too dangerous. The SO may not perform any additional role that will prevent them from carrying out their primary safety duties. The official role of the SO is defined in the Society Safety Handbook, which is available on the IFGS website. A game's SO must be approved by the Chapter Safety Officer and should have at least basic training in First Aid and CPR. The SO must be the first person on the course, and the last one-off course; the game cannot run without an SO.

## Role-Playing

Role-playing involves improvisational acting while trying to think, feel, move, and act like another person or creature. IFGS adventures are fantasy role-playing games. If you are a PC, it is for you to decide what your character will say and how your character will behave, move, and dress; if you are an NPC, your role will be partially determined by the person who wrote the game, but you will have some flexibility within those guidelines. Try to imagine yourself being the character you are portraying and act accordingly. Any reasonable action is allowed if it falls within the rules or has been specifically approved by the GD and SO. Players imagine themselves living in a fantasy world with dragons, magic, and swordplay; for effective role-playing, they act accordingly.

Role-playing is an individual effort, and everyone has a different approach to it. The following are a few suggestions that can help to create a richer in-game atmosphere, whether you are a PC or NPC.



## *Staying in Character*

Staying in character means that you only discuss things about your character's adventures and history, not yesterday's football game or other non-game events. Try to become the character you are playing. You will be surprised at how easy it is to forget the real world, and it will help the enjoyment of other participants if you do.

## *Reacting to Combat*



When your character is engaged in combat, role-play the damage you receive. When you are hit for the maximum amount of damage one of your limbs can take, play it realistically. If your arm is now useless, drop whatever you are holding in that hand and do not attempt to use it again until after you have been healed. If your leg no longer functions, you can still stand, but only with all your weight on the other leg. Think about how you would move, maneuver, attack, and defend with a damaged limb. Play it correctly. Dead characters should lie still and stay out of the way until moved in-game or asked to move by a GM or other

official.

## *Reacting to Magic*

In fantasy games, magic should be treated as if it is real. When a magical effect is called out on you, believe it, and act it. If you get hit with a damaging spell, role-play it. Yell, cry out in pain, or double over. If a caster turns you into an animal, have a fun time, and role-play that animal. IFGS games are for fun.

## *Costuming*

Costuming is an excellent way to enhance your role-playing. The simple act of dressing as your character will help you escape into that persona. With a jerkin, breeches, boots, and accessories you will look the part, and it will only be a brief time until you feel the part. There are few rules regarding what can be used in costuming.

## Character History

If you are playing an NPC, your character's history and motivations might be loosely defined within the game script but will have details that can be added to make the character your own. If you are a PC, you have complete freedom to determine exactly who your character is and where they come from. Now is the time to put some thought into your character and establish a background. If you are a PC, consider why the character is adventuring. Is it for fame and fortune? Do you have something to prove? Use your imagination and be as creative as you like. If you are a PC, it is often worthwhile to write a history that can be provided to GWs, GDs, and LMs for use in-game customization and team creation.

Some participants choose to give their characters interesting personality quirks, which can add depth to the character and fun to the role-playing. Quirks could include simple fears such as fear of water, fear of people of the other sex, or a fear of fighting. Your character can have odd allergies or an old curse. Consider also that you can make your character a little more distinctive by playing a nonhuman, although this should always be cleared with the GP or GD if you are playing an NPC. A little makeup, props, or part of a mask can create an elf, ogre, or wolf-man.

---

***IT IS IMPORTANT THAT YOU SEPARATE YOUR OWN FEELINGS FROM THOSE OF YOUR CHARACTER. WHEN THINGS HAPPEN TO YOUR CHARACTER IN A GAME, THEY ARE NOT DIRECTED AT YOU PERSONALLY – SO DON'T TAKE THEM AS SUCH. STAY IN CHARACTER AND LET THE GAME FOLLOW ITS COURSE NO MATTER WHAT THE FATE OF YOUR CHARACTER. EVEN IF YOUR CHARACTER SHOULD DIE, WHEN THE GAME IS OVER, YOU WILL STILL BE VERY MUCH ALIVE.***

---

## Character Alignment

Alignment can be an important part of your character's personality. For IFGS, alignment is defined as the following: *The personal psychological or moral bearing of an individual or an item (as in the case of some magical objects).* This definition is intentionally broad. Some idea of your character's alignment is helpful in deciding how your character will react in various situations. Usage of some magic items will in some cases dictate a PC's alignment; this notification should be made in secret and generally only the player, GM, and RR will be informed of the assignment.



Alignment is divided into two groups: Game Mechanic alignment and Role-Playing alignment. The game mechanic alignments are good, evil, and neutral. The role-playing alignments are lawful, chaotic, and neutral. Game Mechanic alignments have in-game consequences, and every PC must have one, while role-playing alignments are strictly based on the player's desires. The combination of the two yields nine distinct alignment classes. The tendencies represented by these alignments could be defined by any number of other methods, but the following descriptions are good general examples.

## ***Game Mechanic Alignments***

**Good** - tend to seek others' well-being and try not to deceive others.

**Neutral** - tend to seek a balance between good and evil; no strong preference between the two.

**Evil** - tend to seek their own benefit and are usually uncaring about others.

## ***Role-Playing Alignments***

**Lawful** - given to a code or set of beliefs, tend to keep their word.

**Neutral** - tend to seek a balance between lawful and chaotic; no strong preference between the two.

**Chaotic** - not given to a code, tend to resent authority, like to be "*free form.*"

## Chapter 2: Character Creation

How do I create a character in the IFGS? That is a question that is only limited to your imagination. There are a few set rules when creating a character, but most of the creation is up to you, and what is allowed in your chapter. Do you want to play an Elven archer, a steampunk detective, a displaced traveler from the far future? All of these are possible in the IFGS. Character creation can seem overwhelming at first due to the number of options you have. That is where your local chapter comes into play, they are available to assist. And do not worry if you make a mistake, the IFGS is all about fun and any mistakes can be fixed at a later time.

1. Pick a class. See chapters 4-7 for a detailed description of each class and [Chapter 4](#) for a complete listing of all abilities. Your character will start their first game with 100 gold pieces and cloth armor, along with non-magical weapons and a shield if you use one. (Chapters often have loaner weapons, additionally, look at [IFGS International Fantasy Gaming Society / Live Action Role Playing](#) web page for the latest on weapon construction. As always, the local safety officer has the final say on weapon safety.)
2. Choose an alignment. Every character must have an alignment of either Good, Neutral, or Evil. These three alignments have several in-game consequences so choose carefully. You may also choose to be either Lawful or Chaotic as a roleplaying addition to your alignment.
3. Pick a Race.
4. Pick your background abilities.
5. Spend your Class points.
6. Pick a name for your character. This is often the hardest part.

A few classes have some specific requirements:

**Cleric:** All Clerics worship a Deity or pantheon of some sort and have a Holy Symbol to represent that Deity. In the IFGS you are not allowed to use a real-world Deity. Check with your local chapter on choosing a Deity since there may already be one you could use or join an existing group.

**Druid:** At the first level, a Druid must register an [Animal Pact](#). This is an animal that the Druid has a special affinity for and will affect some later choices for the Druid as they level up.

**Knight:** All Knights must have an Order or a Code that they follow, along with a Heraldry Symbol. See the [Knight chapter](#) for a detailed description of codes. Also, check with your local chapter to see if any current Knighthoods are recruiting that you can join.

All classes have the same starting equipment:

- Cloth Armor,
- any mundane weapon(s),
- Shield or Buckler (depending on what their class is allowed)
- 20 arrows (if they can use a bow)
- As many Holy Water, Oil, Daggers, Rocks, that they can carry
- Holy Symbol if they are a Cleric,
- 100 Gold



## Experience Points

Experience points (XP) are one of the rewards you receive for participation in IFGS events and administration, XP reflects your experience in the IFGS. The Society Registry is responsible for determining the guidelines for how many experience points are earned per hour for each game and administrative function, and the Chapter Sanctioning Committee is responsible for determining how many hours each game is sanctioned for. For further details, see the IFGS Registry Handbook. You can earn experience points for a character by playing in a game, or character applicable points (CAP) that can be applied to your choice of character by staffing or NPCing in a game or by doing administrative work for the Society or chapter. The IFGS Registry is responsible for maintaining a detailed record of each participant's experience points.

A Player Character (PC) earns experience points for every game they complete, at a rate based on the sanctioned hours of the game. A character's experience point total determines their level.

In addition to earning points for their character, a Loremaster earns a small amount of CAP as a bonus for the effort of organizing the team, holding team meetings, and ensuring that the team shows up for the game.

## Experience Earned by Staffing or NPCing

When you fill any non-playing role for a game, chapter, or the Society, you earn points at a rate determined by the Society Registry and based on either the game's sanctioned hours or the amount of time you spend on the task. These points, called character applicable points (CAP), can be used to increase a character's experience point total, increase a character's gold piece total, invoke the **Fate Point Option**, or for any number of other uses a Game Writer may place within their game. Any CAP spent is deducted from your available CAP total and cannot be reused for any other purpose. The amount of CAP that you have available will increase every time you help in the IFGS and will be tracked by the IFGS Registry. To use CAP for the Fate Point Option or some other in-game purpose, you must declare to your GM that you are doing so and record the transaction on your Game Experience Record at the end of the game.

To apply CAP to a character's experience point total, you must declare you are doing so at the beginning or end of a game and record the transaction on your Game Experience Record. CAP may be applied to a character's experience point total on a one for one basis, with the restriction that you must play the character at least once at each level other than 1<sup>st</sup>. A Game Producer can override this for any game they are producing.

***PLEASE SEE THE MOST CURRENT REGISTRY HANDBOOK FOR FULL DETAILS OF CAP AND CAP FOR GOLD.***

## Character Levels and Level Tiers

A character's level is based on how much experience the PC has accumulated while adventuring, and can also be increased with the application of CAP. As a character earns experience points in-game, their level will gradually increase, which will, in turn, increase the character's power and the number and power of abilities that are available for use. The table below defines the total amount of experience for each character level. Experience is not awarded until the end of the adventure – characters never get field promotions.

Levels are grouped into Tiers per the experience chart below. These level tiers determine the abilities that are available to you. Many of your abilities gain increased power or options as you level up. Tiers are further explained in chapter 4.

Character Levels and Experience		
Level	Experience Points	Tier
1	0	1
2	2,500	
3	5,000	
4	10,000	2
5	20,000	
6	40,000	
7	70,000	3
8	110,000	
9	150,000	
10	200,000	4
11	250,000	
12	300,000	
13	350,000	Epic
14	400,000	
15	450,000	
16	500,000	
17	550,000	
18	600,000	
19	650,000	
20	700,000+	



## Chapter 3: Character Race, Origin, & Background abilities

Each PC starts with one class ability, one race ability, one origin ability, and three background abilities, except humans, who gain an additional background ability. You will gain an additional background ability at every level.

Each class in the game has innate abilities. These are listed in the table below.

### Innate Class Abilities

<b>Bard</b>	Polyglot
<b>Cleric</b>	Gifted Healing I
<b>Druid</b>	Claws
<b>Fighter</b>	Autopsy
<b>Knight</b>	Additional Bandages
<b>Pugilist</b>	Blind Fight
<b>Magic User</b>	Scroll Mastery I
<b>Ranger</b>	Dual Wield
<b>Rogue</b>	Deceit

#### ***Build Example:***

A new player, Joe, is deciding on their first character. Looking over the classes in Chapters 5-7, Joe decides the **Bard** sounds like fun. On their character sheet, Joe lists the class as Bard and notes the character gains the **Polyglot** ability for free and decides to name their new character Tal.

### Racial Archetypes and Origin

Each person selects a racial archetype (race) and an origin when creating a player character. There is a table listing the abilities available for each under each race and origin. In addition to the class innates, a PC will gain a racial and an origin ability of their choice. You do not get all abilities listed under race/origin. Only the ones you pick.

NOTE: You must wear the appropriate costuming piece to use race abilities and some of the origin abilities. The game staff (GP >GM>WD) will be the final judge on what is acceptable.

### Race

#### ***Build Example:***

Looking over the races Joe thinks it might be fun to make Tal a **Shapeshifter**. Joe really likes the idea of having wings and a limited ability to fly, so from the list of Race Abilities they choose **Wings I** and writes it on their character sheet.

## Animal

This racial type covers all sentient natural animals. You must wear a costume piece that shows what type of animal you are to play an animal. (Such as wings, tail, ears, mask, etc.)

## Dragon-Kin

These are the descendants of a mating between a mortal race and dragons. The dragon side has manifested dominant in this person, with them displaying wings, sometimes horns or even scales. It has also granted them a very minor form of breath weapon based on the ancestor.

## Dwarf

Naturally tough, these creatures are natural stone workers. This racial type includes gnomes and various other sub-races. You must wear a beard to play a dwarf character.

## Elf

Graceful and virtually immortal, elves come in many different forms. You must wear pointed ears to play an elf.

## Fey-Kin

Fey-Kin are a mixture of various races that most people refer to as supernatural, spooky, or half-breeds. They are NOT supernatural but can exhibit aspects of the supernatural. This race is extremely broad and can include Dryads, Pixies, Ent's, and half-bred races. You must wear some type of costuming to set you aside from a 'normal' PC.

## Halfling Races

The halfling races includes most of the smaller, quicker races that are known more for their wits and quick fingers than physical prowess.

## Human

Humans excel at adaption and are known for their diversity and ambition.

## Shapeshifter

These creatures are natural shapeshifters and refer to themselves as "Dual Born," or they may be cursed with their dual nature. They may be a person who can take animal shape or an animal who can take a humanoid shape, etc. You must wear a costume piece that shows your nature (such as wings, tail, mask, etc.) in your non-humanoid form to play a shapeshifter.

## Supernatural

Creatures of a supernatural origin appear to be human most of the time. However, they will have a characteristic (player chosen) that manifest to others, revealing that they are something other than human. While you are susceptible to various supernatural attacks you also gain the ability to perform amazing feats.

## Troll

Large and brutish, trolls value strength more than anything else. This racial type also includes Orcs, Ogres, and various giants. You must wear greenish face paint or tusks, or a costume piece approved by staff to play a troll character.

### *Race Ability Chart*

Race	Abilities
Animal	<ul style="list-style-type: none"> <li>Enhanced Hearing</li> <li>Enhanced Sight</li> <li>Enhanced Smell</li> </ul>
Dragon-kin	<ul style="list-style-type: none"> <li>Can use a breath weapon one time a day of either fire, ice, or lightning. This acts just like a Magic User 'strike' but is only 1 point per level of the PC.</li> <li>Claws</li> <li>Tail 1</li> <li>Wings 1</li> </ul>
Dwarf	<ul style="list-style-type: none"> <li>Stone cunning,</li> <li>Resist Poison I</li> </ul>
Elf	<ul style="list-style-type: none"> <li>Bow Use</li> <li>Tracking</li> <li>+1 LI against crash time, enthrall, and fog brain</li> </ul>
Fey-kin	<ul style="list-style-type: none"> <li>Any single race ability from another race</li> <li>Fey Friend</li> </ul>
Halfling Races	<ul style="list-style-type: none"> <li>+1 LI vs Fear type spells</li> <li>Pickpocket</li> </ul>
Human	<ul style="list-style-type: none"> <li>1 additional background ability at 1<sup>st</sup> level.</li> </ul>
Shapeshifter	<ul style="list-style-type: none"> <li>Claws</li> <li>Tail 1</li> <li>Wings 1</li> <li>Breathe underwater</li> </ul>
Supernatural	<ul style="list-style-type: none"> <li>Supernatural Feat</li> <li>Repulse mortal</li> </ul>
Troll	<ul style="list-style-type: none"> <li>Strong</li> <li>Two handed weapon focus</li> </ul>

## Origin

### *Build Example:*

After looking over the Origin abilities Joe decides Tal grew up amongst the Fey in a distant land, so they pick **Fey-kin Origin** and selects the option of **Fey Friend**.



## Celestial

You are either a natural denizen of a celestial plane or born of a mating between a mortal and a being of the celestial planes.

## City Dweller

You were born and raised in a major city. At an early age you learned the way of the streets or the way of the nobility.

## Desert Born

You were born or raised in the desert and learned its ways.

## Elemental

You were born on one of the elemental planes. When creating your character, you must choose either Earth, Fire, Lightning or Water and you have a natural affinity with that element.

## Fey

You are a creature of myth and legend. You could be a member of the fey court or the descendent of long-lost race.

## Forest Dweller

You were born or raised in the forest and learned its ways.

## Infernal

You are either a natural denizen of an infernal plane or born of the mating between a mortal and a creature of the infernal regions.

## Mountain Born

Raised in the mountains you are hardier than most of your kin and learned the ways of the mountain.

## Ocean Born

You were raised in the sea or ocean. You may have come from an underwater city or even a natural creature of the deep.

## Port Dweller

You were raised along the coast in a port city. You learned the ways of the sea and how to handle ships and small watercraft.

## Scholarly

You were raised in a place of learning and absorbed knowledge as part of your everyday life.

## Undead

You were once a living creature that died. Either through necromantic rites or willpower you have arisen from the dead and now walk again. You must wear some type of costuming that indicates your origin, subject to GM approval.

### *Origin Ability Chart*

Origin	Abilities
<b>Celestial</b>	<ul style="list-style-type: none"> <li>• Repulse Evil</li> <li>• Detect Evil</li> <li>• Ranged Protection vs Profane</li> <li>• Flare (Holy)</li> </ul>
<b>City Dweller</b>	<ul style="list-style-type: none"> <li>• Street Knowledge</li> <li>• Deceit</li> <li>• Privileged</li> </ul>
<b>Desert Born</b>	<ul style="list-style-type: none"> <li>• Navigation</li> <li>• Desert Lore</li> </ul>
<b>Elemental</b>	<ul style="list-style-type: none"> <li>• Ranged Protection (Earth, Fire, Lightning, or Water)</li> <li>• Flare (Earth, Fire, Lightning, or Water)</li> </ul>
<b>Fey</b>	<ul style="list-style-type: none"> <li>• Detect Magic</li> <li>• Detect Supernatural</li> <li>• Fey Friend</li> </ul>
<b>Forest Dweller</b>	<ul style="list-style-type: none"> <li>• Tracking</li> <li>• +1 innate to conceal self</li> </ul>
<b>Infernal</b>	<ul style="list-style-type: none"> <li>• Repulse Good</li> <li>• Detect Good</li> <li>• Ranged Protection vs Holy</li> <li>• Flare (Profane)</li> </ul>
<b>Mountain born</b>	<ul style="list-style-type: none"> <li>• Climbing</li> <li>• Ice Lore</li> <li>• Predict Weather</li> </ul>
<b>Ocean Born</b>	<ul style="list-style-type: none"> <li>• Breathe Underwater</li> <li>• Predict Weather</li> <li>• Sea Lore</li> </ul>
<b>Port Dweller</b>	<ul style="list-style-type: none"> <li>• Navigation</li> <li>• Port Lore</li> <li>• Predict Weather</li> </ul>
<b>Scholarly</b>	<ul style="list-style-type: none"> <li>• Polyglot</li> <li>• Lore</li> </ul>
<b>Undead</b>	<ul style="list-style-type: none"> <li>• Innate +1 LI vs crash time, enthrall and fog brain</li> <li>• No need to eat or breathe</li> </ul>

## Race & Origin Ability Description

### **+1 LI against crash time, enthrall, and fog brain**

This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.

### **+1 LI to Conceal Self**

This ability grants the PC an innate +1 LI when they use conceal self.

### **Breath Weapon**

The PC can use a breath weapon 1 time a day of either fire, ice, or lightning. The type must be chosen at character creation. This acts just like a strike but is only 1 point per level of the PC. A dragon-kin can take this ability a 2<sup>nd</sup> time for a cost of 6 build points. This represents them getting further in touch with their dragon side and will raise the damage to 2 points per level of PC.

### **Climbing**

The PC can use the ability of climbing 1 time per day.

### **Desert Lore**

The PC can sense danger when travelling in the desert. This ability will also allow the PC to sense a storm approaching. A desert born may escape from a Dust Storm in half the normal time.

### **Detect Evil**

The PC can detect evil per the ability at will.

### **Detect Good**

The PC can detect good per the ability at will.

### **Detect Magic**

The PC can detect magic. The PC must concentrate on the object for 5 seconds to determine if it is magical or not. This ability will not reveal any properties of the magic item.

### **Detect Supernatural**

The PC can detect supernatural like the ability of reveal supernatural. This will only detect a single creature that the person is facing, and they must concentrate on them for 5 seconds to discern their supernatural origins.

### **Enhanced Hearing**

The PC can hear distant or faint sounds. Unlike the ability, an intervening wall or door will prevent this ability from working. This ability may have additional uses based on game design and at the GM's discretion.

## Enhanced Sight

The PC can see in low light situations. This will not allow the PC to see in total darkness. This ability may have additional uses based on game design and at the GM's discretion.

## Enhanced Smell

A PC with this ability has an enhanced sense of smell. This sense of smell has numerous abilities such as identifying creature type by their scent, telling if water or food has gone bad etc. This ability may have additional uses based on game design and at the GM's discretion.

## Fey Friend

The PC is viewed in a favorable light by all fey creatures that have a similar alignment. Fey creatures can be any creature such as Seelie court, fairies, dryads, ents, pixies, etc. Similar alignment means that the PC must have one component (Lawful, good, neutral etc.) of their alignment that is compatible with the fey's alignment. Subject to GM / GW interpretation.

## Flare

You can cast a limited form of Flare per the Druid ability. You may cast Flare 1 time per day at half your level. You must choose the same elemental type as your origin. Celestial origin may only choose Holy and Infernal may only choose Profane.

## Ice Lore

The PC can sense danger when travelling on a sheet of ice. This ability will warn the PC ahead of time if the ice starts to break or if there is a fault in the ice. In addition, 1 time per day in the presence of a creature of ice or snow such as an elemental of cold the PC can perform a WATHIT per the Ranger ability.

## Lore

This ability duplicates the ability and may be used 1 time per day.

## No need to eat or breathe

The PC can exist without the need to either eat or breathe. This will not protect the PC from anything that is eaten or breathed in voluntarily.

## Polyglot

The PC can puzzle out most written languages subject to GM knowledge. Unless it is a language the person has encountered before their understanding may be flawed with some information missing, subject to GM interpretation.

## Predict Weather

The PC can detect weather patterns and get a general feel for what the weather will be in the next 24 hours, subject to GM knowledge.

## **Ranged Protection**

You can cast a limited form of ranged protection. You may cast Ranged Protection, Self Only 1 time per day at half your level. You must choose the same type as your origin. Celestial origin may only choose Holy and Infernal may only choose Profane.

## **Repulse Evil**

The PC can repulse evil per the ability 1 time per day at the PCs level.

## **Repulse Good**

The PC can repulse good per the ability 1 time per day at the PCs level.

## **Repulse Mortal**

The PC can repulse mortal creatures (mimics the repulse good) 1 time per day at the PCs level.

## **Sea Lore**

You know the common language of the denizens of the ocean. In addition, 1 time per day in the presence of an ocean such as a Kraken, the PC can perform a Wathit per the ability.

## **Stone Cunning**

1 time a day a PC with this ability can detect traps like the ability. This ability only works in tunnels, caves, and other underground locales.

## **Supernatural Feat**

The PC can perform a physical feat beyond normal limits. For example, they could leap a great distance, or high in the air, perform amazing feats of strength, or even slip through a small space. This feat must be able to be mimicked by a current ability listed in the rule book of 4<sup>th</sup> level or less or the optional ability rules and is subject to GM adjudication. This is limited to physical actions and may not be a direct damage ability such, Strike, CrashTime etc. A PC may perform this 1 time per day initially, but they may take this ability multiple times.

## **Tracking**

The PC can use the tracking ability.



## Background Abilities

Each PC starts with three background abilities, except humans, who gain an additional background ability. You will gain an additional background ability at every level beyond first.

Several abilities have a prerequisite before you can take them. If an ability has a prerequisite it will be listed in the “Prerequisite” column. Most abilities can only be taken a single time. If an ability can be taken more than once it will be listed in the column labelled “Multiples.” If the column is blank, then the ability may not be selected more than once.

### *Character Background Abilities Table*

Ability	Prerequisite	Multiples
+2 Hit Points		Yes
+5 ability points		Yes
Armor Training		Yes
Autopsy		Yes
Blind fight		
Bow Use		
Breathe Underwater		
Chaotic Information		
Claws I		
Claws II	Claws I	
Deceit		Yes
Distract		Yes
First aid		
Gifted Healing		
Heirloom Weapon I		
Heirloom Weapon II	Heirloom Weapon I	
Heirloom Weapon III	Heirloom Weapon II	
Heirloom Weapon IV	Heirloom Weapon III	
Heirloom Weapon V	Heirloom Weapon IV	
Heirloom Weapon VI	Heirloom Weapon V	
Interrogator		Yes
Intuition		Yes
Lucky		
Magical Aptitude I		
Magical Aptitude II	Magical Aptitude I	
Magical Aptitude III	Magical Aptitude II	
Merchant of Renown	Minimum Level 3	
Navigation		
Outfitter		
Pick Pocket		
Port Lore		

Ability	Prerequisite	Multiples
Potion Master I		
Potion Master II	Potion Master I	
Potion Master III	Potion Master II	
Potion Master IV	Potion Master III	
Privileged		
Privileged II	Privileged	
Recover missile weapons		
Resist Poison I		
Resist Poison II	Resist Poison I	
Ritual Master		
Scroll Mastery I		
Scroll Mastery II	Scroll Mastery I	
Shield Training		
Signature Ability		Yes
Single Weapon Focus	Minimum Tier 2	
Single Weapon Specialty	Single Weapon Focus, Minimum Tier 3	
Soothsayer I	Soothsayer I	
Soothsayer II		
Street Knowledge		Yes
Strong		
Tail I		
Tail II	Tail I	
Tie Knots		
Two-handed Weapon Focus	Minimum Tier 2	
Two-handed Weapon Specialization	Two-handed Weapon Focus, Minimum Tier 3	
Wings I		
Wings II	Wings I	
Wings III	Wings II	

### ***Build Example:***

Joe now must decide which character creation abilities Tal has. After reading over the descriptions Joe chooses **Wings II** to enhance their wings, they gained from being shapeshifter.

Looking at Tal so far, we see:

*Tal*

**Class:** Bard – Finesse path

**Race:** Shapeshifter

**Origin:** Fey

**Abilities:** *Wings I & II, Fey Friend*

## Background Ability Descriptions

### +2 Hit Points

The PC gains an additional 2 life points to unconsciousness and death.

### +5 Ability Points

The PC gains an additional 5 ability points.

### Additional Bandages

In addition to the 2 bandages each character is allowed to use per day, a PC with this ability may use an additional bandage per day equal to their tier. Example: A first level PC (Tier 1) would get 3 bandages per day; a 4<sup>th</sup> level (Tier 2) PC would get 4 per day. Knights get this ability innately at first level.

### Armor Training

The PC gains the ability to use armor one step above their current limits. For example, a Magic User who takes this would now be able to wear leather armor instead of cloth.

### Autopsy

This skill may only be used on a corpse. The PC can look over a dead body and deduce any 4 of the following pieces of information 1 time per day. Each time this ability is taken allows the PC to use it an extra time per day. The questions you may ask are below:

- Which of the following killed them: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other?
- What is the last type of damage you took before dying?
- How long have you been dead?
- What is your creature type?
- Are you currently disguised?
- Are you currently shape-shifted?
- Were you raised as undead in the last 30 minutes?
- Probable class?

### Blind Fight

The PC can fight normally (melee, missile, or spell) when they are in total darkness or blinded. For example, a PC fighting a medusa could state they are fighting with their eyes closed and not suffer any penalties for looking at them. Pugilists get this ability innately at first level.

### Bow Use

The PC gains the ability to use missile weapons. Damage is equal to their base damage with 1 critical per level per 20 arrows.

### Breathe Underwater

The PC can breathe underwater.

## Chaotic Information

This ability can only be taken by PCs who have a chaotic alignment. When a detect spell is cast on a PC with this ability, it will return 2 different answers, one of which will be truthful. For example, Detect Class on a chaotic good Rogue might return both Rogue and Fighter.

## Claws

The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take damage when hit and cannot be dropped. Druids get this ability innately at first level.

## Claws II

Claws are now a +0 Magical weapon (can cause magic damage).

## Deceit

With this LI ability, the character can tell a single lie and use their current LI to force its belief. This may be countered with a Rogue's Distrust. Thieves get this ability innately at first level.

## Distract

This LI ability allows the PC to influence a single character and cause them to turn their back to them for 5 seconds, 1 time per day. This ability cannot be used in combat. The Rogue ability of distrust can be used as a counter to this ability.

## Gifted Healing I

All healing spells cast by a PC with this ability are increased by 1. Example: The Tier 1 Heal goes from 2 points healed per 1 AP spent to 3 points healed per 1 point spent. This ability only affects ability cast by the PC and cannot affect an item in any way including those created by Potion Master.

## Heirloom Weapon

The character has inherited a weapon with magical properties. The weapon is a builder item that initially functions as a +0 weapon and may be upgradeable to as much as +5. This weapon can only be upgraded by using background abilities. The item may also optionally include an Autoactivate Melange, which can only be triggered by game design or GM discretion, and which can only provide information related to the weapon or its previous wielders. The PC must still abide by the level restrictions in the MILL rule.

## Heirloom Weapon II

The Heirloom Weapon becomes +1.

## Heirloom Weapon III

The Heirloom Weapon becomes +2.

## Heirloom Weapon IV

The Heirloom Weapon becomes +3

## Heirloom Weapon V

The Heirloom Weapon becomes +4.

## Heirloom Weapon VI

The Heirloom Weapon becomes +5

## Interrogator

The character can extract a single answer from a living NPC. This is LI based and takes 1 minute, usable 1 time per day.

## Intuition

The PC can gain a 'Hint' from the GM 1 time per day. This hint is up to the GM and can take different forms.

## Lucky

The PC with this ability is lucky in terms of life and death. It allows them to invoke the fate point rule, if it is allowed in game, for no CAP points, 1 time per game. All restrictions of the fate point rule still apply.

## Magical Aptitude I

The character can pick 1 ability from the Tier 1 level Magical Ability list that is not restricted to a class. This ability is now considered innate to that PC but must be cast using the character's own ability points.

## Magical Aptitude II

The character can pick 1 ability from the tier 2 or lower Magical Ability list that is not restricted to a class. This ability is now considered innate to that PC but must be cast using the character's own ability points.

## Magical Aptitude III

The character can pick 1 ability from the tier 3 or lower Magical Ability list that is not restricted to a class. This ability is now considered innate to that PC but must be cast using the character's own ability points.

## Merchant of Renown

The character gets an innate 5% discount when buying items from an in-game shop. This is only for items purchased for the character's use and cannot be used as a bulk team discount, but it does stack with the ability of bargain. May be used once per game.

## Navigation

The PC can always determine the directions. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.

## Outfitter

A character can craft useful items ranging from small items such as rope, thieves' tools, and locks. Subject to GM discretion.

## Pickpocket

The PC may use a clothespin to pickpocket another PC or NPC. The clothespin must be placed on the pouch etc. without the person being aware of it. Once the clothespin is placed, the PC must tell a GM, and it will be up to the GM to resolve the action.

## Port Lore

The PC can pick up gossip and stories in ports and while at sea. It acts as a weaker form of lore and can contain both true and untrue information. Subject to GM knowledge.

## Potion Master I

The PC starts the game day with 2 potions of healing 8 points. These potions are only good for the game day.

## Potion Master II

The PC starts the game day with an additional 2 potions from the following list. These potions are only good for the game day and are in addition to the ones granted by potion master I.

- Healing 10 points
- Neutralize poison
- Neutralize disease

## Potion Master III

The PC starts the game day with an additional 2 potions from the following list. These potions are only good for the game day and are in addition to the ones granted by potion master I and II.

- Healing 12 points
- Life spark
- +5 SP

## Potion Master IV

The PC can take any of the potions created by potion master I-III and turn them into an enchanted grenade that can be thrown. No other potions can be used this way. This is represented by using a yellow bean bag. The bean bag does not have to hit the person it is being used on to be effective, but it must land within 5 feet. It will only affect the target for which it was intended.

## Privileged

The PC starts off with a minor title, (Count/Viscount/Baron/Captain) and an additional 500 gold.

## Privileged II

The PC may call in a family favor subject to GM/GW approval 1 time per game. This will be something that helps a PC but does not grant them additional items or gold. It could however allow them to possibly get out of jail, hire a special lawyer, gain an introduction to nobility, etc.



## Recover Missile Weapons

The PC can recover all missile weapons used at the end of the encounter, unless they were carried off by someone intentionally.

## Resist Poison I

The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that -

- 1) if the poison normally activates instantly, you have 15 seconds before it takes effect.
- 2) once active, you have double the standard amount of time at each level of effect.

*Example 1. You touch contact venom poison. Instead of immediately affecting you it will takes 15 seconds to activate. If you can cure the poison in 15 seconds, it will not affect you in any way.*

*Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds, it will not affect you in any way.*

*Example 3. If hit with Red Death, you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).*

## Resist Poison II:

This ability Grants +1 to LI against Kill Dagger.

## Ritual Master

Outside of combat and using a 15 second ritual, the PC may cast multiple spells, 1 per tier, simultaneously. This ability may have additional effects based on game design.

## Scroll Mastery I

You may start the game with a single scroll of any spell or ability you can normally cast of tier 1 or 2. All the rules of the create scroll ability apply. The scroll will only last until the end of the current game day.

## Scroll Mastery II

You may start the game with a single scroll of any spell or ability you can normally cast of tier 3 or 4. All the rules of the create scroll ability apply. The scroll will only last until the end of the current game day.

## Shield Training

Allows the PC to use a shield.

## Signature Ability

The PC may choose 1 ability that their character knows and permanently reduce its casting cost by 1. No ability can drop below 1 point for cost. This ability may be taken multiple times, but it may not be applied to a previously selected ability.

## Single-Weapon Focus

The PC must use a one-handed weapon with nothing in the offhand. The PC gains +1 damage to their base. The +1 is considered innate and is applicable only when the PC has no weapon in the off-hand and a weapon in their primary hand. You must be Tier 2 or higher to take this ability.

## Single-Weapon Specialty

The PC must use a one-handed weapon with nothing in the offhand. The PC gains another +1 damage in addition to the +1 granted by single weapon focus to their base. The +2 is considered innate and is applicable only when the PC has no weapon in the off-hand and a weapon in their primary hand. You must be Tier 3 or higher to take this ability.

## Soothsayer I

The PC can use a type of oracular device such as cards, stones, dice etc. to tell the immediate future. This is like the Clerical Boon/Bane except that it will not be deity oriented and apply specifically to the person that the reading is being done for. Answers will be along the lines of “I have a bad feeling about this” or “The future looks good.” May be used once per game.

## Soothsayer II

The PC can enter a dreamlike state to get more information than can be obtained by soothsayer I. It is not as powerful as a Melange dream but will return answers along the lines of, “I have a bad feeling about this, and it involves a man dressed all in black.” May be used once per game.

## Street Knowledge

The PC can pick up gossip in a town, usable 1 time per day. It acts as a weaker form of lore and can contain both true and untrue information. Subject to GM knowledge.

## Strong

The PC can perform a feat of strength 1 time per day. This ability operates like the ability of strength 1 without the LI bonus.

## Tail I

The PC has a tail that can be used to perform Balance as per the ability 1 time per day. This ability may be taken multiple times with each one granting an additional use per day. PC must wear a tail in costume for this ability to function.

## Tail II

The PC has a tail that can be used to trip people within a 5' radius. The PC calls a 0 second Knockdown, 1 time per game day. This ability may be taken multiple times with each one granting an additional use per day. PC must wear a tail in costume for this ability to function.

## Tie Knots

The PC can tie a PC or NPC up based on their LI. If the person tied up is equal to or below the LI of the PC, they cannot untie themselves. The use of escape bonds will override this.

## Two-handed Weapon Focus

The PC gains an additional +1 to damage to their base when wielding a weapon with both hands. The +1 is considered innate and is applicable only when the PC is wielding a two-handed weapon with both hands. You must be Tier 2 or higher to take this ability.

## Two-handed Weapon Specialization

The PC gains another +1 damage in addition to the +1 granted by two weapon focus to their base when wielding a weapon with both hands. The +2 is considered innate and is applicable only when the PC is wielding a two-handed weapon with both hands. You must be Tier 3 or higher to take this ability.

## Wings I

The PC has a vestigial set of wings. These wings do not allow the PC to fly, but they may glide. This acts like the ability of Safe Fall but can only protect the PC from falls of 5 feet per level instead of the standard 10 feet per level. PC must wear a set of wings in costume for this ability to function.

## Wings II

The PC wings have grown stronger. These wings now allow a PC to perform a **Leap** 1 time per day. PC must wear a set of wings in costume for this ability to function.

## Wings III

The PC wings have grown even stronger. These wings now allow a PC to perform a **Gale** ability 1 time per day.

# Chapter 4: Character Abilities

## Class Paths

<b>Martial:</b>	Fighters / Knights / Ranger
<b>Finesse:</b>	Bard / Pugilist / Rogue
<b>Magical:</b>	Cleric / Druid / Magic User

You pick which abilities your character can use as they advance in levels. At each level, except first, you gain 4 pick points to spend on picking abilities for your character. At first level you gain 6 points instead of the 4 you would normally get.

Abilities are grouped by path and tier. The Martial path is suited for those players who want to focus on weapon skills and are primarily a front-line Fighter trope. The Finesse class is for players that utilize abilities that are more of a support class but can fight on the front lines if needed. The Spell path is designed for player who prefer to deal damage from afar and only fight on the front lines when necessary.

When picking an ability that is within your class path, except for class only abilities, the ability will cost you a single pick point. You must spend 2 pick points to learn an ability that belongs to another path. You may only choose abilities of your tier or lower. For example, a PC that gains enough experience to be 6<sup>th</sup> level, which is tier 2, can choose any ability that is tier 2 or lower. At the 7<sup>th</sup> level when they become tier 3, they may now pick abilities from tier 3 or lower. Tier 4 abilities may only be taken by their path classes. For example, at 10<sup>th</sup> level (Tier 4) a Fighter may not pick a Tier 4 ability from the magical path.

The cost to use an ability is an indication of the amount of energy, measured in ability points, required to cast it. Each character has a pool of points that represents available energy for the game day; this number increases as higher levels are attained. The level at which the ability is cast is at the discretion of the character, not exceeding the allowable maximum or below the allowable minimum, and points are spent accordingly.

Each ability has an associated cost, which is generally based on the tier of the ability. Most abilities cost the same as their tier, i.e. a tier 1 **Undead Control** would cost the caster 1 point. If the caster used the tier 4 version of **Undead Control**, they would spend 4 ability points. A few abilities like **Elemental Strike** have a variable cost that is stated in the ability description. This means that a character can spend up to their level in ability points for each ability unless otherwise stated.

Most abilities grant their full use when taken, such as **Climbing** or **Dead Eye**. Other abilities such as **Elemental Strike** have increasingly powerful effects based on the tier of the caster. When choosing an ability that grows in power by tier, you only gain the first tier of power when you take the ability initially. To access the higher tiers of power, you must spend the pick points again when you reach the tier. For example, if you take the ability of **Elemental Strike** at tier 1, you gain the ability to cast a strike at 3 points per your level. When your PC reaches 4<sup>th</sup> level and becomes tier 2, they need to spend the pick points a second time to take **Elemental Strike** at Tier 2 to gain the ability to turn it into a 5-foot ball.

If an ability is listed as free or class only, such as **Battle Fever** for fighters, a PC of that class does not have to spend pick points to obtain it, including the higher tiers of that ability. However, it does not mean they can cast the ability for free.

Additionally, a few abilities, such as **Deadly Precision** are listed as **innate**. These abilities improve a PC base abilities and do not cost any ability points to use after the PC gains the ability.

---

**SEVERAL ABILITIES ARE RESTRICTED ON WHICH PATH OR CLASS CAN TAKE CERTAIN TIERS.  
SEE THE DESCRIPTION OF THE ABILITIES FOR MORE INFORMATION.**

---

## Build Example

Joe is now ready to wrap up Tal's character. Joe looks at the Bard to see what abilities he gets, and how to spend his 6 pick points from being a first level character. Joe sees that as a Bard he gains a lot of innate abilities. These are: **Bardic Knowledge, Bardic Song, Battle Song, Deception, Distrust, Gauge Value of Treasure, Instrument Focus, Know Class, Know Plant, Lore, and finally Song of Rest.**

Additionally he gains the **First Aid** ability all classes receive at first level.

Now Joe needs to pick the Tier 1 abilities that will allow him to customize his character using the 6 pick points. Looking over the Tier 1 Common abilities Joe thinks that **WATHIT** sounds like something a Bard would know so he allocates a single point since it is a Tier 1 Finesse ability, leaving him 5 to spend. Joe decides that as a Fey Shapeshifter, Tal might have spent some time living in the shadows and run afoul of the authorities before. To keep Tal out of these situations, Joe picks the abilities of, **Conceal, Escape Bonds, and Pick Locks**, spending 3 more pick points, leaving him with 2 to spend. And lastly, from the Tier 1 Spell Path, Joe picks the ability of **Enthrall** for 2 points in case he needs to convince a guard to let him leave somewhere he should not be.

Next, Joe decides that Tal is not evil, but not necessarily good either so he chooses an alignment of **Neutral**.

And to round out his character, Joe notes under the Finesse path Base Attributes chart, Tal will have 15 hit points and ability points, swing 1 damage, will have a starting armor of Cloth which gives him 5 points of armor and has the ability to use a buckler and a bow. Tal will also start with the standard 100 gold pieces.

Looking at Tal now, we see:

Tal

**Class:** Bard – Finesse path      **Race:** Shapeshifter      **Origin:** Fey

**Abilities:** Background abilities of: **Wings I & II, Fey Friend**, and class abilities of **Bardic Knowledge, Bardic Song, Battle Song, Deception, Distrust, Gauge Value of Treasure, Instrument Focus, Know Class, Know Plant, Lore, Song of Rest, Self-Heal, WATHIT, Conceal, Escape Bonds, Pick Locks and Enthrall and First Aid.**

Joe sits down and starts to fully research his abilities, picks out a weapon, costume, and fleshes out Tal's history before his first game.

When Tal gains enough experience to be 2<sup>nd</sup> level, he will gain a new Background ability and an additional 6 pick points to spend again.

## Common Abilities

Common path abilities are abilities that may be taken by any class. These abilities cost a single pick point to take.

*Free – All classes gain this ability*

### First Aid

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can heal for 2 points per tier. This ability costs 1 ability point per casting.

## Tier 1 - Common

### Animal Pact

**Range:** Innate

**Duration:** Permanent

**Stacking:** Varies

The PC can make a pact with a single creature type corresponding to the **Aspect of the Beasts** ability (bear, falcon, mongoose, panther, snake, or wolf). All animals affected by the **Animal Pact** will be under the effects of a permanent **Animal Tamer** towards the PC and will remain peaceful unless provoked. Any aggressive behavior by the PC towards an affected animal will break the pact (GM discretion). The PC will spend one less ability point for their chosen **Animal Pact** type when invoking **Aspect of the Beasts**. This ability can only be used once ever by the PC, and the pact must be recorded with the IFGS Registry. The PC must record the loss of the pact with the IFGS Registry if the pact is ever broken. Once a pact is lost it cannot be reestablished except by game design.

*Druids and Rangers gain this ability for free.*

### Create Solution

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can create vessels (bean bags) of acid, holy water, or oil. The PC must have the physical representations available. Players may still bring as many bags of each as they wish into a game. This ability is merely an in-game method of replenishing used bean bags during an adventure. This ability creates 2 bean bags per Tier. Vials created by this ability expire at the end of the game day. Material component: bean bags.

### Identify Plant/Animal

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can identify a non-magical plant or animal and will learn basic information such as what it is called and what it does. *Druids gain this ability for free.*

### Investigate Habitation

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can inspect the natural or artificial habitation of a group of 5 or more creatures (characters or animals) and draw conclusions about the creatures themselves. This ability will provide information including the following, as appropriate: the approximate size of the creatures, weapon usage (including natural weapons such as claws), tool usage (and the types of tools), dietary habits, skin type (furred, scaled, flesh, etc.), and the approximate number of creatures. This ability is limited by GM knowledge and discretion. *Rangers gain this ability for free.*



## Know Class

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can determine a target's class (for example, Magic User) by observing them for 5 seconds. This ability will not allow the PC to determine the target's level; however it will tell the caster the Tier of the target. **Disguise** has no effect on the results of this ability; however, this ability cannot penetrate a magical illusion or the **Obscure Class** ability and will identify the class the illusion projects when appropriate. *Bards gain this ability for free.*

## Know Plant

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

This ability will reveal all properties of any one magical or non-magical plant. Such properties could include toxicity, plant type, or magical effects, and will also give the PC any information that would be revealed by **Lore**. *Bards and Druids gain this ability for free.*

## Lock

**Range:** Touch

**Duration:** 1 day

**Stacking:** Base

This ability magically locks a door, hatch, lid, or gate. Something that has been magically locked can only be unlocked with a reverse **Lock** ability, or with a **Dispel Magic** cast at the level of the LI that the PC cast the initial **Lock** at. When used on a mechanical lock, this ability will allow the PC to engage the lock without the use of the key. This ability has a variable ability cost, and the PC can spend up to their level in ability points. A **Lock** ability will remain in effect for one game day or until it is reversed.

The reverse of this ability allows the PC to unlock a magical or mechanical lock. A **Lock** ability can be reversed at a cost of 1 ability point per 2 levels. A mechanical lock has a variable ability point cost to unlock, and the PC can spend up to their level in ability points. **Chapter 16** provides further details on the relationship between locks and the use of this ability. *Rogues gain this ability for free.*

## Lore

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC will learn all lore surrounding any lore target. The PC will not learn magical abilities of the target with this ability. This ability is subject to GM knowledge. *Bards gain this ability for free.*

## Memory

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can remember up to 5 minutes of verbiage or 1 page of text for up to one game day. This could be used to remember information including directions, a list, a map, names, a riddle, or an answer. The PC must study the target text for at least 5 seconds or clearly hear the verbiage, and the PC must state to a GM that they are using this ability within 5 minutes of studying the text or hearing the verbiage. The PC does not have to be able to understand the text or verbiage to remember it. Dependent on GM knowledge.

## Neutralize Poison

**Range:** Touch

**Duration:** Until used or game day

**Stacking:** Base

The PC can neutralize all magical and non-magical poisons within the target except **Red Death** unless otherwise specified by game design. This ability does not restore lost hit points, but it does prevent further loss or effects from all poisons. Material Component: Potion rep. *Rogues gain this ability for free.*

## Perceive Illusion

**Range:** Self

**Duration:** 5 minutes per level

**Stacking:** Base

The PC can see through illusions. This will not dispel illusions; it will only allow the PC to see through them. The area of effect is a path that is 10 feet wide by 30 feet long by 10 feet in height that moves with the caster.

## Preserve Plant

**Range:** Touch

**Duration:** 1 day

**Stacking:** Base

The PC can preserve a non-sentient plant for one game day; the plant will remain as fresh as it was when it was first picked. This ability will preserve one dose or one potion's worth of a magical herb, root, or plant, but will preserve up to ½ cubic foot of one type of non-magical herb, root, or plant. *Druids gain this ability for free.*

## Reveal Glyph/Sigil

**Range:** 30-foot

**Duration:** Instantaneous

**Stacking:** Base

This ability reveals all glyphs or sigils in a 30' radius half-circle centered on the caster; in the direction they are facing. The PC is provided with a 'Snapshot' of all glyphs or sigils in the ability area, which they will remember after the ability is cast. The PC will know the level of each glyph or sigil and what action will trigger each (for example, opening a box or passing through a doorway). The results of this ability are subject to GM availability and knowledge. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. This ability does not provide the caster with the name of a glyph or sigils.

## Rejuvenating Meal

**Range:** 30-foot

**Duration:** Instantaneous

**Stacking:** Base

The PC can prepare a meal for up to 10 individuals. This meal will provide a restoration to the PCs that eat it based on the tiers below. A PC may only benefit from this meal once per day, no matter the source.

**Tier 1:** Restores 10 hit points

**Tier 2:** Restores 10 ability points

**Tier 3:** Adds +1 LI for the next combat

**Tier 4:** Adds +1 Damage for the next combat

## Set Trap

**Range:** Combat

**Duration:** \*until used or game day

**Stacking:** Base

The PC can set a mechanical trap which will be triggered by the first creature other than the PC who enters the area of effect or picks up the object. When the target sets off the trap, they will take damage plus additional effects based on the tier of the trap. \*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first.

The PC must specify the exact boundaries of the trap to the GM so that the GM knows the location for it to remain effective. If the PC remains within 30' of the trap, they are responsible for calling out the effect of the trap when it is triggered. The PC can only have a single trap in existence at a time. A trap cannot be seen by other characters but will be identified by abilities such as **Sense Traps**. This is an LI ability. *Rogues gain this ability for free.*

**Tier 1:** 3 points of damage per level of PC setting the trap

**Tier 2:** Adds a 5 second knockdown

**Tier 3:** Adds a 10 second **Root**

**Tier 4:** Becomes a 5-foot area of effect

## Speak with Plant/Animals

**Range:** Self

**Duration:** 10 minutes

**Stacking:** Base

The PC gains the ability to speak with and understand a naturally occurring and non-sentient animal or plant. The target will not necessarily cooperate with the PC, but the PC will be able to communicate with it. *Druids gain this ability for free.*

## Survival

**Range:** Self

**Duration:** Varies

**Stacking:** Varies

The PC may provide food for up to ten people, provide shelter from the elements (though not from damaging effects), and locate fresh water by roleplaying for 5 minutes. The PC can create a stationary protective dome that will protect the inhabitants from in-game severe temperature or wind speed. This ability does not protect against **Gale** or **Dust Storm**. *Rangers gain this ability for free.*

## Track Lore

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

By observing a set of tracks for 5 seconds, the PC can gather information about the natural properties of the creature that left them. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many Hit Points the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. *Rangers gain this ability for free.*

**Tier 1:** Learn 1 property

**Tier 2:** Learn 1 additional property

**Tier 3:** Learn 1 additional property

**Tier 4:** Will determine class and level of creature

## Tracking

**Range:** Self

**Duration:** Permanent

**Stacking:** Base

The PC can see and follow a faint, old, covered, or obscured trail. This skill is limited by GM knowledge. *Rangers gain this ability for free.*

## Wathit

The PC can gather information about the natural properties of a creature by observing it for 5 seconds. Natural properties of a creature include information such as how much damage the creature does, what special attack the creature has, approximately how many Hit Points the creature has, whether the creature is natural or special, what the creature's major weakness or major strength is, and other properties defined by the game design or GM. *Rangers gain this ability for free.*

**Tier 1:** Learn 1 property

**Tier 2:** Learn 2 additional properties

**Tier 3:** Will determine class and level of creature

**Tier 4:** May target two creatures at once

## Tier 2 - Common

### Brew Potion

**Range:** Self

**Duration:** Until used or game day

**Stacking:** Base

The PC can turn any healing or neutralize ability they can normally cast into a potion. The PC may use this ability to create a number of potions per day equal to the Tier. It takes the full casting time to create the potion but drinking the potion only requires the amount of time it takes to roleplay drinking the potion. Material Component: Potion rep.

### Death Memory

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

This PC will witness the events that preceded a target's death; this time will not include the 5 minutes bleeding out but will encompass the time leading up to the target falling unconscious. Events will be viewed from the target's viewpoint. Up to one minute per Tier can be witnessed with this ability. The memories can be specific or general, based on GM discretion, however, they will only include events and images that the target was aware of. If someone attacked the target from behind and killed them, the PC will not be able to identify the killer. This ability requires that the target's body be present and will not work if **Ashes to Ashes** has been cast on the body.

### Life Support

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

This ability is used whenever the PC is bleeding out and will heal the PC to 1 point, restoring consciousness. Once activated, this ability will take 5 seconds to heal the PC. **Life Support** will not heal a throat slit because throat slits cause an undefined amount of damage and the throat slit will not trigger **Life Support**. **Life Support** may not be used to restore a PC who died from the effects of **Death Commitment**. This is a precast ability.

### Neutralize Disease

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

This ability cures the target of all magical, non-magical, and supernatural diseases on a single target unless otherwise specified by game design. It does not restore lost Hit Points but does prevent further loss or Disease from all neutralized diseases.

### Ranged Protection

**Range:** Self

**Duration:** until used or 1 game day

**Stacking:** Modifier

The PC gains 2 points of protection per Tier against damage caused by Deadeye, projectile missiles, throwing daggers, and rocks. This ability does not provide any protection against abilities that are represented by a beanbag, such as **Physical Attack** or magical attacks such as **Elemental Strike**. Material component: blue flag.

### Reduce Lock

**Range:** Touch

**Duration:** 5 minutes

**Stacking:** Base

The PC can reduce the LI of a lock, making it easier for the lock to be picked or opened by another character with **Reverse Lock**. A lock may not be reduced more than once. *Rogues gain this ability for free.*

**Tier 2:** The Lock LI is reduced by 1

**Tier 3:** The PC may ignore either the first 25% or the last 25% of a lock

**Tier 4:** The Lock LI is reduced by 2 and the PC may skip 50% of the lock

## Spell Protection

**Range:** Self

**Duration:** until used or 1 game day

**Stacking:** Modifier

The PC gains 2 points of protection per Tier against physically damaging ability effects, including single-target attacks such as **Electrify** as well as area attacks such as **Fireball**. While under the effects of this ability, the PC will only take secondary effects such as **Knockdown** from a damaging ability if they also take damage from the ability. Material component: blue flag *Magic Users gain this ability for free.*

## Tier 3 - Common

### Nerve Strike

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Modifier

The PC can strike a target's vulnerable nerve clusters to cause a **Nerve Strike**; *the* target will take a 10-second **Knockdown** plus 12 points of damage in addition to the PC's base damage. The PC must call out "**Nerve Strike, X points, 10-second Knockdown**" after a successful weapon strike to the target for the ability to work. This ability requires no casting time. *Pugilists gain this ability for free.*

### Walk on Liquids

**Range:** Self

**Duration:** 5 minutes

**Stacking:** Base

The PC can move at a normal walking pace on any horizontal liquid surface, the ability does not require great concentration but cannot be used while carrying more than a single individual. The PC may defend themselves from attack but may not use other abilities while using this ability. If the PC is knocked down while walking on liquids, they will take the **Knockdown**, but will not sink. This ability does not protect the PC from damage caused by hazardous liquids such as acid or lava.

## Martial Path Abilities

Martial path abilities cost a single pick point for Fighters, Knights, and Rangers. These abilities will cost two pick points for any other class. Tier 4 abilities in this path may only be taken by Fighters, Knights, and Rangers.

### *Tier 1 - Martial*

#### Additional Damage

**Range:** Self      **Duration:** Until used or 1 game day      **Stacking:** Modifier

This ability provides the PC with additional damage applied to all melee, thrown, and projectile weapons used by the PC. This ability requires no casting time. *Knights gain this ability for free.*

**Tier 1:** +1 Damage

**Tier 2:** +2 Damage

**Tier 3:** +3 Damage

**Tier 4:** +4 Damage

#### Avenging Blow (*Knight Class only*)

**Range:** Self      **Duration:** Instantaneous      **Stacking:** Modifier

The PC may increase the damage caused by a single weapon strike to a target's torso. The blow will cause additional damage and is added to the PC's base hand-held damage. Avenging blow causes 2 points of damage per level of the PC in addition to the weapon's damage. This ability can only be delivered by a successful torso hit with a hand-held melee weapon, and the PC must call out "*Avenging Blow, X points*" when they have successfully struck the target's torso. This ability requires no casting time. *Knights gain this ability for free.*

#### Battle Fever (*Fighter Class only*)

**Range:** Self      **Duration:** 1 Combat      **Stacking:** Modifier

The Fighter gains the ability to go into a controlled berserker rage. This ability increases in power with each Tier the Fighter reaches. The Fighter gains the ability of their Tier and the ones below it, i.e., a Fighter at Tier 2 uses Battle Fever, they gain access to using the Tier 1 or Tier 2 abilities while it is in effect. The use of **Battle Fever** must be called out loudly by the player as a game mechanic, although the Fighter does not need to have the ability to speak. *Fighters gain this ability for free.*

**Tier 1:** The Fighter gains an additional 5 hit points to their base. This point increase is considered innate for the length of the combat. The Fighter loses these additional points 1 minute after the end of the combat; if the loss of the additional points results in the bleeding out of the PC, the PC will start the 5-minute bleeding out process.

**Tier 2:** The Fighter can ignore 1 **Knockdown** of their choice while in **Battle Fever**.

**Tier 3:** The Fighter may use **Dodge Blow** once while in **Battle Fever**.

**Tier 4:** The Fighter gains a +2 to their current LI. This ability will affect any LI ability on the Fighter and may be used as an immediate counter even if they have been affected by an ability such as **Crash Time**.

#### Blade Sharp (*Fighter Class only*)

**Range:** Self      **Duration:** Until used or 1 game day      **Stacking:** Modifier

A Fighter can improve the damage done by a single hand-held melee weapon, magical or mundane, by 1 additional point of damage per Tier. This ability can be used on a weapon belonging to any character and can also improve blunt weapons. The Fighter may improve 1 weapon per use of this skill and must spend 5 seconds of uninterrupted time role-playing the sharpening or adjusting of the weapon. *Fighters gain this ability for free.*



**Tier 1:** +1 Damage  
**Tier 2:** +2 Damage  
**Tier 3:** +3 Damage  
**Tier 4:** +4 Damage

## Deadly Precision

**Martial PP Cost:** 1

**Finesse PP Cost:** 2

**Magical PP Cost:** 3

**Range:** Innate

**Duration:** Instantaneous

**Stacking:** Base

The PC has honed their skill in hitting small but devastating targets more frequently. They gain an additional 2 critical arrows per 20. The PC must pay the initial pick point cost when choosing this ability at each tier, but the ability is considered innate and costs no points in game to use. *Rangers gain this ability for free.*

**Tier 1:** +2 additional critical arrows

**Tier 2:** +2 additional critical arrows

**Tier 3:** +2 additional critical arrows

**Tier 4:** +2 additional critical arrows

## Dispel Fear

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The caster can dispel all fear-related effects on one individual. The caster does not need to know the name of the fear-based effect that was used against the target. This ability requires no casting time.

## Driving Shot

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The caster fires a massively heavy arrow dealing no initial damage but causing their target to take a 10-foot *knockback* and a 5-second *knockdown*. *Rangers gain this ability for free.*

## Fighter's Recovery (*Fighter Class only*)

**Range:** Self

**Duration:** 10 Minutes

**Stacking:** Base

The PC can heal themselves up to a maximum of their base Hit Points for their level each game. This healing can be done in any increments the PC desires. A PC cannot heal themselves past their maximum hit points, cannot reattach severed limbs, and cannot use this ability to heal when they are unconscious. *Fighters gain this ability for free.*

## Gauge Opponent

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can gauge the toughness of an opponent. The PC must state which information they are looking for except at Tier 4, where they gain all the information. This ability may be cast multiple times on the same opponent to learn more information.

**Tier 1:** The PC can gauge the total life points of an opponent. This will include any additional points from spells such as *Enhance Armor* or magic items.

**Tier 2:** The PC can gauge the total damage an opponent will swing with a melee weapon. This will include any additional points from spells such as *Battle Song* or magic items.

**Tier 3:** The PC can determine the exact nature of either the offensive or defensive spells an opponent has up such as *Battle Song* or *Physical Protection*.

**Tier 4:** The PC gains all the Tier 1 – Tier 3 information in a single casting including both offensive and defensive spells.

## Gauge Weapons and Armor

**Range:** Self

**Duration:** Permanent

**Stacking:** Base

The PC can gauge the enhancements that pertain to damage and protection on weapons, armor, and shields. This ability will tell the PC what the item does, not what it is worth. A PC can use this ability to gauge the properties of magical weapons and armor. For example, a PC could handle a +2 Long Sword and know that it is a magical weapon and that its melee damage bonus is +2, but not that it can release a **Fire Ball** once a day. He would realize that there is “*more to this item than I can determine.*” The PC must handle an item for 5 seconds.

## Hone Arrows

**Range:** Self

**Duration:** Until used or 1 game day

**Stacking:** Modifier

The PC can improve the damage caused by 5 arrows. Each arrow will last until fired or one game day, whichever comes first.

**Tier 1:** +1 Damage

**Tier 2:** +2 Damage

**Tier 3:** +3 Damage

**Tier 4:** +4 Damage

## Identify Supernatural Creature

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can identify a supernatural creature such as an undead, lycanthrope, or demon. This ability will not provide any information regarding a supernatural creature’s abilities. *Knights gain this ability for free.*

## Immunity to Disease

**Range:** Self

**Duration:** Permanent

**Stacking:** Base

The PC is immune to all non-magical diseases. This ability is permanently in effect and does not need to be activated. *Knights gain this ability for free.*

**Tier 1:** Immune to all non-magical diseases

**Tier 2:** Immune to magical disease.

## Immunity to Fear (*Knight Class only*)

**Range:** Melee

**Duration:** 1 Combat

**Stacking:** Base

The PC will dispel all fear-related effects on themselves. This immunity will last for the rest of the combat. This is an immediate counter. *Knights gain this ability for free.*

**Tier 1:** Only affects the Knight

**Tier 2:** May precast this ability and affect up to 10 individuals

## Knightly Strength (*Knight Class only*)

**Range:** Self

**Duration:** 5 minutes or 1 combat

**Stacking:** Modifier

**Strength can** be used as an immediate counter to **Clinging Vine**, **Root**, **Snare**, **Set Trap**, and **Weakness**, and will increase the PC’s resistance to each of these spells by 1 level. This ability requires no casting time. *Knights gain this ability for free.*

**Tier 1:** For the duration of this ability, the PC may use double human strength to lift or move objects, no damage increase applies to the lifted objects and the PC cannot break locks or locked doors. Reduces any root by 5 seconds.

**Tier 2:** The Knight can break non-magical ropes. Reduces any root by an additional 5 seconds.

**Tier 3:** The Knight can break non-magical chains. Reduces any root by an additional 5 seconds.

**Tier 4:** The Knight can break or bend non-magical bars. Reduces any root by an additional 5 seconds.

## Knightly Weapon (*Knight Class only*)

**Range:** Innate

**Duration:** Permanent

**Stacking:** Enhancement

The Knight gains a relic or order-blessed magical weapon as a symbol of their Knighthood. The weapon itself is not magical but the Knight's honor and devotion to a cause make the weapon act as if it is magical. When wielded by the Knight, this weapon will deal holy damage in combat if the Knight chooses. This weapon also grows in power with the Knight, gaining a bonus to damage equal to their Tier. Should a Knight lose this weapon their order will replace it at no cost. If the weapon is sold it reverts to non-magical. If the Knight gains another weapon they prefer, they may perform a short (1 minute) ritual, blessing the new weapon. This will cause the previous weapon to revert to non-magical. *Knights gain this ability for free.*

**Tier 1:** The Knights holy weapon is considered a +1 weapon

**Tier 2:** The Knights holy weapon is considered a +2 weapon

**Tier 3:** The Knights holy weapon is considered a +3 weapon

**Tier 4:** The Knights holy weapon is considered a +4 weapon

## Knockdown Arrow

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Modifier

The PC can fire an arrow that will cause a 5-second **Knockdown** to the target. The PC should call out "**Knockdown Arrow**" followed by the opponent's color, the arrow's damage, and the duration of the **Knockdown**. For example, "**Knockdown Arrow, Blue, 6 points, 5-second Knockdown**". *Rangers gain this ability for free.*

## Move Without Tracks

**Range:** Self

**Duration:** 5 minutes per level

**Stacking:** Base

The PC can move in such a way as to leave no discernible tracks, which will conceal their passage from a character using **Tracking**.

**Tier 1:** This ability only affects the PC

**Tier 2:** the PC can obscure the tracks of a group of up to 10 people, which will conceal the group's passage from a character using **Tracking**. The group must remain within a 10-foot radius circle and can move no faster than a normal walking pace. The PC must move at the back of the group to effectively obscure the trail.

## Net

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC throws a heavy net at a target preventing the target from running. If the target is hit anywhere on their person or gear, the target is **rooted** for 5 secs. Each use of this ability creates 2 bean bags. A PC may only use this ability a number of times equal to their current Tier. Material component: a green bean bag. This is a precast ability.

## Penetrating Arrow

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Modifier

The PC can fire an arrow that will firmly penetrate stone, wood, or any other dense substance, firmly anchoring the arrow into the substance. Only inanimate objects can be used as anchor points. If the PC role-plays tying a

rope to the arrow before it is fired, the resulting rope will be anchored solidly enough to allow one person at a time to cross.

## Shield Smash

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Base

The PC can roleplay smashing with their shield by presenting it strongly towards the intended target. The PC should call out *“Shield Smash <color>, 5-foot knockback, 0-second knockdown”*. This may be countered by a **Strength** of Tier 2 or better if it is already in effect, but the strength cannot be used as an immediate counter. *Fighters gain this ability for free.*

## Tier 2 - Martial

### Arrow of Slaying

**Range:** Combat

**Duration:** Until used or game day

**Stacking:** Modifier

With 5 seconds of aiming, the PC can fire an arrow that will cause a significant amount of additional damage to the target. In addition to the arrow's base damage, the target will take 2 points of damage per level. *Rangers gain this ability for free.*

### Bind Weapon

**Range:** Melee

**Duration:** 5 seconds

**Stacking:** Base

The PC can bind an opponent's weapon by contacting the opponent's weapon with their own and calling out "**Bind Weapon**" followed by the level of effect.

If the target's level is less than or equal to the level of an effect, each combatants' weapons are bound up and cannot be freed. The PC can bind the target's weapon for up to 5 seconds but can unbind the weapons earlier if they choose by calling out "**Unbind**" when they let go. If the target drops their bound weapon, the **Bind Weapon** ends immediately. The target can pick up their weapon, draw another weapon, or take any action they choose. This is an LI ability. *Fighters gain this ability for free.*

### Bloodhound

**Range:** Combat

**Duration:** 5 minutes

**Stacking:** Base

The PC can determine the direction of a known or familiar target within the ability's range even if they are invisible, concealed, or they have used the **Disguise** ability. The PC must have seen the item or target previously, and the ability will give an immediate indication of the current direction to the target. Results are subject to GM discretion and knowledge.

### Confidence (*Knight Class only*)

**Range:** Combat

**Duration:** Varies

**Stacking:** Modifier

The PC can make a group of up to 10 people, specified by the PC, +1 versus LI effects for one combat. This ability cannot be used as an immediate counter and will only apply to LI effects encountered while the ability is in use. Each person affected by this ability is considered to have this ability on an individual basis. This immunity will last until used or one game day, whichever comes first. This ability requires no casting time. *Knights gain this ability for free.*

**Tier 2:** 10 targets are +1 LI

**Tier 3:** The Knight is now +1 vs LI permanently

**Tier 4:** The Knight is now +2 vs LI permanently

### Disarm

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Base

This skill disarms an opponent who is holding a weapon but does not work against natural weapons such as claws, talons, or tentacles. The PC must strike the target's weapon and call out "**Disarm**" followed by the level of effect.

If the target is less than or equal to the level of effect called by the PC, the target must drop their weapon and let it hit the ground, after which it can be retrieved. If the opponent is unaffected by the skill, or if the weapon strike is countered by **Dodge Blow** or **Evade**, the skill use is still expended. 5 seconds must pass before the PC can use another skill, ability, spell, or magic item. This is an LI skill. *Fighters gain this ability for free.*

## Disengage

**Class:**      **Range:** Melee

**Duration:** 15 seconds

**Stacking:** Base

The PC can prevent the target from attacking or pursuing them. The PC must call out “**Disengage**” followed by the level of effect. If the target is less than or equal to the level of effect called by the PC, they may not pursue or attack the PC with hand-held melee damage for 15 seconds. The PC must immediately **Disengage** from the target and cannot attack the target for the duration of this skill. The disengagement can be ended if the PC is unable to move or is knocked down for any duration. This is an LI skill. *Fighters gain this ability for free.*

## Dodge Blow

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can completely dodge any 1 blow from a hand-held weapon attack or **Physical Attack**, with the exceptions of **Backstab**, **Free Strike**, **No Defense**, and **Kill Dagger**. Non-damaging blows such as **Numbing Blow** can also be dodged. If hand-held attacks such as **Electrify** or **Killing Attack**, are dodged, that ability is still discharged. The PC must not be unconscious, held, or otherwise immobilized. The PC must loudly call out “**Dodge**” when they use this skill. This skill is an immediate counter. *Fighters gain this ability for free.*

## Fighter’s Blow

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Base

The PC will cause the limb of an opponent to become unusable, regardless of the target’s protections or armor. Exceptions to this are a character in **Concentration** or creatures without limb points. The **Fighters Blow** will not deal any damage to the target’s life points. This skill must be called out immediately following a successful weapon strike to a target’s limb. A PC may avoid this effect by calling out **Resist Pain** as an immediate counter. While the PC does not need to drop anything they are holding with that arm, they may not use the arm until it receives 6 points of healing. Any additional strikes on the arm will continue to damage the target but will not affect the 6 points of healing needed. *Fighters gain this ability for free.*

## Githar’s Arrow

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

With 5 seconds of aiming, The PC can fire an arrow that will have one of the special abilities listed below.

**Githar’s Arrow** does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The PC should call out “**Githar’s Arrow**” followed by the opponent’s color, the special ability of the arrow, and the level of effect. For example, “**Githar’s Arrow, Blue, CrashTime, 7<sup>th</sup> level**”. This is an LI ability.

- **Disarm:** This arrow will disarm an opponent who is holding a weapon but has no effect against natural weapons such as claws, talons, or tentacles. If the target is less than or equal to the level of effect called by the PC, the target must drop their weapon and let it hit the ground, after which it can be retrieved.
- **CrashTime:** This arrow will cause the target to fall asleep. If affected, the target will be unable to use abilities or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **CrashTime** lasts for a duration of 1 minute or until a target is awakened. Noise or damage will not cause the target to awaken. Arcane methods that can awaken the target include **Awaken** and a white **Flower of Avalon**. The only physical means that can be used to wake the affected target is to lightly shake them for 15 seconds. For the first 15 seconds after waking up, the target can do nothing but defend themselves.



## Grapple

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Base

Upon a successful melee strike, the PC may call “**Grapple, 10-second Knockdown**”. The PC and the target suffer a 10-second **Knockdown**, but the PC may stand up immediately as if they had used a **Kip**. If the target is not affected by the **Knockdown**, the PC is also not affected. *Fighters gain this ability for free.*

## Guardian

**Range:** Special

**Duration:** 2 hours

**Stacking:** Base

This ability creates an invisible creature that will act as a sentry or alarm for the PC. Only the PC who creates the guardian will be able to see or control it. The guardian can monitor an area of effect with a 150’ radius that is centered on a point designated by the PC. The guardian will “*know*” any character or creature that is pointed at and named by the PC. The guardian will warn the PC when any unknown creature enters the guarded area. If the PC is asleep, they will be awakened by the guardian’s warning, if the PC is magically slept, the guardian will be unable to wake the PC. If a target other than the ones named by the PC enters the area the guardian is protecting, the first one entering will take 1 point of damage per level of the PC casting the **guardian** and a 5-second **knockdown** as the guardian trips them. A PC may only have a single guardian at any time. The guardian’s senses will detect all creatures that can be seen, smelled, or heard, even those that are concealed. Creatures that cannot be detected by the guardian may be created by game design. The guardian cannot be used as an advance scout and cannot be used to trigger glyphs or other traps. The guardian’s senses are only as good as those of the GM or SK.

## Hunting Pursuit

**Range:** Self

**Duration:** Game Day or until terminated

**Stacking:** Base

The PC can follow and locate a familiar creature or any target that has come within the combat range of the PC. The PC will be able to track the target regardless of its mode of travel, as long as the PC actively pursues the target. If the target moves to a different plane, the PC will lose the trail and the ability will end.

The target cannot be tracked with this ability if it is concealed at a level high enough to go undetected by the PC. they. This ability can be used to follow a target using **Move Without Tracks**. This ability will last until the PC finds the creature, the trail is lost or abandoned, or for one game day, whichever comes first. *Rangers gain this ability for free.*

## Intercept

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC jumps in front of the target taking the damage that would have hit the intended target, along with any carried effects. Only ranged, single target attacks such as arrows, thrown daggers, strikes, etc. that do damage may be intercepted. The PC will take the damage to the torso, except for targeted attacks, i.e., **Target Arrow** would affect the PC’s limb. A **Physical Attack**, **Wrath**, **Physical Protection**, or **No Defense** damage may not be intercepted. Additionally, the PC may not use **Evade** or **Dodge Blow** to reduce the damage.

## Potion Arrow

**Range:** Touch

**Duration:** Game Day or until used

**Stacking:** Base

The PC may create a number of arrows that will deliver potion effects via their bow. The PC may prepare 1 arrow for each Tier. Preparing an arrow consumes the potion the arrow will be delivering. Thus preparing 3 arrows requires 3 potions, one for each arrow. The target struck by the potion arrow becomes the target of the potion effect. A potion arrow may be loaded with any vial of acid, or potion created by the PC. If the potion would

normally deal damage, the arrow's damage is replaced by the potion damage or thrown acid damage if an acid vial is loaded. If the potion normally deals thrown + damage, the arrow delivers archery + damage instead. Damage bonuses from magical bows or arrows stack normally. Firing a Potion Arrow has its range limited to combat, due to the extra weight of the potion. The PC may have up to their tier in arrows prepared at any given time.

## Resist Pain

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Modifier

The PC's resistance to pain is increased. This ability is an immediate counter to a **Pain Strike**, **Fighter Blow**, or **Target Arrow** allowing the PC to resist the effects entirely. This ability will not protect the PC if they are struck a second time by one of the above abilities unless the PC uses **Resist Pain** a second time. This ability requires no casting time. *Knights gain this ability for free.*

## Snapshot (Ranger Class only)

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Other

The PC can fire a normal arrow without the normal aim time. This is for normal arrows, as well as critical arrows, and **knockdown** arrows. **Snapshot** does not allow the PC to **Snapshot** an arrow that contains an ability such as **Githar's arrow**. This is a precast ability. *Rangers gain this ability for free.*

## Stun Arrow

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can fire an arrow that will cause a 10-second **Knockdown** to the target. **Stun Arrow** does not cause any physical damage, although if used in conjunction with a critical arrow it will bypass a shield. The PC should call out "**Stun Arrow**" followed by the opponent's color and the duration of the **Knockdown**. For example, "**Stun Arrow, Blue, 10-second Knockdown**". *Rangers gain this ability for free.*

## Target Arrow

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Other

The PC can fire an arrow at a target as small as 3"x3". This is the only manner in which an opponent's limb may be specifically targeted with missile fire. The arrow causes the limb of an opponent to become unusable, regardless of the target's protections or armor. Exceptions to this are a character in **Concentration** or creatures without limb points. The **Target Arrow** will not deal any damage to the target's life points. The target may avoid this effect by calling out **Resist Pain** as an immediate counter. While the target does not need to drop anything they are holding with that arm, they may not use the arm until it receives 6 points of healing. Any additional strikes on the arm will continue to damage the target but will not affect the 6 points of healing needed. The PC should call out "**Target Arrow**" followed by the opponent's color, the arrow's damage, and which of the opponent's limbs has been targeted. For example, "**Target Arrow, Blue, right arm.**" *Rangers gain this ability for free.*

## Tier 3 - Martial

### Aspect of the Beasts

**Range:** Self

**Duration:** 5 minutes or 1 Combat

**Stacking:** Var.

The PC may assume the aspect of one of the animals listed below. The PC will not shape change into the animal but will obtain some of its abilities as well as the ability to communicate with other animals of the same type. If the PC chooses to assume an aspect that corresponds to an **Animal Pact** they have already taken, this ability will cost 1 fewer ability point to cast. While under the effects of this ability, the PC may use magic items and ability as normal and will still be able to understand and speak their normal languages.

While in **Aspect of the Beasts**, the PC should role-play the characteristics of the aspect they have chosen. For example, a mongoose or panther might move quickly, or a bear might move in a lumbering fashion. Each aspect will provide uses of an ability that can only be used by the PC during the duration of the aspect. Unless otherwise stated, all damage enhancements apply to hand-held melee damage only. **Aspect of the Beasts** lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Bear:** Hit Points +10, Damage +3, Armor +10. The PC can cast an **Avenging Blow** for 18 points once during the duration of the aspect. When the aspect ends, if the loss of the additional Hit Points results in the PC bleeding out, they should lay down and start the 5-minute count. Stacking Group: Modifier.
- **Falcon:** Hit Points normal, Damage +2 for ranged attacks, Armor +15. The PC may **Autocast Gale** once during the duration of the aspect. The PC will be under the effects of **True Sight** for the duration of the aspect. The PC may **Leap** up to 40 feet once during the duration of the aspect. Stacking Group: Modifier.
- **Mongoose:** Hit Points normal, Damage +5, Armor +20. The PC will be protected by the ability of **Sense** for the entire duration of the aspect. The **Sense** will end at the same time as the aspect. Stacking Group: Modifier.
- **Panther:** Hit Points normal, Damage +3, Armor normal. The PC may use each of the following abilities once during the duration of the Aspect: **Balance**, **Climbing**, **Dodge Blow**, **Evade**, **Kip**, **Leap**, and **Safe Fall**. Stacking Group: Modifier.
- **Snake:** Hit Points normal, Damage normal, Armor normal. The PC may **Autocast Stun** and **Freeze Poison** once each during the duration of the aspect and may add a **Pain Strike** to 1 successful melee or missile strike. The PC may use the **Conceal** (Self only) ability at their level +2. Note: The **Conceal** can outlast the duration of the aspect. Once the PC becomes unconcealed, they may not become concealed again for the duration of the aspect. Stacking Groups: Modifier
- **Wolf:** Hit Points normal, Damage +3, Armor normal. For the duration of the aspect, the PC is immune to all poisons and is under the effects of **Resist Death** effective at their level. The PC may use **Fighter's Blow** and **Resist Pain** once each during the aspect. Stacking Group: Modifier.

### Attuned Magical Weapon (Knight Class only)

**Range:** Innate

**Duration:** Permanent

**Stacking:** Base

The Knight's relic or order-blessed weapon will not be affected by **Dropsy** or **Disarm**. This ability does not affect any other items that the Knight may be holding; all other items must still be dropped as normal when the Knight is affected by these abilities. *Knights gain this ability for free.*

## Cleave

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Other

The PC deals their melee damage to all targets within a 5-foot radius. This skill can be countered by **Dodge Blow** or **Evade**. *Fighters gain this ability for free.*

**Tier 3:** Hits all targets, friend, or foe, in a 5-foot radius

**Tier 4:** Hits all targets, foes only, in a 5-foot radius

## Death Commitment

**Range:** Self

**Duration:** Special

**Stacking:** Base

The PC can hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly. The following effects will immediately occur:

- All previous damage is instantly healed, including any from **Killing Attack**
- The PC's Hit Points to death are doubled
- The PC is prevented from falling unconscious for the duration of the ability
- Healing of any form will have no effect on the PC for the duration of this ability, including healing that comes from autoactivated items
- The PC is unable to use **Death Commitment** again until the full duration of the first one has elapsed

The **Death Commitment** will end in one of two ways: 1) the PC takes more than twice their base Hit Points to death in damage, and they immediately die, 2) the duration of the ability elapses, and the PC's Hit Points revert to normal. If the loss of the additional Hit Points results in the bleeding out of the PC, the PC will start the 5-minute bleeding out process. This ability requires no casting time. *Knights gain this ability for free.*

## Free Strike

**Range:** Melee

**Duration:** 2 seconds

**Stacking:** Base

The PC can temporarily halt their opponent, providing an opportunity for the PC to take an unopposed melee strike. The PC must strike the target's weapon and call "**Free Strike, freeze 2 seconds**", followed by the level of effect. If the opponent is affected, they must remain immobile for 2 seconds or until hit by the PC, whichever comes first. The immobility caused by a **Free Strike** does not make the target vulnerable to special attacks like **Throat Slit**. Prepared abilities such as **Killing Attack** or poison on a weapon may be used in conjunction with the PC's follow-up strike; the 5-second wait time between abilities does not apply to this strike, as the follow-up blow is considered to be part of the **Free Strike** ability. **Dodge Blow** and **Evade** are not effective against this ability or the subsequent strike. This ability requires no casting time. This is an LI ability. *Fighters gain this ability for free.*

## Group Tactics

**Range:** Combat

**Duration:** Game Day or until used

**Stacking:** Modifier

The PC may increase either the armor by 15 points or damage by 3 of up to 10 targets, including themselves. The PC must designate whether Armor or Damage is increased when the skill is used, and no character may have both Armor and Damage increased by this effect.

## Immunity to Knockdowns

**Class:** Range: Self

**Duration:** Game Day or until used

**Stacking:** Base

The PC is immune to **Knockdowns** one time; however, the PC will still take normal damage from any damaging attack. The duration of this ability is until used or one game day, whichever comes first. *Fighters gain this ability for free.*

## Kill Zone - Rain of Arrows (*Ranger Class only*)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC deals their missile damage to all targets within a 5-foot radius. This skill can be countered by **Dodge Blow** or **Evade**. *Rangers gain this ability for free.*

**Tier 3:** Hits all targets, friend or foe, in a 5-foot radius

**Tier 4:** Hits all targets, foes only, in a 5-foot radius

## No Defense Strike

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can cause damage independent of any defense. The PC may deliver this ability through either a melee strike or an arrow. The amount of damage is equal to the PC's level with no other modifications allowed. The strike will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage. This ability will penetrate **Concentration**. This ability cannot be stacked with any other effect. A critical arrow may be used to bypass a shield, although no extra damage will be caused by the critical.

## Numbing Blow

**Range:** Melee

**Duration:** 1-minute

**Stacking:** Base

When the PC uses this ability in conjunction with a melee strike to a target's limb, they will cause the limb to go completely numb for a period of one minute. The affected limb cannot be used for the duration of the ability, but no damage is caused to the affected limb. The blow must be called out as "**Numbing Blow**", followed by the level of effect, immediately following a successful weapon strike. This ability will penetrate **Concentration**. This is an LI ability. This ability requires no casting time.

## On Your Feet

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC may use this skill on another character who is currently suffering a **Knockdown**. That character's **Knockdown** immediately ends, no matter its source or duration. *Fighters gain this ability for free.*

## Pinning Shot

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Modifier

The PC uses a critical arrow to strike the target with extreme force in the target's leg causing the target to be pinned to the ground where the target stands. If the target has no limbs (i.e., a beholder or similar creature), the damage will be applied to the target's torso. In addition to normal critical arrow damage, the target suffers a 15-second **root** after any **Knockdown**. *Rangers gain this ability for free.*

## Twin Shot

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Modifier

The PC nocks two arrows and fires at two nearby enemies. Targets must be within 10 feet of each other. This may include ability arrows, but a PC may not use this ability to use any effect that would further increase the number of arrows fired. If using an ability, the PC pays the cost for a single use of the ability, and it will affect both arrows. *Rangers gain this ability for free.*

## Tier 4 - Martial

### Avatar of War

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC is immediately cured of all damage and any negative effects such as **Pain Strike** are removed. This includes any damage from a **Killing Attack**. This ability may only be used once per combat. *Fighters gain this ability for free.*

### Killing Attack

**Range:** Varies

**Duration:** Instantaneous

**Stacking:** Base

The target creature immediately loses ½ of their total Hit Points to death. The PC may deliver this damage either through a melee strike or an arrow. Damage is based on the number of Hit Points the target has when they are fully healed. For example, a creature that had Hit Points of 46 would take 23 points of damage *independent of armor* and current hit point total. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting, **Dodge Blow**, or an **Evade**. A PC may only deliver one **Killing Attack** every 5 seconds, regardless of the source.



## Finesse Path Abilities

Finesse path abilities cost a single pick point for Bards, Pugilists, and Rogues. These abilities will cost two pick points for any other class. Tier 4 abilities in this path may only be taken by Bards, Pugilists, and Rogues.

### *Tier 1 - Finesse*

#### Agility

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Enhancement

The PC can bypass a single obstacle or walk normally in difficult terrain such as spider webs, vines, steppingstones, balance beams, etc. The PC can bypass either the first or last half (50%) of a physical challenge, subject to GM adjudication. *Pugilists gain this ability for free.*

#### Backstab (Rogue Class only)

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Modifier

The PC can Backstab a target with their melee weapon if they are *behind* the target. At least 5 seconds must pass between uses of **Backstab**. The PC should call out “*Backstab*” followed by the amount of damage caused by the attack as they strike the target. The Thief *must* be positioned somewhere *behind* the target and *must* deliver the blow to the target’s back. **Backstab** cannot be avoided by **Dodge Blow** or **Evade** but can be partially avoided by **Sense**. *Rogues gain this ability for free.*

**Tier 1: Backstab** will cause 2 points of damage per level of the PC in addition to the weapon’s damage

**Tier 3: Backstab** can now be performed with a thrown weapon (Dagger).

**Tier 4: Backstab** will also cause a 5-second **Knockdown**

#### Balance

**Range:** Self

**Duration:** 10 minutes

**Stacking:** Base

The PC can balance on any surface ½ inch or wider that can support their weight, which includes most ropes. *Pugilists gain this ability for free.*

#### Bardic Knowledge (Bard Class only)

**Range:** Varies

**Duration:** Varies

**Stacking:** Base

A Bards extensive knowledge allows them to use the following abilities. *Bards gain this ability for free.*

**Tier 1: Savvy**

**Tier 2: Wathit**

#### Bardic Song (Bard Class only)

**Range:** Varies

**Duration:** Varies

**Stacking:** Base

A Bard’s playing or singing can create the following effects. *Bards gain this ability for free.*

**Tier 1: Enthrall**

**Tier 2: Crash Time**

#### Battle Song

**Range:** Combat

**Duration:** Until used or 1 game day

**Stacking:** Modifier

This ability provides 1 point of damage for every Tier of the caster. Each target affected by this ability is considered to have it in effect on an individual basis; therefore, when the duration of the ability ends for one

target, it is not necessarily over for other targets that were affected by it. This ability can be dispelled on an individual basis. The caster may specify up to 10 individuals, including themselves, to be the targets of Battle Song. This ability does not affect **No Defense** damage. *Bards gain this ability for free.*

**Tier 1:** +1 Damage

**Tier 2:** +2 Damage

**Tier 3:** +3 Damage

**Tier 4:** +4 Damage

## Blocking

**Range:** Self

**Duration:** Until used or 1 game day

**Stacking:** Modifier

The PC will gain additional armor in the form of temporary hit points equal to 5 points per Tier. These points will be added to the caster's total current hit points plus armor and will only last until removed by damage taken.

This ability will not stack with additional abilities that grant hit points. Material component: blue flag.

**Tier 1:** +5 Hit Points

**Tier 2:** +10 Hit Points

**Tier 3:** +15 Hit Points

**Tier 4:** +20 Hit Points

## Bypass Trap

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can safely bypass a known mechanical trap. This skill has no effect on glyphs or sigils. At Tier 2, the PC can safely bypass a known magical trap, glyph, or sigil. Only the PC using this skill may bypass the trap. *Rogues gain this ability for free.*

**Tier 1:** Bypass mechanical trap

**Tier 2:** Bypass magical trap, glyph, or sigil

## Climbing

**Range:** Self

**Duration:** Varies

**Stacking:** Base

The PC can role-play climbing up, down, and across vertical surfaces. The PC can climb 20 feet per their level at a rate of 1 foot per second. Combat cannot be initiated from a climbed surface. If the PC is attacked while **climbing**, they can only defend themselves. If a PC is affected by a **Knockdown** while **Climbing**, they will 'fall' to the nearest near-horizontal surface and suffer an amount of damage determined by game design. This skill cannot be used in combat.

## Conceal

**Range:** Self

**Duration:** 5-minutes/level

**Stacking:** Base

The PC can conceal themselves, an item, or others. The concealment is effective at the level of the conceal +3 when the PC is 30 feet or more from another PC or NPC. If the caster is within 30 feet of another PC or NPC, the concealment is effective at the level at which the ability was cast. If the PC moves slowly and stays near some sort of shadow or obscuring object (a wall, in the trees, crawling through the grass, etc.) other creatures will not notice them. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A PC cannot conceal themselves if they are within 10 feet of any other creature. The concealed PC *must* remain motionless if they approach or are approached by someone within 10 feet who is affected by the concealment, or they will be immediately detected. This is an LI skill, and the PC must inform anyone who approaches them, "Conceal," followed by the level of effect.

The PC may not take any offensive actions while in concealment and may not take any offensive actions for 5 seconds after they become unconcealed. This ability cannot be dispelled, but the PC can be detected with **True Sight**.

A concealed PC cannot make any fast movements, including invoking abilities, or the concealment will terminate (active struggling while bound is considered movement). A concealed PC cannot activate magic items or pre-cast abilities. This is an LI ability. Material component: yellow flag. *Rogues gain this ability for free.*

**Tier 1:** The PC can conceal themselves only

**Tier 2:** The PC can conceal an item no larger than 3'x3'x3' (subject to GM discretion)

**Tier 3:** The PC can cancel another person

**Tier 4:** The PC can conceal an item no larger than 3'x3'x3' (subject to GM discretion) on themselves

## Death Feint

**Range:** Self

**Duration:** 5-minutes

**Stacking:** Base

The PC will fall into a deep meditative state and will appear to be dead. The PC is completely protected from the effects of physical damage and most abilities, including the effects of **Kill Dagger** and any type of armor-independent damage. **No Defense** damage will penetrate **Death Feint**. The PC should call “no mark” to indicate that they are unaffected by an ability or attack. During **Death Feint**, the PC will not set off any traps or glyphs, even if tossed onto them.

While in **Death Feint**, all spells will continue to run normally, those with a duration of the next combat will expire one minute into the **Death Feint**. While in **Death Feint**, poison and disease are halted as if the PC is under the effects of a **Stasis**. Once the PC leaves the **Death Feint**, poison and disease will again begin to run normally. **Death Feint** does not cause the PC to detect as magic. While in **Death Feint**, the PC may not activate magic items or use pre-cast or any other Ability.

The PC must remain in the **Death Feint** for at least 1 minute, which will remove them from combat. **Death Feint** lasts for 5 minutes, but the PC may end the ability early by making a voluntary movement. When **Death Feint** ends, the PC may not take any offensive actions, activate magic items, or activate pre-cast abilities for 5 seconds, they can, however, fight defensively. This ability can be negated by **Awaken** or by a white **Flower of Avalon**. This ability requires no casting time. *Druids gain this ability for free.*

## Deception

**Martial PP Cost:** 2

**Finesse PP Cost:** 1

**Magical PP Cost:** 3

**Range:** Self

**Duration:** 10 Minutes

**Stacking:** Base

The PC's LI resistance versus **Truth Force** and **Truth Sense**, is increased by 2 levels. *Bards gain this ability for free.*

## Define Trap

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can determine the lethality and general purpose of a known mechanical trap. The PC will know whether the trap, when triggered, will seal doors, release poison, activate pits, drop the ceiling, or cause some other effect. They will know the relative amount of damage caused by these effects (low – up to 20 % of the PC's base Hit Points to death, moderate – 20 to 50% of the PC's base Hit Points to death, or high – greater than 50 % of the PC's base Hit Points to death). *Rogues gain this ability for free.*

**Tier 1:** Define mechanical trap

**Tier 2:** Define magical trap, glyph, or sigil

## Distrust

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Modifier

The PC can use this skill to increase their LI resistance by 2 when an **Enthrall** or **Enthrall**-like effect is cast on them. For example, if a 4<sup>th</sup> level Rogue is targeted by a 4<sup>th</sup> level **Enthrall**, they can choose to increase their LI resistance to the 6<sup>th</sup> level and would not be affected. **Distrust** has no effect against any other abilities. This skill is an immediate counter. *Bards and Rogues gain this ability for free.*

## Enhanced Hearing

**Range:** Combat

**Duration:** 5 minutes

**Stacking:** Base

The PC can hear sounds such as chanting, casting, or shuffling, which are being made at a distance or beyond an obstacle. This skill does not give the PC linguistic abilities, and they will only understand conversations that are in a language they know. The PC must inform a GM they are trying to listen, and the results will be limited by GM knowledge. If an action happens too quickly for it to be communicated from the NPC to the GM and then to the PC, the PC will not hear clearly enough to discern the specifics of a conversation. However, if the PC overhears something such as a group of NPCs discussing whether they intend to let the PC s go or kill them, the GM will be able to pass along the basic details of the conversation. The use of this skill is governed by GM discretion.

**Tier 1:** The PC can overhear conversations up to 30 feet away or can listen through a normal door or wooden wall. The PC can deduce the creatures' race from hearing them speak.

**Tier 2:** The PC can focus on a single conversation and listen to just it, even if it is whispered on a noisy street or bar.

**Tier 3:** +1 vs concealed or invisible creatures that can be heard normally.

**Tier 4:** +2 vs concealed or invisible creatures that can be heard normally.

## Escape Bonds

**Range:**

**Duration:**

**Stacking:**

The PC can escape from any mundane bindings but will take 2 points of damage due to skin abrasion and other effects. It will take 1 minute to escape. *Pugilists gain this ability for free.*

## Forgery

**Range:** Touch

**Duration:** Permanent

**Stacking:** Base

The PC can create a forgery of an official document such as a letter, seal, or map that they either possess or have memorized via the **Memory** skill. The forgery will take 5 minutes to complete and will be effective at the PC's level; only characters of a higher level than the PC will recognize the item as a forgery. This skill does not allow the PC to create counterfeit money. Any counterfeit item must be labeled "*Counterfeit*" along with the level of the PC, preferably on the back of the item. If a PC counterfeits a document or map, the copy does not have to be erroneous, and all the information it contains may be correct. This is an LI ability. *Rogues gain this ability for free.*

## Gauge Value of Treasure

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can accurately gauge the Blue Book value of treasure. They will not know exactly what the local populace will give for the item but will have a good estimate on which to base their bargaining for gems, jewelry, or other items of treasure. *Bards and Rogues gain this ability for free.*

**Tier 1:** Gauge non-magical treasure

**Tier 2:** Gauge magical treasure

## Instrument Focus (*Bard Class only*)

**Range:** Innate      **Duration:** Permanent      **Stacking:** Modifier

The PC's instrument is a +0-magic item in their hands. If it is sold, it reverts to a non-magical instrument. The instrument will function as an ability foci equal to the current Tier. *Bards gain this ability for free.*

**Tier 1:** The instrument is a +1 ability foci

**Tier 2:** The instrument is a +2 ability foci

**Tier 3:** The instrument is a +3 ability foci

**Tier 4:** The instrument is a +4 ability foci

## Intuit Code

**Range:** Self      **Duration:** Instantaneous      **Stacking:** Base

The PC can use this skill to reduce the difficulty of a code, find clues to the solution of a riddle, or even solve a puzzle. The amount of aid given is determined by game design and GM discretion.

## Kill Dagger (*Rogue Class only*)

**Range:** Combat      **Duration:** 5 minutes      **Stacking:** Base

The PC can make a small object called a **Kill Dagger**, which normally takes the form of a small object such as a small dagger or a ring with a needle, which is used to deliver a paralyzing poison. This poison is good for one game day or until used. For purposes of use in-game, the **Kill Dagger** is represented by a 1"x1" piece of duct tape that has been marked with an identifying symbol or name. The tape must be applied to the target by the PC's hand to indicate where the **Kill Dagger** was applied. This skill cannot be delivered or applied by a weapon or other implement. The PC must call "**Kill Dagger**," followed by the level of effect (their level +3) as the **Kill Dagger** is placed. If the PC does not call out the level of effect, the **Kill Dagger** will have no effect. The square of duct tape representing the **Kill Dagger** must be left in place as a representation of the skill's use.

When a **Kill Dagger** is applied between the shoulder blades or center of the back of a target creature, it delivers a poison that causes instant paralysis for 15 minutes or until a **Neutralize Poison**, **Freeze Poison**, or related ability is used on the PC. The target can be fed a **Neutralize Poison** potion as if they were unconscious (requires 5 seconds to administer). If delivered to any other part of the body, the target will suffer full paralysis in 5 minutes. If the poison is delivered to a limb, that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. Once paralyzed, the target may not cast spells or activate magic items, including an item of **Neutralize Poison**; autoactivated magic items will function normally. **Kill Dagger** poison is LI, which means the poison can only affect characters at the level of the **Kill Dagger** or below.

**Kill Daggers** work regardless of the target's armor or magical protections, except for **Concentration** during casting. **Kill Dagger** also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a **Kill Dagger**, however, if a shield is slung across the target's back, it is treated like a backpack and will provide no protection from this skill. A **Kill Dagger** has no effect on an undead creature and cannot be used on someone actively involved in combat.

The PC can carry as many **Kill Dagger** representations as they wish but must possess at least one for this skill to be used. A **Kill Dagger** can be used only by the PC who created it. This ability requires no casting time. Material component: **Kill Dagger** representation and a 1"x1" square of duct tape. *Rogues gain this ability for free.*

**Tier 3:** May apply **Kill Dagger** to a trap

## Kip

**Range:** Self

**Duration:** Until used or game day

**Stacking:** Other

This ability is an immediate counter to a **Knockdown**. The PC must loudly call out “**Kip**.” This ability cannot be used to counter **Sacrifice Throw**. The PC may only have a single use of this ability up at a time. This is a precast ability. *Pugilists gain this ability for free.*

## Leap

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can jump either a lateral distance of up to 20 feet or a vertical distance of up to 10 feet. **Leap** may be used to jump in-game chasms, pits, and other obstacles. The PC will still be affected by hits and spells while leaping, however, these effects will not prevent the **Leap** from being completed. The PC may not take any offensive actions, activate magic items, or activate pre-cast abilities for 5 seconds after completing the **Leap**; they can, however, fight defensively. This ability requires no casting time. *Pugilists gain this ability for free.*

## Physical Attack (Pugilist Class only)

**Range:** 10 feet

**Duration:** Instantaneous

**Stacking:** Modifier

This ability represents a significant martial arts attack delivered by hand, fist, or foot, and is represented by a thrown purple bean bag. The bean bag must be thrown at the target from 10 feet or less, and the PC may not hold any weapon in the hand that is delivering the **Physical Attack** [Note: Throwing the bean bag is considered to be a mechanic and can still be performed by a character with no arms]. The PC must call “**Physical Attack**” and the total damage of the attack when the bean bag strikes the target. Each **Physical Attack** does damage based on the Tier of the PC and added to the PC’s normal weapon damage.

**Tier 1:** +2 points of damage

**Tier 2:** +4 points of damage

**Tier 3:** +6 points of damage

**Tier 4:** +8 points of damage

**Physical Attack** functions like a weapon strike in terms of armor or protection but may not be blocked by a shield or parried by weapons. If a **Physical Attack** contacts any part of a character or their worn possessions, including their shield or weapon, the **Physical Attack** is successful and will cause damage. Damage from a **Physical Attack** is normal melee damage. If the use of **Physical Attack** triggers a **Physical Protection** or similar ability, the PC will take the abilities. The **Physical Attack** may be countered by **Dodge Blow** or **Evade**. 5 seconds must pass before the PC can use another ability or magic item. This ability requires no casting time. Material component: purple bean bag. *Pugilists gain this ability for free.*

## Pick Locks

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC may pick a lock. A PC may also accurately gauge the LI and Hit Points of a lock by inspecting it. A PC must have an IFGS lock pick, which must comply with the guidelines in **Chapter 16**, and they may carry as many lock picks as they wish. A PC may attempt to pick a particular lock a number of times equal to 2 times their Tier. Material component: Lock pick. *Rogues gain this ability for free.*

**Tier 1:** The PC must start at the beginning of the lock with each new attempt.

**Tier 2:** The PC gains 2 “Touches” per Tier, per lock. When the PC fails an attempt at **Pick Locks**, they can use this skill to continue their attempt at the point where they touched the lock, instead of having to start over from the beginning of the lock. The PC must call out “*Thief’s Touch*” immediately after they touch the lock; they do not have to declare the use of this skill before beginning to pick the lock. The PC

will not suffer any ill effect from touching the lock – it will be as if the touch did not occur. The Five-Second Rule does not apply to uses of this skill.

**Tier 3:** The PC may attempt to open a lock remotely. This will allow the PC to be out of the normal range of most needle traps etc. but is subject to game design. The PC will only get a single attempt at the lock but can use touches normally. The PC must be within 30 feet of the lock and able to see the lock. The PC should indicate where they are standing to the GM and move forward and pick the lock normally.

**Tier 4:** Once per day the PC may bypass a single lock entirely. This will also bypass any traps, glyphs, or sigils that are on the lock or opening. This does not remove the trap, glyph, or sigil and they will reset as soon as the door or container is shut. The PC must state, “*Bypass lock*” and open the door or container the lock is on. This is subject to game design.

## Purple Staves (*Pugilist Class only*)

**Range:** Innate

**Duration:** Permanent

**Stacking:** \*Base

The PC may use 2 purple staves of no more than 24 inches. These simulate unarmed combat. Damage done to the staves does not affect the PC except for **Electrify**. Material component: Two purple staves and brown flags. *Pugilists gain this ability for free.*

\***Tier 1:** Stave is a +0 weapon

\***Tier 2:** Stave is a +1 weapon

\***Tier 3:** Stave is a +2 weapon

\***Tier 4:** Stave is a +3 weapon

## Safe Fall

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC is protected from damage caused by a single in-game fall if the distance of the fall is no greater than 10' per level of the PC. For example, a 3<sup>rd</sup> level PC using **Safe Fall** would take no damage from a fall of 30' or less. If the PC takes a longer fall, they will receive no protection with this ability. Falling damage varies and is defined by game design. This ability requires no casting time, and the Five-Second Rule does not apply to its use. *Pugilists gain this ability for free.*

## Sense Poison

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can sense the presence of poison and determine what general type of poison is present by thoroughly inspecting or smelling a single object or character. *Rogues gain this ability for free.*

## Sense Traps

**Range:** Self

**Duration:** 10 minutes

**Stacking:** Base

The PC will sense all traps within the area of effect, whether they are visible or hidden in a path that is 3 feet wide by 10 feet long by 10 feet in height for the duration of the ability. The ability moves with the PC and can be used in both indoor and outdoor environments. The PC can move no faster than a walk to use **Sense Traps** effectively. The location and nature of each trap (magical, mechanical, or glyph) will be sensed, but the PC will not know what will trigger the trap or what type of damage it will cause. This skill is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. *Rogues gain this ability for free.*



## Song of Rest (Bard Class only)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

This ability acts as a short rest, allowing the PCs to regain life points based on their Tier. A PC can only benefit from this ability 2 times per day, no matter the source. This ability will not allow a PC to exceed their maximum points and requires 5 minutes of rest. This may be shortened by GM due to game mechanics. *Bards gain this ability for free.*

**Tier 1:** Each PC regains 5 life points

**Tier 2:** Each PC regains 10 life points

**Tier 3:** Each PC regains 15 life points

**Tier 4:** Each PC regains 20 life points

## Timing

**Range:** Self

**Duration:** 1 hour

**Stacking:** Base

The PC can accurately track times up to an hour's length. The PC should inform the GM of their intent to use **Timing**; the GM will use their watch and inform the caster when a specified amount of time has elapsed. *Pugilists gain this ability for free.*

## Tier 2 - Finesse

### Bargain

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can reduce the price of any single purchase (not necessarily one item) by 10% (round up). When the PC pays for the item(s), they must inform the other party in the transaction that they are using the **Bargain** ability, and the price will be appropriately lowered. This ability cannot be used more than once on a purchase. A

**Bargain** may not be countered by another **Bargain**.

Alternately the PC may sell one mundane or magical item to a person who receives and disposes of stolen goods, called a fence. By doing so, the PC will receive 75% of the item's gold piece price per the current bluebook instead of the standard 65%. This skill does not prevent the PC from trying to locate a fence in a town during a game; if the PC does locate an in-game fence, it will not count as a use of this skill.

### Disengage

**Range:** Melee

**Duration:** 15 seconds

**Stacking:** Base

The PC can prevent a target from attacking or pursuing them. The PC must call out "**Disengage**" followed by the level of effect. If the target is less than or equal to the level of effect called by the PC, they may not pursue or attack the PC with hand-held melee damage for 15 seconds. The PC must immediately **Disengage** from the target and cannot attack the target for the same duration. The disengagement can be ended if the PC is unable to move or is knocked down for any duration. 5 seconds must pass before the PC can use another ability. This is an LI skill.

### Disguise

**Range:** Self

**Duration:** 5 minutes/level

**Stacking:** Base

The PC can alter their appearance effectively enough to fool all targets of their level or below. If the PC only wishes to change their general appearance, no costume changes are required. However, if they want to look like a beggar, castle guard, or another specific type of individual, at least a 50% appropriate costume change is required (subject to GM discretion). If the PC wants to look like a member of a group of people that either dress in distinctive tabards or have unique marks, the PC must have a similar tabard or mark. For example, if the PC wanted to look like a member of the Black Dragon Guards, a Black Dragon tabard would be required.

If someone questions whether they recognize the disguised PC, the PC must state "**Disguise**" followed by their level. If the level of the person questioning the PC is equal or lower than the PC's, the individual will be unable to see through the **Disguise**. Anyone of a higher level than the PC will note only that the PC is disguised but will not readily perceive the PC's identity. The PC must state the **Disguise** is removed for their exact identity to be revealed. **True Sight** penetrates this skill and will not only reveal the PC is in **Disguise** but will reveal the identity if it is known by the PC. This skill cannot be dispelled by **Dispel Magic**. This is an LI skill. Material component: green flag.

**Tier 2:** Can disguise themselves

**Tier 3:** Can disguise others equal to their Tier

**Tier 4:** Can mimic a specific person

### Evade

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can completely **Evade** a single missile attack, or single target damaging spell or ability. This ability cannot be used against a **No Defense** ability such as **Backstab**, **Bind Weapon** or to counter damage from **No Defense** damage such as **Wrath** or **Physical Protection**. This ability is an immediate counter and requires no casting time. *Pugilists gain this ability for free.*

## Find Herbs

**Range:** Touch

**Duration:** Game Day or until used

**Stacking:** Var.

The PC can prepare a potion from one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The PC must specify which type of herb or root they are preparing and will only prepare enough to affect one creature at one time. The PC is assumed to have gathered all the raw materials for this ability at the beginning of the game day. The PC must spend 10 seconds preparing the root or herb for use. Once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first. Any character can brew a potion from a prepared herb or root by simply adding it to ½ cup of water. Once brewed, this potion will last for the game day or until used.

The ability point expenditure for this ability is incurred when the PC prepares the herb or root. If the PC purchases already-prepared herbs or roots, or finds them through other means, they will not have to expend ability points to create potions from them.

- **Athelas** – When a potion brewed from this herb is consumed, it will neutralize the effects of all known poisons including **Red Death** or **Spell Plague**. This herb does not restore lost Hit Points but does prevent further loss or disease from all neutralized poisons.

- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to them and will behave accordingly. If the target obtains and drinks a Damiana potion without receiving it from another character, they will fall in love with the next suitable target that they encounter, based on GM discretion. This herb will affect any creature that is equal or lesser in level to the PC who prepared it. The effect of this herb is like the effects of **Enthrall** and can thus be countered with an ability such as **Distrust**. Duration: 15 minutes out of combat or 1 minute in combat.

- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma. The target will die 2 hours after falling into a coma. This poison can be neutralized with a **Neutralize Poison** or related ability.

- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast a single unknown ability of their tier or less for a brief time. This potion does not negate any of the target's other abilities. Duration: 5 minutes or the end of the current combat, whichever is greater.

- **Hellebore** – When a potion brewed from this root is consumed, the target's melee, thrown, and missile damage will be at +2. Duration: 5 minutes or the end of the current combat, whichever is greater. Stacking: Modifier.

- **Melange** – When a creature drinks a potion made from this root, they will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary. They will receive information from the GM about the current adventure or their future, at the GM's discretion. The trance cannot be broken before the duration has passed except by a **Freeze Poison**, **Neutralize Poison**, or related Ability. Duration: 5 minutes.

## Immunity to Poison

**Range:** Self

**Duration:** 5 minutes or 1 Combat

**Stacking:** Base

The PC will be immune to any poison including **Red Death** and **Kill Dagger** poison for 5 minutes or until the end of the current combat, whichever is longer. If the PC is the target of a Toxin Poison while under the effects of this ability, they will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the PC's system are neutralized. This ability can be used as an immediate counter.

## Intercept trap or glyph

**Range:** Self                      **Duration:** Until used or game day                      **Stacking:** Other

The PC may intercept any single trap or glyph the designated target would normally take. The PC may only have a single use of this ability up at a time. The PC may not absorb a trap or glyph they would normally be affected by. If both the PC and their designated target are caught in the same trap that creates a **Fireball**, this ability may not be used since the PC is also affected. All restrictions of the trap or glyph still apply. This is a precast ability.

## Ki'ai (Kee-eye)

**Range:** Combat                      **Duration:** Instantaneous                      **Stacking:** Base

The PC can focus energy through sound to perform a sonic attack using their voice. The PC must call out “*Ki'ai, x points, 5-second Knockdown*” after identifying the targets. This attack is not considered to be magical and cannot be countered by an ability such as **Spell Defense** or **Evade**. *Pugilists gain this ability for free.*

**Tier 2:** Deals 2 points of damage per level

**Tier 3:** The target will also take a 5-second **Knockdown**

**Tier 4:** The target will also take a 5-foot **Knockback**

## Obscure Class

**Range:** Self                      **Duration:** Until used or game day                      **Stacking:** Base

The PC can obscure their class from someone using the **Know Class** skill. The PC must select an alternative class to be projected by this skill, this choice will remain in effect for the duration of the skill. *Rogues gain this ability for free.*

## Sense

**Range:** Self                      **Duration:** Game Day or until used                      **Stacking:** Modifier

The PC can increase their awareness to sense an impending **Backstab**, thus avoiding some of the damage. This ability will negate ½ of the damage (round down) from the next **Backstab**.

Alternately it will neutralize the poison from the next **Kill Dagger** used against them. The duration of this ability is until used or one game day, whichever comes first. *Pugilists gain this ability for free.*

## Throw

**Range:** Melee                      **Duration:** Instantaneous                      **Stacking:** Base

The target creature is knocked down for 5 seconds. There may be no obstructions, such as another person, a tree, or a medium-sized bush, between the PC and the target. If using **Throw** triggers a **Physical Protection** or **Earth Slap**, the PC will take the spell damage and the target will still be affected by the **Knockdown**. This ability requires no casting time. *Pugilists gain this ability for free.*

**Tier 2:** Throw a single target

**Tier 3:** The throw affects everyone in a 5-foot diameter circle

**Tier 4:** Both the target and the PC are knocked down for 5-seconds. This is considered **No Defense** and may not be evaded or dodged. The PC must call out “*Sacrifice Throw, no defense.*”

## Truth Sense

**Range:** Combat                      **Duration:** 10 minutes                      **Stacking:** Base

The PC can determine when a target of their level or below is telling lies but will not know which exact words are lies. Omissions of truth will not be revealed by this skill.

**Tier 2:** The PC will sense a lie

**Tier 3:** The PC will sense an omission

**Tier 4:** An affected target is compelled to tell the truth. The target cannot avoid answering by remaining silent. The target must answer all questions as truthfully and completely as they can. This is an LI ability.

## Tier 3 - Finesse

### Aspect of the Shadow Pact

**Range:** Self

**Duration:** 1 combat

**Stacking:** Var.

The PC fully embraces their shadow self, gaining the following abilities. The PC may use each ability for free, but they must be used during the combat. 5 seconds must pass between each use.

- The PC may **Phase Out** into and out of the shadows 1 time per Tier. The PC may dispel this at will.
- The PC may use **Evade** one time.
- 

### Brew Poison

**Range:** Touch

**Duration:** Until used

**Stacking:** Modifier

The PC can brew a poison and use it to coat one of their hand-held melee weapons or load it onto an arrow. For a melee weapon, the PC's next successful strike with the target weapon will inflict the poison on the target, in addition to causing the weapon's melee damage. The PC must call out the name of the poison and the amount of melee damage after the first successful strike. Only the PC who brewed the poison may use it, and they can only have one poison available at a time. If the melee strike misses or is blocked, the poison is not used. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

**Tier 3:** The PC can brew a **Venom Poison**.

**Tier 4:** The PC can brew a **Red Death** poison

### Conductor

**Range:** Melee

**Duration:** Instantaneous

**Stacking:** Base

The PC can act as a director and inspire another player. When the PC assists another player who casts any single target ability, that ability will affect all targets within a 10-foot radius centered on the PC. The PC must cast this ability at the same time the ability being affected is cast. *Bards gain this ability for free.*

### Discern Person or Creature

**Range:** Combat

**Duration:** 5 minutes per level

**Stacking:** Base

The PC may study a person or creature for the next 15 seconds and will detect any lie or falsehood that is told. The PC must be in reasonable (GM Discretion) proximity to the person being observed and able to see and hear the person. Additionally, this will tell the PC if the target is under any type of enchantment, compulsion, **Disguise**, or possession but not the specifics.

### No Defense Dagger

**Range:** Combat

**Duration:** Game Day or until used

**Stacking:** Base

The PC can enchant 2 daggers to cause damage independent of any defense. The amount of damage caused by the dagger is equal to the PC level with no other modifications allowed. The dagger will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the dagger. This ability will penetrate **Concentration**. If the dagger is countered by **Evade** the ability is still used, and the dagger is expended. This ability cannot be stacked with any other effect. The PC may only have two daggers modified by **No Defense Dagger** on them at any one time, and only the PC may use the **No Defense Dagger**. The dagger must hit either a body or a limb to be effective.

## Speed

**Range:** Self

**Duration:** 15 seconds

**Stacking:** Base

This ability enables the PC to move at a rapid **Speed** for the duration of the ability. The PC cannot be harmed by physical or magical attacks unless the other target is also in **Speed**. The PC must loudly announce “**Speed**” and run away with a visible purple flag in their hand. Other characters will be unable to pursue the PC for the duration of the ability, unless they are also using **Speed**, and will not be able to interact with or affect the PC until the ability ends. The use of this ability does not stop time – the PC only moves faster than everyone else. When a PC uses **Speed**, all other individuals should ignore them for the duration of the ability, combat, or other interactions which continue as normal for all other participants. The PC may use this ability to initiate or continue combat, however, they must drop the flag and end the **Speed** prior to making an attack. **Speed** will last for 15 seconds or until the PC stops running, whichever comes first. This ability requires no casting time. Material component: purple flag. *Pugilists gain this ability for free.*

## Tier 4 - Finesse

### Diversion (Rogue Class only)

**Range:** Innate

**Duration:** Instantaneous

**Stacking:** Base

At this Tier, the Rogue has +2 to his LI versus any detect lie ability such as **Truth Force**. In addition, the PC may tell one falsehood at their level +2 even if affected by a **Truth Force**. Any target affected by the Rogues LI will believe the falsehood 100%. The Rogue may attempt this ability only 1 time per Tier, per day at no point cost.

### Precognition (Pugilist Class only)

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC receives information regarding the general nature of the immediate future. They will receive a picture in their mind (by GM description) of the next encounter in the game. The PC will be informed of how many people or creatures are in the encounter, how they are dressed, what weapons they carry, and other visual details. They will not be informed of the intent of the people they see and will not know whether they mean to attack or be friendly. This ability is governed by GM discretion. This ability may yield unreliable information in a world game where non-player and player characters are free to roam and encounter whatever they choose. *Pugilists gain this ability for free.*

### Unraveling Song (Bard Class only)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

This ranged ability causes all abilities that are present on the target creature to immediately be dispelled. This song will not affect any ability that has a duration of until used. This does not prevent the spells from being recast. This ability causes such a strain on the PC that they may only cast it once a day. *Bards gain this ability for free.*



## Spell Path Abilities

Spell path abilities cost a single pick point for Clerics, Druids, and Magic Users. These abilities will cost two pick points for any other class. Tier 4 abilities in this path may only be taken by Clerics, Druids, and Magic Users.

### *Tier 1 - Spell*

#### Animal Mind

**Range:** Combat

**Duration:** \*Varies

**Stacking:** Modifier

The affected target believes and acts as if they have been transformed into an animal. The ability affects the target's mind but does not actually change their form. The target will take on behaviors of the animal, as described below. The caster must specify one of the animals listed below when casting this ability. This is an LI ability.

\*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first.

The target will understand normal speech but will be unable to speak or cast abilities for the duration of this ability. They may defend themselves in combat but cannot take any offensive action. Spells in effect will continue for their normal duration. The target is not required to walk on hands and knees but may do so if they wish. They will not gain any physical abilities beyond their own, such as the butterfly's ability to fly.

- **Bear:** Target creature will go into the woods to eat plants, berries, and fish.
- **Butterfly:** Target creature will "fly" in erratic patterns from plant to plant searching for flowers.
- **Cat:** The target creature will behave with a mix of curiosity and caution.
- **Dog:** Target creature will run from combat and bark from a safe distance and will be interested in smells.
- **Rabbit:** Target creature will run from danger and try to hide. They will act timid, fearing others if they approach.

#### Animal Tamer

**Range:** Self

**Duration:** 10 Minutes

**Stacking:** Base

The PC can pacify, or perhaps befriend, a non-sentient and non-magical animal. The animal must be a natural creature of the wild (for example, a bear, eagle, lion, gorilla, or wild horse), and can be either hostile or peaceful. The creature will, at the very least, allow the PC and any nonbelligerent members of their party to pass unharmed (GM discretion). If the PC harms or indirectly causes harm to come to an animal under the effects of ***Animal Tamer***, the ability will immediately end. The PC could re-cast the ***Animal Tamer***, but they would have to spend the additional points to re-cast the ability. The animal will resume its previous attitude towards the PC when this ability ends. *Druids gain this ability for free.*

#### Awaken

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

This ability will awaken a magically or naturally sleeping target, including one slept by ***CrashTime*** or in ***Death Feint***; however, this ability will not awaken a target slept by a purple ***Flower of Avalon***. The recipient of an ***Awaken*** will immediately become alert and is free to fight, walk, cast spells, or perform any other action.

## Blessed Bolt (Cleric Class only)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The Cleric causes a single undead creature to take 4 points of damage per level of the PC. The Cleric may specify either Holy or Profane damage. This ability only works on undead creatures no matter what type of damage the caster calls. *Clerics gain this ability for free.*

**Tier 1:** The target undead will take 4 points of damage per level

**Tier 2:** The strike becomes a 5-foot diameter ball

**Tier 3:** The target will also take a 5-second **Knockdown**

**Tier 4:** The target will also take a 5-foot **Knockback**

## Bump of Direction

**Range:** Plane

**Duration:** Instantaneous

**Stacking:** Base

The PC will get a sense of which direction the party needs to go when lost or when trying to determine the direction to a specific person, object, or location. Results are subject to GM discretion and knowledge. This ability will only give one immediate “bump” in a particular direction and can only locate something or someone on the same physical plane as the PC.

## Camp Fire

**Range:** Combat

**Duration:** 10 minutes per level

**Stacking:** Base

A 1’ radius campfire will appear on the ground (dirt, rock, floor, etc.). The fire will burn without fuel regardless of the environment. If **Camp Fire** is cast beneath an individual, they will have 10 seconds to leave the area of effect before they will begin taking damage. If they do not leave the area of effect, they will take 2 points of damage per level of the PC that cast the ability, every 5 seconds. Items are not set on fire by this ability (whether flammable or not), but heat and light are produced. The reverse of this ability will put out a 1’ radius or smaller fire.

## Circle of Life

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can sacrifice another creature (NPC) to raise a character who has died and return them to 1 hit point. The sacrifice must be either willing, bound, helpless, or unconscious. This acts as a coup-de-gras and will kill a target immediately. The target will lose ½ of their level (rounded up) in permanent life points and will be at -2 versus all LI effects for the remainder of the game day. The character will be raised at the same level with the same number of ability points and the same number of experience points they had before they died. This ability has no effect on the undead or animated body.

## Clinging Vine

**Range:** Combat

**Duration:** \*Varies

**Stacking:** Base

Plants will animate and grow to entangle all creatures within the area of effect, however, if the PC who casts the ability is within the area of effect, the Clinging Vine will not affect them unless they choose to be. All affected creatures will immediately be fully entangled and immobile and will be unable to cast abilities, activate items, or fight. An unaffected creature may free an entangled creature by chopping at the plants with a weapon for 15 seconds. Once freed, the entangled creature can fight only defensively for the next 5 seconds while they role-play disentangling themselves.

When this ability is cast at Tier 2 or higher, it will additionally deal 3 points per Tier of damage to all affected creatures.

\*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first. The vines created by this ability provide no protection if an entangled creature is attacked. If an entangled creature becomes unconscious, they will fall. An entangled creature may choose to fall at any time but may not get back up until they are freed, or the ability duration expires. Any creature that enters the area of effect after the ability is cast will not become caught in the vines. This ability will work in both indoor and outdoor environments. This is an LI ability for the **Root** ability only. *Druids gain this ability for free.*

**Tier 1: Root** for 5 minutes

**Tier 2:** 3 points of damage

**Tier 3:** 9 points of damage

**Tier 4:** 12 points of damage

## Consecrate/Desecrate Ground

**Range:** Combat

**Duration:** Permanent

**Stacking:** Modifier

This ritual transforms a 15-foot radius area into either Holy or Profane ground. The type of energy channeled is determined by the PC casting. There must be a focal point for this ability. This can be as simple as a makeshift altar, a tree, a carved rune, etc. if the PC can articulate the relevance to their deity. This ability is LI when counteracting the effects of an opposing energy. The ritual takes 5 minutes to cast, and the duration is permanent. The casting time can be decreased by 1 minute for each follower of the deity that the area is being consecrated to but cannot be shortened to less than 10 seconds.

**Consecrate/Desecrate** may be removed by (1) another **Consecrate/Desecrate** (2) by a ritual **Dispel Magic** performed with similar costs and requirements as a **Consecrate/Desecrate** or (3) destruction/desecration of the focal point per GM discretion.

A Cleric on ground **Consecrated** to their deity is at +1 LI when turning undead if they are within the 15-foot radius. Good-aligned Clerics gain this same bonus on Holy ground while Evil aligned Clerics gain this bonus on Profane. A Cleric will know immediately when they enter consecrated ground. *Clerics gain this ability for free.*

## Converse

**Range:** Combat

**Duration:** 5-minutes/level

**Stacking:** Base

All affected creatures will be able to converse in and understand all non-magical languages spoken around them. Additionally, it grants the individuals the ability to translate non-magical written text. Once the spell is cast, the targets are free to move about as they wish and do not have to remain in proximity to the PC who cast the ability.

## CrashTime

**Range:** Combat

**Duration:** \*Varies

**Stacking:** Base

All affected targets within a 5' radius circle fall asleep. Affected targets will be unable to use abilities or activate magic items, although spells already in effect will continue to be in effect for their normal duration. **CrashTime** affects each target separately.

\*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first.

Noise or damage will not cause a target to awaken. Measures taken to awaken a target will only work for that target. Arcane methods that can awaken a target include **Awaken** or a white **Flower of Avalon**. The only physical means that can be used to wake the affected targets is to lightly shake the targets for 15 seconds. For the first 5 seconds after waking up, the target can do nothing but defend themselves. The PC will not be slept by their own ability unless they choose to be. This is LI.

## Dead Eye

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

A magical projectile flies from the PC's hands and hits a single target. The **Dead Eye** will cause 2 points of damage per level of the PC. The projectile is a physical one and is not blocked by abilities that affect spells but may be blocked by **Ranged Protection**. *Magic Users gain this ability for free.*

## Defense

**Range:** Self

**Duration:** Until used or 1 game day

**Stacking:** Modifier

The PC will gain additional armor in the form of temporary hit points equal to 5 points per Tier. These points will be added to the caster's total current hit points plus armor and will only last until removed by damage taken. This ability will not stack with additional abilities that grant hit points, including itself. Material component: blue flag.

**Tier 1:** +5 Hit Points

**Tier 2:** +10 Hit Points

**Tier 3:** +15 Hit Points

**Tier 4:** +20 Hit Points

## Detect Good/Neutral/Evil

**Range:** Self

**Duration:** 30 seconds

**Stacking:** Base

The PC can detect either Good, Neutral, or Evil emanations from all targets in the affected area. This ability works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved. The PC must specify whether they are detecting for Good, Neutral, or Evil, for each use, and they will receive a simple Yes or No to show whether the chosen emanation is within the area of effect. This ability requires no invocation, but 30 seconds must pass between uses. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. *Clerics gain this ability for free.*

## Detect Magic

**Range:** Self

**Duration:** 30 seconds

**Stacking:** Base

The PC can detect the existence of magical creatures, pre-cast abilities, active abilities, and magical items. This ability works in a path that is 3 feet wide by 10 feet long by 10 feet in height that may be moved. The caster will receive a simple Yes or No to show whether magic is present within the affected area. Characters with ability points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active abilities. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. The duration of this ability is 30 seconds, but 30 seconds must pass between uses. *Magic Users gain this ability for free.*

## Diagnose

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC will be informed of all negative effects (including drunkenness, disease, curses, poison, **Enthrall**, **Fog Brain**, and paralysis) that are afflicting any one creature. If the target is under the effects of a curse or an ability such as **Enthrall**, the PC will be informed of the level of effect of the curse or ability.

## Dropsy

**Range:** Combat

**Duration:** Special

**Stacking:** Base

The target must immediately drop all items they are holding in their hands. The duration of the effect is 5 seconds. A person must open both hands and drop arms and fingers downward when dropsied. If a shield falls off the arm, it falls off, but if it is strapped on in such a way that it does not fall when the arm is pointed downwards, and the hand is opened, the player does not need to unstrap the shield and remove it.

## Electrify

**Range:** Self

**Duration:** Until used or 1 game day

**Stacking:** Modifier

The PC is imbued with an electrical charge that can be discharged at will through a hand-held weapon strike.

**Electrify** may only be delivered once per casting of the ability. This ability delivers additional damage per Tier.

**Tier 1:** +3 damage

**Tier 2:** +6 damage

**Tier 3:** +9 damage

**Tier 4:** +12 damage

The PC may only release an **Electrify** through a weapon touch (not with physical contact). The shock will not be blocked by the target's clothing, weapon, or shield, and is not negated if the target is "grounded."

For purposes of stacking, there are two ways to discharge this ability:

1. as damage when used against a weapon or shield, i.e. If the PC discharges the **Electrify** with a hit to the target's weapon or shield, the PC should call out "**Electrify**," followed by the ability damage.
2. as a damage enhancement when combined with a weapon strike to the target, i.e. The PC discharges the **Electrify** with a hit to the target's limb or torso and calls out "**Electrify**," followed by the ability damage plus the melee damage caused by the weapon. You cannot stack additional damage enhancements, such as **Strong Arm**, when this is used in conjunction with a weapon strike.

In all cases, the entire amount of damage (including the damage caused by the weapon, if applicable) counts as ability damage for effects such as **Spell Absorption**, and as electrical damage for purposes of **Spell Protection**.

Material component: red flag.

## Elemental Strike

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can release an elemental strike that will affect 1 target. The strike may be either Earth, Fire, Ice, Lightning, Holy, or Profane damage.

**Tier 1:** The target will take 3 points of damage per level

**Tier 2:** The strike becomes a 5-foot diameter ball

**Tier 3:** The target will also take a 5-second **Knockdown**

**Tier 4:** The target will also take a 5-foot **Knockback**

## Enhance Armor

**Range:** Combat

**Duration:** Until used or 1 game day

**Stacking:** Modifier

This ability provides additional armor for every Tier of the caster. Each target affected by the ability is considered to have the ability in effect on an individual basis, therefore, when the duration of the ability ends for one target, it is not necessarily over for other targets that were affected by the ability. This ability can also be dispelled on an individual basis. The caster may specify up to 10 individuals, including themselves, to be the targets of this ability.

**Tier 1:** +5 Hit Points

**Tier 2:** +10 Hit Points

**Tier 3:** +15 Hit Points

**Tier 4:** +20 Hit Points

## Enthrall

**Range:** Combat

**Duration:** \*Varies

**Stacking:** Base

An affected target will regard the PC as an important friend and ally and will trust and believe whatever the PC says. Under no circumstances will an affected target act to harm the PC, and they will give consent to have additional non-damaging spells cast on them by the PC. The target will not do anything that goes against their own basic nature or that seems dangerous to them, with the exception they will do their best to defend the PC against attack. If the PC attacks the target, the **Enthrall** will immediately end. This is an LI ability.

\*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first.

## Faery Lights

**Range:** Self

**Duration:** 30 Minutes

**Stacking:** Base

A beam of light emits from one of the PC's hands. The beam is represented with a flashlight and can extend up to 50 feet from the PC. The PC cannot hold any other objects with the affected hand for the duration of this ability. The beam can be used to illuminate targets for ability casting at night, but care should be taken to avoid shining the light into anyone's eyes. An invisible creature that approaches within 50 feet of a **Faery Light** is no longer invisible but still concealed per the ability **Conceal**. Material component: Flashlight.

## Flare

**Range:** Combat

**Duration:** 30 minutes or until used

**Stacking:** Base

A small luminous ball of fire, ice, earth, or lightning is produced. The flare will provide enough light to see by within a range of 15 feet. The flare will not ignite any material. The **Flare** may be thrown at any target within combat range of the PC, will always hit, and will cause 2 points of damage per level of the PC. The PC must call "*Flare, X points, (elemental type).*" The **Flare** is then destroyed. The PC can cast a **Flare**, carry it for a few minutes, and then choose to throw it. The PC can only have one **Flare** active at a time.

## Foresee

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can communicate with their god or goddess to divine whether a particular action will be boon (positive) or bane (negative) for the PC and their team. Only one question can be asked per casting and the answer will be a simple "*Boon*" or "*Bane*."

This ability is limited to one question per Tier of the PC per game day. Ability cost is variable and progressive, the first time this ability is used in a game-day it costs 1 ability point, the second use costs 2 ability points, the third use costs 3 ability points, and so on.

## Freeze Disease

**Range:** Touch

**Duration:** 30 minutes

**Stacking:** Base

The effects of all diseases on the target are halted for 30 minutes. This ability will not reverse any damage or effects caused to the target before the ability is cast but will temporarily suspend the ongoing effects of the disease that is affecting the target at the time of casting. This ability does not provide the target with immunity from any diseases that are contracted after the ability is cast.

## Freeze Poison

**Range:** Touch

**Duration:** 30 minutes

**Stacking:** Base

The effects of all poisons, including **Red Death** and **Kill Dagger**, on the target are halted for 30 minutes. This ability will not reverse any damage or effects caused to the target before the ability is cast but will temporarily suspend the ongoing effects (such as **Kill Dagger**) of poisons that are affecting the target at the time of casting. This ability does not provide the target with immunity from poisons that are encountered after the ability is cast.

## God's/Goddess's Boon (Cleric Class only)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

This ability acts as a short rest, allowing the PCs to regain ability points based on their Tier. A PC can only benefit from this ability 2 times per day, no matter the source. This ability will not allow a PC to exceed their maximum ability points and requires 5 minutes of rest. This may be shortened by GM due to game mechanics. *Clerics gain this ability for free.*

**Tier 1:** Each PC regains 5 ability points

**Tier 2:** Each PC regains 10 ability points

**Tier 3:** Each PC regains 15 ability points

**Tier 4:** Each PC regains 20 ability points

## God's/Goddess's Favor (Cleric Class only)

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Modifier

The PC is empowered to cast the following abilities at a higher level. **Turn Undead, Control Undead, Speak with Dead, Blessed Bolt, Blessed Arrow, Disrupt, Create Sigil, and Additional Armor and Damage vs. Supernatural.** For example, a 4<sup>th</sup> level Cleric would **Turn Undead** at 5<sup>th</sup> level, and at 7<sup>th</sup> level the Cleric turns at 9<sup>th</sup> level. *Clerics gain this ability for free.*

**Tier 1:** +1 LI

**Tier 3:** +2 LI

## Haven

**Range:** Self

**Duration:** 5 minutes per level

**Stacking:** Base

All affected opponents within 50 feet of the target character cannot attack the recipient of this ability. They can still communicate with or follow the target. This ability does not affect the targeting or damage of area effect attacks. Affected creatures cannot attempt to dispel the **Haven**.

The recipient of the ability may not take any offensive actions while the ability is in effect and may not take any offensive actions for 5 seconds after the ability ends, even if the ability is ended by a **Dispel Magic** or dismissed by the recipient. A character with a **Haven** in effect can use defensive spells such as **Wrath** and can change targets while under the effects of the **Haven**.

The Consent Rule applies when casting **Haven** on another character. **Haven** can be ended by a **Dispel Magic** of equal level to the LI level the **Haven** was cast at, or by the recipient loudly calling out "Dismiss Haven" and removing the yellow flag. This is an LI ability, but unlike other LI spells, it can be cast up to 2 levels higher than the PC's level. This ability cannot be further increased by **LI Enhancement +1, LI Enhancement +2, Invoke**, or similar LI-changing abilities. Material component: yellow flag.

**Tier 3:** Can be cast in a 5-foot diameter circle that moves with the target.



## Heal

**Range:** \*Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can **Heal** themselves or another character. The PC may expend up to their level in ability points per **Heal** ability, except for 1<sup>st</sup> level PCs who may expend either 1 or 2 ability points per **Heal** ability. *Clerics gain this ability for free.*

**Tier 1:** Heals 2 Hit Points per ability point spent

**Tier 2:** Heals 3 Hit Points per ability point spent

**Tier 3:** The heal may now be cast at \*Range: Combat

**Tier 4:** The heal may now be an AOE in a 5-foot diameter circle

## Identify Potions

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can determine the specific nature of any potion and will know the type and strength of the potion.

## Insect Bane

**Range:** Touch

**Duration:** 5-minutes per level

**Stacking:** Base

The target has complete protection from all insects, including those summoned by **Insect Strike**. *Druids gain this ability for free.*

## Insect Strike (Druid Class only)

**Range:** Combat

**Duration:** 5 minutes

**Stacking:** Base

A small swarm of flying insects appears around the target. The target creature will be unable to cast abilities or activate magic items, and any melee damage done by the target is halved (round down). This is an LI ability. *Druids gain this ability for free.*

## Know Aura

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC will know the level of a creature, place, ability, or magic item. The PC must request the specific piece of information in which they are interested. For example, the level of the creature, level of the lock, level of the glyph, or approximate effect of a magic item. If the PC is interested in an ability that is affecting another creature, they will learn the exact name of the ability and the exact level at which an LI ability was cast.

## Know Religion

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC will know the religion of the target creature. The PC will also learn all information that would be gained from a **Religion Lore** on the same religion. This ability is subject to GM knowledge. The ability points are not used if the target does not follow a religion. If used on a consecrated area, this ability will inform the PC what deity the area is consecrated to.

## Mage's Script

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can write in a magical script that can only be read by another character using **Mage's Script**. The PC can write up to one page (8.5" x 11") of material per casting of this ability. The writing itself is not magical and can be destroyed by mundane means. *Magic Users gain this ability for free.*

## Mend

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

This ability will mend one object that has been damaged by an in-game effect, including **Warp** or **Weapon Shatter** unless prohibited by game design or GM discretion. **Mend** can only be used on an object or area that is non-magical, no larger than human-sized, and inanimate.

## Message

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can send a private message to a target who is within combat range. The message can be up to 1 minute in length when read aloud or spoken at a normal speed. The message should be written down or whispered to a GM. The GM will deliver the message to the recipient.

## Physical Protection

**Range:** Self

**Duration:** Until used or game day

**Stacking:** Base

A field is created around the PC that will cause damage to the first creature that contacts the PC with the intent to do harm. **Physical Protection** causes 4 points of damage per level of the PC.

If the PC physically attacks someone, they will take ½ of the damage from the field and their opponent will not be damaged by the field; the **Physical Protection** will be expended. The PC may still engage in non-offensive physical contact, such as healing or binding wounds. Accidentally bumping into someone is not considered to be offensive contact.

The damage caused by this ability cannot be avoided by **Evade** or **Dodge Blow** and cannot be affected by **Spell Absorption** or **Spell Negation**. The field is not dispelled when the PC falls asleep, becomes unconscious, or dies. Material component: red flag

## Repulse Good/Neutral/Evil

**Range:** Touch

**Duration:** 5 minutes per level

**Stacking:** Base

An aura is created around the recipient or item that will repulse all affected Good, Neutral, or Evil creatures to 10 feet. For each use, the PC must specify whether the ability will affect Good, Neutral, or Evil creatures. No part of the affected creatures, including hands or arms, may come within 10 feet of the recipient.

The recipient may not use this ability to force affected creatures to move, nor may the affected creatures force the recipient to move. If the recipient is within 10 feet of an affected creature when the ability goes into effect, the affected creature may not advance towards the recipient, if the affected creature moves, they must move directly away from the recipient until they are 10 feet away. This is an LI ability. Material component: yellow flag.

## Reveal Magic

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC reveals all magic in a 30' radius half-circle centered on the caster; in the direction they are facing. This ability provides the PC with a 'Snapshot' of all magic in the ability area, which they will remember after the ability is used. Results of this ability are subject to GM availability and knowledge; because of time constraints, the GM may be unwilling to catalog all items and people that radiate magic. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast and active abilities that require flags, and magic items are revealed. Characters are not themselves considered to be

magical and will not be revealed as magic if they have no pre-cast or active abilities. *Magic Users gain this ability for free.*

## Reveal Supernatural Creatures

**Range:** 30 feet

**Duration:** Instantaneous

**Stacking:** Base

The PC reveals all supernatural creatures (such as undead, lycanthropes, and demons) in a 30' radius half-circle centered on themselves, in the direction they are facing. This ability provides the PC with a 'Snapshot' of all supernatural creatures in the ability area, which they will remember after the ability is cast. The results of this ability are subject to GM availability and knowledge. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields.

## Savvy

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC is provided with information regarding the target's magical properties. The information provided is defined in game design and will often be comprised of multiple pieces of information. **Savvy** does not usually give information regarding curses but can do so by game design. *Magic Users gain this ability for free.*

**Tier 1:** Each use will provide 1 property of the item and will also identify the number of unknown properties that remain.

**Tier 2:** Each use will provide 2 properties of the item and will also identify the number of unknown properties that remain.

**Tier 3:** Each use will provide 3 properties of the item and will also identify the number of unknown properties that remain.

**Tier 4:** All properties of the items will be provided on a single use.

## Scry Glyph/Sigil

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can point to a single visible glyph or sigil and determine its name and properties such as level and effects. This ability will not identify what action will trigger the glyph or sigil.

## Spook

**Range:** Combat

**Duration:** 15 Seconds

**Stacking:** Base

This fear-based spell causes the target to run away from the PC for a period of 15 seconds. This is an LI ability.

## Spring Water

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC may **Purify** up to 5 gallons of naturally polluted water. This ability has no effect on magically altered water.

## Strong Arm

**Range:** Touch

**Duration:** 1 Combat

**Stacking:** Modifier

The damage caused by the target increases. Only melee weapons wielded by the PC will benefit from this ability. This ability does not affect the recipient's damage with any thrown or missile weapons.

**Tier 1:** +1 Damage

**Tier 2:** +2 Damage

**Tier 3:** +3 Damage

**Tier 4:** +4 Damage

## Undead Control (Cleric Class only)

**Range:** Varies

**Duration:** Varies

**Stacking:** Base

The PC can channel the power of their deity to **Turn Undead** creatures of their level or below. When attempting to **Turn Undead**, the PC should hold out their holy symbol and call out “Turn”, their level of effect, and the targets to be turned. If the targets are affected, they must turn directly away (180 degrees) from the PC and move away at normal speed for 1 minute. If attacked during this skill the affected targets may fight normally if they continue to move away from the PC who performed the **Turn Undead**. The PC may attempt to **Turn Undead** once every 5 seconds.

If an undead creature is under the effects of a **Control Undead** spell cast by another character, the PC may still attempt a **Turn Undead**. If the turning is successful, the character controlling the undead creature will only be able to issue orders that do not interfere with the requirements of **Turn Undead**. For example, for the duration of the turn, the undead could only be commanded to do whatever actions it could normally perform while walking in a particular direction. This is an LI ability.

**Tier 1:** Turn undead

**Tier 2:** Control Undead

The PC can completely control all undead creatures of the PC’s level or below within a 5’ radius circle for 5 minutes per Tier. All affected undead will understand the PC for the duration of the spell. If a PC tries to use **Control Undead** on a creature that is already controlled by another PC’s **Control Undead** spell, the higher-level spell will be the one in effect. If the two spells are the same level, the first **Control Undead** will remain in effect. This is an LI ability.

**Tier 3:** Animate Undead

The PC changes a dead body into a zombie-like creature that will obey simple commands from the PC, or a single person designated by the PC. The zombie is an exact match of the body it was when it died. The animated creature cannot speak and must walk very slowly. The animated creature will have ½ the original Hit Points (round down) of the living creature it was and the same values for armor and damage as the living creature. The animated creature can fight, but cannot cast abilities, or activate magic items. The PC can only affect creatures that were of their level or lower before their death.

Animated creatures are vulnerable to all undead and supernatural effects listed in this ruleset. They cannot be commanded to follow the instructions of more than one person at a time. A **Control Undead** of a higher level than the **Animate Dead** that is cast on an affected target will take control. If an animated creature is killed and then reanimated, they will only have ½ the number of Hit Points that they had from the previous animation. -For example, they will have ¼ of their original Hit Points when animated for a 2<sup>nd</sup> time and 1/8 of their original points when animated for a 3<sup>rd</sup> time-. The PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from their regular duties. This ability has a maximum duration of one game day.

**Tier 4:** Raise Dead

The PC can raise a character who has died and return them to 1 hit point. The character will be raised at the same level, the number of ability points, and the number of experience points as before they died. This ability has no effect on the undead or animated body. *Clerics gain this ability for free.*

## Warp

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can **Warp** a wooden object out of shape, which will render it useless. **Warp** can be used against held or worn items such as a mundane bow or staff but has no effect on magical items or weapons. A quiver of arrows is one object for the purpose of this spell. Warped items can be repaired with a **Mend** or reverse **Warp**, but not by **Dispel Magic**.

**Tier 1:** The PC can affect up to 3 cubic feet of wooden material.

**Tier 2:** The PC can affect up to 3 cubic feet of wooden material per Tier.

**Tier 3:** The PC can now affect two separate objects, but their total area is still limited to the Tier.

**Tier 4:** The PC can now affect a metal, non-magical object.

## Tier 2 - Spell

### Acuity

**Range:** Self

**Duration:** Until used or game day

**Stacking:** Base

The PC will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. The PC will permanently remember the occurrences unless affected by another ability. This ability only allows the PC to remember things within their memory, a play-by-play description of all the conversations in a tavern will not be recalled, nor will they be able to remember the face of someone who attacked them from behind if they did not see the attacker's face. This ability is governed strictly by GM knowledge. This ability can also be used to remove the effects of a **Fog Brain** if it occurred during the current game.

### Animate Dead

**Range:** Self

**Duration:** Special

**Stacking:** Base

The PC changes a dead body into a zombie-like creature that will obey simple commands from the PC, or a single person designated by the PC. The zombie is an exact match of the body it was when it died. The animated creature cannot speak and must walk very slowly. The animated creature will have ½ the original Hit Points (round down) of the living creature and the same values for armor and damage as the living creature. The animated creature can fight, but cannot cast abilities, use abilities or abilities, or activate magic items. The PC can only affect creatures that were of their level or lower before their death.

Animated creatures are vulnerable to all undead and supernatural effects listed in this ruleset. They cannot be commanded to follow the instructions of more than one person at a time. A **Control Undead** of a higher level than the **Animate Dead** that is cast on an affected target will take control. If an animated creature is killed and then reanimated, they will only have ½ the number of Hit Points that they had from the previous animation. For example, they will have ¼ of their original Hit Points when animated for a 2<sup>nd</sup> time and 1/8 of their original points when animated for a 3<sup>rd</sup> time. The PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from their regular duties. This ability has a maximum duration of one game day.

### Ashes to Ashes

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

When cast upon a dead body, the body is laid to rest permanently and can no longer be affected by **Speak with Dead**, **Life Spark**, **Death Memory**, or **Animate Dead**. The body can, however, still be affected by a **Raise Dead**. This ability does not affect a creature that is under the effects of **Animate Dead**. *Clerics gain this ability for free.*

### Autocast

**Range:** Self

**Duration:** Until used or game day

**Stacking:** Other

The PC can cast a later ability of their choice with no incantation time. Even though the later ability will have no incantation time, it is still considered to be a use of an ability, and 5 seconds must pass before the PC can cast another ability. As with all ability casting, the PC must have both arms free to **Autocast** an ability. When casting the later ability, the PC should call "**Autocast**" before calling the normal ability information such as ability name, effect, and target. *Magic Users gain this ability for free.*

### Blood Heat

**Range:** Combat

**Duration:** 5 minutes

**Stacking:** base/Modifier

The target creature will take 2 points of fire damage per Tier of the PC. Additionally, the target will be at –2 for all melee damage for 5 minutes. This ability only works on creatures that have blood, whether they are cold or

warm-blooded, but will not work on creatures like skeletons. The damage is instantaneous, but the damage reduction can be removed with a **Dispel Magic** at the 5<sup>th</sup> level.

## Bonus vs. LI Effects

**Range:** Self                      **Duration:** Until used or game day                      **Stacking:** Base

The PC gains a bonus to resistance versus LI effects.

**Tier 2:** +1 vs. LI

**Tier 3:** +2 vs. LI

## Bypass Glyph/Sigil

**Range:** Self                      **Duration:** Special                      **Stacking:** Base

The PC may bypass glyphs or sigils of their level or less, but only if they know the name of the glyphs or sigils to be bypassed. No invocation is required, however, the PC must state the name of the glyphs or sigils prior to touching the item or entering the area protected by the glyph and then touch the glyphs or sigils within one minute. This must be done each time the protected item or area is touched, passed, or entered. If the name stated by the PC is incorrect, the glyphs or sigils will discharge immediately. If the PC fails to touch the glyphs or sigils within one minute, the glyphs or sigils will go off normally if the PC is still interacting with the protected area or item. The glyphs or sigils can still be triggered normally by any other creature, even during the PC 1-minute grace period. This is an LI ability.

## Cleanse

**Range:** Touch                      **Duration:** Instantaneous                      **Stacking:** Base

This ability will neutralize all diseases and poisons, except **Red Death**. This ability will also remove 1 known curse at or below the casting PC's level unless otherwise specified by game design. It does not restore lost Hit Points but will prevent further loss caused by ongoing effects of diseases and poisons that are cleansed from the target's system.

## Concentration

**Range:** Self                      **Duration:** Combat                      **Stacking:** Modifier

The PC is completely protected from the effects of physical damage and most abilities while they are actively casting other abilities. Also, while under the effects of a **Concentration**, the PC's ability casting cannot be interrupted by most magical attacks or weapon hits. Reading scrolls and activating magic items are not considered to be ability casting, and thus a PC with **Concentration** in effect would not gain any protection from this ability while reading a scroll or activating an item.

A minimum of 5 seconds must pass between ability castings, and the PC is vulnerable to attacks and abilities as normal during this time. This does not protect beyond 5 seconds in each casting. The protection provided by **Concentration** only lasts for standard-length incantations; a PC may not draw out the incant in an effort to be invulnerable to normal damage.

**Concentration** will provide protection against the effects of a **Kill Dagger** and any type of armor-independent damage. **Numbing Blow**, **No Defense Blow**, and **No Defense Arrow** will penetrate the **Concentration**, as will all other forms of **No Defense** damage. **Dispel Magic** on the **Concentration** can be effective against the PC at any time, not just in the periods between incantations. If **Dust Storm** is cast around a PC with a **Concentration** in effect, they will not be personally affected by the **Dust Storm** while casting, however, they cannot see or affect other targets either inside or outside of the **Dust Storm**. Material component: blue flag. *Magic Users gain this ability for free.*



## Control Undead

**Range:** Combat

**Duration:** 5 minutes/level

**Stacking:** Base

The PC can completely control all undead creatures of the PC's level or below within a 5' radius circle. All affected undead will understand the PC for the duration of the spell. If a PC tries to use **Control Undead** on a creature that is already controlled by another PC's **Control Undead** spell, the higher-level spell will be the one in effect. If the two spells are the same level, the first **Control Undead** will remain in effect. This is an LI ability.

## Create Scroll

**Range:** Touch

**Duration:** Game Day or until used

**Stacking:** Base

The PC can create a scroll that can retain a spell for the current game day. Once a scroll is created, it can be used at any time, although it will disintegrate at the end of the current game day. It may not be preserved by any means whatsoever. A scroll created with this ability is not a magic item and can be destroyed by normal means, including fire, acid, and tearing.

The ability placed on the scroll cannot be a higher level than the PC can normally cast without an LI modifier. For example, a PC cannot use **LI Enhancement +1**, **Invoke**, or any other level modifier to cast a higher-level ability onto a scroll. Only one ability may be placed onto a scroll. Abilities that modify other spells, such as **Autocast**, are separate on their own, thus, it would be impossible to place an **Autocast Dropsy** or an **LI Enhancement +1 Enthral** on a scroll.

The steps required to create and use a scroll are as follows:

- 1) The PC must cast the **Create Scroll** ability. A PC may only have a number of created scrolls equal to their tier at any one time.
- 2) The PC must spend 1 minute in meditation to prepare the paper to receive the scroll.
- 3) The PC or another PC must cast the desired ability onto the prepared paper, spending the normal number of points.
- 4) The name and level of the ability must be recorded on the scroll, the level at which the ability is cast should be recorded in the upper right-hand corner. If a scroll does not have its level recorded the scroll is effective at the base level of the ability. For example, an **Enthral** would be effective at 1<sup>st</sup> level.
- 5) The ability on the scroll may be cast at any time by reading or performing an incantation. Invoking the scroll has no cost in points.

All the restrictions on the use of magic items described in **Chapter 17**, including the **MILL** rule, apply to the use of created scrolls. Most importantly, a character can only read a scroll that was cast at their level +2 or less, and a character who cannot read cannot use a scroll. If a character is too low a level to use a scroll, there will be no effect if they attempt to read the scroll.

A scroll may only be used once. When the scroll is fully read, the writing disappears, and the scroll goes back to being a normal, mundane piece of paper. If a character is interrupted while trying to read a scroll, the scroll is not discharged, and they will be able to read the scroll again starting from the beginning. If there is no incant written on the scroll, the player is responsible for role-playing an incantation for the appropriate amount of time. Material Component: Paper for the scroll.

## Create Sigil

**Martial PP Cost:** 3

**Finesse PP Cost:** 2

**Magical PP Cost:** 1

**Range:** Touch

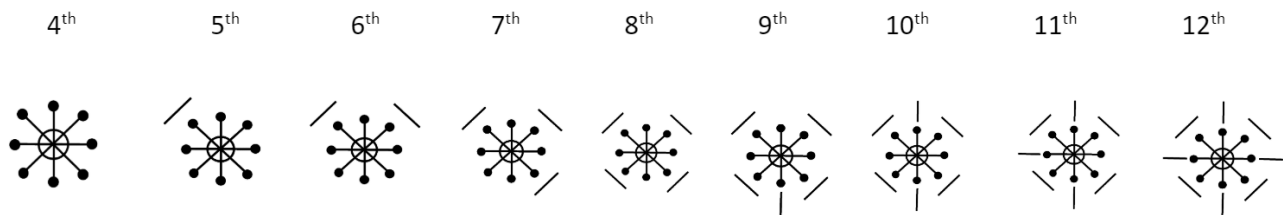
**Duration:** Game Day or until triggered

**Stacking:** Base

The PC can create a sigil with an effect at their level or below. Sigils are described in **Chapter 17** along with **Glyphs**. The base sigil must be a minimum of 2"x2". In addition to the base sigil, the PC must include any symbols which change the basic sigil. In addition to the default 5-second incantation, this ability requires 1 minute of conjuration time. Material component: 2"x2" Sigil.

When drawing the sigil, the base sigil design is at 4<sup>th</sup> level of effect. Marks of power are drawn surrounding the base sigil to increase the sigil's level of effect. See the diagram below. The caster may create a sigil with an effective level equal to their level or below (minimum 4<sup>th</sup> level). LI enhancement abilities do not affect the level of effectiveness of a sigil.

Example of a Zaweh sigil.



When the PC creates a sigil, they must designate which one of the four following conditions will trigger it. These are:

1. Opening a container. The sigil must be on the container or inside it.
2. Approaching within 5 feet. (Once set, the sigil cannot be moved and must be visible.)
3. Moving a stationary object. The sigil must be on or underneath the object. (If the sigil is on the object, presenting the holy symbol allows the object to be moved to a new location without discharging the sigil.)
4. Pass through a doorway or portal. The sigil must be above the opening. (The sigil still functions if it is on the back side of the door and thus not visible.)

Anyone actively presenting a holy symbol matching the deity of the caster who set the sigil will not trigger the sigil.

## Curse

**Range:** Combat

**Duration:** 5 minutes or 1 Combat

**Stacking:** Debuff

The PC can cause a \*single target to be cursed reducing their LI versus incoming abilities. The PC is effectively 1 or more levels lower to all incoming LI spells. For example, a 4<sup>th</sup> level Ranger targeted by this ability at tier 2 would be affected by a **Crashtime** cast at the 3<sup>rd</sup> level. The PC should call out *"Target, Curse -1 LI"*. This ability may be dispelled by a **Remove Curse** or **Dispel Magic** at the appropriate level.

**Tier 2:** Target is -1 to LI

**Tier 3:** Target is -2 to LI

**Tier 4:** \*May affect two targets. This may not be used with a **Double Effect**.

## Dispel Magic

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can negate a single ability of any target, cast up to the level of the target. Only abilities with a duration can be dispelled (instantaneous abilities cannot be dispelled). The PC should call out *"Dispel"* followed by the name and level of ability they are trying to negate. For example, an 8<sup>th</sup> level Magic User could call out *"Dispel Physical Protection, 6<sup>th</sup> level"*. When this ability is used in conjunction with **LI Enhancement** the PC can affect levels higher than their own. This is an LI ability and costs 1 spell point per 2 levels that the PC is attempting to dispel (round up). An ability must be dispelled at the level it was cast at. For example, a **Phase Out** cast by a 10<sup>th</sup> level Magic User is dispelled at 4<sup>th</sup> level since it is not LI, not 10<sup>th</sup>. A **CrashTime** cast at the 10<sup>th</sup> level, would need to be dispelled at 10<sup>th</sup> level, not 1<sup>st</sup>. This is an LI ability. *Magic Users gain this ability for free.*

## Disrupt

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

All undead creatures within a 5-foot area of effect take 4 points of damage per level of the PC. The PC must designate the center of the area where the spell will be centered. This spell only works on undead creatures.

## Earth Calming (*Druid Class only*)

**Range:** Combat

**Duration:** \*Varies

**Stacking:** Base

The calmness of the earth pervades the target. This ability will negate the effects of any of the following (magically induced or not) for the duration of the ability, regardless of their levels of effect: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever**, **Spook**, and any type of intense emotion. This ability does not induce a docile nature or alter the intent of the recipient; it only causes calmness. The effects of this ability can be removed by a **Dispel Magic** cast at the 6<sup>th</sup> level. *Druids gain this ability for free.*

\*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first.

## Earth Slap (*Druid Class only*)

**Range:** Self

**Duration:** Until used or game day

**Stacking:** Base

A field is created around the PC that will cause damage to the first character who attacks them from within 50 feet. This includes non-damaging actions such as **Sweep**, **Throw**, **CrashTime**, and **Numbing Blow**. Accidentally bumping into someone is not considered to be offensive contact. **Earth Slap** causes 2 points of elemental earth damage per level of the PC and a 5-second **Knockdown**.

If the PC attacks someone from any range, they will take ½ of the damage from the field and their opponent will not be damaged. The **Earth Slap** will be expended. The PC may still engage in non-offensive physical contact, such as healing or binding wounds.

The damage caused by this ability cannot be avoided by **Evade** or **Dodge Blow** and cannot be affected by **Spell Absorption** or **Spell Negation**. The field is not dispelled when the PC falls asleep, becomes unconscious, or dies. Material component: red flag. *Druids gain this ability for free.*

## Elemental Damage

**Range:** Touch

**Duration:** Until used or game day

**Stacking:** Modifier

The PC can enhance a weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every tier of the PC. The PC must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, Lightning, Holy, or Profane. When the weapon is used, the wielder should call the total amount of damage per strike and the specific type of elemental damage. (For example, “8 magic, Fire”.) The duration of the enhancement is until used or one game day, whichever comes first.

## Gale

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

A strong gust of wind causes a **Knockdown** to all creatures within the area of effect.

**Tier 2:** 5-second **Knockdown** to everyone within a 5-foot radius

**Tier 3:** Targets also take a **Knockback** 15-feet

## God's/Goddess's Hammer (Cleric Class only)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

All creatures within the area of effect take 3 points of damage per level of the PC and a 5-second **Knockdown**. This ability will contain either a holy or profane element (the type is chosen at the time of casting). *Clerics gain this ability for free.*

**Tier 2:** Affects a single target only

**Tier 3:** Affects two targets within a 5-foot radius

**Tier 4:** Affects all hostile creatures in a 5-foot radius

## Life Spark

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

If this ability is used within 5 minutes of a target's death, the PC captures the last "*spark*" of life within the target and returns them to life.

The target will lose ½ their level (rounded up) in hit points for the day, which will be deducted from their total Hit Points. They will also be at -2 versus all LI effects for the remainder of the game day. If a character receives more than one **Life Spark** in a game day, the life point loss is cumulative but the -2 versus LI is not.

The character will remain at the same level and the number of ability points as before they died. This ability has no effect on undead or animated bodies. Poison and disease remain in the body after death and will still be present when a target receives a **Life Spark**. For purposes of time progression, poisons and diseases are considered newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad, and indifferent) will run their duration as normal whether the target is alive or dead and may still be in effect when the body receives a **Life Spark**. A character that receives a **Life Spark** has undergone death.

**Tier 2:** The PC is returned with 1 Hit Point

**Tier 3:** The PC is returned with ½ their Hit Point total and no minus to LI

**Tier 4:** The PC is returned with full Hit Point total and no minus to total Hit Points or LI

## Mental Signal

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Base

The PC designates a simple event or condition and will be informed if it occurs. Conditions such as "*I want to know when I am within 10 feet of the sword Doom Slayer,*" or "*I want to know when I meet someone who is disguised as the king*" are within the intent of this ability. This ability will not work for conditions such as "*I want to know if my friend is alive*" or "*I want to know if someone knows I stole something.*" This ability will not notify the PC of the intent of another character, such as "*I want to be notified if someone is lying to me,*" or "*I want to know when someone is about to backstab me.*" The limit of this ability is GM knowledge, and the PC still loses the points it took to cast the ability even if the ability is unsuccessful. Only events that occur on the same plane as the PC can be detected with this ability. The duration is until the stated event occurs or one game day, whichever comes first.

## Mist Bridge

**Range:** Touch

**Duration:** 5 minutes

**Stacking:** Base

A magical bridge is created across a body of water, chasm, pit, or other low obstruction. The bridge must be a straight path with solid support at each end and cannot end in midair on either end. The bridge will be 3 feet wide and up to 30 feet long and will be 1 foot above the surface if cast over the ground or water. If there is no surface below the bridge, the PC must specify where the bridge lies. The bridge will not be affected by wind or weather but can be removed by a **Dispel Magic** cast at 6<sup>th</sup> level. A **Mist Bridge** can only support 1 creature at a time. If a second creature attempts to cross the bridge while it is in use, they will fall through the mist, but the first creature will be unaffected.

## Mute

**Range:** Combat

**Duration:** \*Varies

**Stacking:** Base

The PC can prevent the target from making any sounds with their mouth or throat, which will prevent the target from casting, talking, and similar actions. The creature can still make noises with their body as normal, such as clapping, and can call damage in combat because calling damage is a game mechanic. \*This ability will last for 5 minutes outside of combat or 1 minute during combat, whichever comes first. This is an LI ability. *Bards gain this ability for free.*

## Pain Strike

**Range:** Combat

**Duration:** 1 Combat

**Stacking:** Debuff

The target creature must subtract ½ their damage from all melee, thrown, and propelled attacks. This ability should be called out as “**Pain Strike**, ½ damage.” A **Resist Pain** will counteract the effects of this ability if it is used as an immediate counter or if a character has the ability already in effect.

## Phase Out

**Range:** Touch

**Duration:** 5 minutes

**Stacking:** Base

The target and everything in their possession **Phase Out** of the material plane. If the PC is restrained by manacles or other bonds when they phase out, they will escape them. This ability is activated by saying the words “**Phase Out**” and requires no other incantation. If the PC is unable to say, “**Phase Out**” (for example, if they are gagged or paralyzed), they are unable to cast this ability.

The PC cannot physically interact with any other environment; therefore, they cannot open doors, hold doors open, pick up an object, or perform other similar actions. The PC can, however, walk, run, and talk to people who are not in a phased-out state. While in **Phase Out**, the PC cannot be the target of an attack or ability by non-phased out creatures except for **Dispel Magic**. Two creatures in a phased-out state are on the same plane and can interact with each other normally. Crossing a **Fire/Ice/Lightning Wall** will still cause damage to the PC. If the PC has an ongoing damaging effect or ability (such as a **Pyro** glyph or venom poison), they will continue to take damage in the phased-out condition.

The PC can only perform actions they could normally do without taking damage in a non-phased out the condition. For example, they will not gain the ability to walk across water, swim through lava or acid, walk through walls, or float through space. Traps and glyphs may not be circumvented by this ability. This ability does not render the PC invisible, and if struck with a physical object they must declare “passed through.”

\*The **Phase Out** ability can be dispelled by another PC with a **Dispel Magic** of the 4<sup>th</sup> level or by the PC themselves by casting the ability **Phase Out** again. It is not possible to surround someone who is in **Phase Out** to prevent them from leaving an area.

When the PC phases back in, either by waiting for the 5-minute duration of the ability or having the ability dispelled, they will be unable to use any ability, activate magic items, or engage in anything but defensive combat for 5 seconds.

Unless physically prohibited from having the material component of this ability in their hand (for example, by being tied up or restrained), the flag must be in the PC’s hand to cast this ability. Material component: White flag.

**Tier 2:** May phase out a single target

**Tier 3:** May phase out one target per Tier with consent

**Tier 4:** \*May dispel phase out at will

## Plant Seek

**Range:** Combat

**Duration:** Varies

**Stacking:** Varies

The PC can find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments. The PC must specify which type of plant they are looking for and will only find enough of that plant to affect 1 creature a time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first. The plant obtained by the PC can be used by any creature. It will take 5 seconds to utilize the plant.

- **Duck Back:** When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature. This does not prevent potions from delivering their effects. This does not protect a creature if they are submerged in a liquid.
- **Battle Weed:** Eating this weed will increase a creature's damage per weapon strike by 2 and will provide them with an additional 10 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking: Modifier.
- **Motherwort:** Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- **Resin:** This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against **Dropsy** and **Disarm**. The creature must rub the resin on their hands and firmly grasp an object or objects. The affixed objects will be unaffected by the first **Dropsy** or **Disarm** used against the creature. Because each hand is protected separately, when a **Disarm** is used against one hand, the other will remain protected. **Dropsy** will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed, the effect will end immediately. The affected objects will remain affixed to the creature's hands until the protection has been removed by a **Dropsy** or **Disarm**, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.
- **Sponge:** Eating this plant will allow a creature to breathe (safely) in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.
- **Vervain:** Eating this plant will protect a creature from **Enthrall** and all **Enthrall** related spells or abilities for a duration of 1 hour.

## Remove Curse

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can remove one curse from a person, trap, item, object, area, or another target. To remove the curse, it must be equal to or lower than the level of the PC trying to remove the curse. This is an LI ability.

## Remove Glyph/Sigil

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can permanently remove a glyph or sigil, rendering it inoperative. To remove a glyph or sigil, the PC must cast the **Remove Glyph/Sigil** ability, state the level and name of the glyph or sigil they are trying to affect and approach the glyph or sigil within 1 minute. If the glyph or sigil name stated by the PC is incorrect, the glyph or sigil will discharge immediately. The PC will not be affected by the glyph or sigil during the 1-minute grace period, however, if the glyph or sigil is not removed during this 1-minute period the ability will fail and the glyph



or sigil will return to its normal “live” state with respect to the PC. The glyph or sigil can still be triggered normally by any other creature until it is removed, even during the PC 1-minute grace period.

**Remove Glyph/Sigil** costs ½ the level of the glyph or sigil in ability points rounded up. A PC can remove any glyph or sigil that is their level +2 or lower. Note that many glyphs or sigils can also be removed by a **Dispel Magic** cast at the appropriate level. This is an LI ability.

## Reveal Curse

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC reveals all curses in a 30’ radius half-circle centered on themselves; in the direction they are facing. This ability provides the PC with a ‘Snapshot’ of all curses in the ability area, which they will remember after the ability is cast. The PC will know the level of each revealed curse, in addition, for each tier of the PC they will know additional information about one curse of the PC’s choosing. They will know the effect of the curse, what will trigger it, and how to remove it. Results of this ability are subject to GM availability and knowledge. Because of time constraints, the GM may be unwilling to catalog all items and people that are cursed. This ability is blocked by 1-inch of wood, earth, stone, or metal, but cannot be blocked by shields.

## Rock to Mud

**Range:** Combat

**Duration:** 5 minutes/level

**Stacking:** Base

An area of rock will temporarily transform into mud. A single area up to 3’x3’x3’ per tier in size can be turned into mud with each use of this ability. This ability may not be used offensively except when targeted at a creature vulnerable to **Rock to Mud**, in which case the area of effect is 1 creature. **If a creature or animated object (either alive or magically imbued) is within the area of effect at the end of the ability’s duration, the mud will not return to rock until the creature or animate object leaves or is removed.** *Druids gain this ability for free.*

## Seeds of the Elements (*Druid Class only*)

**Range:** Combat

**Duration:** Game Day or until used

**Stacking:** Base

The PC can produce elemental seeds that can be used as thrown weapons. The PC must specify a single type of seed to produce when they cast the ability – Earth, Fire, Ice, or Lightning – and will produce 2 seeds with each casting. Each seed is represented by a green bean bag and must successfully hit a target or their belongings to cause damage. If the target parries or blocks the seed with a weapon or shield, it will still cause damage. If the bean bag does not hit the target, the seed will have no effect but cannot be used again. Each seed will cause 3 points of damage per level of the PC, which is called as elemental damage of the type chosen, and a 5-second **Knockdown**.

A seed can only be used by the PC who created it and can only be used once. 5 seconds must pass between each use of a seed. A PC cannot carry more than their tier (round up) in seeds at any time. Each seed will last one game day or until used, whichever comes first. Material component: 2 green bean bags per casting. *Druids gain this ability for free.*

## Speak with Dead

**Range:** Touch

**Duration:** Special

**Stacking:** Base

The PC can ask a dead creature one or more simple questions. Questions may require a simple answer, rather than just yes or no. A truthful response is required of the target, but answers may be given in the form of rhymes or riddles. The answers will only be as accurate as the dead creature’s knowledge. This ability will last



until either the desired number of questions has been asked or until 5 minutes have passed, whichever comes first.

**Tier 2:** May ask 2 questions

**Tier 3:** May ask 4 questions

**Tier 4:** May ask 6 questions

## Spell Point Transfer

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can transfer ability points between any two PCs, including themselves. This ability will cost the caster 2 ability points on casting, and they can transfer up to twice their level in points between any two willing characters.

PCs or willing NPCs are the only possible targets for this ability – it can never be used on dead, or animated creatures. The recipient and the donor must consent to be participants in the ability and cannot participate in melee during the transfer. This ability will not allow the recipient of the transferred points to gain points beyond the base ability points for their class and level. Any points that would take the recipient above their base are lost in the transfer. *Magic Users gain this ability for free.*

## Stun

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The target is knocked down for a full 10 seconds. The PC should call “*Target, Stun, 10-second Knockdown*”.

## Tracer

**Range:** Touch

**Duration:** Game Day

**Stacking:** Base

The PC can place a magical tracer on an item in their possession. By concentrating on the item for a period of 5 seconds, the PC will get an immediate sense of the direction the item is in. The tracer will only work while the target item is on the same plane as the PC. The duration of this ability is one game day and depends on GM knowledge.

## Tree Shift (*Druid Class only*)

**Range:** Self

**Duration:** 5 minutes

**Stacking:** Base

The PC can remove themselves from danger by joining with a nearby tree. This ability has no casting time and is activated by the PC saying the words “*Tree shift*” aloud. When the PC casts this ability, their body will disappear, and they will “*shift*” into any tree within 50 feet. If there are no trees within 50 feet the PC can shift into any non-magical wooden object that is at least as large as a short sword, such as a mundane shield or staff. While under the effects of this ability, the PC can send one message as per the **Message** ability at no additional point cost.

To indicate that they are under the effects of this ability, the PC should display a white flag and must immediately identify the affected tree or wooden object to their GM. The PC must leave the immediate area and cannot interact with other participants for the duration of the ability. While in **Tree shift**, the PC may not activate magic items or use abilities. The tree the PC has shifted into will radiate magic if properly detected or revealed. If the tree sustains double the PC’s base Hit Points to death from either mundane or magical fire, the PC will die. No other form of attack will cause damage to the PC while they are in **Tree shift**.

While in **Tree shift**, all spells will continue to run normally, those with a duration of the next combat will expire 1 minute into the **Tree shift**. While in **Tree shift**, poison and disease are halted as if the PC is under the effects of a **Stasis**. Once the PC leaves the tree, poison and disease will again begin to run normally.

The PC must wait the full duration of the ability before they can exit the tree unless another character casts a 4<sup>th</sup> level **Dispel Magic** on the tree. The PC can reappear either on the spot where they cast the ability or next to the targeted tree. Material component: White flag. *Druids gain this ability for free.*

## Tier 3 - Spell

### Aspect of the Elements

**Range:** Self

**Duration:** 5 minutes or 1 Combat

**Stacking:** Var.

The PC can assume the aspect of one of the elements listed below. The PC will not shape change into the element but will take on some of its nature. While under the effects of this ability, the PC will still be able to understand and speak their normal languages and may use magic items and most abilities as normal, however, when casting elemental spells such as **Flare** and **Elemental Strike**, the PC can only cast spells of the element whose aspect they have assumed. For example, a PC in an Earth aspect cannot cast Fire, Ice, or Lightning-based spells.

Each aspect will provide uses of abilities that can only be used by the PC during the duration of the aspect. These additional abilities will disappear if a second **Aspect of the Elements** is cast. **Aspect of the Elements** lasts 5 minutes or until the end of the current combat, whichever is longer.

- **Earth:** +20 to Armor. The PC is under the effects of **Strength Tier III** and **Spell Protection (Earth Only)** equal to two times their level in points of protection, both of which will last for the duration of the aspect. Additionally, the PC gains a limited immunity to Knockdowns during the aspect, which will allow them to ignore a single Knockdown. The PC may **Autocast - Strike – Earth** 3 times during the duration of the aspect. The PC must still pay the points for **Autocast**. Stacking Group: Modifier. Material Component: Blue flag.
- **Fire:** +4 to Damage. The PC is under the effects of **Spell Protection (Fire Only)** equal to two times their level in points of protection, which will last for the duration of the aspect. If the PC casts **Blood Heat** while in this aspect, it will cause 3 points of damage per level instead of the normal 2 points per level. For the duration of the aspect, the PC can cast **Elemental Strike - Fire Ball** with the normal casting time and ability point cost. The PC may **Autocast - Elemental Strike – Fire** 3 times during the duration of the aspect. The PC must still pay the points for **Autocast**. Stacking Group: Modifier. Material Component: Blue flag.
- **Ice:** The PC is under the effects of **Walk on Liquids**, **Ranged Protection**, and **Spell Protection (Ice Only)** equal to two times their level in points of protection, all of which will last for the duration of the aspect. During the aspect, the PC may cast one **Pain Strike** at their level of effect at no cost and can create one Ice Bridge. The Ice Bridge can be up to 60' long and 4' wide and must be supported at both ends. The bridge will melt after 1 hour or can be melted by the PC at any time if they are within 1" of any part of the bridge. The PC may **Autocast - Elemental Strike – Ice** 3 times during the duration of the aspect. The PC must still pay the points for **Autocast**. Stacking Group: Modifier. Material Component: Blue flag.
- **Lightning:** +1 vs. LI. The PC is under the effects of **Spell Protection (Lightning Only)** equal to two times their level in points of protection, which will last for the duration of the aspect. The PC gains one use of either **Evade** or **Speed** during the aspect. If the PC casts **Elemental Strike – Lightning** while in this aspect, it may be at **Double Effect** for either range or number of targets a number of times equal to the PC Tier. The PC may **Autocast - Elemental Strike – Lightning** 3 times during the duration of the aspect. The PC must still pay the points for **Autocast**. Stacking Groups: Modifier. Material Component: Blue flag.

### Blessed Arrow

**Range:** Touch

**Duration:** Game Day or until used

**Stacking:** Modifier

The PC can bless an arrow. When fired at an undead creature, the **Blessed Arrow** will cause an additional 3 points of damage per level of the PC who cast the ability. When the arrow is fired, the archer must call out

**Blessed Arrow** and the amount of damage. The duration of the enhancement is until used or one game day, whichever comes first. The additional damage caused by this ability only applies to undead creatures.

## Bolt

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

A magical force bolt is created that will affect a single target. The target will take 3 points of damage per level of the PC and will also take a 5-second **Knockdown**.

**Tier 3:** 4 points of damage per level and a 5-second **Knockdown**.

**Tier 4:** The bolt becomes a 5-foot diameter ball.

## Brew Poison – Spell Plague

**Range:** Touch

**Duration:** Until used

**Stacking:** Modifier

The PC can brew a Spell Plague poison and use it to coat one of their hand-held melee weapons or load it onto an arrow. For a melee weapon, the PC's next successful strike with the target weapon will inflict the poison on the target in addition to causing the weapon's melee damage. The PC must call out the name of the poison and the amount of melee damage after the first successful strike. Only the PC who brewed the poison may use it, and they can only have one poison available at a time. If the melee strike misses or is blocked, the poison is not used. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

## Commune

**Range:** Self

**Duration:** 1 Question

**Stacking:** Base

The PC may ask one, fifteen words or less, question of their deity. The deity (GM) will answer the question in fifteen words or less. This ability cannot be used to get direct answers concerning the plot of a game but can be used to receive guidance when a PC or their team is lost or confused. A PC may only use this ability once per day, regardless of its source.

## Double Effect

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Other

The PC can increase either the range (for any ability with a range other than "*Self*" or "*Touch*") or the number of targets of a later ability of their choice. **Double Effect** can only be applied to an ability that is cast by the PC. It cannot be used to enhance an ability that originates from a scroll or magic item. **Double Effect** cannot be applied to area-effect spells or to make self-only spells also affect another. The duration of this ability is until an ability of the PC's choice is enhanced, or one game day, whichever comes first. A PC can use this ability to strike a single target twice with the same ability, such as Elemental **Strike**. *Magic Users gain this ability for free.*

## Dust Storm

**Range:** Combat

**Duration:** 1-minute

**Stacking:** Base

A single, continuous, weaving stream of wind will affect all creatures within a 5-foot area of effect. This windstorm is magical in nature and can only be penetrated by the abilities **Message** and **Speak to Winds**. Creatures within a **Dust Storm** can see one another but cannot communicate with anyone outside the **Dust Storm**, also, those outside the area of effect cannot interact with those within the **Dust Storm**. Affected creatures can cast spells and use magic items on themselves but cannot affect any other target. Creatures may pivot or turn in place but may not move from the spot of the **Dust Storm**.

**Dust Storm** can be removed with either reverse **Dust Storm** or a 7<sup>th</sup> level **Dispel Magic**, either of which can be cast by an individual within the area of effect. When a reverse **Dust Storm** is cast, the effects of the **Dust Storm** will end for all targets, however, if **Dispel Magic** is used it will only affect a single target, and all other targets will remain within the **Dust Storm**.

## Earth Healing (*Druid Class only*)

**Range:** Self

**Duration:** Instantaneous

**Stacking:** Base

The PC can call upon the healing powers of the earth to heal. This ability will heal the target for up to 20 points and will neutralize all diseases and poisons in the target's system, including **Red Death**. *Druids gain this ability for free.*

## Elemental Form

**Range:** Self

**Duration:** 5 minutes or 1 Combat

**Stacking:** Base

The PC can partially take the form of an elemental at will. The type of elemental must be chosen from either Fire, Ice, Lightning, or Earth and may not be changed once picked. The PC gains a limited form of damage versus area of effect ability protection (15 points) that is only effective against the element chosen. Additionally, the PC gains the ability to speak the language of the element chosen. Elementals of the chosen type will, at the very least, allow the PC and any non-belligerent members of their party to pass unharmed (GM discretion) if the PC remains friendly.

## Elemental Fury

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The PC can call the fury of the elements into effect within the target area. The PC must specify which of the following furies they wish to call into existence.

- **Earth:** The resulting earthquake will cause a 10-second **Knockdown** and 15 points of Earth damage to all creatures within a 10-foot radius.
- **Fire:** The resulting eruption will cause a 10-second **Knockdown** and 15 points of Fire damage to all creatures within a 10-foot radius.
- **Ice:** The resulting blizzard will cause a 10-second **Knockdown** and 15 points of Ice damage to all creatures within a 10-foot radius.
- **Lightning:** The resulting chain lightning will cause a 10-second **Knockdown** and 15 points of Lightning damage to all creatures within a 10-foot radius.

## Flower of Avalon

**Range:** Combat

**Duration:** Special

**Stacking:** Base

The PC can grow and harvest one of the magical flowers described below. These flowers can be found in any season in both outdoor and indoor environments, but do not occur naturally. Once grown and harvested, the flower can be carried and used by any creature. To use a flower, the creature must smell it from a range of 1-inch or less (simply breathing near the flower will not use it) for a period of 5 seconds. A **Flower of Avalon** cannot be used on an unwilling creature during melee but can be used on an unconscious creature by having them breathe it for at least 5 seconds. The PC must specify which type of flower they wish to grow, and one flower will be produced with each casting.

The ability point expenditure for this ability is incurred when the PC grows and harvests the flower. There is no ability point cost for smelling the flower. A character may have a number of flowers equal to their level in

possession at any one time. A **Flower of Avalon** will last for one game day or until smelled, whichever comes first. A flower can only be used once and will disappear after it is smelled.

- **Black Flower** – Purifying: Smelling a black **Flower of Avalon** will neutralize all poisons other than **Red Death** that are affecting the recipient and will reverse all effects that were caused by those poisons. All non-permanent Hit Points lost as an effect of poison will be restored. This flower will reverse the paralysis caused by **Kill Dagger** poison but cannot reverse death.
- **Blue Flower** – Acuity: Smelling a blue **Flower of Avalon** has the same effect as an **Acuity** ability – the recipient will clearly remember any one event or conversation of 5 minutes or less that occurred within the current game. In addition, the flower will restore up to 6 ability points. A blue flower will not provide ability Points beyond a character's base – any points that exceed the recipient's base are lost.
- **Gray Flower** – **Earth Calming**: Smelling a gray **Flower of Avalon** has an effect like the **Earth Calming** ability – the flower will negate the effects of any of the following (magically induced or not) that are affecting the recipient: fear, drunkenness, insanity, frenzy, nightmare, **Battle Fever**, **Spook**, and any type of intense emotion. The flower will not induce a docile nature or alter the recipient's intent but will cause calmness. The flower will not protect the recipient from any recurrence of the effect. For example, although it might calm the target of a **Spook**, it will not protect that target from another casting of **Spook**.
- **Green Flower** – Health: Smelling a green **Flower of Avalon** will cure all diseases that are affecting the target and will reverse all effects that were caused by those diseases. All Hit Points lost as an effect of the disease will be restored. This flower can cure the effects of a disease, such as a reduction in melee damage, but cannot cure death.
- **Purple Flower** – Sleeping: Smelling a purple **Flower of Avalon** will cause the recipient to drop into a magical sleep. The recipient will sleep for 1 hour. The only way to wake the target earlier is by using a white **Flower of Avalon**. This is an LI effect and will only work on a creature of the PC's level or below.
- **White Flower** – Awakening: Smelling a white **Flower of Avalon** will cause an unconscious or sleeping recipient to awaken immediately. Although this flower will awaken a character who is bleeding out, it will not provide or heal any hit points. If the recipient takes additional damage before receiving healing, they will return to the 5-minute bleeding out process. The recipient will be immediately free to fight, walk, cast spells, or perform any other action.
- **Yellow Flower** – Healing: Smelling a yellow **Flower of Avalon** will heal the recipient for up to 15 points.

## Full Heal

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

This ability will completely heal the target of any hit point damage, including the damage from **Killing Attack**. This ability requires the PC to touch (1 inch) the target for a full 5 seconds to perform the heal. This ability may not be used with **Autocast**. *Clerics gain this ability for free.*

## Invoke

**Range:** Touch

**Duration:** 5 minutes/level

**Stacking:** Modifier

The target is effectively raised 1 level in any one of the following attributes. The PC must specify when casting the ability which of the target's attributes will be raised.

- **Hit Points** – if at the end of the ability's duration, the loss of these additional Hit Points causes the target to fall to 0 hit points, the target will start the 5-minute bleeding out process.
- **Level of Effectiveness for Use of Abilities** – the target can use their abilities at their level of effectiveness +1 but does not gain access to abilities of a level higher than their own. This effect stacks in the Modifier group. Note that this change in ability effectiveness does not stack with other abilities that change LI effectiveness.
- **Amount of Damage Inflicted** – the target will deal the base damage for their level +1.
- **LI Resistance** – the target will gain +1 to their resistance versus LI effects.

## LI Enhancement

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Modifier

The PC can cast a later LI ability of their choice at a higher level of effectiveness. For example, a 4<sup>th</sup> level PC could cast an LI ability to affect a 5<sup>th</sup> level target. When this enhancement is applied to the casting of an LI ability, the PC will still have to expend the full ability point cost of the LI ability. The duration of this ability is until an LI ability of the PC's choice is enhanced, or one game day, whichever comes first. *Magic Users gain this ability for free.*

**Tier 3:** +1 LI Enhancement

**Tier 4:** +2 LI Enhancement

## LI Extension

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Other

The PC can increase the area of effect for a single-target LI ability of their choice. Instead of affecting just 1 target, the ability will affect a 5' radius circle. The duration of this ability is until an LI ability of the PC's choice is enhanced, or one game day, whichever comes first. *Magic Users gain this ability for free.*

## Life Enhancement

**Range:** Touch

**Duration:** Game Day

**Stacking:** Modifier

This ability will raise the target's total Hit Points by 10 points for the remainder of the current game day. If the loss of these additional points at the end of the game day causes the target to fall to 0 hit points, the target will start the 5-minute bleeding out process.

## Lightbeam

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

A beam of light is created that causes damage to a specific type of supernatural creature. Each type of beam will work regardless of the time of day, location, or light conditions. The PC must specify which of the following beams they wish to create.

- **Moonbeam:** This is a beam of moonlight that causes 30 points of damage and a 5 second **Knockdown** to a lycanthrope, such as a werewolf or a werebear or fey.
- **Starbeam:** This is a beam of starlight that causes 30 points of damage and a 5 second **Knockdown** to an angel, demon, or devil.
- **Sunbeam:** This is a beam of sunlight that causes 30 points of damage and a 5 second **Knockdown** to an undead creature.

## Lightning Storm

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Modifier

The PC may select a number of targets equal to their Tier. Those targets are struck by a single bolt of lightning from above that deals 2 points of damage per level. The targets also suffer a 5-second **knockdown**. The damage may be **Evaded**.



## Purify

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

This ability will neutralize all diseases and poisons, including **Red Death**. This ability will also remove 1 known curse up to 2 levels above the PC level unless otherwise specified by game design and will heal the target for 10 points.

## Regenerate

**Range:** Touch

**Duration:** Game Day or until used

**Stacking:** Base

The target can **Regenerate** damage. The maximum amount of damage the target can **Regenerate** is equal to 3 times the level of the PC. To **Regenerate**, the target must rest for 1 full minute outside of all combat. All abilities in effect with a duration of 1 combat will go down when the target regenerates damage. **Regenerate** may be used in any increment until the maximum amount of regeneration has been reached. If the PC is in the 5-minute bleeding out process and out of combat, they will automatically begin using the Regenerate healing in increments of 2 points every 5 seconds until the PC becomes conscious or runs out of available healing. The duration of this ability is one game day or until all the regeneration has been used.

Alternately this ability may be used to regenerate a missing limb of any single willing creature.

## Speak to Winds

**Range:** Sight

**Duration:** 5 minutes

**Stacking:** Base

The PC can gather information that is carried on the wind or transmit and receive messages carried by the wind.

When used to receive information, it allows the PC to ask the wind simple yes or no questions. The PC can ask a number of questions equal to their level, each of which must be about things the wind might know, such as an overheard conversation or a scent. Answers will be based on GM knowledge and discretion. **Speak to Winds** cannot be used in this fashion more than once per day.

If this ability is used to send and receive messages, it will allow the PC to send a message up to 1 minute in length to any individual within 100 feet. The recipient of the message can ignore the message if they wish to. The message will not interrupt spellcasting. The wind will carry a response of up to 1 minute back to the PC (if the PC is still within 100 feet of the recipient) if the recipient chooses to send one. Only the PC and the recipient will hear the message and response.

## Spell Negation

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Modifier

The PC can negate the effects of one LI ability of their choice or a single use of **Dropsy**, **Stun**, or **Pain Strike**. This ability can also be used against a **Dispel Magic** that is cast at the PC. To negate an ability, it must be a single-target ability, aimed at the PC, and within their current LI resistance +2. **LI Enhancement** does not increase the level of effectiveness of **Spell Negation**. Area effect spells such as **CrashTime** and **Dust Storm** are not affected by this ability. The duration of this ability is until an eligible ability of the PC's choice is negated, or one game day, whichever comes first. Material component: blue flag. *Magic Users gain this ability for free.*

## Stasis

**Range:** Combat

**Duration:** 30 minutes

**Stacking:** Base

The continuing effects of all poisons, diseases, and curses affecting the target will be halted for 30 minutes. This ability will not reverse any damage or effects that were taken by the target before the ability was cast and does not stop damage from occurring due to other reasons. This ability does not provide the target with immunity

from any poisons, diseases, or curses contracted after the ability was cast. If cast on a dead body before the 5-minute time limit of **Life Spark** expires, this ability will extend the time during which **Life Spark** may be used by 30 minutes.

## Telekinesis

**Range:** Combat

**Duration:** 5 Minutes

**Stacking:** Base

The PC can pick up and slowly move small items without touching them. This ability cannot be used to throw or thrust an item. Only one item may be moved at a time, and the item may not weigh more than 5 lbs. per level of the PC in actual or in-game weight, nor can it be an item someone is holding, such as a weapon being wielded. The item must be within sight of the PC to move it, and requires them to focus on the task, meaning the PC may not fight, talk, or perform other actions while moving an item. If the PC is interrupted or chooses to drop the item, it will slowly float to the ground.

## True Sight

**Range:** Self

**Duration:** 5 minutes

**Stacking:** Base

The PC can see the true form of targets that are shape-changed, illusory, invisible, under the effects of a phantasm, or under the effects of ability such as **Polymorph**, **Disguise**, or any type of concealment. A target must be within 30 feet for the PC to see it in its true form, and the ability moves with the PC.

## Water Form

**Range:** Self

**Duration:** 5 minutes per level

**Stacking:** Base

While submerged in water, the PC is immune to drowning and any other detrimental effects of being submerged that are caused solely by the water as in **Ducksback**. Effects from other conditions such as heat or cold still apply. While submerged, the PC is a creature of water and other natural water creatures will treat them as one of them. They are essentially under an **Animal Pact natural water creature**. Additionally, while submerged in the water, the PC may use **Speed** one time.

## Wrath

**Range:** Combat

**Duration:** Game Day or until used

**Stacking:** Base

The PC can place themselves under the protection of their deity and warn a potential attacker that any attack will incur the deity's **Wrath**. This ability may be cast at any time, and the PC must issue a warning to the target of their choice. The PC can change targets at any time by warning another opponent, and the ability will remain in effect until the active target takes damage from the ability. 5 seconds must pass before the target of a **Wrath** can be changed. A discharged **Wrath** will cause 4 points of **No Defense** damage per level of the PC to the target.

To warn a character they are the target of **Wrath**, the PC must call upon the character to “Cease in the name of \_\_\_\_\_” (using the name of their own deity). This warning must be called out loudly enough to be heard by the intended target, and the entire warning must be called out loudly each time the target is changed. The target does not have to understand the language used for either the incantation or the warning phrase.

If the PC is attacked by the active target, they should call “**Wrath**,” followed by an identification of the target and the amount of damage. An attack includes non-damaging actions such as **Sweep**, **Throw**, **CrashTime**, **Numbing Blow**, and others.

Any attempt by the active target to dispel the **Wrath** is a hostile action and will discharge the **Wrath** and spend the points used to cast **Dispel Magic**. If the Cleric attacks the active target of the **Wrath**, they will take ½ of the

damage from the ability and their opponent will not be damaged., The **Wrath** will be expended. The duration of this ability is until used or one game day, whichever comes first.

## Tier 4 - Spell

### Awe

**Range:** Combat

**Duration:** Var.

**Stacking:** Base

The PC can cause one of three effects that will target all affected creatures within a 5' radius circle. The PC should call out "Awe" followed by the level and name of the chosen effect. The PC will not be affected by the **Awe** unless they choose to be. This is an LI ability.

- **Enthrall:** the duration is 5 minutes out of combat or 1-minute in combat per level of the PC
- **Spook:** affected creatures will flee the PC for 1 minute
- **Hold Being:** affected creatures should fall to their knees, the duration is 1 minute

### Killing Attack

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

The target creature immediately loses ½ of their total Hit Points to death. The PC may deliver this damage either through a melee strike or an arrow. Damage is based on the number of Hit Points the target has when they are fully healed. For example, a creature that had Hit Points of 46 would take 23 points of damage *independent of armor* and current hit point total. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** while casting, **Dodge Blow**, or an **Evade**. A PC may only deliver one **Killing Attack** every 5 seconds, regardless of the source.

### Raise Dead

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base/Debuff

The PC can raise a character who has died and return them to 1 hit point. The character will be raised at the same level, the number of ability points, and the number of experience points as before they died. This ability has no effect on undead or animated bodies. If this ability is read from a scroll, all the above strictures still apply.

### Reflect

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Modifier

The PC can partially reflect the effects of a single direct damaging ability of their choice. This ability will reflect 50% of the damage back onto the PC who casts the ability, and the PC will take 50% of the damage. For example, if a PC has this ability precast and is hit with a 30-point bolt from a creature, they should call out "*Reflect Bolt, 15 points, <color>.*" In this case, both characters would take 15 points damage along with any additional effects such as **knockdowns**. The duration of this ability is until an eligible ability of the PC's choice is reflected, or one game day, whichever comes first. Material component: blue flag. *Magic Users gain this ability for free.*

### Restore Permanent Life/Ability Point

**Range:** Touch

**Duration:** Instantaneous

**Stacking:** Base

The PC can restore 1 permanently lost hit point or ability point to the target. The target cannot receive more Hit Points or ability points than the innate base maximum for their class and level. *Clerics gain this ability for free.*

## Shaped Ability (Magic User Class only)

**Range:** Combat

**Duration:** Instantaneous

**Stacking:** Base

When the PC casts an area of effect ability, they may shape the ability, so it does not affect their teammates. For example, if the PC was casting **Blast** and one of their team members was in the area of effect, they should call out “*Shaped Blast*” the center of the area of effect, the damage, and indicate the PC who is not taking damage by calling, “*No effect on (PC Name)*”. This is a pre-cast ability. *Magic Users gain this ability for free.*

## Spell Absorption

**Range:** Self

**Duration:** Game Day or until used

**Stacking:** Modifier

The PC can absorb the effects of one damaging ability of their choice that is not a No Defense ability. When the ability is absorbed, it will restore a single ability point to the PC. This is a pre-cast ability. Material component: blue flag. *Magic Users gain this ability for free.*

## Summon Storm

**Range:** Self

**Duration:** 5 minutes or 1 Combat

**Stacking:** Other

The PC may call upon the power of a storm. During the duration of the storm, the PC may use **Autocast** a number of times equal to their Tier for the following abilities:

- **Dust Storm** – additionally, the ability point cost for **Dust Storm** is reduced to 1 during the storm. A single, continuous, weaving stream of wind will affect all creatures within a 5-foot area of effect. This windstorm is magical in nature and can only be penetrated by the abilities **Message** and **Speak to Winds**. Creatures within a **Dust Storm** can see one another but cannot communicate with anyone outside the **Dust Storm**, also, those outside the area of effect cannot interact with those within the **Dust Storm**. Affected creatures can cast spells and use magic items on themselves but cannot affect any other target. Creatures may pivot or turn in place but may not move from the spot of the **Dust Storm**.

**Dust Storm** can be removed with either reverse **Dust Storm** or a 7<sup>th</sup> level **Dispel Magic**, either of which can be cast by an individual within the area of effect. When a reverse **Dust Storm** is cast, the effects of the **Dust Storm** will end for all targets, however, if **Dispel Magic** is used it will only affect a single target, and all other targets will remain within the **Dust Storm**.

- **Elemental Strike** – additionally, the ability point cost for **Elemental Strike** is reduced to 1 during the storm. The PC can release an elemental strike that will affect 1 target. The strike may be either Earth, Fire, Ice, Lightning, Holy, or Profane damage. The target will take 3 points of damage per level. The strike is a 5-foot diameter ball, and the target will also take a 5-second **Knockdown** and a 5-foot **Knockback**.
- **Gale** – additionally, the ability point cost for **Gale** is reduced to 1 during the storm. The **Gale** is a strong gust of wind that causes a 5-second **Knockdown** and a 15-feet **Knockback** to all creatures within to everyone within a 5-foot radius.

5 seconds must pass between each use of **Autocast**. The PC can cast other spells normally while the storm is in effect. **Summon Storm** lasts 5 minutes or until the end of the current combat, whichever is longer. *Druids gain this ability for free.*

## Chapter 5: Martial Path Classes

The following chapter details the three individual Martial classes. This includes a description of each class and any innate abilities gained by that class. All Martial classes have the following stats in common. The table below provides the base attributes for each level. Damage is not cumulative – you cause only the damage listed for your current level. With the exception of Hit Points, these values are immutable and can never be permanently changed.

### *Martial Base Attributes*

Level	HP	Damage	Ability Points
1	20	1	10
2	30	1	10
3	30	2	20
4	40	2	20
5	40	3	30
6	50	3	30
7	50	4	40
8	60	4	40
9	60	5	50
10	70	5	50

### *Weapons and Armor*

**Missile Weapon Usage:** Yes

**Armor:** Cloth Armor, Leather Armor, Chain Mail, Plate Mail (Plate Mail: Fighter & Knight only)

**Shield Usage:** Shield or Buckler

## Fighter

### *What is a Fighter?*

A Fighter is an expert in weapons and has a better working knowledge of arms and armor than any other character class. The skills that a Fighter has to offer a team are based upon their knowledge of weapons and armor and their ability to withstand and cause physical damage.

Famous Fighter tropes: Conan™, Cloud from FF™, Sam and Dean Winchester™.

### *What Role do they fill on a team?*

Fighters can use any type of weapon and any sort of armor, making them one of the ablest character classes in a hand-to-hand fight. They have the ability to heal their own wounds and to go berserk in combat if they choose too.

### *Why play a Fighter?*

If you like to be in the middle of the fight, swing a great sword, or fight with an axe in each hand, the Fighter is for you. Fighters take the lead in combat and are the perfect role for a player who wants to get physical.

### *Fighter Innate Abilities.*

All Fighters gain the abilities below for free when they reach the requisite level. The Fighter does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Fighter class only and no other class may take them.

Tier 1
<b>Battle Fever</b>
<b>Blade Sharp</b>
<b>Fighter's Recovery</b>
Shield Smash
Tier 2
Bind Weapon
Disarm
Disengage
Dodge Blow
Fighter's Blow
Grapple
Tier 3
Cleave
Free Strike
Immunity to Knockdowns
On Your Feet
Tier 4
Avatar of War

## Knight

### *What is a Knight?*

Honor, courage, and strength. These are the concepts that best describe a Knight. Each Knight is a member of a Knightly Order chosen by the player and is expected to live up to a standard of conduct set forth by that Order. Famous Knight tropes: King Arthur™, The Mandalorian™, Huma from Dragonlance™, or Paksnarrion™.

### *What Role do they fill on a team?*

Knights can use all types of weapons and armor, which makes them formidable opponents in hand-to-hand combat. Knights have skills involving strength and courage and can identify and effectively combat supernatural creatures such as undead, lycanthropes, and demons.

### *Why play a Knight?*

The Knight is the role for you if you want your character to stand for good; or you may choose to stand for evil. You can join a like-minded order or form your own order. While a Knight has restrictions based on their code, they gain compensation from their order in the way of armor and weapons.

### *Knight Abilities*

Knights gain their abilities through their strength and courage. Many of Knight's abilities require no invocation time, but their use still requires an expenditure of Ability Points and must be called out before use. A Knight's abilities do not require a verbal, somatic, or material component, but some do require a period of meditation to be used. A Knight must be conscious in order to use any of their abilities.

A Knight is expected to live up to the code of conduct set forth by their Order. If a Knight violates this code, they will lose some portion of their Knightly abilities, based on the severity of the infraction and the guidelines provided below. A GM should warn a Knight who is in danger of violating their code and should use common sense in determining the appropriate penalty. If no GM observes the violation, the player is expected to impose a penalty on themselves in the spirit of strong role-playing. If a player and a GM disagree on what constitutes a code violation, the player may **protest** through the normal channels.

### *Knightly Codes*

A Knightly code is created by the player who portrays the Knight, although some players may choose to work together to create an order of Knights who all follow the same code. A Knightly code consists of one or more major tenets and two or more minor tenets. Major tenets should outline the main purpose of the order of Knights, and act as the Knight's guiding principles. Minor tenets should further refine the standard of conduct for the order.

Example: Code of the Knights of the Sword

Major Tenet: A Knight of the Sword must always strive to oppose the forces of Evil.

Minor Tenet: A Knight of the Sword may never tell a lie or deliberately mislead anyone.

Minor Tenet: A Knight of the Sword must be the model of Courtesy, Humility, Honesty, and Chivalry.



## Infractions

Mild infractions are those unintentional or unavoidable violations of a major tenet of the Knight's code or willful violations of a minor tenet that result in no profound consequences. As a penalty for a minor infraction, a Knight might lose up to ½ their level in ability Points for the remainder of the game day.

*Example: Acacia, a Knight of the Sword, lies about their mission in order to avoid unwanted attention from the local Thieves' Guild.*

Serious infractions include conscious violations of the code's major tenets in the name of a noble cause (perhaps in the name of the Knight's alignment) or a willful infraction of a minor tenet of the code resulting in serious consequences. As a penalty for a serious infraction, a Knight might lose ability Points equal to their level, to be regained at a rate of one per major game day provided the Knight follows their code in an exemplary fashion. As an alternative penalty, the Knight's magical weapon might cease to function, with the pluses of the weapon regained at a rate of one per major game day.

*Example: Acacia refuses a request to escort an elderly couple through dangerous woods. They are attacked by bandits on their way home and are seriously injured.*

Extreme infractions consist exclusively of willful and heedless violation of major tenets of Knightly codes. Punishment may consist of the immediate loss of all of the Knight's Ability Points and use of Knightly abilities, as well as immediate loss of all magical properties of the Knight's weapon. These measures may only be reversed by game design. A significant challenge and sacrifice should be presented in order for the fallen Knight to regain good standing.

*Example: Acacia willingly assists a known and obvious demon in sacking a helpless town.*

---

**SHOULD THE KNIGHT BE PLACED IN AN IMPOSSIBLE SITUATION DUE TO GAME DESIGN, THEY MAY APPEAL TO THE WATCHDOG FOR A RULING OR SOLUTION. AN EXAMPLE OF THIS WOULD BE SOMETHING LIKE A LAWFUL GOOD KNIGHT OF THE SWORD FINDING OUT IN THE FIRST ENCOUNTER THAT THEY MUST SIDE WITH ONE OF TWO EVILS IF THEY WANT TO CONTINUE THE GAME. IN THIS CASE THE PLAYER, THE GM, AND THE WATCHDOG SHOULD STRIVE TO FIND A REASON AND WORK AROUND, INSTEAD OF FORCING THE PLAYER TO LEAVE THE GAME TO PRESERVE THEIR CODE WHICH WOULD PENALIZE THEIR ENTIRE TEAM.**

---

## ***Knight Innate Abilities.***

All Knights gain the abilities below for free when they reach the requisite level. The Knight does not need to spend pick points to take these abilities. Additionally, abilities in ***bold*** are limited to the Knight class only and no other class may take them.

<b>Tier 1</b>
Additional Damage
<b><i>Avenging Blow</i></b>
Identify Supernatural
Immunity to Disease
<b><i>Immunity to Fear</i></b>
<b><i>Knightly Strength</i></b>
<b><i>Knightly Weapon</i></b>
<b>Tier 2</b>
<b><i>Confidence</i></b>
Resist Pain
<b>Tier 3</b>
<b><i>Attuned Magical Weapon</i></b>
Death Commitment

## Ranger

### *What is a Ranger?*

The abilities of Rangers are based upon their practical knowledge and experience of the outdoors, whether they adventure in a desert or a forest. The Ranger's knowledge of plants and animals is legendary, and a Ranger can read a trail or a campsite like a book.

Famous Ranger tropes: Aragorn™, Robin Hood™, Hawkeye™, or Drizzt™.

### *What Role do they fill on a team?*

Rangers have unsurpassed skills with projectile missile weapons. They are the best hunters and trackers of all the character classes.

### *Why play a Ranger?*

Rangers excel in their ability with a bow. If you prefer to stay out of melee range and deal damage from afar but are comfortable when you need to wield a sword, the Ranger is for you.

### *Ranger Innate Abilities.*

All Rangers gain the abilities below for free when they reach the requisite level. The Ranger does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Knight class only and no other class may take them.

Tier 1
Animal Pact
Deadly Precision
Driving Shot
Investigate Habitation
Knockdown Arrow
Survival
Track Lore
Tracking
Wathit
Tier 2
Arrow of Slaying
Hunting Pursuit
<b>Snapshot</b>
Stun Arrow
Target Arrow
Tier 3
<b>Kill Zone - Rain of Arrows</b>
Pinning Shot
Twin Shot

## Chapter 6: Finesse Path Classes

The following chapter details the three individual Finesse classes. This includes a description of each class and any innate abilities gained by that class. All Finesse classes have the following stats in common. The table below provides the base attributes for each level. Damage is not cumulative – you cause only the damage listed for your current level. With the exception of Hit Points, these values are immutable and can never be permanently changed.

### *Finesse Base Attributes*

Level	HP	Damage	Ability Points
1	15	1	15
2	20	1	20
3	25	1	25
4	30	2	30
5	35	2	35
6	40	2	40
7	45	3	45
8	50	3	50
9	55	3	55
10	60	4	60

### *Weapons and Armor*

**Missile Weapon Usage:** Yes

**Armor:** Cloth Armor, Leather Armor, Chain Mail

**Shield Usage:** Buckler

## Bard

### *What is a Bard?*

The power of magic and persuasion resides in the Bard's voice, instruments, and songs. A Bard is much more than a performer; they are a walking storehouse of lore, a keeper of knowledge, and a student of the world. Famous Bardic tropes: Taliesin™, Elrond™, or Jaskier from the Witcher™.

### *What Role do they fill on a team?*

A Bard's primary role is gaining information and providing buffs for their team. They can stand in the front line based on their specialty, or, through their versatility and ability, fill many different roles on a team.

### *Why play a Bard?*

A Bard is the ultimate Jack of all Trades. Depending on their specialty, they can stand in as a front-line Fighter, or, using their wide array of skills and abilities, they can perform roles from healer, to Rogue, to Druid, to party buffs.

### *Bardic Innate Abilities.*

All Bards gain the abilities below for free when they reach the requisite level. The Bard does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Knight class only and no other class may take them.

Tier 1
<b>Bardic Knowledge</b>
<b>Bardic Song</b>
Battle Song
Deception
Distrust
Gauge Value of Treasure
<b>Instrument Focus</b>
Know Class
Know Plant
Lore
<b>Song of Rest</b>
Tier 3
Conductor
Mute
Tier 4
<b>Unraveling Song</b>

## Pugilist

### *What is a Pugilist?*

Pugilists are Masters of Human anatomy, particularly their own. The Pugilist is supreme among the character classes when it comes to feats involving the understanding of mind over the body.

Famous Pugilist tropes: Brother Kane from Forgotten Realms™, Naruto™, Wolverine™, or Sunny from Into the Badlands™.

### *What Role do they fill on a team?*

A Pugilist can fill many different roles on a team, from a front-line fighter to someone who can dodge and evade damages to get close to a caster and deliver devastating attacks.

### *Why play a Pugilist?*

Pugilists have as many or more means of attack and defense in melee as any other character class. They can additionally perform feats that seem miraculous to others. These abilities— which include protecting themselves from physical attacks, healing their own bodies, and withstanding environments that might kill others—are gained from meditation.

### *Pugilist Innate Abilities.*

All martial artists gain the abilities below for free when they reach the requisite level. The Pugilist does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Pugilist class only and no other class may take them.

Tier 1
Agility
Balance
Escape Bonds
Kip
Leap
<b>Physical Attack</b>
<b>Purple Staves</b>
Safe Fall
Timing
Tier 2
Evade
Ki'ai (Kee-eye)
Sense
Throw
Tier 3
Nerve Strike
Speed
Tier 4
<b>Precognition</b>

## Rogue

### *What is a Rogue?*

Entry into forbidden places, opening of locked doors, evaluation of treasure, understanding people, getting a good bargain, and disguising a character's appearance – it is tough to match a Rogue in these situations and more.

Famous Rogue tropes: Aladdin™, Regis from Forgotten Realms™, Tasslehoff Burrfoot™, or Bilbo Baggins™.

### *What Role do they fill on a team?*

Stealth, agility, deftness of hand, and a deep knowledge of human nature are the Rogue's tools of trade. When it is time for secrecy or subtlety, a Rogue has many skills to offer, whether the situation calls for spying and eavesdropping or silent removal of a guard or two.

### *Why play a Rogue?*

No one can handle traps—either disarming or placing them—like a Rogue. This is a role for someone who prefers stealth and moving around the outside of combat, delivering backstabs, or fast talking the team out of trouble.

### *Rogue Innate Abilities.*

All Rogues gain the abilities below for free when they reach the requisite level. The Rogue does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Rogue class only and no other class may take them.

Tier 1
<b>Backstab</b>
Bypass Trap
Conceal
Define Trap
Distrust
Forgery
Gauge Value of Treasure
<b>Kill Dagger</b>
Lock
Neutralize Poison
Pick Locks
Sense Poison
Sense Traps
Set Trap
Tier 2
Obscure Class
Reduce Lock



## Chapter: 7 Spell Path Classes

The following chapter details the three individual Spell casting classes. This includes a description of each class and any innate abilities gained by that class. All Spell casting classes have the following stats in common. The table below provides the base attributes for each level. Damage is not cumulative – you cause only the damage listed for your current level. With the exception of Hit Points, these values are immutable and can never be permanently changed.

### *Spell Base Attributes*

Level	HP	Damage	Cleric & Druid Ability Points	Magic User Ability Points
1	10	1	20	30
2	10	1	30	45
3	20	1	30	45
4	20	1	40	60
5	30	2	40	60
6	30	2	50	75
7	40	2	50	75
8	40	2	60	90
9	50	3	60	90
10	50	3	70	105

### *Weapons and Armor*

**Missile Weapon Usage:** No

**Armor:** Cloth Armor, Leather Armor, Chain Mail (Chain: Cleric only)

**Shield Usage:** Buckler, Shield (Clerics & Druids only)

## Cleric

### *What is a Cleric?*

A Cleric is a holy warrior in the service of their god/goddesses. They communicate with their deity to gain knowledge, ask for blessings and healings, or acquire abilities to smite their enemies.

Famous Cleric tropes: Friar Tuck™, Van Helsing™, or Yvonel Baenre™.

### *What Role do they fill on a team?*

The Cleric is unrivaled by any character class in terms of variety and degree of healing, their ability to protect from harm, their capacity to gain general information about a specific occurrence or situation, and their skill in dealing with the undead.

### *Why play a Cleric?*

Clerics are the best healers in the game and have some of the most potent protections available to a class. They are the bane of the undead, and depending on their specialty, they can stand in the front lines as a Battle Cleric or walk through a battle virtually immune as a healer.

### *Cleric Spells*

Every Cleric carries a holy symbol dedicated to their Deity. Every Cleric starts a game with a holy symbol, but if it is lost or destroyed the symbol must be recreated using the Consecrate Holy Symbol spell. This holy symbol is good for the game day. Between games the Clerics order will replace the holy symbol that was lost or destroyed. This symbol can be as simple or complex as the Cleric desires, but the holy symbol is required to [Turn Undead](#) creatures.

*To avoid causing insult to other people's religions or beliefs, crosses, pentagrams, or other similarly recognized religious symbols should not be used as holy symbols.*

A Cleric can convert willing characters to their religion and may have followers. These converts should follow the dictates of the Cleric's religion and may wish to donate money to the faith or perform duties, such as quests, for the Cleric.

Clerics possess some innate knowledge of glyphs and will know the details of the following glyphs without the use of the [Scry Glyph](#) spell: 4<sup>th</sup> level—Svarq, 5<sup>th</sup> level—Uvas, 6<sup>th</sup> level—Wid, 7<sup>th</sup> level—Malagorth, 8<sup>th</sup> level—Pyro, 9<sup>th</sup> level—Cryo, and 10<sup>th</sup> level—Mord.

## *Cleric Innate Abilities.*

All Clerics gain the abilities below for free when they reach the requisite level. The Cleric does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Cleric class only and no other class may take them.

Tier 1
<b>Blessed Bolt</b>
Consecrate/Desecrate Ground
Detect Good/Evil
<b>God's/Goddess's Boon</b>
<b>God's/Goddess's Favor</b>
Heal
<b>Undead Control</b>
Tier 2
Ashes to Ashes
<b>God's/Goddess's Hammer</b>
Tier 3
Full Heal
Tier 4
Restore Permanent Life/Ability Point

## Druid

### *What is a Druid?*

A Druid acts as nature's champion and wields nature-themed magic. They possess an understanding of the powerful elements that make up the world and manipulate them in their cause.

Famous Druid tropes: Merlin™, Atticus from Iron Druid™, or Radagast the brown™.

### *What Role do they fill on a team?*

The Druid has more versatility in general and can do some things that would take several other classes working together to accomplish.

### *Why play a Druid?*

A Druid wields powerful magic, and they can change into fearsome fighting creatures at later levels. A Druid has an intimate association with the natural world and cannot use metal armor, shields, or weapons; however, the Druid's weapons made of wood, stone, or crystal are as effective and durable as weapons made of steel.

### *Druid Innate Abilities.*

All Druids gain the abilities below for free when they reach the requisite level. The Druid does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Druid class only and no other class may take them.

Tier 1	Tier 2
Animal Pact	<b>Earth Calming</b>
Animal Tamer	<b>Earth Slap</b>
Clinging Vine	Rock to Mud
Death Feint	<b>Seeds of the Elements</b>
Identify Plant/Animal	<b>Tree Shift</b>
Insect Bane	Tier 3
<b>Insect Strike</b>	<b>Earth Healing</b>
Know Plant	Tier 4
Preserve Plant	Summon Storm
Speak with Plant/Animals	

## Magic User

### *What is a Magic User?*

A Magic User's strength lies in their ability to cast spells and in the power, they channel to those spells. The old adage "the best defense is a strong offense" holds true for this class.

Famous Magic User tropes: Merlin™, Gandalf™, Elric, or Raistlin Majere™.

### *What Role do they fill on a team?*

Magic Users have skills of an arcane nature that lets them do damage from afar or charm an adversary. They do not wear armor other than cloth and have little skill with physical weapons in a fight, but a few specialize as battle mages and can stand on the front line. Mages, for the most part, are best described as glass cannons.

### *Why play a Magic User?*

The Magic User is the most skillful of the character classes at magically damaging or enchanting an opponent. No class has the same variety or power in offensive spells or personal defensive spells.

### *Magic User Innate Abilities.*

All Magic Users gain the abilities below for free when they reach the requisite level. The Magic User does not need to spend pick points to take these abilities. Additionally, abilities in **bold** are limited to the Magic User class only and no other class may take them.

Tier 1	Tier 3
Detect Magic	Double Effect
Dead Eye	LI Enhancement
Mage's Script	LI Extension
Reveal Magic	Spell Negation
Savvy	Tier 4
Tier 2	Reflect
Autocast	<b>Shaped Ability</b>
Concentration	Spell Absorption
Dispel Magic	
Spell Point Transfer	
Spell Protection	

## Chapter 8: Loremaster

A Loremaster acts as a team leader and is an individual who receives a challenge from a Game Designer to assemble a team to play in their game. In addition to the ability they receive based on their class and level, each Loremaster has a special ability called [Inspire](#) that may be used once per game day. In the unfortunate situation where the Loremaster dies, the player who assumes leadership of the team may still use the [Inspire](#) provided it has not been used but does not gain the lore passed on from the GD. An NPC can use this ability only by game design.

To reflect their extensive knowledge, A Loremaster may also cast a [Lore](#) 1 time per Tier a day for free.



### *Inspire*

**Range:** Combat

**Duration:** 5 minutes or 1 Combat

**Stacking:** Other

**Uses:** 1 per game day

This ability requires no time to cast and can be used as an immediate counter; the Loremaster can cast this ability regardless of their ability to move or speak. When this ability is used, all members of the Lore master's team who are within the area of effect will gain a +2 resistance versus LI effects. [Inspire](#) will counter previously cast LI spells or abilities if the affected player's new effective LI resistance is high enough. For example, a 6<sup>th</sup> level character would only be affected by LI effects of 8<sup>th</sup> level or greater. Because this ability belongs to the Special stacking group, it can be used in conjunction with similar ability such as [Battle Fever](#) and [Confidence](#).

## Chapter 9: Using Character Abilities

Each IFGS character has a set of abilities that represents training and accumulated knowledge. Some characters train to cast spells, some train to use weapons, and others train in stealth. This training and specialized knowledge are determined by a character's class, character build, and general abilities.

This chapter discusses the use of character ability and the in-game mechanics which must be understood in order to use and react to them.

PCs, NPCs, and GMs should thoroughly educate themselves in the effects of the various abilities available to them so that they can react appropriately in a game. Rarely is there time in the heat of combat to look an effect up in the rule book. Everyone's playing experience is enhanced if all participants can react quickly to an ability.

### Attributes of an Ability

Each ability is presented by character class, and tier in chapter 4. The following information is presented:

#### **Ability Name**

**Range:** Maximum possible range from the character to the target

**Duration:** Length of time the ability will remain in effect

**Stacking:** Which stacking categories the ability belongs to (discussed in depth in Chapter 18)

### *Tier*

This is the tier at which a character gains the power to use the ability. A character only has access to abilities of their tier and below. Many abilities gain power when the PC gains a new tier, and these are listed in the description of the ability.

### *Default Invocation Time*

The invocation time of an ability is the length of the verbal incantation, meditation, or other activation needed to successfully use the Ability. All Abilities have a default 5-second invocation time unless otherwise indicated in the description of the ability or character class. Max time for any ability is 10 seconds. Extending an invocation for an extended period while you wait for your target to get in the range is not permitted. If an invocation time is too short or is extended by more than 5 seconds, the invocation will fail, and the character will lose 1 ability point.

Invocation time does not include calling out the affected targets, amount of damage or other effects since these are considered part of the mechanics of the game. If a character is interrupted while calling out any of this information (for example, if knocked unconscious or takes damage), they should finish calling out the targets and effects of the ability before reacting to the interruption.

### *Range*

Range defines the maximum allowable distance from the caster to the center of the defined area of effect for the Ability. If the range is defined as touch, the character must have one or both hands within 1-inch of the target. When a range is listed as self, the abilities granted by the ability will only affect the caster.



## Duration

The duration of an ability is the length of time that it will remain in effect. This can be a fixed period of time, or a variable period defined in the ability description. Once casted, all ability last until they are used. All ability will expire at the end of a game day. A game day typically extends from the start of the game until the game end or planned downtime, whichever comes first; however, a Game Writer can also designate that a new game day starts or ends at any time.

Abilities last for their full duration unless they are successfully dispelled with use of [Dispel Magic](#). Unconsciousness, sleep, or death of the affected character does not end the duration of an Ability.

## Stacking

Stacking places limits on the number and type of effects a single character may have in effect at any given time. Stacking is discussed in depth in [Chapter 18](#).

## Miscellaneous

This attribute indicates that there is other information pertinent to the use of the Ability, such as a [Knockdown](#) or required material component. This information will always be completely described within the description of the ability.

## Level Influential

Level Influential (LI) ability affects the personality, skill, intelligence, or power of another and may only be cast outside of combat unless specifically stated in the ability. A character can affect creatures up to and including their current casting level.

The caster must call out the level they are attempting to affect, or the ability will not work. If an LI ability is used on someone the caster cannot affect, the target will be aware that an ability was unsuccessfully cast upon them.

If a creature has an LI ability in effect and someone else uses a higher-level LI ability on them, the higher-level ability will be the controlling effect. For example, if a Cleric casts a [Control Undead](#) on a creature at the 5<sup>th</sup> level and another Cleric casts a [Control Undead](#) on the same creature at the 6<sup>th</sup> level, the undead creature would follow the commands of the 6<sup>th</sup> level Cleric. If both Clerics are of the same level, the first spell cast will be the controlling spell.

## Reversible Abilities

Any caster may reverse an ability they cast themselves for no additional cost. All casting times and rules still apply.

## Cost

The cost of an ability is an indication of the amount of energy, measured in ability points, required to cast it. Each character has a pool of points that represents available energy for the game day; this number increases as higher levels are attained. The level at which the ability is cast is at the discretion of the character, not exceeding the allowable maximum or below the allowable minimum, and points are spent accordingly.

Each ability has an associated cost, which is generally based on the tier of the ability. Most abilities cost the same as their tier, i.e. a tier 1 **Undead Control** would cost the caster 1 point. If the caster used the tier 4 version of **Undead Control**, they would spend 4 ability points. A few abilities like **Elemental Strike** have a variable cost

that is stated in the ability description. This means that a character can spend up to their level in ability points for each ability unless otherwise stated.

## Using an Ability



The procedure for casting an ability is the same for all classes and requires care and focus. First, you must decide which ability you want to cast. Thorough knowledge of the abilities available to your character, as determined by class and tier, is a necessity. You should know them well enough that little time is required to decide your actions.

Once you have chosen the ability, you can begin your actual casting. You recite a verbal incantation (also known as the verbal component) while moving your hands in a ritualistic manner to indicate you are casting (also known as the somatic component), use the material component if required, and call out the name of the ability, its effect or

damage, the level of effect for Level Influential (LI) abilities, and all targets of the ability.

Example: To cast a 3<sup>rd</sup> level **CrashTime**, a Magic User might say “*By the powers arcane, the forces of light and shadow, I, Gordon, call on these to do my will, **CrashTime**, 3<sup>rd</sup> level, blue, green, and red.*”

It is not necessary for other PCs or NPCs to hear your incantation, but they must be able to hear the name of the ability and the effect or damage. Your incantation must be loud enough for it to be audible to someone standing 5 feet away; whispering or mouthing the incantation is not allowed. Targets are usually identified by the color they are wearing, but in cases where NPCs are wearing the same color, you may need to identify the target by name or some other feature. Verbal, somatic, and material components are discussed in greater detail later in this section.

Casting requires a significant focus and cannot be done while the caster is running, climbing, fighting, or performing any other action the GM decides is too vigorous. You may take no more than one step while casting an ability. Outside of combat, for role-playing purposes, these restrictions may be relaxed. For example, a “*Cleric of the Dance*” might dance while casting a healing or a Druid doing Plant Seek may wander about. GM discretion should be used as needed.

Casting requires the use of both arms when casting an ability of your current tier. When casting an ability of a tier 1 or more levels below your current tier, it may be cast with a single arm. Healing yourself does not require the use of arms.

When casting an offensive ability, your target must be in sight while you are casting the ability. If the target temporarily breaks the line of sight but reappears before the end of the casting time the ability may still be called on the target. If the target is not in sight at the end of the casting time, or for more than 5 seconds total, the target is no longer accessible, the casting time is disrupted, and 1 ability point is lost.

---

**ONCE THE INVOCATION IS COMPLETE, THE EFFECT IS CALLED. ONCE THE CALL IS COMPLETED, THE FIVE-SECOND RULE BEGINS. THERE IS NO PROTECTION FOR THE CALLER DURING THIS TIME. THIS MIRRORS THE RULE ALREADY CLEARLY OUTLINED IN THE RULEBOOK THAT ARROW AIMING TIME CAN BEGIN AFTER THE ARROW EFFECT IS CALLED. ETIQUETTE. SINCE THE CALLING OF EFFECTS IS NOMINALLY INSTANTANEOUS, IT IS CONSIDERED COURTEOUS TO NOT ATTACK SOMEONE TRYING TO COMMUNICATE OUT-OF-GAME MECHANICS WITH OTHERS.**

---

## Damage

Damage caused by an ability is applied to the target's torso unless otherwise indicated in the ability description. Certain abilities cause elemental damage, such as fire, ice, earth, or lightning attacks. Fire attacks do not set objects on fire, ice attacks do not freeze objects, etc.

## Using Abilities at Night

To use ranged ability at night, a character should indicate each target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others. Laser pointers are not allowed.

## Disrupted Invocation

Casting is disrupted if the user is interrupted by an outside influence. If a character is attacked either physically or magically while using an ability, the invocation may fail. Because of the 1-point rule, any hit by a weapon on a character will disrupt an invocation, unless a caster is casting under [Concentration](#). Magical damage will not disrupt a character's invocation if they have magical protections that exceed the amount of spell damage. Abilities such as [Gale](#) that do not cause damage but do cause a [Knockdown](#) will also disrupt an invocation. If a character's invocation is disrupted, they lose 1 ability point.

---

**USING AN IMMEDIATE COUNTER WILL ALSO DISRUPT AN INVOCATION.**

---

## Conjuration Time

Some abilities require a conjuration time, which immediately follows the invocation time and is the time required to actually perform the ability. Magic items that perform these ability instantaneously (by use of the [Autocast](#) modifier, for example) are considered to eliminate the invocation time, but the full conjuration time would still be required unless otherwise noted in the magic item's description.

## Component

Any ability that requires a material component will include a description of exactly what is needed and how to use it. Material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

Colored flags are the most common material component and are used to represent some durational spell effects. Flags must be at least 11 inches long and 4 inches wide and are commonly made of felt or some other fabric. A flag must be visibly either held in the hand or affixed upon the wrist of the affected character for the duration of the Ability. If a player loses or forgets their flags, they cannot use any ability requiring flags of those

colors (which is a good reason to carry a few spares). Because flags are only a game mechanic, they cannot be stolen or removed from the affected character. These flags are used for the protection of all participants and help to make PCs and NPCs aware of each other's ongoing ability effects.

Eight colors of flags are currently in use, each of which indicates a different type of ongoing effect. Red flags indicate that the affected character has pre-cast an ability that may cause damage to anyone touching or attempting to damage them. Blue flags indicate purely defensive ability. White flags indicate characters that are in [Phase Out](#) or are invisible. Yellow flags indicate that a character is concealed or should be ignored or avoided; these are generally LI effects. Green flags indicate the use of an ability such as [Disguise](#); these are often LI effects. Purple flags are used for the [Speed](#) ability. Brown flags indicate that any IFGS weapons are being used to represent natural weapons such as claws or teeth, which are generally not susceptible to skills like [Disarm](#). Orange flags represent a creature that is a familiar. See the current **Bluebook** for complete rules on familiars.

Flag Colors	
Color	General Indication
Blue	Defensive
Brown	Natural Weapons
Green	Change in Appearance
Orange	Familiar
Purple	<a href="#">Speed</a>
Red	Danger
White	<a href="#">Phase Out</a> or Invisibility
Yellow	Avoidance

## *Somatic Component*

The somatic component is the physical gestures made while invoking an ability. Arm motions should be well-defined, and easily observable, but they need not be flamboyant or attract attention. Complete free arm movement of both arms is required for casting. For example, you cannot cast if your arms are bound or otherwise restricted. If an arm has become disabled, it is unusable, and the character cannot cast until the arm is healed.

## *Verbal Component*

The verbal component is the incantation or the words that are spoken while invoking an ability and must continue for the full duration of the invocation. The verbal component must be spoken clearly and distinctly and must be loud enough to be audible to someone standing 5 feet away; whispering or mouthing the incantation is not allowed. Each caster is encouraged to invent their own incantations as a part of their role-playing.

## *Consent Rule*

Some abilities require the consent of the target, as stated in their individual descriptions.

## *Five-Second Rule*

5 seconds must pass between each use of an ability and/or each activation of a magic item.

If the invocation of an ability or activation of a magic item is disrupted, the character must still wait 5 seconds before they may begin another invocation or activation. This does not include permanent items that are defined as constantly “on” or that do not require voluntary activation.

Certain categories of abilities are exempt from the Five-Second Rule. These include all base values such as armor, character level, and weapon damage, as well as continuously active abilities such as [Immunity to Non-Magical Disease](#). Exclusively physical actions of the player are also not subject to the Five-Second Rule, although safety may dictate a reasonable interval. These include applying Bindings, lock picking, throwing bean bags, taking weapon blows, and role-playing efforts such as talking.

Some Abilities are “Pre-Cast,” that is, the invocation takes place before the actual effect is used. Abilities with durations, such as [Concentration](#), are only subject to this rule when first cast and not when in use. Also, some ability are referred to as “Immediate Counters” and have no invocation time (such as [Dodge Blow](#), or [Evade](#)); the Five-Second Rule does not restrict these abilities, so they may be called at any time. After using a pre-cast ability or an immediate counter, the character must still wait 5 seconds before invoking another ability, magic item, or another immediate counter.

## Chapter 10: General Rules and Information

### Safety

More than anything else, safety is the goal of the IFGS; you will see this repeated many times. Everything that is done in the IFGS, from designing an adventure, to building a physical challenge, to building a weapon, to making a costume, needs to be done with safety in mind. Safety does not detract from the fun of the game. It does not take any more time, and overall, it adds to the pleasure that everyone experiences. Everyone is responsible for safety, and everyone benefits.

### *Physical Contact in Combat*

During melee, physical contact with anything other than a safety-approved weapon is strictly forbidden.

### *Disallowed Items*

For safety reasons, real weapons are banned from IFGS events. The only exception to this rule is the survival-type pocketknife that is often carried outdoors; a pocketknife should be hidden from view and brought out only if necessary. The consumption of alcohol is strictly forbidden during an IFGS game. Other than medications prescribed by a doctor for an existing medical condition, alcohol and other mind-altering substances are strictly forbidden.

### *Time Stop*

A time stop is a temporary freeze of in-game action and may be called by the GM for any reason or by any participant for safety reasons. A Time Stop can be called aloud by name or can be indicated by a blow of a whistle. When a time stop is called, all participants should immediately freeze and await instructions from the GM.

There may be times when an effect or rule is not clear between two participants. In these cases, the participant who is clear on the effect or rule may, as a courtesy, wish to take a step back and explain to the other person the exact nature of the effect. In most cases, these types of problems can be handled between two participants without stopping an encounter for everyone else.

### *Time Freeze*

A time freeze is a temporary freeze of in-game action and may be called by game staff for game-related activities. All the restrictions of Time Stop apply except PCs must close their eyes. This is usually used by production for certain in-game effects.

### *Down Time*

Downtime is a mandatory period of out-of-game time that exists in long-duration games; during this time in-game effects are suspended. Downtime consists of at least 8 hours during each 24-hour period.

## Clothing and Gear

The clothing and gear that can be worn and used by IFGS participants are limited primarily by the imaginations of the creators. Some characters choose to come into a game fully equipped with almost every item imaginable, wearing an elaborate costume. Others choose to come into a game with just their weapons and lunch, wearing

blue jeans and a simple tabard. What you bring and wear is your choice and can be used to enhance your role-playing opportunities. Be aware that you are expected to have reasonable representations of any item your character is carrying on course.

If no rules of safety or gameplay are violated, players may bring anything that it would be reasonable for their characters to possess, including food, drink, rope, hooks, mirrors, candles, containers, paper, or writing tools. Because these types of items are considered to be available to the average adventurer at minimal expense, they have no gold piece cost. Please remember that safety is important – an item such as a heavy, sharp grappling hook would not be considered safe, and should not be carried in-game. If you have a question about whether an item is appropriate for use in a game, talk to the GM, GP, SO, or GD.

When your character is “*between games*,” allowable actions are limited. Gold and treasure may only be traded, sold, or acquired in a sanctioned IFGS game; spells, abilities, skills, and magic items cannot be used between games. Between-game actions are for role-playing purposes only (for example, Lug meets Sir Aminor and they become fast friends) and cannot generate in-game effects or benefits beyond the basic equipment described above.

Check with the game producer to determine clothing needs, since a 4-hour bar game will have dissimilar needs that an 8-hour line course in the woods requiring you to use a zip line. Flip-flops are not a viable choice for walking in the woods.

## *Costuming Guidelines*

Design your character’s costume for practicality as well as atmosphere. Make sure you can wear it for extended periods outdoors. Pockets, belts, and pouches are useful for carrying all your necessary items. Do not worry if some of the things you need to bring with you seem out of place or anachronistic, because they will usually be ignored. For example, eyeglasses have been around since at least the 13th century, so do not feel unrealistic if you need to wear them. Characters may carry books that contain a list of the spells or abilities that they can use, along with their incantations and any other information they want quick access to during the game.

To reduce confusion in a game, each character should wear only one specific costume, distinct from other costumes. If you see the same individual wearing the same costume later in the day, they are probably playing the same character. If the individual is in a different costume, they are probably playing a different character. A player character should never make drastic changes to their costuming during a game unless it is to convey the use of an ability such as [\*Disguise\*](#). Try to ensure that the elements of your costume do not obstruct your vision or unnecessarily hinder your movement.

## *Costume Uniqueness*

Each PC is expected to have something unique about their costume to allow for fast designation in combat. This can be a specific color, a unique symbol, or even a long feather in a cap.

## *Costume Restrictions*

The use of real-world symbols, either religious or military, are subject to GP approval and may be disallowed on course.

## *Disguises*

A character is not allowed to apply a physical disguise during a game to hide their identity unless it is used in conjunction with a Skill, Ability, or Spell.



## Treasure

At the end of a game, any special or magical items a PC has acquired during the adventure must be checked in with the Registry Representative. If a PC wishes to keep an item secret from their teammates, they must still check it into the Registry, although they may be discreet about it. Magic items, magic weapons, and treasure that were not procured by the character in a sanctioned IFGS game may not be brought into an adventure.

### *Physical Representations*

If a character finds a magic item during an adventure, they will be informed if they may take the physical representation of the item. If they cannot take the physical representation, they must make or obtain a copy of the item for their use in future adventures.



To use a melee, projectile missile, or thrown missile weapon in-game, a player must have an appropriate physical representation. With respect to other items, you must carry some representation of any item you claim to have. While items such as a mirror or a candle are small enough to carry into a game, other items, such as a 50' length of rope, might be less practical. With your GM's permission, you might be able to carry a scaled-down representation of a large item, such as a 50' length of cording in place of full-size rope. Any magical items, including scrolls or potions, that you have acquired in previous games must have a physical representation to be usable in the game.

Many abilities require physical components such as a flag, a light, or a piece of duct tape. PCs are responsible for providing their own physical components and if they do not have the rep the GM may disallow the ability.

---

***IF THE APPROPRIATE PHYSICAL COMPONENT IS NOT USED, THE SKILL, ABILITY, OR SPELL WILL NOT FUNCTION.***

---

### *Gold*

Every new player character starts their first game with 100 IFGS gold pieces (GP). Players gain gold as a part of their treasure by finding it on the bodies of monsters, in locked chests, and in other similar places during a game. The amount of gold available in a game is specified in the game script. A character cannot borrow money from the Registry but may attempt to get another character to lend them money. A PC is not required to bring all their gold into a game and can tell the Registry Representative exactly how much of a character's gold they wish to take into a particular game.

The RR may distribute gold representations to the players at the beginning of each game and collects the representations at the end of each game; players do not keep the gold between games. NPCs may also have gold, depending on game design, and will receive representations from either Registry or a game staff member. If you're a PC, you should be especially careful that you don't accidentally lose any gold in the game – any that you lose will also be deducted from your character's total gold at the end of the game.

## Hit Points

Hit Points represent the amount of damage a character can take before they will start to bleed out and die. The Hit Points for each character class and level are provided in Chapters 5 through 7, which discuss the character classes in detail.

Each character can take a defined amount of damage before they become unconscious and start the 5-minute bleeding out process. When a character takes this amount of damage, they must lie down on the ground; a character is unable to move or fight and cannot participate in the events that are occurring around them. The character is not dead but is “*bleeding out*.”

## ***Bleed Out***

Each character can take a defined amount of damage before collapsing. When a character takes this amount of damage, defined as Hit Points reaching zero, they are bleeding out and must lie down on the ground. The character will be Bleeding out and unconscious. If no healing is applied, the character will die at the end of the 2 minutes. After 1 minute of bleeding out the PC is considered to be out of combat and all combat only spells will go down.

No matter how much damage a character takes, they cannot be reduced to below 0 Hit Points. Any healing that brings the character above 0 life points removes any bleeding status, and the character is no longer at risk of death.

---

**A BLEEDING OUT CHARACTER IS HELPLESS AND CAN BE [THROAT SLIT](#), MEANING DEATH OCCURS ONE MINUTE LATER, AS NORMAL.**

---

## ***Healing Damage***

Characters may have their damage healed by spells, potions, scrolls, and other similar devices; these types of healing may also be used to restore limbs to usefulness. A character is automatically healed for their level in Hit Points after resting overnight, which is usually represented by official downtime. Additionally, a character can bind their own wounds or those of another character for 2 points of healing; each character can receive 2 bindings each game day. This healing is instantaneous, but a physical representation of the binding must be worn for at least 1 hour; if the representation is lost, the damage will return.

A character that is dead may be restored to life with various spells such as [Life Spark](#) or [Raise Dead](#), each of which is subject to some limitations. Depending on the game design, it may be possible for characters to carry out the body of a dead comrade and have them restored to life at a future date.

## ***Death***

In the fantasy world of the IFGS, death is rarely permanent. See **Chapter 15 - Death** for full details on death and its consequences.

# **Special Types of Damage**

There are a few special types of damage that can only be used on a victim who is bound, unconscious, asleep, magically slept, paralyzed, magically held, or otherwise immobilized. These attacks do not cause a defined amount of standard damage, such as that caused by an arrow, but instead, cause a specific type of wound that must be healed in a specific manner. Armor and magical protections do not provide any protection against these types of damage. If a character is pretending to be unconscious, they are immobile and can be affected by these special attacks.

## ***Limb Sever***

To perform a [Limb Sever](#), you should call out “*Limb Sever*” while you role-play delivery of the blow. 5 seconds must pass between limb severs and you must be roleplay severing the limb for 5 seconds. The limb may only be

reattached by receiving 12 Points in healing within 5 minutes. Only the character's original limb may be reattached. If the limb is not reattached within 5 minutes, only certain spells like **Regenerate** will restore the limb. The head is not considered to be a limb and therefore cannot be severed with this type of damage. If a target is dead, the head may be severed for role-playing purposes with the GM's permission.

## Throat Slit

A Throat Slit is used to kill a character with a single blow; to perform a Throat Slit, you should call out “*Throat Slit*” while you role-play drawing a weapon across the target's throat. Under no circumstances should you actually touch the target's throat. 5 seconds must pass between throat slits, and you must roleplay the throat slit for 5 seconds. A PC or NPC that is in the 5-minute bleeding out process may be throat slit and it will cause death in 1 minute in this case.

Throat slits do not require an edged weapon. A Throat Slit must be healed for at least 6 points within 1 minute to prevent the target from bleeding out; this healing can come from potions that are administered by another person. A character that has been Throat Slit cannot take any offensive action; cannot walk, run, or perform any other significant amount of movement; and cannot cast spells, read scrolls, or do anything else that requires speech; however, they may wave their arms for help if conscious or drink a potion of healing. A character that has been Throat Slit may place a red flag over or around their throat or dangle a red flag from their mouth to indicate that they have been Throat Slit. A creature that is naturally asleep will be awakened by a Throat Slit, but one who is magically slept will not.

## PC Fairness Rule

The PC Fairness Rule is available for use by any PC in a game unless otherwise determined by the Game Producer. All the publicity materials for a game should indicate whether this rule will *not* be available in a game, and it must be clearly communicated to all PCs prior to the game.

***THIS RULE IS ALWAYS IN EFFECT UNLESS IT IS STATED ON THE GAME FLYER THAT THE RULE IS NOT IN EFFECT. THIS CANNOT BE CHANGED ON GAME DAY.***

If a PC learns that they have been adversely affected by the action of another PC, they have 1 hour to decide whether they wish to invoke the PC Fairness rule and inform a GM. The GM must judge whether the use of this rule is appropriate and is responsible for revising the events involved. If a GM determines that the PC Fairness rule use is warranted it will completely negate the effects of the action and will remove all memories of the action from the characters involved; history will, in effect, be rewritten. If a player disagrees with the decision of the GM, they may appeal to the Watchdog.

## Chapter 11: Weaponry



Any system that involves combat must have some sort of weapon with which the combat is fought. The IFGS gaming system is no exception, but it has the added restriction that the combat must be as safe as possible for the participants. IFGS weapons consist of a lightweight core covered with foam and wrapped in cloth or approved commercially made latex or “hybrid” weapons. This is only a brief description of the kind of weapons used in IFGS games, but it should be clear that no real weapons are used in the fighting that occurs during a game. A general description of the allowable weapon types is given in this chapter.

All weapons will be checked by a safety officer before being allowed on course.

---

**ONLY WEAPONS APPROVED BY THE IFGS GAME SAFETY OFFICER, OR AN OFFICIAL DESIGNATED BY THE GAME SAFETY OFFICER, ARE ALLOWED IN AN IFGS EVENT.**

---

In the IFGS gaming system, there are three classes of weapons: hand-held melee weapons, propelled missile weapons, and thrown missile weapons. The amount of damage a character does with a weapon is dependent upon their class and level. Players may bring as many safety-approved weapons on course as they wish to carry.

### *Use of Weapons*

The use of weapons in IFGS games is controlled to some degree; there are areas of the body that may not be struck under any circumstances. These areas include the head, the groin area, and the throat. Physical contact in melee situations with anything other than a legal weapon is strictly prohibited and may be cause for expulsion from the game. Similarly, hits with a legal weapon to the restricted areas can be treated in a similar fashion if the GM or Safety Officer decides that it was done maliciously or if it occurs by the same person on a regular basis. Attacks on other areas of the body should be made carefully and without undue force. The general guideline is to hit your opponent hard enough that they are aware of the hit, but not so hard that it will hurt them. Whether you are a PC or an NPC, if you feel someone is hitting you too hard it is your responsibility to inform them of that fact. If the person continues to do so, you should inform the GM. If a PC or NPC’s weapon physically breaks or otherwise becomes unsafe in the course of the game, they may replace it with a suitable substitute since it is only the rep of the item breaking. This does not apply to any special in-game effects designed by the game writer to “break” a weapon.

### *Propelled Missile Weapons*

This classification includes bows, crossbows, and other ranged weapons as allowed by game design. Only classes that have bow use listed under their description can use bows or crossbows. Characters who wish to use a bow in the game must carry a physical representation on the course; cardboard or foam representations are recommended. A physical representation of a bow, crossbow, etc., (bow rep) must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player, and non-player alike. A real bow or real crossbow may not be carried into a game. If a bow is to also be used as a melee weapon it must also pass all safety checks that pertain to melee weapons. Bows and crossbows are never actually fired during an IFGS game.

## Combo Weapons

A combination weapon is defined as a melee weapon and a missile weapon that has been combined to be wieldable in both melee and propelled missile combat. Only one melee and one missile weapon may be combined in this way. A single prop represents the combined weapon, and it must pass all safety requirements for both melee and missile weapons.

When acquiring magical versions of a combination weapon, each component must be purchased/acquired separately. This represents things like a musket with an affixed bayonet. The bayonet could be a +1 magical melee weapon while the musket is still a mundane missile weapon. The missile weapon component must be defined as a one-handed or two-handed missile weapon and is independent of how the weapon is wielded in melee.

## Thrown Missile Weapons

This classification of weapons includes throwing daggers and stars, acid, flaming oil, holy and unholy water, rocks, and some ability effects.

Each type of thrown weapon or thrown ability effect is represented by a bean bag of a specific color. The construction of these bean bags is discussed later in the book. In general, bean bags must be at least 2 inches square and no larger than 4 inches square.

Bean bags are the only weapons that may be thrown during a game. You may throw a bean bag any way you like but should be careful not to throw it with too much force; you are not permitted to hurt your target. Bean bags should never be thrown at the head, neck, or groin area. Bean bags should not be heavy enough to actually hurt the target and must be approved by the Safety Officer. There is no hard limit on the number of bean bags you can carry, but a Game Producer may choose to limit the number of any and all bean bags that a character can bring into a game.

A character may only throw one bean bag at a time. In general, unless otherwise magically specified, the item represented by the bean bag can only be used once per game. This does not indicate that the bean bag itself may not be reused, but only that the item that the bean bag represents was destroyed or lost when thrown and may not be reused. Acquisition of additional, equivalent items is required to use them again in that game. Bean bags that represent mundane rocks and daggers can be retrieved and reused with GM permission.

Example: If Raenwyn has a flask of acid (a red bean bag) and throws it at a dragon, the acid will be used whether it hits the dragon or not. If Raenwyn possesses another acid flask (red bean bag), they may use it immediately. If they purchase or find another flask of acid in-game, they can reuse the first bean bag as a representation of the new flask.

Players should pick up their used bean bags after each encounter and store them in their belongings; putting your initials on your bean bags can help identify the bean bags that are yours. Bean bags, their damage, and their effects are summarized below.

## Acid

Acid can be used to cause damage to an opponent or other objects in-game. A vial of acid does 3 points of damage to most creatures or objects but may have additional effects Based on game design. Armor provides normal protection against acid bean bags. Call “*Acid, 3 points*” when throwing this bean bag.

## Flaming Oil

Oil flasks can be turned into flaming oil by tying or attaching a red string or piece of cloth to the bean bag representing the oil. Flaming oil does 3 points of damage to most creatures and is also commonly used to destroy the bodies of creatures that might regenerate, such as trolls. Armor provides normal protection against flaming oil. Call “*Flaming Oil, 3 points*” when throwing this bean bag.

## Holy/Profane Water

Holy and unholy water can be used by any class for various role-playing purposes, in which case it does no damage. It can also be used by any character class as a weapon against certain types of undead and other creatures by game design. The damage that holy or unholy water does when used in this fashion is 3 points. This may vary by game design. Call “*Holy Water, XX points*” when throwing this bean bag.

## Oil

Oil by itself does no damage and is used for role-playing purposes to help lubricate or burn objects. A character cannot be saturated in oil unless the character is bound, unconscious (not normally asleep), magically held, etc. In this case, saturation with oil followed by the lighting of that oil will produce damage equal to 3 points per flask of oil that was used to saturate the character. This damage will be done as a whole, and the damage in this form is instantaneous upon the lighting of the oil. For example, if an unconscious character were covered with ten flasks of oil, and the oil were ignited, they would instantaneously take 30 points of damage, not 3 points of damage ten times. Armor provides normal protection against this damage. This method of damage does not apply to throwing oil flasks.

## Throwing Dagger, Throwing Star, and Rock

A throwing dagger, throwing star, or rock can be used to cause damage to an opponent or other objects in-game. The damage caused is determined by a character’s class and level and is increased by damage enhancements. These bean bags can be recovered after use and can be used any number of times. Armor provides normal protection against throwing daggers, stars, and rocks. The one-point rule also applies to these types of bean bags. Participants should call out the appropriate amount of damage when throwing these bean bags.

## Ability Effects

Two ability effects, [Seeds of the Elements](#) and [Physical Attack](#), as well as others, use throwing bean bags as a physical component. These bean bags are only usable by a character of the appropriate class and tier, or by use of a magic item.

Summary of Bean Bags			
Bean Bag Color	What it Represents	Damage	Reusable?
Black	Oil	0 points	No
Black w/Red Tie	Flaming Oil	3 points + Modifier	No
Brown	Rock	Base Damage + Modifier	Yes
Gray	Throwing Dagger or Star	Base Damage + Modifier	Yes
Green	<a href="#">Seed of the Elements</a> / <a href="#">Alchemist potions</a> / <a href="#">Spell Plague poison</a>	Variable	Special
Purple	<a href="#">Physical Attack</a>	Variable	Special
Red	Acid	3 points + Modifier	No
White	Holy/Profane Water	3 points + Modifier	No



## Chapter 12: Armor and Other Protections

In the IFGS, physical armor and magical protection are both quite common, and each plays a vital role.

### Physical Armor

In order to achieve a fair degree of realism, as well as for variety and simplicity in IFGS games, four types of armor are available: cloth, leather armor, chain mail, and plate mail. These are the only types of armor that are officially recognized for use in games. Each type of armor will absorb a set amount of damage based on its level of protection. These points are used first before any Hit Points. Armor can be repaired by any PC between encounters. This is considered a mundane action and uses no ability points. Magical armor can be purchased or acquired as a treasure in some games, and often provides more protection than its non-magical counterpart

**Cloth armor** – This type of armor provides 5 point of protections and can be worn by any PC.

**Leather armor** – This type of armor provides 10 points of protection.

**Chain mail** – This type of armor provides 15 points of protection.

**Plate mail** – This type of armor provides 20 points of protection.

### *Armor Availability*

All characters may come into their first adventure with a suit of cloth armor at no cost. This is the only type of armor a character can have when starting their first game; the cost of this starting armor does not count against their starting gold. A character can obtain better armor by finding it in a game as treasure or by purchasing it in-game. Armor cannot be obtained by any character between games.

### *Representations of Armor*

To indicate that physical armor is being worn and to indicate its type, a character must wear a 2"x2" square "armor patch" of cloth on their chest. A green patch indicates cloth, brown patch indicates that leather is worn, blue indicates chain mail, and red indicates plate mail. Accurate and easily identifiable facsimiles of armor may be worn instead of or in addition to armor patches but are subject to GM approval. Only one suit of armor may be worn by a player at a time.

Color of Patch	Armor	Protection
Green	Cloth	5
Brown	Leather	10
Blue	Chain mail	15
Red	Plate mail	20

### Magical Protection

Certain spells, abilities, and magic items can provide magical protection from damage. The amount of protection given will vary from spell to spell and item to item but will always be defined in the spell or ability's description or in the item's [Savvy](#).



## Effectiveness of Armor and Protections

Armor and magical protections are effective against most forms of attack, including missile, thrown, hand-to-hand, and magical attacks.

[Kill Dagger](#), throat slits, and limb severers are exempt from armor and protections.

Only when specifically stated in the description of a spell, ability or skill will protections not work against all attack forms.

Characters taking no damage from an attack for whatever reason (for example, an NPC that is not affected by blunt weapons) should call out “*no mark*” or “*no effect*” loudly enough that the attacker understands that they are doing no damage.

### Armor & Magical Protections Do Not Protect Against:

- ◆ Throat Slits
- ◆ Limb Severers
- ◆ Killing Attack
- ◆ Kill Daggers
- ◆ No Defense Damage
- ◆ Carried Effects, such as poisons
- ◆ One-Point Rule

## Shields & Bucklers

There are two types of ‘shields’ that a player may use in the IFGS. The first is a smaller buckler that may be worn by any class. The second is a full-sized shield that can only be used by certain classes.

Shields and bucklers are used to fend off hand-held melee attacks. A character may bring a shield or buckler into the game at no cost, but if it is lost or for some reason becomes nonfunctional, the player will have to continue the game without it. A shield or buckler may be replaced between games at no cost to the character. Shields and bucklers do not take damage from any kind of normal attack.

A shield or buckler is a defensive device and as such can never be used to rush, overbear, or move an opponent. They cannot be used as a weapon. Shields, bucklers, and any weapons attached to them do not cause any damage.

Shields and bucklers will protect against damage from most thrown bean bags if the bean bag clearly hits the shield or buckler and does not contact the person. Certain bean bags will carry past a shield or buckler and that information is listed in the ability description. Shields and bucklers do not block any magical damage caused by spells or magic items that duplicate spell effects.

Items cannot be attached to a shield to increase the overall dimensions of the shield. A character may only use one shield or buckler at a time, and it must be held in the hand or attached to the character’s hand or arm. Sheaths, belts, arm bracelets, backpacks, or equivalent items are not considered to be shields or bucklers.

---

**TO BE EFFECTIVE A SHIELD MUST BE ACTIVELY IN USE. A SHIELD THAT IS SLUNG ON THE BACK PROVIDES NO PROTECTION. ADDITIONALLY, JUST HOLDING A SHIELD AT YOUR SIDE AND NOT USING IT ACTIVELY PROTECT YOURSELF FROM AN ARCHER DOES NOT STOP NON-CRITICAL MISSILE DAMAGE.**

---

## ***Buckler***

No buckler may exceed an external circumference of 60". This length is to be measured by stretching a string around the outer limits of the shield; inner concavities are ignored. In other words, for a star-shaped shield with multiple points, stretch the string around the outermost points. The shield must include at least one solid section 15" or larger in diameter.

---

**BUCKLERS DO NOT PROTECT A PERSON FROM MISSILE DAMAGE FROM ARROWS.**

---

## ***Shield***

No shield may exceed an external circumference of 140". This length is to be measured by stretching a string around the outer limits of the shield; inner concavities are ignored. In other words, for a star-shaped shield with multiple points, stretch the string around the outermost points. The shield must include at least one solid section 20" or larger in diameter.

Shields will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between themselves and the archer. Shields do not protect against a critical hit or targeted arrow, such as that caused by [Target Arrow](#).

## Chapter 13: Combat

While not the prime component of fantasy adventuring, combat is a vital one. When the ogre says, “*None shall pass,*” what else can you do? There is a good deal of simulated fighting in IFGS, however, the stress is on the word “*simulated.*” Safety is the most important part of IFGS combat. Players and NPCs always have to maintain control of themselves and their actions. The risk of real injuries is too great to be disregarded, no matter what is at stake in the game.

There may come a time when, for safety reasons, a player does not perform an action and their character is harmed for it. That is one of the reasons each team has a GM. After the melee has stopped, the player can inform the GM of the situation, and ask for a ruling.



It is a general courtesy to let someone know if you are not affected by their melee damage or spell effect., For example, if you are playing a monster that is only affected by magical damage, you should say “*No Effect*” or “*No Mark*” when hit with non-magical weapons so that your opponent understands that they are causing no damage.

### Combat Defined

Combat begins when an action is taken by a PC or NPC with intent to cause damage upon another PC or NPC (this includes magical attacks). For instance, drawing your sword does not initiate combat, but swinging it with the intent to hit someone does. Setting off a trap or a glyph does not initiate combat. Combat can also be initiated between members of a team. Combat ends for all participants when hostile action ceases by all involved parties for a period of 1 minute or ends for an individual after 1 minute out of combat.

Three basic types of combat exist in the IFGS rules system: melee or hand-to-hand combat, which includes fighting with swords, staves, and other hand-held weapons; propelled missile combat, which includes ranged fire from simulated bows and crossbows; and thrown missile combat, which involves bean bags representing various items and abilities. Many spells, abilities, and skills can also be classified as combat.

### Physical Contact in Combat

For the purposes of safety, during melee, physical contact with anything other than a safety-approved weapon is strictly forbidden. Punching, wrestling, tackling, grappling, martial arts, and other forms of unarmed combat are not allowed in IFGS events. Players are not allowed to block someone’s vision (such as a caster). For example, by putting a cloth over their head. Players are also not allowed to grab or step on another player’s weapons or shield while these are in their opponent’s hands or use a weapon or shield to pin another player’s weapon or shield to large, fixed objects such as the ground, a tree, or a structure. When fighting face-to-face, players should not reach over their opponent’s head to strike them on the back.

---

**IF TWO PLAYERS ARE TRYING TO MOVE THROUGH THE SAME SPACE USING AN ABILITY IT IS SUBJECT TO THE LIMITATIONS STATED IN THE ABILITY AND GM/SAFETY ADJUDICATION.**

---

**Hits to the head, throat, and groin area are strictly forbidden.** Any contact to the head with any type of item will be dealt with by the game staff, even to the point of expulsion if deemed appropriate. Occasionally during the excitement of melee someone will accidentally get hit in the head, groin, or throat. If the blow is serious, a “Time Stop” should immediately be called, and everyone involved in the combat should freeze where they are and not resume combat until the person struck indicates they are capable of continuing.

---

**BLOWS TO THE HEAD, GROIN AREA, AND THROAT NEVER INFLICT IN-GAME DAMAGE.**

---

## Mechanics of Melee

Whenever a hit with a melee weapon occurs, the player scoring the hit calls out the amount of damage caused by the hit, the type (normal or magical), any special effects, and the damage affects the opponent immediately. Melee damage should be called out loudly enough to be heard by the person immediately affected, but not so loudly as to interfere with ranged attacks by other characters. The amount of damage a character does depends on the PC's level, class, and any magical enhancements. If the damage is not called out by the player, no damage should be taken. A player can choose to do less than maximum damage on a weapon strike; in this case, they call out the lesser amount of damage they want to inflict. If a weapon accidentally hits someone when it is not being wielded in combat, it does not cause any damage.

Hits should not be made in an unrealistically rapid fashion. In all cases, you cannot do damage faster than you can clearly and understandably call it out. If a character repeatedly uses this style, it should be brought to the attention of a GM on course.

---

**IF YOU FEEL SOMEONE IS HITTING YOU TOO HARD, IT IS YOUR RESPONSIBILITY TO INFORM THEM OF THAT FACT. IF THEY CONTINUE TO DO SO, YOU SHOULD INFORM THE GM. THIS APPLIES TO BOTH PCS AND NPCS.**

---

Other than these specifics, melee combat is just like you have seen in movies. Move in, parry, and thrust with your weapon, and try to score hits on your opponents. If you score a hit, call out the effect or amount of damage. If you do not hit, do not call out damage. If everyone helps, combat goes smoothly and fairly.

## Calculating Damage

Damage increases for all character classes as a character goes up in levels. These increases are a simulation of a character getting better but at being able to use the weapon in such a way as to cause more damage. These increases are permanent for that character and are applied to hand-held weapons, missile weapons, and thrown weapons. This is your base proficiency damage, which is provided in the description of each individual character class.

Any damage enhancements, such as [Blade Sharp](#), that are affecting a character should be added to the base damage to arrive at the number to be called out with successful melee strikes. Please note that all enhancements are subject to the [Stacking rules](#).

## Melee Combat

Melee is defined as physical, hand-to-hand combat between two or more characters. During the melee, damage is inflicted any time a weapon contacts the body and damage is called, even if the weapon strike is partially blocked or is a light hit; an attack cannot be negated or “*parried*” by contacting the weapon with an item before it hits the body.



## Ranges

All ranges in the IFGS are broken down into 5 simple categories. Every ability will fall into one of these and is listed under the ability heading. These ranges are how far an ability can be cast at. This is not to be confused with the area of effect which is explained under each Ability.

**Self** - A self only ability can only be cast on the player casting the spell and may not be cast on another player under any circumstances. An example of this is a Bard’s or Pugilist’s, Lore ability.

**Touch** – A ability listed as touch may be performed at 1-inch. Never touch another player without asking permission first. A good example of a touch only spell is a Clerics [Heal](#) spell.

**Melee** - A melee only ability may be cast on any target within normal sword range, this includes casting on yourself. An example of this is a Magic User’s [Strong Arm](#).

**Combat** – A combat ability may be cast on any target within the range of the combat or encounter. Combat has a maximum range of 50 feet. A Cleric’s [Gods Hammer](#) is a good example of a combat range Ability.

**Sight** – An ability listed with the range of sight may be cast at any target within sight, subject to GM approval. Obviously, you cannot cast a spell on a monster several encounters away, even if you see them getting into place. A good example of a sight ability is Archery.

## Propelled Missile Combat

Combat with propelled missiles, also known as archery, includes the simulated use of bows, crossbows, slings, or other missile weapons. For simplicity, the IFGS rules refer to a user of a propelled missile weapon as an archer, and to the weapon as a bow; this is not intended to imply that a bow is the only available option. A physical representation of a bow, crossbow, flintlock pistol, etc., (bow rep) must be constructed in such a manner as to pass all safety checks and be made of materials that are safe for all participants in an IFGS game, player and non-player alike. An archer cannot engage in propelled missile combat without an approved bow rep.

Players are not required to carry representations of arrows, bolts, or other “*ammunition*.” If a character loses the bow rep during a game due to a game mechanic, they must play the remainder of the game without a bow (unless the PC can find another one in-game); PCs are not considered to be proficient enough to make bows during the course of a game.



## Mechanics of Missile Fire

To fire a propelled missile weapon:

1. Remain stationary and focus on your target for the required aiming time (discussed in the next section).
2. Call out “Arrow.”
3. Announce your target by color, name, or another identifying feature.
4. Announce the type of arrow if it is anything other than a normal hit, such as critical or [Arrow of Slaying](#);
5. Announce the amount of damage caused by the arrow.
6. Announce any other effects, such as “*Toxin Poison, 6 points*”.

After calling out the arrow’s target and effects, the archer may begin the aiming time for their next shot; however, after firing an arrow that requires active use of an Ability, they must wait 5 seconds before beginning to aim to use another Ability.

Example: Hawkeye, a 7<sup>th</sup> level Ranger, fires a [Stun](#) Arrow at a purple demon across a ravine. After aiming for the 5 seconds required by the ability, they call out “Arrow, Purple Demon, [Stun](#), 10-second Knockdown!” Because Hawkeye fired a [Stun](#) Arrow, it causes no damage to the demon but does cause it to take a Knockdown. Hawkeye must now wait 5 seconds before aiming another arrow if their next arrow includes an ability; otherwise, they can start aiming immediately.

## Range of Missile Fire

All propelled missile fire has a maximum range of sight. This is subject to GM adjudication.

## Aiming Time

As the first step in firing a missile weapon, a character must aim for 5 seconds.

During the Aiming Time, the archer must remain stationary (no more than one step may be taken) and focus on the target for the duration of the Aiming Time. If an archer engages in melee combat, either defending or attacking, they must restart the aiming time. If the target disappears behind an object that completely hides them for 5 seconds, the target is lost; the archer must re-aim for the appropriate Aiming Time before a shot can be fired at the target. The exception to this is Opportunity Fire, which is discussed later in this section.

Missile weapons may be either single-handed or two-handed. The basic rules are for two-handed weapons such as longbows or crossbows. If a PC is carrying a single-handed weapon, such as a hand crossbow or musket pistol, they must have a free hand to reload it, they cannot reload it while wearing a shield or fighting with a sword in the other hand.

---

**CURRENTLY THERE ARE NO SEMI-AUTOMATIC OR AUTOMATIC MISSILE WEAPONS IN THE IFGS.**

---

## Damage

Arrows and other propelled missiles cause a variable amount of damage, determined by the class and level of the archer; this base amount of damage is noted in the description of each character class. Damage is applied to the target’s torso unless modified by the [Target Arrow](#) ability. **Every shot is assumed to hit the target.**



## *Shields and Missile Fire*

A shield will block damage from non-critical missile fire if the player carrying the shield is actively attempting to interpose the shield between herself and the archer, or if the shield is in the direct line between the archer and the target. Bucklers do NOT protect against missile fire. To be effective against missile fire a shield must be actively used. A shield that is slung on the body is not considered to be in use. When in doubt ask the GM for a ruling. Shields never protect against a critical hit or [Target Arrow](#).

## *Missile Hit Types*

Two types of archery hits are possible:

**Hits**, also known as normal or marginal hits, cause the base damage of the character firing the arrow. A shield will protect the carrier from marginal hits if it is being interposed between the shield holder and the archer.

**Critical hits** increase the base damage of the character firing the arrow by 1 point. Additionally, critical hits are not stopped by a shield. Critical damage is considered part of the character's base damage for purposes of stacking.

## *When is an Arrow Marginal or Critical?*

For every set of 20 arrows fired, every character has a set number of Marginals and Criticals depending on their class and level. Which shots are marginal, and which are critical are up to the player.

## *Number of Criticals Allowed*

Rangers have 4 Critical arrows per tier in each set of 20 arrows. For example, a 5<sup>th</sup> level (Tier 2) Ranger has 8 critical hits per set of 20 arrows.

All other classes have 2 Critical arrows for per tier. For example, a 5<sup>th</sup> level (Tier 2) Fighter has 4 critical hits in each set of 20 arrows.

Players are on their honor to use all marginal and critical hits in a set of 20 arrows in combat before shooting critical hits from the second set of arrows.

## *Time Between Shots When Applying a Spell, Ability, or Skill to Missile Fire*

5 seconds must pass between all uses of ability or magic items. In missile fire, this means that after an archer fires an arrow that requires active use of an Ability, they must wait 5 seconds before beginning to aim to use another Ability. If the player is simply firing an arrow with no Ability, they can fire after the appropriate aiming time.

Example: A 5<sup>th</sup> level Ranger shoots a [Target Arrow](#). If the Ranger wishes to fire another arrow that they will apply an ability too, they must wait 5 seconds before beginning to aim, then aim for the time required in the ability description. If the Ranger simply wishes to fire an arrow without applying a ability to it, they can begin aiming as soon as they have finished announcing the [Target Arrow](#).

Since arrows such as [Hone Arrow](#) and [Elemental Arrow](#) are considered to be “pre-cast” the Five-Second Rule does not apply to their use.



## *Number of Propelled Missiles Allowed*

Unless otherwise indicated by the Game Designer or Game Producer, a player who can use a missile weapon and who is carrying a missile rep into a game has an unlimited number of arrows.

## *Missile Fire at Night/Darkness*

To fire propelled missiles at night, an archer should indicate the target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others. Laser pointers are not allowed.

## *Opportunity Fire*

When an archer aims at a fixed point and waits for a target to appear, they are using Opportunity Fire. For each use of Opportunity Fire, the following conditions must be met:

- The archer must select a target area and declare it aloud loudly enough to be heard from 5 feet away.
- The target area must be a single, defined point or location and must be less than 3 feet in diameter. Appropriate targets include a doorway, window, side of a tree trunk, or cave entrance.
- The archer must spend at least 5 seconds aiming at the target area and then may fire at the first target of opportunity. If they choose not to fire at the first available target, they must re-aim for at least 5 seconds before firing.
- Opportunity Fire can only result in a marginal hit. Arrows used for Opportunity Fire can be modified by [Hone Arrows](#), [Elemental Arrow](#), [Blessed Arrow](#), and magic arrows or bows from the modifier group, such as a +2 arrow; Critical hits, Knockdowns, or other ability cannot modify an arrow used for Opportunity Fire.

## **Thrown Missile Combat**

For safety reasons, all thrown missiles used in IFGS games are represented by bean bags. Only one bean bag may be thrown at a time.



## *Mechanics of Thrown Missiles*

In most cases, bean bags are considered to be some sort of thrown weapon or object and may be thrown from any distance. The Pugilist ability of [Physical Attack](#) is representative of an attack made with fist or foot and thus is not treated as a thrown object.

A bean bag may be thrown whenever a character desires, provided the character has a bean bag of the appropriate type and can move to throw it. The method for using bean bags in a game is straightforward: simply throw the bean bag at the target; if it hits, call out the amount and type of damage done by the bean bag.

## *Number of Thrown Missiles*

There is no limit to the number of thrown missile weapons a character can bring into a game. However, a Game Producer has the right to limit the number of bean bags a player can bring into their game. Bean bags from certain Abilities have specific limitations which are discussed in class ability description.

## *Damage*

The amount of damage caused by a thrown missile varies with the type of missile being used.

## *Range*

With the exception of [Physical Attack](#), the range of a thrown bean bag is limited only by how far it can safely be thrown. The bean bag must hit the target in order to damage it. The range of [Physical Attack](#) is 10 feet.

## *Blocking Thrown Missiles*

Shields, bucklers, and melee weapons can block thrown missile weapons. If the bean bag strikes the shield, buckler, or weapon, no damage is taken. However, they do not protect from damage taken from the bean bags representing the [Seeds of the Elements](#) or [Physical Attack](#).

# Miscellaneous Combat Effects

In addition to the basic types of combat described in the previous sections, all participants should know how to react to the following effects and abilities.

## *Immediate Counters*

Many abilities are designed to counteract an attack or effect; these are called Immediate Counters. An Immediate Counter must be called out immediately following the attack or effect it is neutralizing.

Example: Blackjack, a Knight strikes Raum, a Fighter, calling out “[Avenging Blow](#), 16 points.” Raum, wishing to avoid this devastating attack, counters by using the [Dodge Blow](#) skill, calling out “Dodge” immediately after the Knight’s strike to their torso.

In cases where there is no physical manifestation of the counter (such as [Distrust](#)) the character may wish to inform the GM that they are using the Immediate Counter without making everyone around aware of it.

If you have a non-standard protection, you should acknowledge almost all attacks when possible. For example, you might say “countered” or “no effect,” or something similar, depending on the nature of your protection. The purpose of your acknowledgment is to let your attacker know that you are aware of their attack and have made the appropriate response.

---

**AN IMMEDIATE COUNTER MAY BE CALLED WITHIN 5 SECONDS OF CALLING ANOTHER EFFECT, SUCH AS [ELEMENTAL STRIKE](#); HOWEVER, YOU MUST WAIT 5 SECONDS AFTER USING THE IMMEDIATE COUNTER BEFORE INVOKING ANOTHER ABILITY, INCLUDING ANOTHER IMMEDIATE COUNTER. ESSENTIALLY, YOU CANNOT USE TWO IMMEDIATE COUNTERS BACK-TO-BACK WITHIN 5 SECONDS.**

---

## Knockbacks

A [knockback](#) (KB) is an attack that will force a character to move back a certain distance. The [knockback](#) (KB) forces a person to move directly away from the person calling the [knockback](#) the distance stated. Certain ability can cause the [knockback](#) to take a different direction.

## Knockdowns

The duration of a [knockdown](#) (KD) is usually 5 seconds but varies for some attack forms. When a character suffers a KD, you must immediately come to a stop and fall to the ground. After the duration has expired, you can get up at any time. There are two suggested ways to safely take a [Knockdown](#):

1. Drop to the ground or sit down, touching your torso – back, chest or side – to the ground immediately. You should start counting the KD time as soon as your torso has touched the ground. You may sit up while counting but may not get to your knees until the full duration of the KD has elapsed.
2. Kneel down, putting one knee on the ground, lean forward, and place one of your hands on the ground. You should start counting as soon as your knee and one hand are on the ground. You must remain in this position or the previous position until the full duration of the KD has elapsed.
3. If a player has a physical condition that prevents them from taking a [knockdown](#) using the above rules, they may, with permission of the game safety officer / GP, choose to turn the [knockdown](#) into a [root](#). If the player chooses this option the [knockdown](#) will be double duration, i.e., a 5-second [knockdown](#) will become a 10-second [root](#).

The acts of getting back up are not considered part of the KD. A KD count does not begin until the character's torso has touched the ground or knee and one hand has touched the ground. An affected character must wait for the entire duration of the KD, which can seem an eternity in the chaos of a battle. To ensure they take the full KD time, players should count aloud – “*Knockdown one, Knockdown two, Knockdown three, Knockdown four, Knockdown five.*”

If a player seems to have trouble taking a full-duration KD, the GM may ask them to count KDs aloud. If a safety issue forces a knocked down character to move, the player must make every effort to take a full KD upon arriving at a safe area.

Characters who have been knocked down may not attack in any manner. They may not use ability or activate magic items, including [Autocast](#) items. They may, however, defend themselves from attack. When attacking a person who has been knocked down, all IFGS safety rules must be observed. If the knocked-down character cannot be safely struck, no attempt to do so should be made. In the case of damaging spells, abilities, or skills, or magic items that include a [Knockdown](#), if a character takes no damage from the attack, the character does not take the [Knockdown](#); [Knockdown](#)-only ability such as [Stun](#) are exceptions to this rule.

The immediate use of [Kip](#) to counter a [Knockdown](#), either as an ability or from an item, is allowed. Autoactivated items and ability which require no action or focus Concentration to activate will work while in a KD. For example, [Wrath](#) and [Physical Protection](#) will automatically discharge, but the character may not re-cast or re-direct while in a KD.

Although [Concentration](#) may prevent a KD from affecting a character, it cannot protect a character that has already been affected by a KD since the character can't start casting while in the KD.

## *No Defense*

**No Defense** is damage which can bypass the ability of concentrations. Additionally, it may not be countered by the ability of **Dodge Blow** or **Evade**.

## *Root*

A **Root** attack forces a player to remain in one spot. The target may not move from their location for the length of time stated in **Root**. They may offensively attack, cast spells, activate items, and activate abilities except for **Strength**, **Speed**, **Climbing**, and **Leap** while being **rooted**, but cannot move both of their feet. The target can pivot to face another direction, but one foot must remain in the same space. The various **Knights Strength** acts as an LI boost to the targets LI to counter the **Root**.

## Chapter 14: Poisons and Diseases

IFGS characters can come into contact with poisons and diseases through various in-game means. Weapon strikes, traps, poisoned drinks, and contact with “infected” NPCs are all possible ways of becoming poisoned or diseased. Effects can range from mild to severe and can generally be neutralized or cured by an appropriate Ability.

### Diseases

Diseases can be of either a magical or mundane nature. A natural disease, such as the Black Plague, can be cured by any ability that affects mundane diseases, such as [Neutralize Non-Magical Disease](#). By contrast, Lycanthropy, Vampirism, and any disease resulting from a glyph are considered to be magical in nature and only ability that explicitly state that they work against magical diseases (such as [Neutralize Magical or Supernatural Disease](#)) would be effective. A disease must be defined as magical or mundane by game design, and the results of any attempts to cure the disease should also be defined by game design. By default, all diseases are considered mundane unless listed here or in a game design as being magical.

### Poisons

The primary types of poison are used in IFGS games are [Kill Dagger](#), [Toxin](#), [Venom](#), [Red Death](#), and [Spell Plague](#). However, there are a considerable number of poisons that have been created in games and their uses are far too many to list here. Poisons are most often injected through a weapon strike, but they can also be coated on items such as a chest, a lock, on the outside or inside of a goblet, or can come in the form of a potion.

#### *Kill Dagger Poison*

[Kill Dagger](#) poison causes instant paralysis for 15 minutes or until a [Neutralize Poison](#), or related ability is used; the target can be fed a [Neutralize Poison](#) potion as if they were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target’s back, they will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. The target may not cast spells or activate magic items, including an *item* of Pugilist’s [Neutralize Poison](#); autoactivated magic items will function normally. [Kill Dagger](#) poison is Level Influential, which means that the poison can only affect characters at its effective level or below.

#### *Red Death*

[Red Death](#) poison causes death in 1 minute. After 30 seconds the GM will inform the character that they do not feel well; 15 seconds later the character will become unconscious, and 15 seconds later the character will be dead. The only known cure for [Red Death](#) is the [Ranger Herb](#) Athelas used in conjunction with a [Neutralize Poison](#) Potion, or with an [Improved Neutralize Poison](#) Potion. A [Freeze Poison](#), [Stasis](#), or [Shiatsu II](#) will temporarily freeze [Red Death](#). Normally, [Red Death](#) must be ingested or injected to work, but airborne and contact types can be created by game design. This poison is rarely encountered.

#### *Spell Plague*

Spell Plague poison restricts a person’s access to their ability points. When a character is affected by Spell Plague, they lose access to half of their current ability points at the time they are affected. These points are not gone, the PC just cannot access them. The Spell Plague poison can be neutralized by [Neutralize Poison](#) and related Ability. Once the poison is neutralized the player will be able to access all their ability points again.

## Toxin

Toxin poison causes the target to take an immediate amount of damage and is often delivered as a carried effect on a successful weapon strike. Toxins may also be ingested, injected, or picked up by contact (contact poison). Because its effect is instantaneous, it is not affected by [Neutralize Poison](#) or related Ability. [Immunity to Poison](#), however, will protect against Toxins. The default damage on a Toxin Poison is 3 points per level of the person that created the poison.

## Venom

Venom poison causes death in 5 minutes. After 4 minutes the GM will inform the character that they do not feel well; 30 seconds later the character will become unconscious, and 30 seconds later the character will be dead. Venom poisons can be neutralized by [Neutralize Poison](#) and related Ability. If a character has a [Neutralize Poison](#) or a related ability used on them while they are unconscious, they can be awakened as if they were under the effects of a [CrashTime](#) spell. In order to function, venom must either be ingested or injected. Venom poison can in some isolated instances be inflicted through a skill or ability.

For each additional dose delivered during the 5-minute duration, it will reduce the onset time by 1-minute. The time can never fall below 1-minute no matter how many doses a person takes. This stacks in the stat breaking bucket.

---

**SOME EXOTIC VENOMS MAY HAVE LORE ASSOCIATED WITH THEM THAT SPECIFIES  
DIFFERENT MEANS OF CURING.**

---

## Other Poisons

Poisons that have other effects, such as the Nightshade, exist in the rules or may be developed by game design. They will usually be treatable by [Neutralize Poison](#) or a related Ability.



# Chapter 15: Character Change and Death

As an IFGS character participates in adventures and increases in level, they will experience dramatic changes, both positive and negative. A character might die, gain, or lose permanent Hit Points, or have a level temporarily or permanently drained. This chapter discusses the rules and restrictions governing such changes.



## Permanent Life Point Changes

Characters can lose permanent Hit Points when they die, or from other in-game effects. Cumulatively, a character can lose no more than a number of Hit Points equal to their level. Points freely given, and temporary losses of Hit Points such as that caused by casting a [Raise Dead](#), do not count against this total. For higher-risk games, Game Designers may specify that the permanent life point loss limit does not apply. Permanent life point losses that occur in games will carry forward to other games.

A character can also gain permanent Hit Points. Gains in permanent Hit Points may be combined from different games, but the maximum cumulative gain allowed is 1 extra permanent life point per level of the character.

## Immutable

Immutable are those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason. These aspects are fundamental to the IFGS rules system, and this is an area of the rules that is beyond the purview of any Game Writer, Sanctioning Committee, or chapter policy. While a Game Writer may change some aspects of the rules for the current game, those changes may not leave the game and are not valid outside of that Game Writer's world. The following characteristics are considered to be immutable:

1. **All Bases** – No effect can alter a base, except for permanent Hit Points. The immutable bases are Base hand-held, missile, and thrown damage, the number of spell and ability points. A Game Producer can alter a Base during the current game, but that alteration may not leave that game.
2. **Base ability Cost** – The base number of ability points required to use an ability may never be reduced or increased, except as specified by another ability.
3. **Casting Time** – The time required to cast an ability may not be reduced except by [Autocast](#). Unless otherwise indicated in the rulebook description, all abilities take 5 seconds to cast. Magic items are also subject to this limitation unless priced with an [Autocast](#) or autoactivate modifier.
4. **Wait Time Between Usages** – 5 seconds must pass between uses of abilities, activations of magic items. This wait time cannot be decreased.
5. **Aiming Time for Missile Fire** – Aiming time for an is 5 seconds. When using “special arrows” (for example, [Arrow of Slaying](#) or [No Defense Arrow](#)) aiming time is based on the ability (See #3 above).
6. **Additional Classes** – No magic item or effect that enables a PC to gain an additional class is allowed.

## Death

When a PC or NPC bleeds out past the allotted 5 minutes, the character is dead. It is the responsibility of the character to role-play the dying as well as any other action the character does during the game. A dying gasp,



last words if the situation calls for them, or a silent leaving of the soul can add to the game and show good sportsmanship.

When a character dies, any curses on that character, though not active, remain in effect. Should a cursed character have [Life Spark](#) or [Raise Dead](#) cast upon them, any curses are still in effect and become active again, unless otherwise stated in the description of the curse.

Poison and Disease remain in the body and are still in effect if you are resurrected by a [Life Spark](#); for purposes of time progression, they are considered to be newly applied or contracted when the character is returned to life. However, [Raise Dead](#) removes all poisons and diseases from the body (even [Red Death](#)). Durational spells and abilities (good, bad, and indifferent) run their duration as normal and may still be in effect after a [Life Spark](#) or [Raise Dead](#) is cast.

The Spell or ability Points of dead characters are not accessible. Furthermore, for game purposes, while characters are dead, they are considered to have no spell points, ability points, or skills unless otherwise specified by game design.

There are several ways to avoid permanent death, including [Life Spark](#), [Raise Dead](#), and use of the Fate Point Option (described later in this chapter). A dead player may, at the GM's option, wear a white shirt and follow the party at a distance in order to be able to watch the rest of the game. Some Game Producers allow the player to reenter the game with a different or secondary character. This will be indicated ahead of time so that players can come prepared with secondary characters.

## Resurrections



Various classes can perform a [Life Spark](#) within 5 minutes of a character's death, which raises the target to 1 point above death. After a [Life Spark](#) is cast, the recipient is down permanent Hit Points equal to  $\frac{1}{2}$  of her level (round up) and is -2 to all LI effects for the rest of the game day.

Characters that cannot be raised with [Life Spark](#) may be resurrected with [Raise Dead](#) within a certain time frame. After that time, a character may only be raised by game design.

When a resurrection occurs, either by [Life Spark](#) or [Raise Dead](#), the character must be resurrected to the same level as when they died and will have the same number of experience points. Each time a character is resurrected, they will permanently lose  $\frac{1}{2}$  their level in Hit Points (round up) unless raised by a Cleric of the healing specialty. See the description of [Raise Dead](#) for further stipulations on resurrection.

The target's head, torso, and at least two limbs are necessary for the resurrection to be successful. If a limb is missing and the character is resurrected, the character will come back without that limb. Characters cannot be resurrected from blood spatters or from a single body part.

## Chapter 16: Lock System

In IFGS adventures, locks can be found on doors, chests, boxes, and other items. Locks are usually represented by twisted and curled loops of thin wire. Each lock has a rating (1 through 7, or S), which determines how it is physically constructed. Additionally, each lock has a set of Hit Points and a level or LI. The physical difficulty of the lock is increased by adjusting the number and complexity of twists and loops, and how close the wires come to each other where any loops cross. This chapter provides examples of several kinds of locks, as well as details of a basic lock and buzzer construction. If any apparatus is defined in a game as a lock, it can only be picked by the [Pick Locks](#) skill.



### Lock Picking

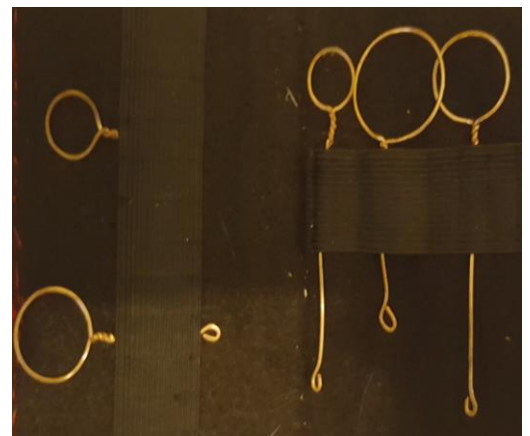
To open a lock with lock picking, a character moves their lock pick along the turns and twists of the lock's copper wire, attempting to move along the entire path of the lock without touching their pick to the lock. If the lock pick and the wire of the lock touch, the lock's buzzer will sound to indicate that the character's attempt to pick the lock has failed. The character must begin lock picking again at the starting point of the lock every time the lock is touched with their lock pick unless the Rogue's Touch ability is immediately used. The number of attempts a Rogue may make to pick any given lock is equal to their level; a character of another class may only attempt lockpicking with the use of a magic item and is restricted to the number of uses specified by the item's [Savvy](#). A character does not take damage from touching the lock with the pick, although a failed attempt might trigger traps or glyphs that could cause the character damage.

The wire loops, buzzers, batteries, and other paraphernalia representing a lock are not in-game and cannot be affected by characters; they are simply the devices used to represent a lock and test a character's lock picking skills. Therefore, any interaction with the lock (cutting, moving, or straightening the wire) is forbidden. Anachronistic items used in lock picking are also not allowed (GM discretion). If in the middle of picking the lock, the alligator clip connecting the lock pick to the buzzer needs to be adjusted, the character is allowed to disconnect the clip and reconnect it provided the pick does not change position.

### Lock Picks

Rogues have the ability to use lock picks, which are represented by short lengths of copper wire with a circular loop on one end. The metal loop may have no more than a ½" inside diameter and may not be painted, varnished, or insulated in any way. The loop should be made of at least 18-gauge copper wire. Note that other shapes and sizes of lock picks may be acquired in-game as magic items but may not be acquired by any other means.

Each player is responsible for making their own lock picks, and there is no limit to how many lock picks they may carry in a game. In point of fact, it is common for most Thieves to carry several lock picks in case some get lost or taken away during the course of a game.



Rogues are encouraged to practice picking locks between games to improve their skills, similar to Fighters practicing with weapons to improve their abilities. Practice outside of a game can be quite useful later.

## Lock Type and Difficulty

Each lock has 3 distinct aspects to it.

- The first is the ‘physical difficulty’ which determines how the lock is constructed, the physical makeup with the twists and turns.
- A set of Hit Points.
- A ‘level’ for LI.

---

**THE LAST TWO STATS ARE USED FOR OPENING THE LOCK WITHOUT USING THE SKILL OF PICK LOCK. LOCK TYPES RANGE FROM 1-7 WITH 5 USED FOR SPECIAL LOCKS THAT DO NOT FIT THE STANDARD LOCK FORMAT.**

---

Game Writers should feel free to increase the difficulty of a lock by defining its placement. A sample lock description in a game might be:

The false top is secured with a type 6 lock using 8-12 inches of wire. The lock is level 4 with 30 hit points. The lock itself is placed behind the altar and cannot be seen directly by the characters. A mirror is provided for the character to use.

### Type 1 Lock



The lock should be made up of a single strand of wire no longer than 4 inches, with no more than 90 degrees of total bend. The lock should be accessible, easy to reach, and allow ample room for maneuvering a pick. This is a “simple lock” and should never be difficult to pick even for a beginner at lockpicking.

### Tier 2 Lock



The lock should be made up of a single strand of wire not greater than 18 inches in length. The lock may require a character to switch hands while picking, but the wire should not feedback through one of its own loops. While tight, there should be no forced touches.

### Tier 3 Lock



The lock should be made up of a single strand of wire not greater than 24 inches in length. The lock may have many twists and loops. Any lock where the wire feeds back through itself once should be assigned a minimum difficulty of Tier 3. Locks of this difficulty may also be constructed in a “tight” fashion, making it difficult at times to maneuver a pick through the lock. While tight, there should be no forced touches.

### Tier 4 Lock



These are the toughest locks found on any course. This type of lock may appear “unpickable” when first viewed. There are no limits on wire length, loops, or number of times the wire may pass back through the lock. Any lock containing a forced touch automatically rates a difficulty of Tier 4. The existence and number of forced touches should be described in the game copy.

## “Special” Lock

This difficulty is used only for locks that do not conform to the standard 1/2” lock-pick, copper wire, and buzzer arrangement. Examples of this would-be huge locks that take multiple people to wield the pick; locks that contain hooks & eyelets inside of a box that must be connected/disconnected; locks where a straight steel bar must be maneuvered through a series of offset rings; locks contained inside of plastic mason jars with narrow paths cut out for the pick to slide through; etc.

### Physical or Spell Damage

Most locks can be broken by damage; the number of points that it takes to open the lock is not tied to the type of lock but by the game writer. It is possible to have an extremely complicated lock (*Special*) made of fragile glass (5 Hit Points) that also has a high LI. Traps or glyphs may be set off by physical or spell damage, and it is possible that any fragile items in the chest such as scrolls, potions, or some gems might be destroyed by breaking the lock this way.

### Magic User Reverse Lock

Most locks can also be opened by use of the LI spell [Lock](#). A caster cannot tell what the exact level of a lock is by looking at it, but with suggestions from a Rogue or by use of the spell [Know Aura](#) they can determine how many points to put into the spell.

## Chapter 17: Magic

In the fantasy worlds where IFGS adventures occur, magic is an accepted, if rarely understood, fact. Spellcasters draw upon the mystical energies around them to cast their spells, which produce varying results. Spells vary in nature and can be protective, damaging, or informational. Magic items such as scrolls, wands, rings, weapons, and potions also exist and can cause various magical effects.

### Detecting and Revealing Magic

You may have the ability to detect or reveal magic. Things that commonly radiate magic in IFGS adventures include items, NPCs, PCs, and some illusions. If a PC or NPC has a durational spell cast upon them, they will also radiate magic.

### Dispelling Magic

Two basic types of abilities exist in the rules: those with an instantaneous effect (such as [Fire Ball](#) and those abilities that have a durational effect (such as [Physical Protection](#), or [CrashTime](#)). Abilities that have instantaneous effects cannot be dispelled; however, abilities that have a duration can be dispelled at a variable point cost.

A character can dispel any ability, including their own, with the use of [Dispel Magic](#) at the same cost as an LI spell (1 spell point per 2 levels affected, rounded up). To use [Dispel Magic](#), they must call out “[Dispel Magic](#),” followed by the name of the ability and the level that they are attempting to dispel. As with all LI abilities, a caster can only dispel abilities cast at their level of effect or lower. Non-LI durational abilities must be dispelled at the level of the individual who cast the ability. If the level of the caster is not specified, the effect may be dispelled at the minimum level of the ability. For example, a 5<sup>th</sup> level Magic User who was attempting to negate the effects of an [Enthrall](#) cast upon a team member by an NPC would cast “[Dispel Magic](#), [Enthrall](#), 5<sup>th</sup> level”. The caster loses the points even if they are not successful in negating the spell. Non-LI durational abilities must be dispelled at the level of the individual who cast the ability.

Abilities with a durational effect and an area of effect that is greater than 1 creature (for example, a 5’ radius circle) are treated as multiple single-target spells for the purposes of [Dispel Magic](#). If the ability in effect is successfully dispelled, the ability is removed for the target only, not for all of the characters affected by the ability.

Magic items or objects cannot themselves be dispelled, but durational effects caused by a magic item are subject to the same [Dispel Magic](#) rules as above. Non-LI abilities from items are assumed to be at the minimum level of effect unless otherwise specified by the item’s [Savvy](#).

### Illusions, Concealment, and Invisibility

Illusions, concealment, and invisibility are all used during IFGS games to alter how characters perceive the world around them. Their effects and how characters should react to them vary and are described in detail in this section.

#### *Illusions and Disbelief*

Magical illusions can occur by game design, although there are no abilities which allow players to produce them. A Game Writer must decide whether an illusion can be dispelled, and what level of [Dispel Magic](#) can remove the

illusion. Some illusions cannot be dispelled. A character can react to what they believe to be an illusion in several different ways:

## *Illusion Type 1*

This is an illusion of something that may not actually be there at all, such as a Fighter dealing 30 points of damage per blow, a Magic User casting a fifty-point **Lightning Strike**, or a huge creature.

*Method of Disbelief:* The character must loudly state “*I disbelieve*,” and act as if the creature, item, or other effect does not exist. For example, stating “*I disbelieve*” then walking through an illusionary wall of fire, completely ignoring a hit from an illusionary creature, or ignoring magical damage from an illusionary caster would be a valid attempt to disbelieve a Type 1 Illusion. If the creature, item, or other effect is an illusion, no damage will be taken by the character; however, if the creature, item, or other effect is not an illusion, the character will take full damage. Any attempt to fend off the damage negates that character’s attempted disbelief.

## *Illusion Type 2*

This is an illusion that covers something else that is actually there, such as a magical book made to look like an old piece of wood, a dangerous monster made to look like an innocent girl, etc.

*Method of Disbelief:* Disbelief is not possible for this type of illusion, although a [Dispel Magic](#) might work. A character using an ability such as [True Sight](#) or [Perceive Illusion](#) will see things as they truly are.

## *Illusion Type 3*

This is an illusion that only affects a player’s mind. Examples of this are game-designed spells that cause a player to believe they are a five-year-old or causes them to have nightmares.

*Method of Disbelief:* No method of disbelief is possible for the person affected, but effects can often be dispelled by [Dispel Magic](#).

## *Concealment*

Concealment is a level-based ability that allows a character to be hidden from other creatures. While the concealed character is 30 feet or more from another PC or NPC, their concealment is effective at the level of the ability +3; if a target is within 30 feet of the concealed character, the concealment is effective at the level of the Ability. As long as the concealed character moves slowly and stays near some sort of shadow or obscuring object (for example, a wall, in the trees, crawling through the grass), other creatures will not notice them. Affected players and NPCs should do their best to ignore the hidden person and continue their actions as they normally would.

A character cannot conceal themselves if they are within 10 feet of any other creature. If already concealed and they approach or are approached by someone within 10 feet who is affected by the concealment, the concealed person must remain motionless, or they will be immediately detected. This is an LI skill, and the character must inform anyone who approaches them, “*Conceal*,” followed by the level of effect.

A concealed person may not take any offensive actions while in concealment and may not take any offensive actions for 5 seconds after becoming unconcealed.



A concealed person cannot make any fast movements, including spell casting, or the concealment will terminate (active struggling while bound is considered movement). The concealed person cannot activate magic items or pre-cast spells, skills, or abilities.

---

**A CONCEALED PERSON CANNOT MAKE ANY VOLUNTARY SOUNDS ABOVE A WHISPER OR THE CONCEALMENT WILL TERMINATE. INVOLUNTARY SOUNDS, SUCH AS STEPPING ON TWIGS, WILL BE CONCEALED BY THIS ABILITY IF THE CHARACTER IS ALREADY CONCEALED AND APPROACHES OR IS APPROACHED BY SOMEONE WITHIN 10 FEET WHO IS AFFECTED BY THE CONCEALMENT, THE CONCEALED PERSON MUST REMAIN SILENT AS WELL AS MOTIONLESS OR THE CONCEALMENT WILL TERMINATE (INVOLUNTARY NOISE WILL NOT TERMINATE THE CONCEALMENT).**

---

## Invisibility

Invisibility is not an ability that can be caused by any IFGS Ability. However, invisibility has been brought into games via magic items, scrolls, and game design and is governed by the following strictures: a creature must indicate invisibility by displaying a piece of white cloth at least 2 feet by 2 feet square, above the waist and in plain view, to indicate their invisible status.

An invisible creature can be heard by others if they make a normally audible noise while moving, talking, or taking any other action. However, if players do not hear the invisible creature they must play as if they are completely unaware of their presence.

The presence of an invisible creature might be revealed by tracks, particularly in terrains such as mud, snow, or tall grass; a GM will make this determination as needed.

Any of the following will cause an invisible creature to become immediately visible:

- The creature or one of their possessions come within 10 feet of any other being unless the invisible creature remains completely motionless
- The first word of a spell casting or the beginning of a weapon strike (first movement) initiated by the invisible creature
- The invisible creature undertakes any action that initiates combat

## Glyphs

A glyph is a powerful magical trap that can only be used by Game Writers that may be placed upon a rigid object to protect against theft, opening, or entry. Glyphs can be used in four separate ways:

- A glyph can be placed to protect an area and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when someone passes within 5 feet of the glyph.
- A glyph can be placed under an object and set to trigger when the object is disturbed.
- A glyph can be placed on top of or inside an object, such as a chest or rigid pouch, and set to trigger when the object is opened.



A glyph must be at least 2 inches square; the level, effects, and activation method of each glyph should be included in the game copy. Because the power of a glyph results from the exact relationship of its shape, it can never be placed on flexible pouches, characters, clothing, or other non-rigid objects.

A glyph cannot be activated from a distance greater than 5 feet. A glyph that is set to trigger with proximity will be set off by any animate creature that weighs 25 pounds or more; an undead creature or ***Mist Servant*** will trigger a glyph, but a squirrel, rock, or an ***Animate Dead*** body will not. Any attempt to modify, deface, or physically remove a glyph will immediately trigger it and cause it to affect all characters within the area of effect. A glyph with an area of effect of “1 Target” will affect the character that triggers it. A glyph will disappear once triggered unless otherwise stated in-game copy.

Glyphs detect as magic, but the items they are placed on do not unless they are magical in and of themselves. ***Sense Traps*** and ***Reveal Glyph*** will reveal the presence of glyphs within a defined area. ***Reveal Magic*** may also reveal a glyph, but because these ability are blocked by 1-inch of wood or other materials. A glyph on the back of a 1” wooden door, for example, would not be detected.

All glyphs must be approved by the IFGS Fantasy Rules committee before they can be used in an IFGS game. Clerics possess some innate knowledge of glyphs and will know the details of the following glyphs without the use of the ***Scry Glyph*** spell: 4<sup>th</sup> level—Svarq, 5<sup>th</sup> level—Uvas, 6<sup>th</sup> level—Wid, 7<sup>th</sup> level—Malagorth, 8<sup>th</sup> level—Pyro, 9<sup>th</sup> level—Cryo, and 10<sup>th</sup> level—Mord. Other characters do not possess any innate knowledge regarding glyphs – this information is comparable to treasure and must be learned during sanctioned IFGS events. If a character learns glyphs during a game, details of each glyph learned should be included on the character’s game experience record and recorded with the IFGS Registry at the end of the game.

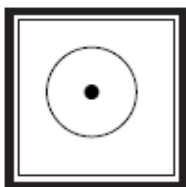
An unknown glyph can be learned (and thus added to a character's record) in one of three ways:

1. The use of ***Scry Glyph*** (through ability or item) on the glyph while the glyph is active.
2. Through instruction from another PC who has already learned the glyph. This requires the teaching PC to accurately draw the glyph for the character and the teacher must accurately pass on the glyph's name, properties, level, and level to dispel. If any of these are inaccurate, the glyph is not learned. This should be verified by the GM.
3. Through self-study. The character must have available a resource that contains a picture of the glyph, its name, a pronunciation guide for that glyph, the glyph's properties, level, and level to dispel. If any of these are inaccurate, the glyph is not learned. This should be verified by the GM.

The following sections describe the standard IFGS glyphs and their effects. Each description includes a pronunciation guide.

## 4<sup>th</sup> Level Glyphs

### Elthos



[ el-thohs]

Level: 4

**Area:** Special

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 6<sup>th</sup>

This glyph causes a loud wailing alarm to sound for 30 seconds. The alarm will be represented by an appropriate noisemaker or by a GM/SK yelling at the top of their lungs.

## Holfet



[ hohl-fet]

Level: 4

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 6<sup>th</sup>

This glyph causes the target's feet to become **rooted** to the ground.

## Regia



[ reg-ee-ah]

Level: 4

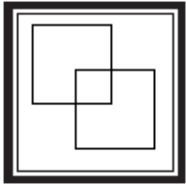
**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Affected creatures will suffer 12 points of acid damage. **Plant Seek – Duckback** will allow a target to resist the acid.

## Rimesh



[ rahy-mesh]

Level: 4

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 8<sup>th</sup>

Target is affected by **Hold Being** at 8th level.

## Svarq



[ svahrg]

Level: 4

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Target is struck with an **Elemental Strike - Fire** for 18 points of damage.

## Trefre



[ tre-frey]

Level: 4

**Area:** 10' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 8<sup>th</sup>

All targets are affected by **Spook** at 8th level.

## Yum Cimil



[ yuhm **sim**-eel]

Level: 4

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Target is infected by a painful magical rotting disease and will begin to rot. The target will begin to take 5 points of **No Defense** damage per minute. The disease may be stopped temporarily by **Freeze Disease** or **Stasis**; **Neutralize Disease**, **Cleanse**, **Purify**, or a green **Flower of Avalon** will stop the effects permanently. Note: the target's damage will still need to be healed.

## Yum Kaax



[ yuhm kaks]

Level: 4

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 6<sup>th</sup>

Target is affected by severe hunger and will be at -2 for damage for the duration of the effect due to extreme weakness. Victim must role-play the hunger, although eating food will not ease or cure this effect.

## 5<sup>th</sup> Level Glyphs

### Aldaband



[ awl-da-**band**]

Level: 5

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 7<sup>th</sup>

The target will immediately **Tree shift** to any tree within 15' of either the target or the glyph, based on GM discretion. If there is not a tree within 15 feet, the glyph goes off with no effect.

### Balam



[ bey-**lam**]

Level: 5

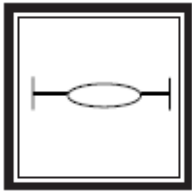
**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 9<sup>th</sup>

All targets are affected by **Animal Mind - Cat** at 9<sup>th</sup> level.

## Syat



[ see-at]

Level: 5

**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 9<sup>th</sup>

All targets are affected by a **CrashTime** at 9<sup>th</sup> level.

## Uvas



[ oo-vahs]

Level: 5

**Area:** 5' radius centered on the glyph

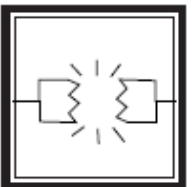
**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 7<sup>th</sup>

Area of effect is webbed; the web cannot be affected by fire, acid, weapons, spells, or any other means. All creatures within the area of effect are completely unable to move, including fighting and casting. A person affected by the glyph may break free of the web by using **Strength II**. A character trapped in the web cannot be pulled free by others using **Strength II**, however, **Strength III** or better could pull them free. **Dispel Magic** must be cast upon each target separately when dispelling the effects of this glyph.

## 6<sup>th</sup> Level Glyphs

### Actra



[ akt-ra]

Level: 6

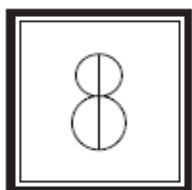
**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

All traps in the area of effect are immediately set off.

### Solit



[ soh-lit]

Level: 6

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Target will become completely deaf and mute. This effect can only be removed with 24 points of healing which may be applied in multiple castings.

### Wid



[ wid]

Level: 6

**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 8<sup>th</sup>

Targets cannot cast spells or activate magic items and will be at -3 for weapons damage.

## Xardrin



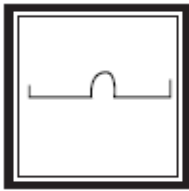
[zawr-drin]

Level: 6

**Area:** 1 Target**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: 8<sup>th</sup>

All non-magical metal objects on the affected target will instantly become red hot. A target who is wearing metal armor will take 10 points of damage at the beginning of each minute for the duration of the glyph. A target carrying a hand-held metal object will be affected by **Dropsy**. Each time the target touches a metallic object they will be affected by an additional 2 points of damage and **Dropsy**. Insulating the metal objects will not reduce this damage.

## Zicth



[zikth]

Level: 6

**Area:** 1 Target**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Target will be affected by a 24 point **Elemental Strike - Lightning**.

## 7<sup>th</sup> Level Glyphs

### Bragollach Gurth



[broh-gohl-lawch gerth]

Level: 7

**Area:** Special**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: 7<sup>th</sup>

This glyph causes a **Wall of Fire** to cover the opening that the glyph was protecting. Anyone crossing the wall will take 21 points of fire damage. The wall will remain in effect for the full 5 minutes unless dispelled by a **Dispel Magic** modified by **LI Extension** and cast at 7<sup>th</sup> level or higher.

## Hapla



[hap-la]

Level: 7

**Area:** 1 Target**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: 9<sup>th</sup>

The affected target will not willingly enter the area protected by the glyph for the duration of the glyph's effect. If the target is within the area of effect, they will attempt to leave the same way they entered.

## Lopla



[ lah-pla]

Level: 7

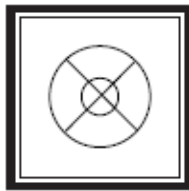
**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

The target will immediately enter and remain within the area that the glyph protected without taking any further precautions or defenses (GM should indicate this to the character). The effects of this glyph can only be countered with **Earth Calming**.

## Malagorth



[ mahl-a-gorth]

Level: 7

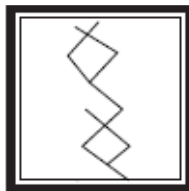
**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Target will immediately take 10 points of damage and will be affected by a magical poison. The target will fall unconscious after 1 minute and will be dead after 2 minutes. The poison can be neutralized with a **Neutralize Poison**, **Cleanse**, **Purify**, or a black **Flower of Avalon**, or can be cured by at least 6 points of healing administered in one action (two separate 4-point healing spells would not work). **Freeze Poison** or **Stasis** will delay the effects as described in their descriptions.

## Rigortus



[ ri-gor-tuhs]

Level: 7

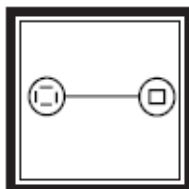
**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 9<sup>th</sup>

The target will go into immediate convulsions and be unable to take further action; they will become unconscious in 10 seconds and experience full rigor mortis in 30 seconds. The target will appear to be dead but will actually be in suspended animation. This effect can be terminated by a **Dispel Magic** of 9<sup>th</sup> level or greater or a white **Flower of Avalon**, or will fade on its own at the end of the game day.

## Selfen



[ sel-fin]

Level: 7

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

Target is teleported up to 100 "game" feet away to a location determined by the creator of the glyph. The teleportation itself will not damage the target, however the resulting destination could be harmful. For example, the target could be teleported over a pit of acid, into which they will fall. After the Selfen glyph is placed, the caster must immediately move to the destination of the teleport and may not stop to perform any other actions along the way.

## Shestru



[ shes-troo]

Level: 7

**Area:** 10' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

All non-magical shields within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** and **Reverse Warp**).

## Silwar



[ sil-war]

Level: 7

**Area:** Special

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

When triggered, the glyph will send a silent message of 20 words or less to the person who created the glyph. The message can be sent to the recipient anywhere on the same physical plane as the glyph.

## Sinta



[ sin-taw]

Level: 7

**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 11<sup>th</sup>

All targets are affected by an 11<sup>th</sup> level **Polymorph** of an animal type specified by the creator of the glyph. All stipulations of **Polymorph** apply.

## Ungoloranth



[ uhn-gohloh-ranth]

Level: 7

**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 11<sup>th</sup>

All affected targets will be instantly affected by a **Phase Out**, and simultaneously affected by a **Fog Brain** cast at 11<sup>th</sup> level. Each effect of the glyph can be removed with separate castings of **Dispel Magic** at 11<sup>th</sup> level for each affected target. For example, a fully affected target would require two castings of **Dispel Magic** to remove both effects of the glyph. Note: **Fog Brain** can also be reversed with **Reverse Fog Brain** or **Acuity**.



## 8<sup>th</sup> Level Glyphs

### Arshat



[ahr-shat]

Level: 8

**Area:** 5' radius centered on the glyph**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

All non-magical armor within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** and **Reverse Warp**).

### Babre



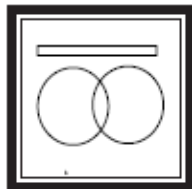
[bah-brey]

Level: 8

**Area:** Special**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: 8<sup>th</sup>

The atmosphere of an enclosed space (for example, a room, corridor, or section of maze) will become a corrosive gas for a period of 20 minutes. The maximum area of effect of this gas is a 50' radius from the center of the glyph. Once inhaled, this gas will cause all targets to take 3 points of damage at the end of every 5 minutes. The effects of this glyph can only be dispelled if the area of effect is a 5' radius or less and cannot be dispelled while any target is still breathing the gas. If a target leaves or is removed from the corrosive atmosphere, they will continue to take damage for the full duration of the effect or until the gas is neutralized with a **Neutralize Poison**, **Cleanse**, **Purify**, or a black **Flower of Avalon**.

### Desh



[desh]

Level: 8

**Area:** 5' radius centered on the glyph**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: 10<sup>th</sup>

Each target at or below 12<sup>th</sup> level resistance to LI will suffer a LI Drain of ½ their level, rounded up. If the reduction in Hit Points results in character death, the affected character will immediately die.

### Magius



[mey-gee-uhs]

Level: 8

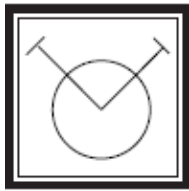
**Area:** 5' radius centered on the glyph**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

When this glyph is triggered, each affected target will take damage based on the abilities they have up and the magic items in their possession. Each magic item carried or possessed innately (beyond the normal set of Abilities defined by the target's base character class) will cause the target to take 5 points of damage. Each spell point worth of spells will cause the target to take 3 points of damage. If a target has no magic items and no spells up, they will take no damage.

**Example:** A target Magic User carries 2 magic items, can innately **Dodge Blow**, and is under the effects of a **Spell Defense** and a +4 **Strong Arm**. They will take 15 points of damage from their magic items, 12 points from their **Spell Defense**, and 24 points from their +4 **Strong Arm** for a total of 51 points of damage.

## Pyro



[ pahy-roh ]

Level: 8

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 8<sup>th</sup>

The target will burst into flames, which will cause an immediate 20 points of damage and an additional 5 points of damage at the beginning of each minute thereafter. This glyph must be dispelled to end the effects but use of **Dispel Magic** will not heal the damage already caused to the target. The effects of this glyph will automatically fade at the end of the game day.

## 9<sup>th</sup> Level Glyphs

### Cryo



[ krah-yoh ]

Level: 9

**Area:** 1 Target

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 11<sup>th</sup>

The target is instantly affected by a **Killing Attack**. In addition, the target will be at -4 for damage with all weapons (although it will never cause them to swing less than 0 damage). Use of **Dispel Magic** will end the reduction in damage but will have no effect on the **Killing Attack**.

### Kolnath



[ kohl-nath ]

Level: 9

**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: 11<sup>th</sup>

Each target will lose the use of tier 0 abilities. Use of the ability can be regained with use of

**Dispel Magic**.

### Westru



[ wes-troo ]

Level: 9

**Area:** 5' radius centered on the glyph

**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

All non-magical weapons within the area of effect will be instantly destroyed beyond any means of repair (including **Mend** and **Reverse Warp** ).

## Wither



[ wi-ther]

Level: 9

**Area:** 1 Target**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: 11<sup>th</sup>

The target will lose 2 permanent Hit Points at the beginning of each minute for the duration of the glyph's effect. No defenses will protect against this effect, but the effects of the glyph can be halted by **Dispel Magic**. Dispelling the effects of the glyph will not restore the lost permanent Hit Points.

## 10<sup>th</sup> Level Glyphs

### Mitnal



[ mit-nawl]

Level: 10

**Area:** 5' radius centered on the glyph**Duration:** Game Day or Until TriggeredLevel to Dispel Glyph Effect: Special – begins at 12<sup>th</sup>

Each target will begin to experience excruciating pain and will immediately take 20 points of damage. Every 3 minutes, they will take an additional 20 points of damage; this will continue until either all targets are dead, until the effects of the glyph are halted with a **Dispel Magic**, or until 12 rounds of damage have been delivered. Initially, a 12<sup>th</sup> level **Dispel Magic** will be required to halt the effects; however, after each subsequent round of damage, the level of the required **Dispel Magic** will be reduced by 1. For example, after a target takes the third round of damage (if they're still alive), only a 10th level **Dispel Magic** will be required to halt the effect of the glyph on them.

### Mord



[ mord]

Level: 10

**Area:** 1 Target**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

The target will immediately take 40 points of damage.

### Passalon



[ pass-a-lon]

Level: 10

**Area:** Special – begins with 1 Target**Duration:** Game Day or Until Triggered

Level to Dispel Glyph Effect: NA

The target of this glyph will be infected by internal parasites (a magical disease), which will immediately cause 5 points of damage, plus an additional 5 points of damage at the end of each minute. The infection may be temporarily halted with **Freeze Disease** or **Stasis**, but can only be destroyed by a **Neutralize Disease**, **Cleanse**, **Purify**, or green **Flower of Avalon** used in conjunction with 40 cumulative points of **Regenerate**; multiple castings of **Regenerate** might be required to reach 40 points. If the victim dies from the effect of the glyph, the parasites will infect all creatures within 10' of the body at the time of death.

## Sigils

All Clerics start the game knowing every sigil listed below. A Cleric can create a sigil by using the **Create Sigil** spell. All sigils have a base type that can be modified by adding extend, empower, or dread to a sigil at the appropriate level. Some sigils require additional images to fully function.

### Energy Types

The Nazeka and Zeda sigils both require an additional energy symbol inscribed in the center of the base sigil to denote what type of damage they deal. The energy sigils are:



Lightning



Fire



Ice



Earth



Holy – only useable by good aligned Clerics



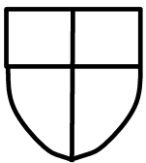
Profane – only useable by evil aligned Clerics

### Base Sigils



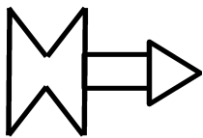
#### Agisuz

When triggered, this sigil creates a loud noise that alerts anyone within combat range. It will continue for 1 minute.



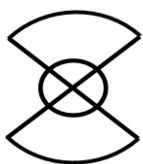
#### Ewyx

When triggered, this sigil generates an effect identical to **Haven** except all targets in the area are automatically affected. The effect cannot be voluntarily dismissed while inside the area of effect. The effect covers an area with a 5-foot radius. The level of effect is equal to the sigil level. This effect lasts for 5 minutes. Any creature entering the area is affected by the **Haven**.



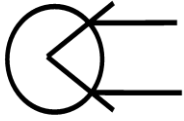
#### Horad

When triggered, this sigil first deals a 5-foot **knockback**, directly away from the sigil to all targets within 5'. Second it begins generating an LI repulsion field which prevents anyone (subject to the LI) from approaching closer than 5 feet. This effect lasts for 1 minute. (LI)



#### Morbus

This sigil causes the target to be affected by a non-magical wasting disease. They immediately take 1 point of armor-independent, non-magical, disease damage per level of the sigil. Any target damaged by the sigil has their melee, ranged, and thrown damage reduced by one point per two levels (round down) of the sigil. This effect will last for 5 minutes or until countered by remove disease.



## Narad

When triggered, this sigil first deals a 5-foot **knockback**, directly towards the sigil, to all targets within 5'. Second it begins generating an LI attraction field which prevents anyone (subject to the LI) from moving more than 5 feet away from the sigil. This effect lasts for 1 minute. (LI)



## Nazeka

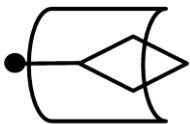
This sigil causes a bolt of energy, which deals 3 points of damage per level of the sigil and causes a 5 second **knockdown**, to strike the target which triggered the sigil. The type of energy must be chosen at the time of inscription and is indicated by a secondary symbol inscribed in the center of the sigil. The caster must specify an energy type of Lightning, Fire, Ice, Earth. Good aligned Clerics can choose holy and evil aligned Clerics can choose profane.



## Perdor

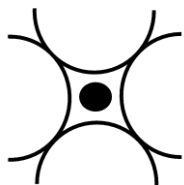
When this sigil is triggered, it generates a fascination effect on the target. This effect is LI. The affected target will become fascinated by the object on which the sigil is placed and will study, deliver commentary on, and defend the object for the duration. This effect lasts for 5

minutes.



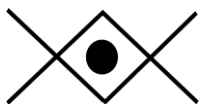
## Ravit

This sigil causes the target to be phased out for 1 minute, as per the 4<sup>th</sup> level Magic user spell **Phase Out**.



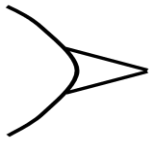
## Sana

This sigil causes a burst of holy healing energy when triggered. All creatures within 5 feet are healed for 2 points per level of the sigil. Any undead in the area are instead damaged by this effect.



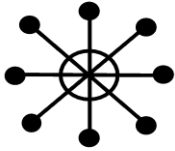
## Sinjel

This sigil deals one point, per level of the sigil, of no-defense damage to the target which triggered the sigil. This damage is applied directly to the torso.



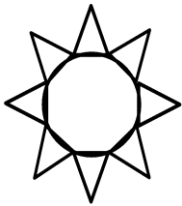
## Thoraz

This sigil causes a bead of force to strike the person who triggered it. The bead deals 2 points of force damage per level of the sigil.



## Zaweh

When triggered, this sigil casts ***Clinging Vine*** with a level of effect equal to the sigil's level. The entanglement affects everyone in a 5-foot radius centered on the sigil. (LI)



## Zeda

This sigil causes a 5-foot radius burst of energy, which deals 3 points of damage per level of the sigil, when the sigil is triggered. The type of energy must be chosen at the time of inscription and is indicated by a secondary symbol inscribed in the center of the sigil. The caster must specify an energy type of Lightning, Fire, Ice, Earth. Good aligned Clerics can choose holy and evil aligned Clerics can choose profane.

# Magic Items

A Magic Item is a ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties. Anything that allows a character to perform an ability or effect not provided by their Base class, or that improves or supplements the Base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations. A potion, herb, plant, or flower that is created by use of an ability is not considered to be magical unless otherwise specified in its description, but the effects that it produces are under the same restrictions as magic items.

Magic items are commonly purchased or acquired as a treasure in a game. Magic items and their properties must be registered with the IFGS Registry; magic items that are not procured in a sanctioned IFGS game cannot be brought into an IFGS adventure.

No matter what form items take, they all function as described in this section. Physical damage and spell damage have no effect on most magic items unless otherwise determined by game design. However, scrolls can be destroyed, and non-magical potion bottles can be broken.

The exact properties of a magic item are defined in game design and should be comprised of pieces of information that can be determined by [Savvy](#). If an item is cursed or has information that should be available to players through the use of [Legend Lore](#), this information should also be clearly defined in the game copy.

---

**FOR THE LATEST INFORMATION ON MAGIC ITEM ACTIVATION, COST, AND AVAILABILITY,  
SEE THE SSC BLUEBOOK.**

---

## ***\*\*Special Note 09/01/2022 Magic Item Cost\*\****

At this time, many of the abilities listed in this rule set are not in the current BlueBook and the pricing is not adjusted to this version of the rules. Until this set is adopted or a new BlueBook is produced with new pricing, all magic items in this rule set follow the following structure.

DUE TO PRICING DIFFERENCES, NO ITEM MAY BE BOUGHT AND SOLD BETWEEN DIFFERENT VERSIONS OF THE BLUEBOOKS WITHOUT CHAPTER/SC PERMISSION!

**Tier 1:** Item cost 500 gold pieces

**Tier 2:** Item cost 1,500 gold pieces

**Tier 3:** Item cost 3,000 gold pieces

**Tier 4:** Unavailable

In addition, if the ability has a variable damage based on level, such as **Elemental Strike**, the cost will increase by 200 gold per level.

- All items are usable 1 time per day.
- An item may be upgraded to the next Tier or damage level by paying the cost difference.
- Adding **Autocast** to an item cost 1,500 gold.
- Adding **Autoactivate** to an item costs 3,000 gold.
- No item may contain a **Tier 4** ability.
- No item may contain a **class specific** ability.
- Any items that do not meet the above criteria will need GP/GM permission to be brought into game.

Single use **Healing** and **Ability** crystals cost:

- Healing crystals cost 10 gold per point.
- Ability crystals cost 25 gold per point.

1 time per day **Healing** and **Ability** crystals cost:

- Healing crystals cost 100 gold per point.
- Ability crystals cost 250 gold per point.

**Example:** A PC finds an item on the body of a dead bandit. This item will cast an **Elemental Strike** for 12 points affecting a single target. This item is a **Tier 1** item since it affects a single target making the base value 500 gold. The 12 points of damage makes it a **4<sup>th</sup> level** item (**Elemental Strike** does 3 points of damage per level,  $12/3 = 4^{\text{th}}$  level) so the item has an additional gold piece cost of 800 ( $4^{\text{th}}$  level \* 200) for a total value of 1,300 gold (500+800).

If the PC wished to upgrade the item to deliver its damage in a 5-foot area of effect using the **Tier 2** enhancement of **Elemental Strike**, they would need to pay the difference between **Tier 1** (500) and **Tier 2** (1,500) of 1,000 gold.

## ***Types of Items***

As previously defined, a magic item is considered to be any item with a magical or magic-like effect. These effects can range from uses of IFGS ability to the generation of ability points, with many other options in between. There are several basic types of items, each of which is discussed in detail below.



## Items Based on Abilities

A significant percentage of the items found and used in IFGS games have properties based on tier abilities. By default, all items that duplicate an ability are priced at the tier of the ability; items will operate only at the tier level of that ability unless otherwise specified in the item's [Savvy](#) or description and reflected in the item's cost.

## Ability Point Generators/Batteries/Crystals

These items may be used to fully or partially recharge items that require points to recharge, cast abilities using *Devil's Weed*, or to perform other actions that normally require the use of ability points. A generator provides the owner with a defined number of the ability points each game day; one-shot crystals work in the same manner as generators, with the exceptions that crystals are “one-shot” items that are permanently expended after one use.

## Magical Protection Items

Unless these items are defined as having a limited number of uses, they require no activation time to use.

## Magical Weapons

Magical weapons such as swords, bows, and arrows will deliver a greater amount of damage than their non-magical equivalent. For example, a 4<sup>th</sup> level Cleric with a +1 sword would swing for 2 points of damage instead of their base 1 point of damage. If a player is using a magical weapon, they will call out the total amount of damage that they do with that weapon, followed by the word “magic.” For example, the Cleric described above would call out “2, magic” with a successful weapon's touch. If a weapon is magical, the damage caused will be magic; this is not a choice of the player. It is the responsibility of the player to communicate the correct type of damage to the target. Unless these items are defined as having a limited number of uses, they require no activation time to use.

## Healing Items

An item of healing requires a 5-second period of uninterrupted meditation to cast and can be used at a rate of 2 points per level based on the user's level +2. For example, a 2<sup>nd</sup> level character could use a Healing item for 2, 4, 6, or 8 points at a time. The only exceptions to this rule are scrolls and magical potions which provide healing; these forms of healing are not incremental and are still subject to the limitations described below for potions and scrolls.

## Potions

A potion must be consumed in its entirety at once to be effective and takes a minimum of 5 seconds to consume. Potions can be poured down the throat of someone who is unconscious and will have full effect; this action will require a minimum of 5 seconds by the person pouring the potion. Potions can be consumed by someone who has been [Throat Slit](#). Potions in non-magical bottles can be lost if the bottle is broken; this often occurs when a locked chest containing a potion is opened by force.

## Scrolls

Scrolls can be cast by any character who can read aloud, regardless of their class. A character who cannot read aloud cannot use a scroll. The level at which the scroll was created must be recorded in the upper right-hand corner of the scroll. If a scroll does not have a level recorded, the scroll is effective at the base level of the spell. For example, an [Enthrall](#) would only work at 1<sup>st</sup> level. Scrolls radiate magic. A scroll is activated by reading aloud

for a time equal to the invocation time for the corresponding Ability; if the ability recorded on the scroll has no invocation time, the scroll will require a minimum of 5 seconds to read. If there is no incantation written on the scroll, the player is responsible for role-playing an incantation for the appropriate amount of time.

As with all magic items, an individual can only effectively read scrolls with abilities cast at their level +2 or less, within their tier, and abilities that have an absolute level no greater than their level +2. For example, a 3<sup>rd</sup> level character can read an **Elemental Strike** scroll cast at a 5<sup>th</sup> level effect or less. A 2<sup>nd</sup> level character cannot read an **Enthrall** scroll that affects 7<sup>th</sup> level creatures, and a 3<sup>rd</sup> level character cannot read a **Blast** scroll regardless of the level of damage it delivers.

A spell may only be read from a scroll once and then the scroll is expended. If a character is interrupted while attempting to read a scroll, the scroll has not been used and must be read again to cast. If a character tries to read a scroll that is too high a level for them, there is no effect, and the scroll retains its spell. A scroll can be destroyed by fire, by being torn into pieces, or by other means.

## Physical Representations

When a character finds a magic item during an adventure, they will be informed as to whether or not they may take and keep the representation of the item. If they cannot take the item, they must make or obtain an appropriate representation of the item for use in future adventures. A PC must have a representation for each magic item that they intend to carry into a game. If a player does not have an appropriate representation for a particular magic item, they cannot use that item in the current game.

Sometimes in a game, characters gain an ability as an “innate” power. In that case, no physical representation of the item is required, but such “innate” powers are otherwise subject to the same limitations as other magic items. For example, if a character gains 2 innate spell points, those 2 spell points will behave just as if they came from a 2-point generator.

## Bonding of Magic Items

When a magic item is recovered during a game, it will bond to the PC who uses it first. After an item has bonded to a PC, the magic item will function for another character only after the original PC dies or after the new owner has had the item in their possession for at least 4 hours of game time. If a PC dies and is resurrected, their magic items will immediately rebond to them so long as no other PCs have used them. Magic items cannot be directly passed between two characters belonging to the same person. The same bonding rules apply to NPCs, except when modified by game design.

## Activation of Magic Items

---

**THE MOST CURRENT VERSION OF THIS IS IN THE BLUEBOOK AND GOVERNED BY THE SOCIETY SANCTIONING COMMITTEE (SSC). PLEASE CONSULT THAT DOCUMENTATION AND IT TAKES PRECEDENCE OVER THIS DOCUMENT IN CASE OF CONFLICTING RULES.**

---

To activate a magic item, a character must perform the same actions as the Base class that the spell, ability or skill comes from.

**Example:** Nicolin has a Wand of **Elemental Strike - Fire**, with a **Savvy** of “When used, releases a 15-point **Elemental Strike - Fire** once per day.” To activate this wand, Nicolin must perform a 5-second vocal incantation, must move both arms, and cannot take more than one step.

For an item that causes a noticeable effect, such as healing or [Resist Pain](#), the user must announce the use and effect of the item loudly enough that nearby characters can hear it.

Item activation is disrupted if the character is interrupted by an outside influence, although no points or uses of the item are lost if activation is disrupted.

At least 5 seconds must pass between activations of magic items, spell castings, and uses of abilities or skills.

Items that have an [Autocast](#) modifier have no activation time but are still subject to any other stipulations of the base Ability; a character would still need to move both arms and/or not move if the base ability has these limitations. Meditative ability would not require working arms, but the character would have to stop moving to activate. Note that if the arm that you are wielding a weapon with is disabled for any reason you must drop your weapon, even if you have [Autocast](#) healing items.

**Example 1:** If the [Savvy](#) for Nicolin's Wand of [Elemental Strike - Fire](#) read "*When used releases an [Autocast](#) 15 point [Elemental Strike - Fire](#) once per day*" Nicolin would not have to perform an incant but would still have to move both arms and not take more than one step.

**Example 2:** If a character lost the use of one or both arms, they could still use an item of [Autocast Ki'ai](#), since the Pugilist [Ki'ai](#) ability does not require the use of the arms.

Autoactivated items do not require meditation time and are automatically used when their specified condition occurs. Autoactivate effects cannot be triggered during the cooldown, unless the triggered effect is an instant counter, in which case the activation resets and locks the cooldown. Autoactivated effects trigger the global cooldown.

If a character has multiple Autoactivate effects available and encounters a situation in which the conditions for more than one of the triggers are met simultaneously, the player may choose which of the effects is triggered first. When this effect is triggered, it applies the global cooldown, so that 5 seconds must pass before another effect can be activated. If, at the end of the global cooldown period, the conditions for the other Autoactivate triggers are no longer met, the effects are not activated."

The trigger may not act as an immediate counter unless the ability is already defined as an immediate counter. For this purpose, this means that an autoactivate cannot cause an effect that would occur between the calling of an effect and its result occurring. For example, an autoactivated [Spell Protection](#) cannot take effect between the calling of an [Elemental Strike](#) on the character and the point at which the character takes the damage from the Strike. Such an item would provide protection against the next strike, but not the one that triggered it. If the trigger is one that is consciously or deliberately activated by the holder, 5 seconds must pass before another ability or magic item can be activated. Similarly, the deliberate trigger may not be activated within 5 seconds of having used another ability or item. Otherwise, the triggering of the autoactivate is exempt from the 5 second rule as a triggered effect.

Autoactivate has no MILL level and can be used by characters of any level, however, if the character does not meet the MILL requirements for [Autocast](#), the autoactivated effect will require the full normal casting time to take effect.

## *Limitations on Magic Items*

Several measures have been created to ensure that game treasure is balanced, fair, and as consistent as possible. The following rules apply to all treasure, whether magical or mundane and cannot be changed by game design or other means. If a PC owns items gained under an earlier rule set that are made invalid by these restrictions, they cannot be used without specific GD permission until the player has them re-sanctioned by their

Chapter Sanctioning Committee in accordance with this ruleset and the process outlined in the associated IFGS Blue Book.

## Magic Item Level Limit (MILL)

To activate a magic item, a character may not be more than 2 levels lower than the base level of the ability. For example, to use a Wand of [Elemental Strike - Fire](#) a character must be at least 3<sup>rd</sup> level, and to use a Wand of [Blast](#) for any number of points a character must be at least 8<sup>th</sup> level.

Items of defined value can be activated for up to 2 levels higher than the user's level.

Example: Raum has a ring of 30-point *Ice Strike* that is usable once per day, and they are only 3<sup>rd</sup> level. They can activate it for a 15-point *Ice Strike* since that is the maximum damage a 5<sup>th</sup> level character can do with an *Ice Strike*. Because the ring only has 1 use per day, the unused 15 points are not available for use later in the day.

When a character uses a magic item with a Level Influential (LI) ability much higher than their own level, they are unable to fully control the LI power. In no case will a magic item enable a player character to call out an LI affect more than 2 levels higher than their own level.

**Example:** *The Druid Traveler has a magic item and the [Savvy](#) says it allows the user to cast a [CrashTime](#) at 10<sup>th</sup> level. Traveler is only 4<sup>th</sup> level, so when they try to use the item it will function as a [CrashTime](#) cast at the 6<sup>th</sup> level.*

If the resulting level of effect is lower than the level of ability that is being cast, it cannot be used at all. For example, Traveler at the 4<sup>th</sup> level could not cast [Awe](#) at all since it is a 10<sup>th</sup> level Ability. If Traveler were 8<sup>th</sup> level or higher, they could use **Awe** from an item.

Items with the built-in [Autocast](#) modifier are subject to the MILL rule as per the base ability of the item or the [Autocast](#) modifier, whichever is highest. The modifier **Autoactivate** is not in itself subject to the MILL rule, but the base ability of the item remains limited as normal.

**Example:** Esbjorn is 4<sup>th</sup> level and has a wand of [Autocast Fire Ball](#) that does 15 points of damage. Since the [Autocast](#) modifier replicates a 7<sup>th</sup> level spell, Esbjorn cannot use the wand until they reach the 5<sup>th</sup> level.

## Increments

A magic item may not perform an ability in an increment different from the base class. For example, healing must be used in increments of 2.

Magic items may not perform an ability in an increment less than the minimum effect of the Base Ability. For example, [Elemental Strike](#) must do at least 9 points of damage.

Incremental items must be activated for at least the minimum that it costs the base class to cast the ability and for no more than the maximum allowed by the character's level +2. If too few points are left in the item after an invocation to meet the minimum, the item cannot continue to be used.

Example: A ring of [Wrath](#), 10 points in any increment, is used to cast a 6 point [Wrath](#). 4 points would still remain in the ring, but since the minimum [Wrath](#) is 10 points the ring could not be used again that game day.

## Maximum Level

Magic items may not perform an ability at greater than the 10<sup>th</sup> level of effectiveness. A magic item of [Kill Dagger](#) at 10<sup>th</sup> level will affect a 10<sup>th</sup> level character; however, a [Kill Dagger](#) performed by a 10<sup>th</sup> level Rogue

could affect a 13<sup>th</sup> level creature. This limit is to ensure that a character at the highest level of each class will always be able to perform an ability as well or better than a magic item of the same Ability.

## Physical Limitations

A character must be able to perform the physical effects gained from the magic item for successful use. For example, if a character has lost their legs, they cannot perform a [Leap](#). If a character cannot read, they cannot use a scroll.

## Items and Abilities Cannot Affect Other Items

Magic items and ability such as [Autocast](#), [Double Effect](#), and [Invoke](#) may not increase the effectiveness of other magic items. Thus, a wand that allows the owner to cast a 5<sup>th</sup> level [CrashTime](#) cannot be modified to cast a 7<sup>th</sup> level [CrashTime](#) even if the owner has cast an [LI Enhancement +2](#). A Magic User cannot cast the spell [Autocast](#) to cause a Wand of [Fire Balls](#) to instantaneously cast a [Fire Ball](#). More generally, magic items do not affect other magic items, except that Spell/ability generators/crystals/batteries, may be used to recharge magic items that require Spell/ability points to be recharged. Whatever an item's [Savvy](#) says it can do is the limit of what it can do, provided none of the savvies violate the IFGS rules.

## Stacking

No item may be created or defined as stackable with other equivalent items. All items are subject to stacking rules as discussed in [Chapter 18](#). The Society Sanctioning Committee (SSC) has the final say on all magic items and the most current information can be found at [www.ifgs.org](http://www.ifgs.org) under the "Bluebook."

## Creation of Ongoing Wealth or Other Items

No item may be created that creates wealth for the owner on an ongoing basis. For example, a magic box that will provide 100 gold pieces to the owner each game day cannot be created or used in an IFGS game.

Mundane items that are produced by magic items are not magical and do not detect as magic unless otherwise specified in the [Savvy](#) list of the magic item itself. For example, a magical quiver that produces 5 arrows per day will create 5 non-magical arrows.

## Miscellaneous Item Restrictions

For magic items that require an NPC to play a role such as a familiar, the player must provide someone to fill the role. The NPC for this role will not be provided by game staff.

Use of magic items that require a GM to carry a player's items, such as a "*bag of holding*" that will contain other objects, is subject to GM willingness and is not guaranteed.

## *Treasure Limits and Approval of Magic Items*

Players are limited in the amount of treasure they may bring into an IFGS game. By default, this limit is set at a gold piece value equal to the character's experience point total. For example, a character with 8,000 experience points would be allowed to bring up to 8,000 gold pieces worth of treasure (including gold) into a game. On occasion, characters participate in games at a level lower than the one they've attained, or "*play down*;" a PC who "*plays down*" may bring treasure equal to exactly halfway between the minimum XP required for the level they are playing, and the minimum XP required for the next level. Game Writers may choose to raise or lower this limit for their games, or to remove the restriction entirely.

The GP has the final, absolute say about which magic items may or may not be brought into the game. This is to promote fairness and game balance. The GP spends many hours attempting to make the game enjoyable and balanced, and a character with an immensely powerful item may be too much to contend with in a low-level game. Frequently, a GP will delegate the responsibility to limit or check magic item lists to a team's GM. Please do not take it personally if the GP or GM disallows some of your magic items; your items may be too powerful for game mechanics and balance. Remember that the GP has invested significant amounts of time, creativity, and energy in developing a game that many people will participate in and will hopefully enjoy.

Although a GW can change any rule during their game, these changes cannot have an effect outside that game. All magic items that can be gained as treasure by PCs must conform to all of the rules stated in this chapter or must be restricted to use within that GW's "*closed*" game world.

## Chapter 18: Stacking Rules

What is stacking? In the IFGS Fantasy Rules system, there are many ability and effects that can be used to modify a character's base-level abilities or the effects of their other Ability; this combination of effects is called stacking. A set of rules governing stacking is essential in helping to balance the character classes, and to prevent PCs and NPCs from adding enough ability together to completely overpower an opponent or encounter with a single attack. Stacking rules apply to the interaction of a character's ability and magic items and are designed to keep the amounts of damage and protections balanced in a game.

Every Skill, Ability, or spell in the IFGS falls into 1 of the following categories and are listed with the description of the Ability:

**Base:** The initial value listed under the ability or chart. This could be Hit Points, melee damage, or spell damage.

**Modifier:** This is an ability that modifies a Base. For example, a Magic User's spell of [Strong Arm](#) modifies Base damage.

**Enhancement:** Enhancement is an additional modifier that will stack with the two listed above and is usually reserved for magic weapons and armor. An example of this is a +2 sword that will increase a person's Base damage or a +3-spell focus to increase Base spell damage.

**Debuff:** A debuff is a type of ability that is a negative modifier and will reduce the total. [Curses](#) fall into this category.

**Other:** These are a special set of abilities that do not fall into the above categories. A limited set of Abilities will fall into this section.

The basic formula to calculate your total, either in damage or protection is:

Base + Modifier + Enhancement + (Other if applicable) = Total

\*Material / Element type is not listed since it does not affect the total number being called in combat.

If you are subjected to a debuff attack, you would subtract that number from the **Total**.

An attack can have a material or element modifier. These do not change the **Total** damage being called but may have specific in-game effects Based on game writer options.

**Material:** This is a special type of modifier that changes the Base material of an attack. This does not change the number called in combat, but it can have special effects based on game design.

**Element:** This is a special type of modifier that changes the Base element of an attack. This does not change the number called in combat, but it can have special effects based on game design.

---

***A WEAPON CAN ONLY HAVE A SINGLE ELEMENT AND A SINGLE MATERIAL ON IT AT ANY ONE TIME.***

---



## Example: Calculating Modified Melee Damage

This example will calculate the amount of melee damage that Acacia, an 8<sup>th</sup> level Knight, will swing in the next combat. Acacia will use their Base for damage, their +3-magic sword, and +4 from the **Additional Damage** ability.

Calculations for Example			
Base	Modifier	Enhancement	Total
Melee damage = 4	Additional Damage +2 = 2	+3 magic sword = 3	(4+2+3) = 11

By using the items and abilities described above, Acacia will call out “11 magic” with each successful melee strike in the combat. During the combat, if Acacia was hit with a [Pain Strike](#) -2 they would apply the debuff, dropping their damage to “9 magic” unless they chose to use their ability of [Resist Pain](#) to counter it.

## Example: Calculating Modified Spell Damage with an “Other”

This example will calculate the amount of spell damage that Seadawn, a 7<sup>th</sup> level Magic User, will call when they cast **Elemental Strike - Fire**. Seadawn will use their spell base for damage, +3 from the **Battle Song**, and the [Autocast](#) ability.

Calculations for Example			
Base	Modifier	Other	Total
Fire Strike (7 <sup>th</sup> level) damage = 14	Inspiring Song +3 = 3	<a href="#">Autocast</a>	(14+3) = 17 Zero Second Cast

By using the items and abilities described above, Seadawn will call out “[Autocast Elemental Strike – Fire](#) 17” when they cast the spell. The [Autocast](#) does not increase the damage but does allow Seadawn to cast the spell without the normal casting time, assuming they have not cast another spell within the last 5 seconds.

## Additional Features of Stacking

If a character is affected by multiple modifier effects, only the strongest effect. For example, if a character is under the effects of both [Blade Sharp +1](#) and [Strong Arm +2](#), only the [Strong Arm +2](#) will be counted towards the final melee damage caused by the character. If a more powerful effect is used after an existing effect is already in place, the more powerful effect will take precedence. If the more powerful effect is dispelled or ends, and the weaker effect still has time left on its duration and has not been dispelled, the weaker effect will then affect the target.

Detrimental effects stack just like beneficial effects, and only the worst detriment will apply. For example, if a character is under the effects of [Blood Heat](#), which causes -2 to melee damage, and is hit with a [Pain Strike](#) that reduces melee damage by -3, only the [Pain Strike](#) would be in effect; if the [Pain Strike](#) is countered by an ability such as [Resist Pain](#), the -2 from the Heat would be in effect.

Temporary life point adjustments stack like any other effect. Thus, a Fighter could not benefit from additional Hit Points gained during a [Battle Fever](#) and a [Life Enhancement](#) at the same time.

Characters may be under the effect of more than one instantaneous ability at a time. Effects from multiple instantaneous spells, such as [Fire Ball](#), are treated as individual attacks for the purpose of damage reduction due

to spells, armor, items, and other protections. However, a character can never be affected by the same durational ability more than once at a given time.

Unless otherwise stated in the description of a skill, ability, or spell, no ability can extend beyond the current game day.

# Chapter 19: Epic Levels

Once a PC advances beyond the 12<sup>th</sup> level, the normal rules do not always apply. These rare individuals have become legendary and display abilities that are beyond the normal player.

Level	Weapon Damage	Hit Points	Ability Points	Other
13		5		Choose 1 Feat
14	+1		10	
15		5		Choose 1 Feat
16	+1		10	
17		5		Choose 1 Feat
18	+1		10	
19		5	10	Choose 1 Feat
20	Avatar			

As a PC advances in the epic levels, they will gain additional weapon damage (melee & missile), hit points, and ability points based on the above chart. These are in addition to base points granted by their class. Additionally, they will have the ability to pick a feat from the list below at every odd numbered level. Once a feat is chosen it may not be changed.

## Feats

Feats are exceptional abilities. Once chosen a feat may not be changed. Some feats may be taken multiple times and its effect will stack. Feats may change a character's base. For example, a Magic User could take the feat of 25 bonus spell points twice, gaining an additional 50 spell points total to the normal base spell point total.

- **Companion.** The PC gains a loyal companion. The companion can take any form that the PC desires, from a black panther to a wraith. This companion mirrors the living familiar in the Blue Book on all aspects with the following additions. The companions' hit points are equal to 1/2 the PCs and may carry up to 5 lbs. per level of the PC. Once per day the companion may act as a Rangers Guardian. Additionally, the PC can add other abilities to the companion by paying standard Blue Book price. These ability must be standard items are still limited to the maximum of 10<sup>th</sup> level. Should the companion die and not be raised, or life sparked, the PC must pay 10 gold per level of the PC in special materials to summon/befriend another one. Any special abilities that have been purchased and placed on the companion will need to be repurchased again if the companion dies and is not raised. This takes 5 minutes of role-playing to achieve. A PC may only take this feat once.
- **Elemental Savant.** The PC gains an innate knowledge of a specific element. When using this element, the PC will deliver damage as if they were 3 levels higher than their current casting level. This feat may only be taken 1 time.
- **Epic Abilities.** The PC gains 25 ability points. This is added to their base ability points.
- **Epic Damage.** The PC gains +1 to damage. The additional damage is with all melee, missile, and thrown weapons.
- **Epic Dodge.** The PC gains the ability to counter any single melee/missile attack 1 time a day. This is an [immediate counter](#) and will allow the PC to dodge any single melee/missile attack, from any source, not even taking damage from the 1-point rule. The PC can even dodge a backstab that they did not see coming. The PC should call out "Epic Dodge."
- **Epic Evade I.** The PC gains the ability to counter any single damaging spell attack 1 time a day. This is an [immediate counter](#) and will allow the PC to dodge any single spell attack, from any source. The PC should call out "Epic Evade."

- **Epic Evade II.** The PC must have taken **Epic Evade I** to take this ability. The PC gains the ability to counter any single glyph, sigil, or trap 1 time a day. This is an [immediate counter](#) and will allow the PC to dodge any single effect, from any single glyph, sigil, or trap. The PC should call out “*Epic Evade.*”
- **Epic Forging.** The PC may take their armor and enhance it through a mystic forging ability. The armor will gain an inherent +5 hit points to its base and is considered innate for the armor. This feat may only be taken once but will apply to any armor worn by the PC.
- **Epic Knowledge.** By handling any single magic item for 5 seconds the PC can identify all of its magical properties. A PC may do this a number of times per day equal to their level.
- **Epic Mobility.** The PC gains the ability to be mobile during spell casting or aiming a missile weapon. The PC may walk while casting or aiming.
- **Epic Resistance.** The PC gains an innate +1 LI vs incoming abilities.
- **Epic Senses.** The PC gains the ability to fight blind, along with Dark Vision and to sense any tremor within 30 feet.. This will allow the PC to see normally in complete darkness. This does not mean the PC can fight with their eyes closed, it means the PC may not be subject to penalties for looking at a creature such as a medusa, during a fight. Subject to GM/GW restrictions due to game design.
- **Epic Versatility.** The PC may choose a level 0 ability of another class. They must abide by all the restrictions of the original ability.
- **Epic Weapon Strip.** If the PC has an empty hand, upon being struck on a limb by a weapon, the PC may call “**Weapon Strip**”. This nullifies all effects of the weapon strike and forces the attacker to hand the weapon over to the PC. The **Resin** and **Attuned Weapon** ability will enable the attacker to retain the weapon, but the effects of the attack will still be nullified. This ability is non-LI and treated as an instant counter. The PC can use this 1 time per day.
- **Intuition.** The PC gains the ability of intuition. The PC may [commune](#) once per day. This does not count against their normal limit from other sources.
- **Lightfoot.** The PC’s footsteps no longer make a sound when walking, even in the heaviest of armors. The PC effectively moves silently at all times. The PC will also not set off any traps, glyph, or sigils that are listed as, “Upon entering the area”
- **Patron Boon I.** You swear allegiance to a single patron type, (Type is up to the PC). 1 time per day this patron will grant you a single ability (non-class restricted) from Tier 1 or Tier 2, cast at your level for free.
- **Patron Boon II.** You must have patron boon I to take this ability. In addition to the above spell, the patron will now grant you a second ability up to Tier 3. All restrictions of patron boon I apply.
- **Patron Boon III.** You must have patron boon I and II to take this ability. 1 time a day your patron will center a double effect radius ability (non-class restricted) of your choice, cast at your level, on you. This spell will not affect you or your teammates.

## 20<sup>th</sup> level - Avatar

A character that has reached 20<sup>th</sup> level is considered to be almost divine in nature and enjoys a special relationship with their deity, no matter what form the deity takes. A 20<sup>th</sup> level PC may channel a minor aspect of their deity 1 time per day. When a PC invokes the Avatar ability, they gain all the benefits listed below for 1 minute. However becoming an Avatar is so taxing upon the player that for 1 minute afterwards they may only defend and cannot cast any abilities.

- The PC is cured of all damage including any done to their armor, curses, debuffs, and debilitating effects no matter the source.
- All abilities become autocast for 1 minute, but 5 seconds must pass between uses.
- All abilities cost a single ability point to use for 1 minute.

# Glossary

**Activation** – Method of use for some abilities, skills, and magic items

**Alignment** – The personal psychological or moral bearing of an individual or an item; helpful in determining how a character might react in various situations.

**Archery Registry Representative (ARR)** – An individual who is responsible for recording the results of Archery Testing, and providing written records of the results to all testers and the Chapter and Society Registries

**Archery Safety Representative (ASR)** – An individual who is responsible for setting up and running an Archery Test, the accuracy of set-up, timing, and safety fall under the purview of this position.

**Archery Testing** – A method that allows a player's real-world archery skills to be reflected in the skills of their characters; each IFGS Chapter decides whether they wish to offer Archery Testing, and whether or not they wish to allow archery test scores to be used in games run by the chapter.

**Area of effect** – Size of the area that will be affected by a spell, ability, or skill

**Armor** – Leather armor, chain mail, and plate mail; represented by a 2"x2" square "*armor patch*" of cloth.

**Artifact** – An item of great magical power that is invented by a Game Writer to fulfill a specific purpose; an artifact may be any type of item that the Game Writer chooses and may have powers that violate the standard rules.

**Autoactivated Item** – An item that does not require meditation time and is automatically cast when its specified condition, such as a limb reaching 0 Hit Points, occurs

**Base** – A value, such as hand-held melee damage, which is defined by a character's class and level. A Base value does not include any modifications from spells, abilities, skills, or magic items. Except for Hit Points, a Base can never be altered.

**Bleed Out** – A target that reaches zero Hit Points is bleeding out. They must role-play being unconscious and if they receive no healing within 5 minutes, they are dead.

**Blind** – A target that is blind cannot see and must role-play as if blind.

**Bonding** – When a magic item is recovered during a game, it will bond to the PC who uses it first. After an item has bonded to a PC, the magic item will function for another character only after the original PC dies or after the new owner has had the item in their possession for at least 4 hours of game time.

**Carried effect** – A secondary effect, such as venom poison or [Red Death](#), that is delivered to the target with a melee or missile attack; armor does not protect against a carried effect.

**Casting** – method of use for a spell; also known as incantation.

**Character Applicable Points (CAP)** – Points that are earned by staffing or performing administrative tasks, and that can be used to increase a character's experience point total, increase a character's gold piece total, use the Fate Point Option, or for any number of other uses a Game Writer may place within their game

**Combat** – Three basic types of combat exist in the IFGS rules system: melee or hand-to-hand combat, which includes fighting with swords, staves, and other hand-held weapons; propelled missile combat, which includes ranged fire from simulated bows and crossbows; and thrown missiles, which are bean bags representing various items and abilities. Combat begins when an action is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC.

**Conjuration time** – The time required to actually perform some spells, abilities, and skills, which immediately follows the invocation time.

**Consent Rule** – Some spells, abilities, and skills require the consent of the target, as stated in their individual descriptions.

**Counter** – Many spells can act as a counter. A counter immediately cancels the effect of an ability it was designed to counter.

**Critical hit** – One of the possible types of hit with a propelled missile weapon; adds 2 points to the Base archery damage of the character firing the arrow. Additionally, critical hits are not stopped by use of a shield.

**Down time** – A mandatory period of out-of-game time that exists in long-duration games; during this time in-game effects are suspended. Down time consists of at least 8 hours during each 24-hour period.

**Duration** – The length of time that a spell, ability, or skill will remain in effect.

**Entangle** – A target that is entangled cannot move from the spot they are in. They may defend themselves but may not walk away.

**Experience Points (XP)** – One of the rewards you receive for participation in IFGS events, and a reflection of your experience in the IFGS; XP are required for a character to advance in levels.

**Fate Point Option** – The use of Character Applicable Points to avoid death by invoking Fate.

**Five-Second Rule** – 5 seconds must pass between each use of a spell, ability, skill, or magic item.

**Game Aide (GA)** – A person who provides production support to the GP or GD; a GA can have a variety of roles in making the game happen, such as editing the game script, recruiting NPCs, organizing setup of the game course, and building props.

**Game day** – Typically extends from the start of the game until game end or planned down time, whichever comes first; however, a Game Writer can also designate that a new game day starts or ends at any time.

**Game Designer (GD)** – An individual who acts as both the Game Writer and Game Producer for the same game

**Game Master (GM)** – The referee that accompanies a team of adventurers through the game and fields all player questions

**Game Producer (GP)** – The individual who is responsible for ensuring that the game site, staff, cast, props, players, and budget all come together successfully on game day.

**Game Writer (GW)** – A person who creates an adventure using the IFGS fantasy rules system in cooperation with a Chapter Sanctioning Committee

**Glyph** – A powerful magical trap that may be placed upon a rigid object to protect against theft, opening, or entry.

**Hand-held melee weapon** – Includes long swords, short swords, great axes, battle axes, hand axes, staves, spears, and other similar weapon types; constructed with foam padding over a lightweight core.

**Hostile act** – An action that is taken by a PC or NPC with intent to cause damage or ill effects upon another PC or NPC (this includes magical attacks)

**Immediate Counter** – A spell, ability, or skill that is designed to counteract another attack or spell effect; an Immediate Counter must be called out immediately following the attack or spell effect it is neutralizing.

**Immutable** – Those aspects of a character that can never be permanently changed, under any circumstances by anyone for any reason.

**Invitational game** – A game in which the Loremasters may invite players to form their teams, rather than drafting a team from a pool of players.

**Invocation** – Generic method of use for a spell, ability, or skill; encompasses casting, activation, and meditation.

**Invocation time** – The length of the verbal invocation, casting, meditation, or activation needed to successfully use a spell, ability, or skill (Ability). All abilities have a 5-second invocation time, unless otherwise indicated in the description of the ability or character class. The maximum invocation time for any ability is 5 seconds longer than the times listed above.

**Knockback (KB)** - Target must move the listed distance back directly from the source of the [knockback](#) and take a 0-second [knockdown](#) upon traveling that distance. Care should be taken to safely move this distance.

**Knockdown (KD)** – Requires the target to come to an immediate stop and fall to the ground. The duration of a KD is usually 5 seconds but varies for some attack forms. After the duration has expired, the target can get up at any time.

**Level Drain** – A special ability that can be used by an NPC to effectively reduce a target character by one level; A character that is affected by a Level Drain is reduced in all respects including their LI resistance, LI capability, Hit Points, spell or ability points, Base damage, and available spells, abilities, and skills.

**Level Influential (LI)** – A type of spell, ability, or skill that affects creatures equal to or below the level of effect.

**Hit Points** – Represent the amount of damage a character can take before they will die; Hit Points are determined by a character's class and level.

**Limb Sever** – A blow that is done with the intent to sever a limb; can only be used on an immobilized target

**Line course** – A game that consists of set encounters that the players engage in a predetermined order.

**Lock difficulty** – Rating that describes the intended physical difficulty of picking the lock; difficulty ratings range from 1-7, with S used for special locks that do not fit the standard lock format.

## GLOSSARY & APPENDIX

**Lock type** – Ranges that is used to determine how a lock can be opened.

**Foremaster (LM)** – An individual who is challenged by a GP or GD to assemble and lead a team of adventurers into a game.

**Lycanthrope** – A creature that is not normally an animal but that can assume the form of an animal; often, a lycanthrope will only take damage from silver or magical weapons. The affliction is considered a magical disease or curse and can in some cases be transmitted. Lycanthropes are not necessarily evil. Synonym: were beast.

**Magic item** – A ring, wand, medallion, amulet, scroll, weapon, or any other item or effect that is imbued with beneficial and/or detrimental magical properties; anything that allows a character to perform an ability or effect not provided by their Base class, or that improves or supplements the Base class, is considered to be a magic item; this includes innate effects, blessings from deities, and special training, despite the fact that they might have no physical representations.

**Magic Item Level Limit (MILL)** – To activate a magic item, a character may not be more than two levels lower than the Base level of the spell, ability, or skill contained within the item.

**Magical damage** – Damage caused by a magical weapon, spell, glyph, or other magical source.

**Marginal hit** – One of the possible types of hit with a propelled missile weapon; causes the marginal damage of the character firing the missile. A shield will protect the carrier from marginal hits if it is being interposed between the shield holder and the archer.

**Material component** – A physical representation that is required for use of a spell, ability, or skill; material components include colored flags, fluorescent tape, duct tape, gold representations, and bean bags.

**Meditation** – Method of use for some abilities

**Melee** – Physical, hand-to-hand combat between two or more characters

**Mundane** – Non-magical

**Mundane damage** – Damage caused by a non-magical weapon, trap, ability, skill, or other non-magical source.

**No Defense damage** – Damage that is taken regardless of armor or magical protection.

**Non-Player Character (NPC)** – An individual who is acting in one or more of the non-player roles in a game.

**Non-Sentient** – In the IFGS, this term is used to describe a plant, animal, or other creature of mundane animal intelligence or less.

**One-Shot Item** – A magic item that is permanently expended after one use.

**Open Registration game** – A game in which all characters who want to play may do so, with no limit to the number of players that can participate.

**Opportunity fire** – Use of a propelled missile weapon to aim at a fixed point while waiting for a target to appear.

**PC Fairness Rule** – Rule that can be invoked by a PC who has been adversely affected by the action of another PC, either directly or indirectly; invoking this rule will completely negate the effects of the action and will remove all memories of the action from the characters involved.

**Pin** – Requires the target to come to a complete stop. They may not move their feet for a designated amount of time.

**Player Character (PC)** – An individual who is playing in a game, often as a member of a team.

**Propelled missile weapon** – Includes bows and crossbows; represented by a mock-up weapon that is never actually fired.

**Pursuit Rule** – A safe and playable way to simulate the pursuit of fleeing characters for use in game sites or situations where an open chase may not be viable, such as a public park, difficult terrain, extreme heat, limited physical capability, or a special event with children.

**Range** – The maximum allowable distance from a character to the target of their ability or propelled missile fire, or to the center of a defined area of effect

**Registry** – The committee that is responsible for maintaining records of all earned experience and treasure; also, the national Database that contains these records.

**Registry Representative (RR)** – An individual who prepares all game experience records for participants before the game starts and ensures that they are completed at the end of the game.

**Role-playing** – Improvisational acting while trying to think, feel, move, and act like another person or creature.

**Room game** – A game that takes place inside or around a single structure.



## GLOSSARY & APPENDIX

**Root** - Target may not move from their location. They may offensively attack, cast spells, activate items, and activate abilities except for [Speed](#), [Climb Wall](#), and [Leap](#) while being [rooted](#), but they cannot move both of their feet. They can pivot to face another direction, but one foot must remain in the same space. *Knights Strength* acts as an LI boost to the targets LI to counter the *Root*.

**Safety Officer (SO)** – The individual who ensures that a game runs as safely as possible and follows the IFGS guidelines for safety. The SO's duties include checking all weapons before a game to ensure that they meet IFGS standards, responding to medical emergencies, and ensuring that combat sites are as safe as possible.

**Sanctioned game** – A game that has been reviewed and approved by an official Sanctioning Committee to ensure that it is fair, safe, playable, and consistent with the IFGS rules and philosophy.

**Sanctioning Committee** – A group of IFGS members who are responsible for reviewing games to ensure that they are fair, safe, playable, and consistent with the IFGS rules and philosophy; any IFGS member may join their Chapter's Sanctioning Committee

**Sigils** - Sigils are a rune that can be created that produces various effects based on the caster intentions when they are created.

**Scorekeeper (SK)** – An individual who assists the GM with keeping track of the players' numbers, such as Hit Points and spell points; the SK also serves as the GM's extra eyes and ears.

**Sentient** – Having a will or intelligence; capable of reason.

**Stacking** – Limits on the number and type of effects a single character may have in effect at any given time.

**Supernatural creature** – A creature that is magical or that does not occur naturally; includes undead, lycanthropes, demons, devils, faeries, dragons, unicorns, and many others.

**Throat slit** – A blow that is done with the intent to dispatch a victim; can only be used on an immobilized target.

**Thrown missile weapon** – Includes throwing daggers and stars, acid, flaming oil, holy and unholy water, rocks, and some spell and ability effects; represented by small bean bags of diverse colors.

**Time Stop** – A temporary freeze of in-game action which may be called by the GM for any reason, or by any participant for safety reasons; when a time stop is called, all participants should immediately freeze and await instructions from the GM.

**Treasury Representative (TR)** – An individual who is responsible for collecting and recording game fees from each participant, and for ensuring that each participant has signed a participation waiver.

**Undead creature** – A creature that was once living, is no longer living, and is animate; includes skeletons, zombies, ghosts, and liches.

**Unconscious** – A PC that is reduced to zero Hit Points is unconscious and bleeding out. They must role-play being unconscious.

**Watchdog (WD)** – An individual appointed by the Chapter Sanctioning Committee, who is responsible for ensuring that the game runs as sanctioned; the WD has the sole authority on game day to approve or reject any changes needed to ensure that the game's ratings and flavor remain as sanctioned.

**World course** – A game that allows the players to move around at will, with no predetermined order to the locations the players may visit.

## Appendix A: Weapon Construction

It is extremely important for the weapons used in IFGS to conform to a uniform standard of safety. It is the duty of all participants in the IFGS to make sure that their weapons are safely and soundly constructed. This appendix provides basic information regarding the construction of safe hand-held melee, projectile missile, and thrown weapons.

***CHECK WITH YOUR LOCAL CHAPTER, THEY MAY HAVE ADDITIONAL RULES ON WEAPONS BUT IN ALL CASES WILL BE WILLING TO ASSIST YOU IN CONSTRUCTING YOUR WEAPONS.***

### Constructing a Hand-Held Melee Weapon

Because there are nearly as many safe ways to construct an IFGS hand-held melee weapon as there are participants, this rulebook does not include a step-by-step description of how to create one. For step-by-step instructions that have been created by IFGS members and approved by the Society Safety Officer, see the IFGS website at <http://www.ifgs.org>.

### *Weapon Standards*

The information below is not all inclusive and is provided as a basis for understanding weapons in the IFGS. The complete and current standards for all weapons are provided in the IFGS weapons standards handbook located at the IFGS website: <http://www.ifgs.org>

#### Core

All IFGS hand-held melee weapons are constructed around a rigid core, which cannot be metal, PVC, or wood (with the exception of bamboo). The core must be strong enough to have minimal play, or “*whip*,” when the weapon is completed – when swung in a normal fashion, the weapon’s tip should not flex more than 2 inches out of line with the main shaft.

#### Padding

Padding is used to protect participants from the rigid core and other structural components of the weapon. Each weapon must have a minimum of ¾” wide, ½” thick, closed-cell foam on all potential striking surfaces. All non-striking surfaces must have a minimum of 3/8” thick, closed-cell foam. If a weapon is used for thrusting, it must be constructed with a compressible thrusting tip.

#### Guard

A guard may be constructed on a weapon to protect the wielder’s hand from their opponents’ weapons. Any guard must have sufficient padding to protect both the wielder and their opponents, with foam on both the outside and inside; it must be free of sharp edges and constructed in such a way that it cannot trap or damage the wielder’s hand.

#### Handle

The handle and pommel of a weapon such as a sword or axe must have enough padding on the end to ensure that you cannot feel the core.

# General Guidelines

The following guidelines apply to all types of hand-held melee weapons and must be met for a weapon to be approved by a Safety Officer.

- A weapon should not have too much heft or weight, because a massive weapon can cause injury in several ways. Although the weight of a weapon is subjective and will vary by individual, all weapons should remain as light as possible while adhering to all other standards.
- Sharp edges cannot exist anywhere on a weapon, even on non-striking surfaces like the guard.
- All striking surfaces of a weapon must have a non-abrasive cloth covering or be constructed with latex or be a hybrid weapon.

## Safety and Maintenance

All IFGS foam-padded weapons must be inspected and approved by a designated Safety Officer prior to use in any official event.

## Hand-Held Melee Weapons

Hand-held melee weapons include swords, axes, staves, spears, and other similar weapon types. All hand-held weapons must be at least 18 inches in length.

***THAT NON-MAGICAL OR NON-ENHANCED WEAPONS CAN BE "BROKEN" IN GAME BY ANYONE OUTSIDE OF COMBAT (THIS IS FOR ROLE-PLAYING PURPOSES - THE ACTUAL WEAPON SHOULD NOT BE BROKEN). A NON-RIGID OR JOINTED WEAPON CANNOT BE USED IN AN IFGS GAME.***

Lanyards or other straps that attach the weapon to any part of a player's body are not allowed on weapons. The hilt of your weapon must be constructed so that if your hand is opened the weapon will fall to the ground. A sheath for a weapon is not considered an illegal attachment.

## Constructing a Projectile Missile Weapon

Characters who wish to use a bow, crossbow, or other propelled missile weapon in game must carry a physical representation on course; cardboard or foam representations are recommended. This physical representation, or bow rep, must be constructed in such a manner as to pass all safety checks, and be made of materials that are safe for all participants in an IFGS game, player, and non-player alike.

## Constructing a Thrown Weapon

In the IFGS, all thrown weapons are represented by small bean bags. In general, bean bags must be at least 2 inches square and no larger than 4 inches square. As described in the following table, each type of thrown weapon or thrown ability effect is represented by a bean bag of a specific color.

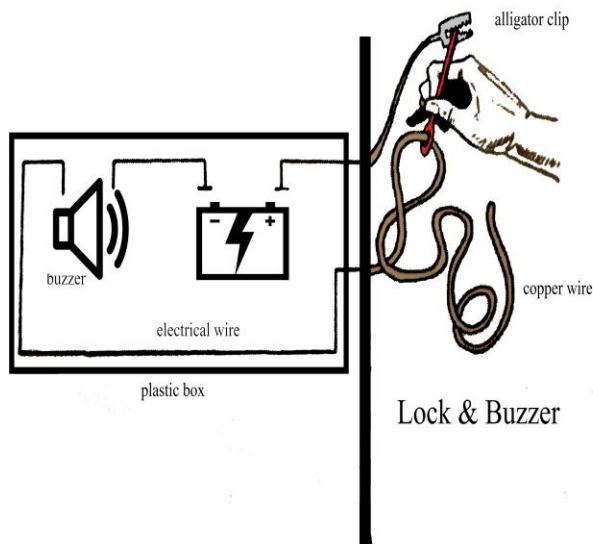
Summary of Bean Bags

Bean Bag Color	What it Represents
Black	Oil
Black w/Red Tie	Flaming Oil
Brown	Rock
Gray	Throwing Dagger or Star

Green	Seed of the Elements
Purple	<a href="#"><i>Physical Attack</i></a>
Red	Acid
White	Holy/Profane Water

## Appendix B: Lock Construction

### Locks and Buzzers



To represent IFGS lockpicking, a lock and a buzzer are connected to form an open, complete circuit (see diagram), which will only close if a character touches their lock pick to the bare copper wire of the lock. The buzzer apparatus is usually contained in a portable box that can be moved from encounter to encounter if needed.

#### *Constructing a Lock*

The following items are required for lock construction:

- At least 6 inches of bare copper wire (12 gauge or larger is recommended)
- A 2"x2" or larger block of wood, at least ½" thick
- A ½" or longer wood screw (#8 size or larger is recommended; the screw should not be longer than the block of wood is thick)
- A buzzer, see below.

Attach the wood screw to the center of a 2"x2" side of the wooden block, leaving enough exposed length that you can easily wrap the copper wire around it. Form one end of the copper wire into a small loop around the screw and tighten the screw until the wire is secure against the block. Twist the copper wire into an appropriate shape for the desired difficulty (described in later sections of this chapter), leaving a ½" straight section just above the wood screw. This straight section will be used to connect the lock to the buzzer. As needed, soaking the copper wire in white vinegar is an effective way to remove any oxidation.

#### *Constructing a Buzzer*

The following items are needed to construct a buzzer, and can be obtained at most stores that sell hardware or radio equipment:

- A small electric buzzer
- At least 3 feet of electrical wire (insulated)
- A strong battery to make the buzzer work well (a 9-volt battery is ideal)
- Battery terminals, if required
- 2 medium-sized alligator clips
- A small container to hold all of the above (small plastic container is recommended)

## GLOSSARY & APPENDIX

Connect these components as shown in the above diagram. One alligator clip will be used to connect the buzzer to the lock, and the other will be used to attach the lock pick.

## Appendix C: Disputes

### Disputes

In any system that includes rules and more than one participant, some sort of disagreement will eventually occur. To ensure that all disputes are handled in a fair and just manner, the IFGS has created some rules and processes that can be used by players and other participants to resolve in-game disputes.

### *Protests*

When you have a serious disagreement with an in-game situation, such as the outcome of an encounter, the death of a character, or the disposition of an item, you should first attempt to resolve the issue through the GM. To minimize disruption to the game's continuity and to other participants, you should wait until the end of an encounter to approach the GM, and briefly describe the issue and your protest. You should strive to remain tactful, unemotional, and clear – remember, the events in an IFGS game are directed at your character and should not be taken personally. The GM has the authority to change a ruling on the spot if you can give a short, articulate presentation of information that the GM feels warrants such a change.

If the GM chooses not to resolve the protest, or if your protest arises after the game, you can send a typed account of your protest to the sanctioning committee of the chapter that sanctioned the game. Your protest should be organized logically and should be easy to read and understand. It should include any information that you feel is pertinent to the case, such as a description of the events, a list of the other players and NPCs involved, the GM's name and associated rulings, and anything else you think is needed to reach a decision. Along with your protest you should include a \$5.00 check, made out to the chapter, as a processing fee. Your protest letter must be postmarked no later than 10 days after discovering the problem and, in all cases, no later than 60 days after the game. [Note: these limits are for filing PC protests and do not limit the time or authority of the chapter or Society to issue changes to game or treasure outcomes.]

Following your submission, the Chapter Sanctioning Committee will rule on your protest and notify you of their decision. If the committee decides that changes are appropriate, any necessary changes and adjustments will be made automatically. If the committee rejects your protest, you may appeal to the Chapter Board of the chapter that sanctioned the game. If rejected there, the final route of appeal is to the Society Board, which will refer the question to the Society Sanctioning Committee (SSC) for investigation. The SSC will provide the results of its investigation and any recommendation it may have to the Society Board, which will make its decision. There is no further route of appeal available.

# Appendix D: Night Rules

## Night Rules

Electric Lanterns and other indirect lights are allowed as a light source as long as it is not glass.

Flashlights are for game mechanics and safety use only and cannot be used as an in-character light source. The only exception is the Druid [Faery Lights](#) spell. Laser pointers are not allowed.

### *Flashlight Use*

#### 1. Missile Fire

To fire propelled missiles at night, an archer should indicate their target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others.

#### 2. Using Ability

To use ranged ability (such as Lightning Strike or [Dead Eye](#)) at night, a character should indicate each target with a short flash from a tight-beamed flashlight. Care should be taken to avoid shining flashlights into the eyes of others.

#### 3. Faery Lights

This spell causes a beam of light to emit from one of the Druid's hands. The beam is represented with a flashlight and can extend up to 50 feet from the Druid. For the duration of the spell, the Druid cannot hold any other objects with the affected hand. The beam can be used to illuminate targets for spell casting at night, but care should be taken to avoid shining the light into anyone's eyes.

Material component: Flashlight



## Appendix E: Optional Rules

The following rules may or may not be in effect during a game. If they are in being used during a game, it will be noted on the game flyer.

### The Fate Point Option

In the event of a character death, the player has the option to apply Character Applicable Points (CAP) to use the Invoke Fate point option to avoid the death. Essentially, the work the player has done to earn CAP causes the “Fates” to intervene and help them avoid death. The specifics by which death was avoided depend on the situation and the imaginations of the GM and the affected PC. Possible explanations include intervention by a Deity, a lucky stumble to avoid most of the effects of a **Fire Strike**, or a fortunate grab at a tiny ledge when falling over a cliff or off a bridge. The PC cannot activate Invoke the Fate Point Option until the GM is consulted. Normally, the PC whose Fate is being adjusted is inanimate until the end of the encounter. The GM may choose to allow Fate to work more quickly if, in their judgment, such a result is appropriate or necessary for team survival.

As always, the Game Writer may place additional strictures or properties to the Fate Point Option within their own game, as approved by their Sanctioning Committee and advertised in the game flyer.

After the Fate Point Option is activated, the PC will be at 1 life point above unconsciousness. Invoking Fate negates or reverses the thing that would have killed the PC, but does not heal or remove any other damage, curses, poisons, diseases, or glyphs that the PC may be suffering from. The PC does not lose Hit Points or suffer any of the normal penalties of dying or resurrection, and their spell or ability point totals are unchanged.

The amount of CAP required to activate the Fate Point Option is 3000 CAP per level of the PC or the current experience point total of the PC, whichever is less. A minimum CAP of 1500 CAP must be applied to activate the Fate Point Option.

---

***THE FATE POINT OPTION MAY ONLY BE APPLIED DURING THE GAME WHERE THE CHARACTER DEATH OCCURRED.***

---

Example: Tina’s character Acacia, an 8<sup>th</sup> level Knight, is slain in combat with a dragon. The Fate Point Option has not been disallowed, so Tina activates the Fate Point for Acacia. Tina notifies their GM, and they agree that the fatal blow from the dragon’s claw which should have killed Acacia actually just knocked them aside and dazed them until the battle was over. The shock of it all reduced them to 1 LifePoint. They spend 24,000 CAP for Fate’s intervention and joins their team after they finish with the dragon.

## Our Organization

The IFGS is a member-owned non-profit corporation chartered under the laws of Texas. It is organized as a representative democracy governed by an elected seven-member Board of Directors; whose members serve staggered two-year terms. All regular IFGS members above the age of 18 are entitled to vote on and run for its Board and offices, although non-voting associate memberships are also available. The work of the organization is performed by volunteer officers and committees selected from the membership at large. The Society Clerk maintains the membership records and processes payments and information.

The central governing body of the IFGS, the Society, provides organizational services to the chapters and the overall membership. The Society provides insurance coverage for games participants and has volunteer committees of members who manage various facets of the organization's operations. The Society also manages a Database of all game participants, their characters, possessions, and specific features.

Our chapters provide support services to game designers, including production assistance through Quartermaster corps and extensive props collections, financial and records-keeping management through Treasury and Registry operations, editorial assistance through Sanctioning committees, and advertising through chapter newsletters and Public Relations committees.

## The Dream Park Connection

The IFGS was named after a fictional organization described in the 'Dream Park' series of novels, written by Larry Niven and Steven Barnes. Similar to the organization described in the novels, the IFGS designs, runs, and sanctions various fantasy-Based live-action role-playing games. Niven and Barnes attended an early IFGS convention and have each played in an IFGS game. In the later Dream Park novels, the authors adopted the "*real*" IFGS as the historic background for their future one, providing the "*real*" IFGS with publicity; they also donated the original manuscript of one of the Dream Park novels to the IFGS for fund-raising purposes.

# Index

+1 vs. LI Effects .....	86	Camp Fire .....	74
+3 Magical Weapon .....	49	Cleanse.....	86
Ability.....	See Spells, Abilities, & Skills, See Spells, Abilities, & Skills, See Spells, Abilities, & Skills	Cleric	
Acuity .....	85	Description of.....	112, 116
Additional Damage.....	46	Spells of .....	116
Alignment.....	16	Climbing .....	60
Legal .....	17	Clinging Vine .....	74
Social .....	17	Combat.....	138, <i>Also See</i> Melee Combat, Propelled Missile Combat, and Thrown Missile Combat
Animal Mind .....	73	Definition of.....	138
Animal Pact .....	40, 43	Immediate counters .....	144
Animal Tamer.....	73	Knockdowns .....	145
Animate Dead.....	85	Physical contact in .....	138
Armor .....	135	Commune.....	97
Availability of.....	135	Conceal Self.....	60
Chain mail.....	135	Concealment .....	155
Effectiveness of.....	136	Concentration.....	86
Leather .....	135	Confidence.....	51
Magical protection .....	135	Consent Rule.....	125
Physical armor .....	135	Control Undead.....	87
Plate mail .....	135	Converse .....	75
Representations of.....	135	Costuming.....	128
Shields.....	136	Color of .....	128
Arrow of Slaying .....	51	Disguises .....	128
Ashes to Ashes .....	85	Restrictions on .....	128
Aspect of the Beasts .....	55	Crash Time .....	75
Aspect of the Elements .....	96	Create Scroll .....	87
Attuned Magical Weapon.....	55	Dead Eye.....	76
Autocast.....	85	Death.....	149
Avenging Blow.....	46	Fate Point Option, The .....	192
Awaken.....	73	Resurrection .....	150
Backstab .....	59, 63	Death Commitment.....	56
Balance .....	59	Death Feint .....	61
Bargain .....	67	Death Memory .....	44
<b>Bases</b> .....	149	Deception.....	61
<b>Immutable</b> .....	149	Defense .....	76
Battle Fever: Additional Life Points.....	46	Define Trap – Mechanical .....	61
Bind Weapon .....	51	Detect Magic.....	76
Bindings.....	130	Diagnose .....	76
Blade Sharp +1 .....	46	Disarm .....	51
Blessed Arrow .....	96	Disease.....	147
Blessed Bolt.....	74	Disguise .....	67
Blocking .....	60	Dispel Fear.....	47
Blood Heat.....	85	Dispel Magic.....	88
Bolt .....	97	Disputes .....	190
Bump of Direction.....	74	Disrupt .....	89
Bypass Glyph .....	86	Distrust.....	62
Bypass Trap – Mechanical .....	60	Dodge Blow .....	52
		Double Effect.....	97

Down Time .....	127	Aldaband .....	159
Dream Park .....	193	Arshat .....	164
Dropsy .....	77	Babre .....	164
Druid .....	118	Balam .....	159
Description of .....	118	Bragollach Gurth .....	161
Dust Storm .....	97	Cryo .....	165
Earth Calming .....	89	Desh .....	164
Earth Healing .....	98	Elthos .....	157
Earth Slap .....	89	Hapla .....	161
Electrify .....	77	Holfet .....	158
Elemental Damage .....	89	Kolnath .....	165
Elemental Fury .....	98	Lopla .....	162
Elemental Strike .....	77	Magius .....	164
Enhance .....	77	Malagorth .....	162
Epic Levels .....	180	Mitnal .....	166
Escape Bonds .....	62	Mord .....	166
Evade .....	67	Passalon .....	166
Experience Points .....	19	Pyro .....	165
Earned by staffing or NPCing .....	19	Regia .....	158
Faery Lights .....	78	Rigortus .....	162
Fate Point Option, The .....	192	Rimesh .....	158
Fighter .....	106	Selfen .....	162
Description of .....	106	Shestru .....	163
Weapons and armor of .....	105, 111, 115	Silwar .....	163
Fighter's Blow .....	52	Sinta .....	163
Fighter's Recovery .....	47	Solit .....	160
Five-Second Rule .....	125	Svarq .....	158
Flare .....	78	Syat .....	160
Flower of Avalon .....	98	Trefre .....	158
Foresee .....	78	Ungoloranth .....	163
Forgery .....	62	Uvas .....	160
Free Strike .....	56	Westru .....	165
Freeze Disease .....	78	Wid .....	160
Freeze Poison .....	79	Wither .....	166
Gale .....	89	Xardrin .....	161
Game Aide .....	14	Yum Cimil .....	159
Game Designer .....	13	Yum Kaax .....	159
Game Master .....	14	Zicth .....	161
Game Producer .....	13	God's/Goddess's Boon .....	79
Game Writer .....	13	God's/Goddess's Favor .....	79
Games, types of .....	10	God's/Goddess's Hammer .....	90
Invitational game .....	12	Gold .....	129
Line course .....	11	Group Immunity to Fear .....	48
Open registration game .....	12	Heal .....	80
Room game .....	11	Healing Damage .....	130
Sanctioned .....	10	Healing Potion .....	44
World course .....	11	Healing, Earth .....	98
Gauge Magical Weapons and Armor .....	48	Hone Arrows +1 .....	48
Gauge Opponent – Base Armor .....	47	Hunting Pursuit .....	53
Gauge Value of Non-Magical Treasure .....	62	Identify Plant/Animal .....	40
Githar's Arrow .....	52	Identify Supernatural Creature .....	48
Glyphs .....	156	IFGS, Organizational structure of .....	193
Actra .....	160	Illusions .....	154

Disbelief in.....	154
Type 1 .....	155
Type 2 .....	155
Type 3 .....	155
Immediate Counters.....	144
Immunity to Fear	
Group .....	48
Immunity to Knockdowns .....	57
Immunity to Magical Disease	
Immunity to Poison .....	68
Immutables .....	149
Insect Bane .....	80
Insect Strike .....	80
Inspire.....	120
Intuit Code.....	63
Investigate Habitation.....	40
Invisibility .....	156
Invitational Game .....	12
Invoke.....	99
Ki'ai.....	69
Kill Dagger Poison .....	147
Killing Attack .....	58, 103
Kip .....	64
Knight.....	107
Abilities of .....	107
Code of.....	107
Knockdown Arrow .....	49
Knockdowns .....	145
Know Aura .....	80
Know Class.....	41
Know Plant .....	41
Know Religion .....	80
Leap .....	64
Level.....	19
LI Enhancement +1 .....	100
LI Extension .....	100
Life Enhancement.....	100
Life Points .....	129
Healing of .....	130
permanent changes to.....	149
Life Support.....	44
Lightbeam.....	100
Limb Sever .....	130
Line Course .....	11
Live Action Role-Playing.....	9
Lock.....	41
Lock Picks .....	151
Locks .....	151
Construction of .....	188
Difficulty of .....	152
IFGS Lock System.....	151
Lock picks.....	151
Type of.....	152

Lore, Major.....	41
Loremaster .....	13, 120
Mage's Script.....	80
Magic .....	154
Concealment .....	155
Detecting and Revealing of.....	154
Dispelling of.....	154
Glyphs .....	156
Illusions.....	154
Invisibility .....	156
Magic items.....	169
Magic Item Level Limit (MILL) .....	174
Magic Items .....	169
Approval of .....	175
Bonding of .....	172
Generators, batteries, & crystals .....	171
Items based on spells, abilities, or skills .....	171
Items of healing.....	171
Limitations on .....	173
Magical weapons.....	171
Physical representations of.....	172
Potions.....	171
Protection items.....	171
Scrolls .....	171
Types of .....	170
Magic User .....	119
Major Lore.....	41
Melee Combat.....	140
Calculating damage for .....	139
Mechanics of .....	139
Weapon types.....	187
Memory .....	41
Mental Signal.....	90
Message .....	81
Missile Protection .....	44
Mist Bridge.....	90
<b>Moonbeam</b> .....	100
Move Without Tracks .....	49
Nerve Strike.....	45
Neutralize Disease .....	44
Neutralize Poison Potion .....	41
No Defense Arrow.....	57
Numbing Blow .....	57
Obscure Class .....	69
Open Registration Game.....	12
Opportunity Fire .....	143
Pain Strike.....	91
PC Fairness Rule .....	131
Penetrating Arrow.....	49
Perceive Illusion .....	42
Phase Out.....	91
Physical Attack .....	64
Physical Contact .....	127

Physical Protection .....	81	Game Aide .....	14
Physical Representations .....	129	Game Designer.....	13
Pick Locks .....	64	Game Master .....	14
Player Character .....	13	Game Producer.....	13
Poison .....	147	Game Writer.....	13
Kill Dagger poison.....	147	Loremaster .....	13
Other poisons .....	148	Player Character .....	13
Red Death poison.....	147	Registry Representative .....	14
Toxin poison .....	148	Safety Officer.....	14
Venom poison .....	148	Watchdog .....	14
Precognition.....	72	Room Game.....	11
Preserve Plant .....	42	Safe Fall.....	65
Propelled Missile Combat .....	140	Safety .....	127, 131
Aiming time for .....	141	Disallowed items.....	127
Calculating damage for.....	141	Down time.....	127
Critical hit .....	142	Physical contact.....	127
Hit types.....	142	Time Stop.....	127
Marginal hit.....	142	Safety Officer .....	14
Mechanics of.....	141	Sanctioned Game .....	10
Missile fire at night.....	143	Sanctioning Committee .....	10
Number of propelled missiles allowed .....	143	Savvy .....	82
Opportunity fire .....	143	Seeds of the Elements.....	93
Physical representations for .....	132, 140, 187	Sense I.....	69
Range of.....	141	Sense Poison .....	65
Shields and.....	142	Sense Traps.....	65
Time between shots .....	142	Shields .....	136
Protection.....	<i>See</i> Armor	Sigil.....	167
Protests .....	190	Skill.....	<i>See</i> Spells, Abilities, & Skills, <i>See</i> Spells, Abilities, & Skills, <i>See</i> Spells, Abilities, & Skills
Purify .....	101	Snare .....	42
Raise Dead.....	103	Speak to Winds .....	101
Ranger .....	110	Speak with Animals.....	43
Red Death Poison .....	147	Speak with Dead.....	93
Reduce Lock Type, -1 .....	44	Speed .....	72
Regenerate .....	101	Spell.....	<i>See</i> Spells, Abilities, & Skills, <i>See</i> Spells, Abilities, & Skills, <i>See</i> Spells, Abilities, & Skills
Registry Representative.....	14	Spell Absorption.....	104
Remove Curse .....	92	Spell Defense.....	45
Remove Glyph.....	92	Spell Negation .....	101
Repulse Good/Neutral/Evil .....	81	Spell Point Transfer .....	94
Resist Pain .....	54	Spells, Abilities, & Skills .....	121
Restore Permanent Life/Spell Point .....	103	Attributes of .....	121
Resurrection.....	150	Conjuration time of .....	124
Reveal Curse.....	93	Consent Rule.....	125
Reveal Glyph.....	42	Cost or uses of.....	122
Reveal Magic.....	81	Damage caused by .....	124
Reveal Supernatural Creatures .....	82	Default invocation time of .....	121
Rock to Mud.....	93	Disrupted invocation of.....	124
Role-Playing .....	15	Duration of.....	122
Characater history .....	16	Five Second Rule .....	125
Character alignment.....	16	Level Influential .....	122
Reacting to combat .....	15		
Reacting to magic .....	15		
Staying in character .....	15		
Roles for IFGS Participants.....	12		

Level of .....	121	Timing .....	65, 66
Material components of .....	124	Toxin Poison .....	148
Miscellaneous attributes of .....	122	Tracer .....	94
Range of .....	121	Track Lore .....	43
Reversible .....	122	Tracking .....	43
Somatic component of .....	125	Treasure .....	129
Stacking of .....	122	Limits on .....	175
Use at night .....	124	Treeshift .....	94
Verbal component of .....	125	True Sight .....	102
Spring Water .....	82	Truth Sense .....	69
Stacking .....	177	Venom Poison .....	148
Additional features of .....	178	Walk on Liquids .....	45
<b>Starbeam</b> .....	100	Wall of Fire/Ice/Lightning .....	91
Stasis .....	101	Warp .....	84
Strength I .....	48	Watchdog .....	14
Strong Arm .....	82	Wathit .....	43
Stun .....	94	Weapons .....	132, <i>Also See</i> Melee Combat, Propelled
Stun Arrow .....	54	Missile Combat, & Thrown Missile Combat	
Summon Storm .....	104	Acid .....	133
<b>Sunbeam</b> .....	100	Bows & crossbows .....	132
Target Arrow .....	54	Construction of .....	186, 188
Thief's Hearing .....	62	Flaming oil .....	134
Throat Slit .....	131	Hand-held melee .....	187
Throw .....	69	Holy or unholy water .....	134
Thrown Missile Combat .....	143	Oil .....	134
Blocking of .....	144	Propelled missile .....	132
Damage of .....	144	Rock .....	134
Mechanics of .....	143	Safe use of .....	132
Number of thrown missiles .....	144	Throwing dagger or star .....	134
Range of .....	144	World Course .....	11
Time Stop .....	127	Wrath .....	102